



UNDER 8 & 9 ROUND ROBIN DAY 2026

1. Aims and Objectives:

The Round Robin Day is primarily for boys and girls who participated in Under 8 or 9 football in the WFNL this year. We do however encourage clubs to seek Auskickers who are age appropriate from their aligned Auskick Centre to promote 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.
- The score and winning/losing are of little importance.

2. Grid Game Rules

All Under 8 games will be played to the WFNL Under 8 Rules and All Under 9 games will be played to the WFNL Under 9 Rules

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 field or goal umpire.
- Stay OFF the grids/ovals at all times – only umpires, coaches and players are allowed on the ground, even at half-time and between matches.
- 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 two 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.
- Try to get all children involved in the game – let a child with few touches take a free kick rather than a child who has had many possessions.
- Communicate with the kids, for example, "Pass or kick now," "Great mark", etc.





6. Siren/Timekeeping

- Timekeeping will be done centrally for all teams. 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.
- 2 x 10-minute halves with 5 minute half-time break

7. Order of events

This varies across venues.