



UNDER 10 LIGHTNING CUP 2026

1. Aims and Objectives:

The Lightning Cup Day is primarily for boys and girls who participated in Under 10 football in the WFNL this year and will transition to Under 12 football. However, we encourage clubs to seek Auskickers who are age-appropriate from their aligned Auskick Centre to promote the transition to Junior Footy. The aim is to provide an environment in which:

- The players thoroughly enjoy themselves.
- All players are actively involved.
- Injury risk is minimal.
- Players get a taste of Under 12 football in preparation for next season.

2. Grid Game Rules

All games will be played under Under 10 football rules, however, with the following Under 12 rules introduced:

- Coaches coach from the sidelines
- Unlimited bouncing of the ball
- Last disposal rule (between 50m arcs) – Ball up in lieu of boundary throw-in.

3. Expectations of Parents

Please make this a fun and positive experience for all the children involved. Here are some ways you can help make the Carnival a great success:

- Volunteer to be the goal umpire.
- Stay OFF the oval at all times – only umpires, coaches and players are allowed on the ground.
- Cheer on all the kids – from both teams!
- Do not dwell on the score/result; instead, focus on some of the things your child's team did well.

4. Coach's responsibilities on the day:

To make the day run as smoothly as possible, here are a few tips for the Coach:

- Coaches are responsible for making sure the players play in each of the three positions (Forward, Mid and Back) across the three matches. How you rotate the players in positions is up to each Coach.
- After the match, line your team up to thank the umpire/s and shake hands with the opposition team.

5. Umpires' responsibilities:

- Read the rules very carefully.
- Keep the game fun and fair.
- Communicate with the kids, for example, "Pass or kick now,", "Great mark", etc.





6. Siren/Timekeeping

- Timekeeping will be completed as per regular season. Teams must be ready or they will lose game time.
- One blast = start or finish of the half
- Two blasts = one-minute warning before the half is to start, players take their positions.
- An example of sirens: 9:29 (two blasts), 9:30 (one blast), 9:45 (one blast), 9:47 (two blasts), 9:48 (one blast), 10:03 (one blast).
- 2 x 15-minute halves with a 3-minute halftime break

7. Order of events

We would offer different timed sessions. We would look to have teams play 2 games (the equivalent of a full Under 12 game) and have a post-match presentation where each child registered would be presented with an award.

Games

- Game 1 – 9:00 am – Team 1 v Team 2
- Game 2 – 9:40 am – Team 1 v Team 3
- Game 3 – 10:20 am – Team 2 v Team 4
- Game 4 – 11:00 am – Team 3 v Team 5
- Game 5 – 11:40 am – Team 4 v Team 6
- Game 6 – 12:20 pm – Team 5 v Team 7
- Game 7 – 1:00 pm – Team 6 v Team 8
- Game 8 – 1:40 pm – Team 7 v Team 9
- Game 9 – 2:20 pm – Team 8 v Team 10
- Game 10 – 3:00 pm – Team 9 v Team 10

Presentations

- Team 1 – 10:20 am
- Team 2 – 11:00 am
- Team 3 – 11:40 am
- Team 4 – 12:20 pm
- Team 5 – 1:00 pm
- Team 6 – 1:40 pm
- Team 7 – 2:20 pm
- Team 8 – 3:00 pm
- Team 9 – 3:40 pm

