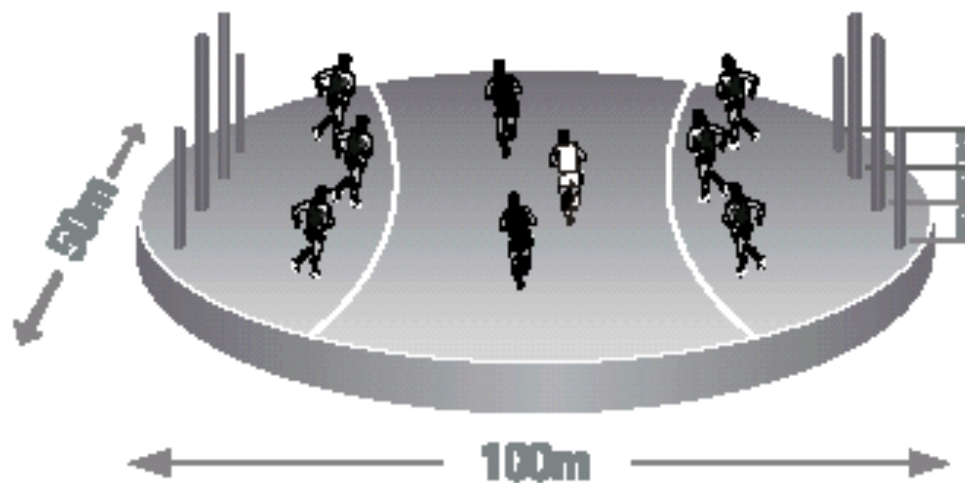


Eagles Faction Football

Key Rules:

- The game is non-contact
- Teams comprise of 3 forwards, 2 centres and 3 backs wearing bibs.
- Turnovers occur if the ball touches the ground.
- If a player with the ball **has not had prior opportunity** to dispose of the ball and has their tag removed from the tag belt they will be allowed 3 seconds or 3 steps to dispose of the ball.
- If they **have had prior opportunity** to dispose of the ball when a tag from their belt is removed, it is holding the ball and a turnover will occur.
- Games consist of 2 x 10 minute halves with a 2 minute interval.
- The ground is 100m long, by 50m wide, and is broken down into three sections. Forward/Scoring zone (20m), Midfield zone (60m) and Defensive zone (20m).
- Only a forward player can shoot for goal after marking the ball in his/her scoring zone. The player must go back (not play on) and take a set shot for goal.
- 9 points shall be awarded for a female goal, 6 points for a male goal.
- Interchange of players may take place at anytime and be unlimited.
- A mark is awarded irrespective of the distance travelled.

The Playing Area and Ground Setup



Eight players, one official

20m scoring
zone

60m mid
zone

20m scoring
zone



*The Laus of AFL Recreational Football to be read in conjunction with
the Laus of Australian Football.*