

Under 10's Competition Format

Stage 1: Group

116 Teams drawn into 29 groups of 4. Each team then plays the other three teams in their respective group.

32 teams move into the Premier Division (29 x 1st + 3 x 2nd).

32 teams move into the Championship Division (26 x 2nd + 6 x 3rd).

32 teams move into the Europa Division (23 x 3rd + 9 x 4th).

20 teams move into the Conference Division (20 x 4th).

Stage 2: Competition

Premier; Teams are placed into groups of 4. Each team plays the other three teams in their respective group.

Championship; Teams are placed into groups of 4. Each team plays the other three teams in their respective group.

Europa; Teams are placed into groups of 4. Each team plays the other three teams in their respective group.

Conference; Teams are placed into groups of 4. Each team plays the other three teams in their respective group.

Stage 3: Finals

Premier; 8 Teams are drawn into Qtr Finals based on their group positions (8 x 1st). Winning teams continue to play through to a Grand Final. Losing teams continue to play through to Ranking games. Remaining teams are placed into playoff series for final rankings (8 x 2nd; 8 x 3rd; 8 x 4th)

Championship; 8 Teams are drawn into Qtr Finals based on their group positions (8 x 1st). Winning teams continue to play through to a Grand Final. Losing teams continue to play through to Ranking games. Remaining teams are placed into playoff series for final rankings (8 x 2nd; 8 x 3rd; 8 x 4th)

Europa; 8 Teams are drawn into Qtr Finals based on their group positions (8 x 1st). Winning teams continue to play through to a Grand Final. Losing teams continue to play through to Ranking games. Remaining teams are placed into playoff series for final rankings (8 x 2nd; 8 x 3rd; 8 x 4th)

Conference; 8 Teams are drawn into Qtr Finals based on their group positions (5 x 1st + 3 x 2nd). Winning teams continue to play through to a Grand Final. Losing teams continue to play through to Ranking games. Remaining teams are placed into playoff series for final rankings (2 x 2nd + 5 x 3rd + 1 x 4th; 4 x 4th)