

**METRO SOUTH
JUNIOR FOOTBALL
LEAGUE
(INCORPORATED)**

**RULES AND BYLAWS
OF
THE LEAGUE**

Revision 6

25th November 2009

Revision history

Revision	Date		AGM / SDCM approval
	1998	Initial Rules	-
1	25/03/02	Changes to A1, D1, D2, D3, E1, E2, E3, E5, F1, F2, F3, G1, G2, G4, G5,	13/03/02
2	30/10/05	Major revision and restructure of the Rules. Inclusion of administration requirements, prescribed penalties, revised codes of conduct, application of The Laws of Australian Football, Tribunal Committee procedure and the playing rules.	??/??/??
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6	25/11/09	Amend sections E4.1, E4.3, F18.3, add New section F17.6 and new Bylaws 45, 46 and 47.	25/11/09

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A DEFINITIONS

LEAGUE	The Metro South Junior Football League (Incorporated).
ANOTHER LEAGUE	All other Australian Rules Football competitions with the exception of schools football with the South Australian Schools Football Association or participation in a SANFL team (special squad participation, special competition or other grade competition).
AFL	The Australian Football League.
CLUB	A club affiliated with the League (member Club).
CLUB MEMBER	A member of a club as defined in the Constitution of the League.
CLUB OFFICIAL	The elected officials of the club and any person appointed by the club to act in a position on behalf of the club, including Match Officials and Team Officials.
CONSTITUTION	The Constitution of the League.
DELEGATE	The nominated representative of a club affiliated with the League.
EXECUTIVE COMMITTEE	The elected office bearers of the League and the Umpires' Director.
FEEDBACK ON FIELD UMPIRES	The assessment form supplied by the League for completion by each coach.
FIELD UMPIRE	The field umpire appointed by the Umpires' Director on behalf of the League officiating or at a match.
FINAL SERIES	The Elimination Final, Qualifying Final, First Semi Final, Second Semi Final, Preliminary Final and the Grand Final.
GENERAL MANAGER	The General Manager of the League.
INCLEMENT WEATHER	Unstable weather characterised by lightning in the vicinity of the playing surface, hail storm(s), extreme winds and the like.
JUNIOR DISTRICT LEAGUE	A league affiliated with the SANFL under the SA Junior District Leagues Committee Charter & Rules.
LEAGUE OFFICIAL	The Executive Committee of the League and any person appointed by the League to act in a position on behalf of the League, including Field Umpires and Match Officials.
MAJOR ROUND	As defined for Final Series.
MATCH OFFICIAL	The Goal Umpires, Boundary Umpires and Timekeeper appointed by a club or the League.
MATCH RATIO	The calculation result achieved by dividing the number of premierships points obtained by the number of premierships points played for.
MINOR ROUND	Matches for which premierships points are awarded.
MISCONDUCT	As defined in the Constitution of the League.
PARTICIPANT	Includes members of a club, match officials, field umpires, League official, who attend or take part in any event organized by the League, including

events organized in conjunction with any other controlling body.

PLAYER	A registered player of a club affiliated with the League.
PERCENTAGE	The calculation result achieved by dividing the total points a team has scored by the sum of the total points the team has scored and the total points scored by other teams it has played, expressed as a percentage.
PROOF OF AGE	Documentary proof of age, which may be a birth certificate, extract of birth certificate, passport, or other document approved by the League.
REGISTRAR	The Registrar of the League.
REGISTRATION APPLICATION	The official player registration form(s) of the League.
REGISTRATION NUMBER	The unique registration number allocated by the Registrar to each player registered with the League.
RESULTS COLLATION SHEET	The results collation sheet of the League completed by both teams immediately following a minor round.
SANFL	The South Australian Football League.
SCORE CARD	The official score card supplied by the League.
SEASON PROGRAM	The official program supplied by the League for the competition.
SECRETARY	The Secretary of the League.
TEAM	As defined in the Rules of the League.
TEAM LIST SHEET	The list of players in a squad in any grade.
TEAM OFFICIAL	The coach, assistant coach, team manager, runner(s), water carrier(s), trainer(s), first aid providers and any other team position appointed by a club.
TEAM SHEET	The official team sheet supplied by the League prior to each match listing the players eligible to play in the match.
UMPIRE	Includes, as appropriate to the context, the field umpire, goal umpire and boundary umpire.
UMPIRES' DIRECTOR	The Umpires' Director appointed by the League to manage the field umpires.
UNQUALIFIED PLAYER	A playing member of a team who is unregistered or a player who is overage, under suspension or who has not played sufficient matches to qualify for the finals series.
VOTING SLIP	The official field umpire voting slip supplied by the League.

B INTRODUCTION

B1 PURPOSE OF THE RULES

- B1.1 The Rules of the League set out in this document have been established to provide all participants in the League's competition with an understanding of the League's requirements. The structure of the Rules has been broadly aligned to the way the season and competition matches are managed.
- B1.2 The League recognises that the member clubs are part of a larger sporting body which includes competitive, open age competition. However, all participants should clearly understand the League's objectives for its competition, and make themselves aware of the expectations that apply to them.

Above all else, the League's competition is for the benefit, development and enjoyment of the players.

B2 THE LAWS OF AUSTRALIAN FOOTBALL

- B2.1 The Laws of Australian Football published by the AFL form part the Rules of the League ('the Rules').

B3 ORDER OF PRECEDENCE

- B3.1 The following order of precedence shall apply when interpreting the Rules:
- (a) The Constitution of the League.
 - (b) The Rules of the League, excluding The Laws of Australian Football.
 - (c) The Laws of Australian Football.
- B3.2 The Executive Committee shall settle any issues arising from the interpretation of or any ambiguity or inconsistency between the documents identified in B3.1 in accordance with the order of precedence.

C OBJECTIVES OF THE COMPETITION

The objectives of the Sunday competition operated by the League are:

- (a) To introduce players to organised district football and to the League's member clubs.
- (b) To provide a safe, fun recreational activity that can be enjoyed by the players, parents/caregivers and the wider community.
- (c) To provide a forum for the development of the skills of all players participating in the competition.

D CODE OF CONDUCT

D1 THE LEAGUE'S EXPECTATIONS OF ALL PARTICIPANTS

- D1.1 The League supports endorses and adopts the codes of conduct promoted by the Australian Sports Commission and the Australian Football League.
- D1.2 All participants in the League's competition are expected to support the League's objectives outlined in the Constitution of the League, comply with the Rules and comply with the codes of conduct outlined in Appendix A.
- D1.3 Clubs shall be responsible for the conduct of their players, team officials, match officials, club officials, club members, player's parents/caregivers and spectators.

D2 FAILURE TO COMPLY WITH THE CODE OF CONDUCT

- D2.1 Failure to comply with or committing a breach of the code of conduct by any participant shall be subject to the penalties as defined in the Rules.
- D2.2 Breaches of the codes of conduct may also be dealt with by the League's Executive Committee in accordance with the Constitution of the League.

E PLAYER REGISTRATION

E1 PLAYING IN THE LEAGUE'S COMPETITION

- E1.1 All players shall be registered with the League before being granted a permit to play in any minor or major round match.
- E1.2 A registered player is a player who meets the requirements of the Rules, whose application for registration for the playing season has been submitted to the League and the League has issued a registration number for that player to the player's Club on the official the team sheet.

E2 PLAYER AGE QUALIFICATION

- E2.1 The age qualification date for all competition grades shall be 1 January in the year that you play.
- E2.2 No player may play in a competition grade that is more than two (2) years above their minimum eligible competition grade.

E2.3 PLAYING DOWN

- a) Playing down will not be permitted due to duty of care obligations except where a legitimate medical condition exists.
- b) Player/s seeking exemption needs to provide relevant medical evidence for assessment by the Executive.
- c) If no relevant medical evidence is supplied the player will not be given an exemption.
- d) Approval to be given by the Executive on a one year basis.

E2.4 If a player plays six (6) games up they may not come down. Regardless of age. A permit may be issued if a club has problems fielding a team

E2.5 Age requirements for the competition grades are:

Under 8	Players under 8 years of age on the age qualifying date, and players must be six (6) years of age or older on the age qualification date
Under 9	Players under 9 years of age on the age qualifying date, and players must be seven (7) years of age or older on the age qualification date
Under 10	Players under 10 years of age on the age qualifying date
Under 12	Players under 12 years of age on the age qualifying date
Under 13	Players under 13 years of age on the age qualifying date
Under 14	Players under 14 years of age on the age qualifying date
Under 15	Players under 15 years of age on the age qualifying date
Under 16.5	Players 16.5 years of age or under on the age qualifying date

E3 FEMALE PLAYERS

E3.1 The League encourages participation of female players up to the age of twelve (12) years.

E3.2 Female players aged twelve (12) years of age and over are encouraged to play youth girl's football.

E3.3 Youth Girls Football is an all female competition.

E4 SQUADS/ SQUAD SIZE

E4.1 For a club to be recognised as a member of the League they must field a minimum of two (2) grades, there will be no restriction in which grade Clubs nominate.

E4.2 The League will require five (5) clubs to nominate for an individual grade to facilitate that grade within the season. Should there not be sufficient teams in a nominate grade then clubs may wish to field in a higher grade with two (2) teams.

E4.3 Club must register a minimum of fourteen (14) players in each age group in which they wish to participate at the March delegates meeting. Failure to do so will make that club ineligible to compete in that grade.

E4.4 Failure by a club to maintain the minimum squad size in any grade shall automatically disqualify the club from continuing to participate in that grade competition.

E4.5 Each club shall be allowed to register a maximum number of players in each grade as follows:

Under 8 and Under 9	Thirty Two (32) players in the squad
Under 10 to Under 14	Twenty eight (28) players in the squad
Under 15 & Under 16.5	Thirty Two (32) players in the squad

E5 ACCEPTANCE OF AN APPLICATION AND DISPUTED REGISTRATION

- E5.1 The Registrar may refuse an application for registration which in the opinion of the Registrar is not a bona fide application.
- E5.2 A player may have his registration revoked at the discretion of the Registrar where the Registrar considers that there are reasonable grounds on which to base the revocation.
- E5.3 The Registrar shall refer all disputed registration, as defined above, to the next Delegates' Committee Meeting for decision.
- E5.4 Until the decision of the Delegates' Committee Meeting is made the application for registration shall not be processed or, in the case of a revoked registration the player shall remain de-registered.
- E5.5 The Registrar shall take appropriate action regarding the disputed registration in accordance with the Delegates' Committee Meeting decision. In the case of a revoked registration the Registrar shall advise in writing both the club and the de-registered player of the decision.

E6 REGISTRATION OF PLAYERS AND PROOF OF AGE

- E6.1 An application for registration shall be made to a club by the player on the player registration forms issued by the League.
- E6.2 The club shall lodge the completed player registration forms:
- (a) Player registration form (lodged with the Registrar on completion)
 - (b) Player medical form (retained by the club on completion, see *First aid provider* for form management)
 - (c) Player clearance form (lodged with the Registrar, see *Clearances* for applicability).
- E6.3 Players applying for registration with the League for the first time are required to provide a copy of proof age documentation with their application. Acceptable forms of proof of age documentation are outlined on the application form.
- E6.4 Players who have been registered with the League previously are required to provide with their application either:
- (a) Their previous registration number, or;
 - (b) A copy of proof age documentation.
- E6.5 An incomplete application for registration shall be returned to the club for rectification prior to processing by the League.
- E6.6 An application for registration may be made at any time during the playing season (refer to *Player eligibility for finals*).
- E6.7 Applications for registration of players shall not be processed if they are received after 7.00 pm on the Wednesday prior to a programmed match.
- E6.8 Players may register on game day if they have their registration form filled in and signed and proof of age with them. Paperwork must be signed by an executive member of the League or the central umpire. Paperwork must be in the League office within seven (7) days or Rules for unregistered players will apply.

E7 TRANSFERS

- E7.1 Any player wishing to transfer from one club to another club within the League prior to the commencement of the playing season is able to do so subject to the maximum squad size requirements and an internal clearance form is required.
- E7.2 A player transfer from one club to another club within the League after the commencement of the playing season shall be approved by the League subject to both clubs being able to meet both the minimum and maximum squad size requirements following the transfer.
- E7.3 Transfers shall not be received by the Registrar after 30 June in the playing season.

E8 CLEARANCES

- E8.1 A player under the age of fifteen (15) years on the first day of January of the playing year and wishing to transfer to a member club of the League will not be required to obtain a clearance from the SANFL affiliated League with which he/she was last registered.
- E8.2 A player over the age of fifteen (15) years on the first day of January of the playing year and wishing to transfer to a member club of the League:
- (a) may only be registered with one Junior District League (currently these Leagues are Metro West Junior Football League, Metro South Junior Football League, North East Metro Junior Football Association and Central Districts Junior Football Association)
 - (b) will be required to obtain a clearance from the SANFL affiliated Junior District League with which he/she was last registered (refer to *Player registration and proof of age*).
- E8.3 All players' transferring clubs within the League will need to fill out an internal clearance form to be lodged with their registration form.

E9 DE-LISTING AND RE-REGISTRATION AT THE REQUEST OF A CLUB

- E9.1 A player may not be registered, de-listed and re-registered in the same season with the same club.
- E9.2 A club shall not de-list a registered player to allow the registration of another player unless the reason for de-registration is the result of the voluntary departure of the player (refer to *Acceptance of an application and disputed registration*).

E10 PLAYING AN UNQUALIFIED PLAYER

- E10.1 No club shall play a player whom for any reason is unqualified in accordance with these Rules.
- E10.2 A club may query the qualification of any opposing team's player by approaching the team manager of the opposing team and requesting the player's name, registration number, and jumper number for verification with the League.
- E10.3 A club found to have breached E 10.1 shall lose premiership points for each match in which an unqualified player has played, and shall be fined for the first offence (Refer to *Loss of premiership points* and *Penalties*).
- E10.4 The fine for second and subsequent offences shall be determined by the Executive Committee, but shall not be less than in E10.3 in each case.

F OPERATION OF THE COMPETITION

F1 NOTIFICATIONS SENT TO THE LEAGUE

- F1.1 All written notification sent to the League related to player registration, operation of the competition and match day requirements shall be addressed to the General Manager at the League's published contact address for email, facsimile or post.
- F1.2 All verbal notification to the League related to operation of the competition and match day changes shall be addressed to the General Manager at the published contact numbers.

F2 TEAM OFFICIALS TO BE PROVIDED

- F2.1 Each team representing a club shall be supported by a one (1) coach, one (1) team manager, one (1) runner, trainer or first aid provider and two (2) water carriers.
- F2.2 In Under 8, Under 9 and Under 10 grades the coach may also act as the runner.

F3 COACH ACCREDITATION

- F3.1 All coaches appointed by a club shall hold current accreditation recognized by the SANFL as a Level 1 Coach before the commencement of their second season as a coach within the League.
- F3.2 All coaches are required to register on the Leagues coaches' registration form.

F4 FIRST AID PROVIDER / CONCUSSION and SPECIAL MEDICAL CONDITIONS

- F4.1 Clubs shall ensure that they have a qualified first aid provider or appropriately qualified sports trainer at all training sessions, trial matches and minor and major round matches.
- F4.2 The player medical forms for each team shall be kept in a secure location by the clubs and made available to the Team Manager at all training sessions and matches.
- F4.3 For the safety of all junior players the following minimum levels of accreditation for the provision of first aid and trainer services will apply:
- AFL Auskick / AFL Junior (5-12 years) - Basic First Aid Course
 - Community Youth (13-14 years) – Sports First Aid Course/Basic First Aid Course
 - Community Youth (15-16.5 years) – Level 1 Trainer/Basic Trainers Course (Must include current emergency first aid qualification)
- F4.4 Concussion occurs when, after a blow to the head, there is brain injury with some immediate disturbance of brain function. Any player showing the signs or symptoms of concussion should be removed from the field immediately and referred to a medical practitioner. A player who has suffered concussion with or without loss of consciousness should not participate in any match or training session until he/she is fully recovered and has been cleared by a thorough medical examination. All players sustaining a concussion require a medical clearance before resumption of their sport.
- F4.5 Some medical conditions may create concern for coaches and parents. Generally active sports participation is of benefit to many people with medical conditions. However a medical certificate should be provided if there is potential for the condition interfering with participation, or playing football could adversely influence the condition. Some conditions may require coaches to be informed if specific medical assistance could be necessary. Common conditions such as Asthma, Epilepsy and Diabetes require an emergency management plan to be provided. Players with heart problems or loss of one of a paired organ system (e.g. eye, kidney, and testicle) need a specific medical clearance to play.

F5 MATCH OFFICIALS TO BE PROVIDED – MINOR ROUNDS

- F5.1 The home club shall provide the following match officials for each minor round match played:
- (a) A goal umpire, who shall be at least 14 years of age. The goal umpire shall be provided with a white coat, the League's score card, a suitable writing instrument and two white flags.
 - (b) A boundary umpire, who shall be at least 12 years of age, capable of keeping up with the match and throwing the ball into the playing field for a fair ruck contest. The boundary umpire shall be provided with a white shirt and a whistle.
 - (c) A time keeper, who shall be at least 18 years of age. The time keeper shall be provide with an accurate time keeping device and a siren that is audible from all parts of the playing field.
- F5.2 The away club shall provide the following match officials for each minor round match played:
- (a) A goal umpire and boundary umpire, as in F5.1 (a) and (b) above.
- F5.3 The away club may also provide the following match officials for minor round matches:
- (a) A time keeper for reference, as in F5.1 (c) above.
- F5.4 The League shall provide the field umpires for all minor round matches.
- F5.5 Each club shall pay:
- (a) Half of the field umpires fees applicable for each match. The fees shall be paid immediately following the match.
 - (b) The fees of any other match official where the club elects to pay match officials.

F6 MATCH OFFICIALS TO BE PROVIDED – MAJOR ROUNDS

- F6.1 The host club shall provide the following match officials for each major round match played, other than Grand Final matches:
- (a) A Match Day Official/s
 - (b) Two goal umpires who shall be at least 18 years of age. The goal umpires shall be provided with a white coat, the League's score card, a suitable writing instrument and two white flags.
 - (b) Two boundary umpires, who shall be at least 18 years of age and capable of keeping up with the match and throwing the ball into the playing field for a fair ruck contest. The boundary umpires shall be provided with a white shirt and a whistle.
 - (c) A time keeper, as for F5.1 (c) and scoreboard attendants.
- F6.2 The host club shall provide the following match officials for each major round match played, other than Grand Final matches:
- (a) A Match Day Official/s
 - (b) A time keeper
- F6.3 The field umpire fees shall be paid immediately after each match by the competing clubs.

F6.4 The League shall provide:

- (a) the field umpires for all major round matches.
- (b) the field umpires, goal umpires, boundary umpires and time keeper for Grand Final matches.

F6.5 The League shall pay the match official fees for the match officials in F6.3 (b).

F6.6 The competing clubs in each match may provide the following club match officials for each match played, and shall be responsible for any fees paid to these match officials:

- (a) A time keeper for reference, as in F5.1 (c) above and scoreboard attendants.

F7 FIELD UMPIRES' FEES

F7.1 Field umpires' fees shall be set by Delegates' Committee Meeting and reviewed each year.

F8 MINIMUM SAFETY EQUIPMENT

F8.1 Clubs are required to provide the following safety equipment at all training sessions, trial matches and minor and major round matches. The safety equipment shall be maintained in good condition and working order:

- (a) Goal and behind post padding for fixed posts complying with The Laws of Australian Football.
- (b) A stretcher.
- (c) An appropriate and adequately maintained first aid kit.
- (d) Water bottles, one for each player participating in the training session or match.

F8.2 Temporary goal and behind posts shall be designed and manufactured to a design acceptable to the SANFL

F9 WEATHER POLICY

F9.1 Hot weather requirements include:

- (a) Training sessions and matches, including pre-season trial matches, shall be cancelled if the forecast temperature published in the Advertiser or Sunday Mail on the day the training is proposed to occur or the match is proposed to be played is 34°C or greater.
- (b) Coaches and team managers shall provide additional drinks breaks during training sessions, trial matches and minor round matches and actively encourage junior players to remain hydrated when the temperature is forecast above 25°C. The coach and/or team managers should modify or terminate the training activity if they consider the conditions unsafe for the players.
- (c) If in their opinion of the field umpire(s) the temperature and humidity conditions have become unsafe for the players they shall advise both team managers that they consider the conditions unsuitable for play and shall terminate the match.

F9.2 Inclement weather requirements include

- (a) The field umpire(s) shall stop the match and order the players from the field if inclement weather conditions which they consider poses a safety risk to players and officials develop during the match.
- (b) The match shall restart when the field umpire(s) deem conditions to be safe to do so. The match shall be shortened to comply with rule G5 Starting times (refer to Abandonment of matches).

F10 CLASH OF COLOURS

F10.1 The Constitution of the League prohibits the affiliation of teams having similar colours. A new organization wishing to affiliate with the League will be required to modify their playing uniform to avoid a clash with an existing club.

F10.2 Clubs shall play in their approved uniform for all home and away matches, except for the following clubs where the requirement for the away team to wear white shorts shall apply:

- (a) Edwardstown and Unley Jets playing.
- (b) Goodwood Saints and Unley Jets playing.
- (c) Edwardstown and Goodwood Saints playing
- (d) Glenunga and Unley playing
- (e) No club to wear *white* shorts against Kenilworth

F11 MOUTH GUARDS

F11.1 All players shall wear a mouth guard for training sessions, trial matches and all matches in the League's competition, including matches involving other Leagues.

F12 PROTECTIVE EQUIPMENT/ SPECTACLES

F12.1 Gloves are banned in all grades. Unless on medical grounds and approved by the League.

F12.2 Shin Guards are allowed for the Ruckman only.

F12.3 Spectacles frame and lenses must be plastic and must be held in securely place with a band.

F13 FORFEITS

F13.1 In the event of a club wishing to forfeit a scheduled match for one of its teams the Football Director of the club or the team manager of the team shall notify the opposition club Delegate and the League General Manager by no later that 7.00 pm two days prior to the scheduled match.

F13.2 A team is allowed fifteen (15) minutes after the scheduled starting time of the match to take the field or the match shall be is forfeited. If the match proceeds before the expiry of the deadline then the quarters shall be adjusted in accordance with *Starting times*.

F13.3 A team which receives a forfeit shall forward a completed team sheet to the General Manager in accordance normal match day requirements.

F13.4 A team that forfeits four (4) games or more during a season will not be eligible to participate in the finals.

F14 ABANDONMENT OF MATCHES

- F14.1 The decision to abandon a minor match due to hot or inclement weather (refer to *Weather policy*) or for any other legitimate reason shall be made by the field umpire(s).
- F14.2 In the event that a minor round match is abandoned, then either:
- (a) the score at the time the match was abandoned shall be recorded as the final score if the match had reached the three quarter time break, or
 - (b) the match shall be recorded as a draw and the final score shall be recorded as sixty (60) points each, irrespective of the actual score at the time the match was abandoned.
- F14.3 The field umpires shall record the reason for abandoning the minor round match on the score cards and the team sheets.
- F14.4 In the event that a major round match is abandoned for any reason the Executive Committee shall within two (2) days of the abandonment of the match determine the course of events to be taken.

F15 PREMIERSHIP CONDITIONS

- F15.1 Premiership points shall only apply for all grades from Under 11 and above.
- F15.2 In all minor round matches two (2) premierships points shall be awarded for a win and one (1) premierships point to each team for a draw.
- F15.3 In all cases of a forfeit the winning team shall receive two (2) premierships points and the score recorded as sixty points (60) to nil (0)
- F15.4 At the end of the minor round each team's position on the Premiership Table will be decided by one of the following two methods.

Method 1

If the competition does not have a bye, use

- match points, and then
- percentage

Method 2

If the competition has a bye, use

- match ratio, and then
- percentage

F16 LOSS OF PREMIERSHIP POINTS

- F16.1 Any club, official of any club or player of any club found guilty of a breach of the Rules, and where the penalty imposed for the breach includes loss of premierships points for a team or teams for a number of matches, the loss shall be managed in the following manner:
- (a) Where a penalised team won:
 - loss of premierships points gained and those points awarded to the opposing team
 - the opposing team shall be credited with a sixty (60) point to nil (0) win.
 - (b) Where a penalised team lost:
 - loss of points equivalent to the number of points played for in all of the losing matches
 - should the margin in any losing match be less than sixty (60) points then the margin shall be recorded as a sixty (60) to nil (0) win to the opposing team

- Should the margin in any losing match be greater than sixty (60) points then the actual result shall be the result recorded.

F17 FINAL SERIES

F17.1 At the conclusion of the minor round the top five (5) teams in each grade shall play in the major round, or final series for the premiership.

F17.2 The Under 11 to Under 13 Grand Finals to be played at a Local club ground.

F17.3 The Under 14 to Under 16.5 Grand Finals to be played at a Local club ground or a League Oval.

F17.4 This shall occur as follows:

First Week	Minor Premier rests	
	Qualifying Final	Team finishing second vs. team finishing third
	Elimination Final	Team finishing fourth vs. team finishing fifth (loser out)
Second Week	First Semi Final	Qualifying Final loser vs. Elimination Final winner (loser out)
	Second Semi Final	Minor Round premiers vs. Qualifying final winner
Third Week	Preliminary Final	Second Semi Final loser vs. First Semi Final winner (loser out)
Fourth Week	Grand Final	Second Semi Final winner vs. Preliminary Final winner

F17.5 Should the score be tied at the end of any final series match extra time shall be played as follows?

- There shall be a three (3) minute interval
- Teams shall play two five (5) minutes periods, one in each direction
- If at the conclusion of these periods the score is still tied then the process shall be repeated until a result is achieved.

F17.6 Spectators/Parents

- Will not be allowed on the ground during the game or at the breaks.
- May enter the ground five (5) minutes after the game has finished.
- Will be allowed in the fifty (50) meter arc during breaks for a kick and catch.
- The player's huddles will consist of players and officials named on the team sheet, plus game day and League Officials.

F18 PLAYER ELIGIBILITY FOR THE FINAL SERIES

F18.1 Players shall not be eligible to play for a team in the final series unless they have played six (6) matches for their club in that grade during the year.

F18.2 A player shall not be relegated to a lower grade after playing six (6) games in a higher grade unless a permit has been granted.

F18.3 All teams competing in the Grand Finals may play all eligible squad members.

F19 SKINS/ BIKE PANTS

F19.1 Must be beige coloured only.

F20 HALF TIME

F20.1 No team may leave the ground at half (1/2) time. Unless directed by the Umpire/s.

F21 UMPIRES AWARDS

F21.1 Rookie Umpire of the Year (Green Shirt) to be awarded Silver Association Medal.

F21.2 Umpire of the Year to be awarded Gold Association Medal.

G MATCH DAY OPERATION

G1 LEAGUE RESPONSIBILITIES

G1.1 Before each minor round match commences the Registrar shall issue the following documentation to each club for each grade playing:

- (a) Goal umpire and time keeper score cards.
- (b) Field umpire vote cards and envelopes.
- (c) Any other paperwork required for effective operation of the competition (e.g. Team Sheets)

G1.3 Before each major round match commences the Registrar shall issue the following documentation to each club for each grade playing:

- (a) Team sheets, which shall include the registered player's surname, initials and registration number.
- (b) Field umpire report forms.
- (c) Goal Umpire and Time Keeper score cards.
- (d) Any other paperwork required for effective operation of the competition.

G1.4 Only players on the issued team sheets are eligible to play the next scheduled major round match.

G2 HOME CLUB RESPONSIBILITIES – MINOR ROUND MATCHES

G2.1 Prior to commencement of any minor round match the home clubs designated Official shall be responsible for:

- (a) Inspecting the playing field, surrounding areas and change rooms, etc. with the designated official from the opposition club to ensure that the facilities are safe and clean. Following completion of the insurance Match Day Check List both parties shall sign the Match Day Check List.
- (b) Ensuring that the playing surface is suitably marked with a boundary, goal and centre squares, centre circle and interchange gate. The interchange gate shall also be designed with two large red or orange rubber cones.

- (c) For Under 8, Under 9 and Under 10 matches the boundary can be partially marked with small rubber cones and no goal squares are required.
 - (d) Providing the minimum safety equipment required by the League (refer to Minimum safety equipment). Goal post padding must be adequately secured to the posts.
- G2.2 Provide a scoreboard and scoreboard attendant(s) for Under 11 to Under 16.5 matches. The scoreboard must be visible from the majority of the playing field perimeter.
- G2.3 The team managers shall clearly print the surname and given name of the coach, team manager, trainer, runner, goal umpire and boundary umpire on the team sheet for each grade.
- G2.4 Prior to the commencement of match the home club team manager shall supply to the field umpire(s):
- (a) A voting slip in an unsealed envelope, for Under 11 to Under 16.5 grades only
 - (b) Field umpire report forms and an unsealed envelope
 - (c) A correctly completed team sheet.
- G2.5 Supply drinks to the umpire(s) at all breaks during the match.

G3 AWAY CLUB RESPONSIBILITIES –MINOR ROUND

- G3.1 Prior to commencement of any minor matches the designated Official from the away club shall inspect the facilities with the designated Official from the home club; refer to G2.1 (a).
- G3.4 Prior to the commencement of the each match the away club team manager shall supply to the field umpire(s) with a correctly completed team sheet.

G4 SMOKING AND ALCOHOL AT LEAGUE MATCHES

- G4.1 Clubs that have licensed sections of their club facilities shall ensure that all participants attending League matches remain within the licensed areas while drinking alcohol, in accordance with the Licensing Act. Clubs to enforce.
- G4.2 Alcohol not to be taken on the playing area at any time.
- G4.3 No Smoking in the following areas, change rooms, bunkers or any enclosed areas.
- G4.4 No Smoking within three (3) metres of players (e.g. ¼ time, ½ time and ¾ time breaks) and within three (3) metres of the boundary line.

G5 STARTING TIMES AND MATCH DURATIONS

- G5.1 The starting time for each grade and the duration of quarters shall be determined by the Executive Committee before the commencement of each season and published in the season program.
- G5.2 Starting times may be varied by mutual agreement of clubs involved. In the event clubs cannot agree, the starting time shall be as published in the season program.
- G5.3 The match clock shall only be stopped during a quarter of any minor or major round match for undue delays (serious injury) in Under 11's to Under 16.5's at the discretion of the Umpire/s.

G6 PLAYING SURFACE DIMENSIONS AND CLEARANCE ZONES

G6.1 The playing surface dimensions for each grade shall be as follows:

Under 8	Between one third and half of a full size, depending on numbers. Playing across one third of the playing surface if combined with Under 9 or Under 10
Under 9/Under 10	Two thirds of a full size playing surface
Under 11 to Under 16.5	Full size playing surface

G6.2 Clubs may agree to reduce playing surface dimension in cases where the full size playing surface exceeds 135 metres in length and/or 110 metres in width.

G6.3 The area immediately behind the goal and behind posts for five (5) metres and extending ten (10) metres either side of the behind posts shall be kept clear of participants, with the exception of players and match officials, at all times.

G6.4 In addition to the zone in G6.3, a zone two (2) metres out from the boundary and extending around the playing surface shall be kept clear of participants, with the exception of players team and match officials, at all times. Where the playing surface has a perimeter fence within two (2) metres of the boundary of the playing surface, the participants, with the exception of players team and match officials, shall only take up position on the non playing surface side of the fence at all times.

G7 NUMBER OF PLAYERS IN A TEAM

G7.1 The minimum number of registered players that constitute a team for the purpose of playing a match in the League's competition is fourteen (14).

G7.2 Under 8, Under 9 and Under 10 teams may field a full squad of players for a match, with a maximum of eighteen (18) players on the playing field.

G7.3 Under 11 to Under 16.5 teams are permitted to field a maximum of twenty two (22) players for a match, with a maximum of eighteen (18) players on the playing field.

G8 FOOTBALL TYPE AND SIZE

G8.1 Football brand and sizes shall be as follows:

Under 8	Synthetic Sherrin or Burley	Size 2
Under 9	Synthetic Sherrin or Burley	Size 2
Under 10	Synthetic Sherrin or Burley	Size 2
Under 11	Synthetic Sherrin or Burley	Size 3
Under 12	Synthetic Sherrin or Burley	Size 3
Under 13	Leather Sherrin or Burley	Size 4
Under 14	Leather Sherrin or Burley	Size 4

Under 15	Leather Sherrin or Burley	Full Size
Under 16.5	Leather Sherrin or Burley	Full Size

G9 MATCH OFFICIALS

- G9.1 Goal and boundary umpires shall present themselves to the field umpire(s) prior to the commencement of the match. They shall accompany the field umpire(s) on to the playing surface at the commencement of the match and after the half time break
- G9.2 The field umpire(s) may demand the replacement of either the goal umpire or the boundary umpire at any time during the match;
- (a) If the umpire deems their performance to be unsatisfactory, or;
 - (b) The match official is reported for a Category A or B breach of the Rules during the match.
- G9.3 The field umpire may over-rule the decision of a goal umpire or a boundary umpire.

G10 TEAM OFFICIALS

G10.1 Runner

- (a) Runners shall be at least 14 years of age and shall wear yellow shirts with the word “Runner” on the back of the shirt.
- (b) Runners are only permitted to deliver a message from the coach to a maximum of three (3) players before leaving the playing field. They are not permitted to remain on the playing field and shall position themselves well clear of the play and opposition players at all times.
- (c) Runners shall leave the playing surface immediately if asked to do so by the field umpire(s), irrespective of whether they have delivered the message(s) from the coach or not.
- (d) Runners shall not barrack or call out in an attempt to motivate their team or act as a water carrier.

G10.2 Water carriers

- (a) Water carriers shall be at least:
 - (i) 10 years of age for Under 8 to Under 12 grades
 - (ii) 12 years of age for Under 14 to Under 16.5 grades
- (b) Water carriers shall not be dressed in club colours and must wear a white shirt.
- (c) A maximum of two water carriers from each team shall be on the playing surface at any time during play.
- (d) Water carriers shall not act as de facto runners.

G11 TEAM CAPTAIN

- G11.1 Each team shall be represented by a team captain. The method of selecting a team captain shall be at the discretion of the club and may include selection of co-captains and vice captains.

G11.2 In the event that the team captain is not present for a match, the club shall nominate a player to participate in the coin toss and that player shall be regarded as the team captain for the purposes of applying the Rules.

G12 COMMUNICATION WITH THE FIELD UMPIRE

G12.1 The team manager shall be the only team official who approaches the field umpire(s) for the legitimate purpose of paying fees, raising any questions from the coach with respect to Rule interpretation, ascertaining the reporting of a player, managing paperwork and providing drinks.

G12.2 Where the Laws of Australian Football refer to communication with the field umpire by the captain of the team, this shall be read as being the team manager.

G13 REGISTERED PLAYER ADDED TO A TEAM SHEET

G13.1 A registered player can be added to a team sheet of an upper grade provided that both the player's name and registered number are added to the team sheet.

G13.2 If a registered player is playing for another club as part of player number equalisation, either in their normal grade or an upper grade, then their home club name shall also be included on the team sheet.

G14 SCORE CARDS

G14.1 Scorecards shall be completed by the goal umpires and time keeper(s) and checked and signed by the field umpire at the completion of each quarter.

G15 INJURED PLAYER

G15.1 If a player is injured the match must stop if the play is within five (5) metres of the injured player. Play may restart once the injured player has either properly regained his/her feet and composure or has been carried from the playing surface.

G15.2 An injured player may be taken from the playing surface at any point and replaced by another player who must enter through the inter-change gate.

G15.3 The injured player may return to the match via the inter-change gate and the inter-change conditions.

G15.4 There is time on for undue delays (serious injuries) in Under 11's to Under 16.5's at the discretion of the Umpires. The umpire will blow time off, clock will stop. Once the injured player is removed from the playing area and the interchange player has taken up his position the umpire will blow time on, clock will start.

G15.5 Clubs may elect to modify the remaining playing time for long injury stoppages, subject to the match being completed on time (refer to *Starting times*)

G16 BLOOD RULE

G16.1 The field umpire, upon noticing or having it brought to his attention, that a player is bleeding or has an open wound that needs covering shall:

(a) Blow his whistle and stop the match.

(b) Signal by crossing his arms in front of his face the reason for the stoppage.

(c) Order the player from the field, via the interchange gate.

(d) Allow a replacement player onto the field immediately, via the interchange gate.

(e) Blow his whistle and recommence play when players are ready.

G16.2 A player sent off under this Rule may return via the interchange gate when the bleeding has stopped and the wound is covered.

G17 SUBMISSION OF MATCH DAY PAPERWORK

G17.1 At the completion of each round all home clubs shall submit the completed Match Day Check List (for insurance record purposes) to the General Manager to arrive by 5.00pm on the Tuesday following the matches to which it refers. The club shall retain the book copy of the form.

G17.2 At the completion of the each match the home club shall obtain from the field umpire/s:

(i) The three signed score cards (time keeper and both goal umpires).

(ii) The signed voting slip in the now sealed envelope.

(iii) The completed umpire report form in the now sealed envelope, if any reports were made.

(iv) Forward all of the above to the General Manager to arrive by 5.00pm Tuesday following the match

G17.3 At the completion of each round all clubs shall completed the results collation sheet and forward it to the General Manager to arrive by 10.00am on the Monday after the matches to which it refers.

G17.4 All clubs shall forward the following to the General Manager to arrive by 5.00pm on the Tuesday following the match:

(a) Team sheets from all their teams.

H RULE BREACHES AND PENALTIES

H1 BREACHES OF THE RULES

H1.1 The following Rules shall not restrict or inhibit the club and League officials nominated in H2 from exercising discretion in reporting breaches of the Rules by players.

H1.2 A breach of the Rules by a participant may occur:

(a) During a trial match, minor round match or final series match, or;

(b) On the day of the match and in the immediate vicinity of the playing field.

H1.3 Breaches of the Rule are categorized as follows:

(a) Category A. (Red Card). These are considered serious and are the reportable offences defined in Clause H6, Table 1 Prescribed penalties - participants.

(b) Category B. (Yellow Card). These are the offences defined in Clause H6, Table 2 Prescribed penalties - players. The offence does not, in the first instance, warrant the player being formally reported to the League.

(c) Category C. These are breaches of the Rules that are applicable to a club and are defined in Clause H6, Table 3 Prescribed penalties - clubs.

H1.4 A player who commits a Category A offence shall be formally reported to the League and shall accept the penalty set out in these Rules or elect to appear at a Tribunal Committee hearing.

- H1.5 In the case of a player committing a Category A offence during a match, the Category A order off rule shall apply where:
- (a) The report is made by an officiating field umpire, and;
 - (b) The Category A order off rule is prescribed in Clause H6, Table 1 Prescribed penalties - participants, Section A1.
- H1.6 In the case of a team official or match official committing a Category A offence; the official shall be replaced where the report is made by an officiating field umpire
- H1.7 In the case of a player committing a Category B offence during a match, the Category B order off rule shall apply.
- H1.8 Where a club commits a Category C breach of the Rules, the Executive Committee shall:
- (a) Enforce the penalties for administrative breaches that are specifically defined in Clause H6, Table 3 Prescribed penalties - clubs, Section C1, or;
 - (b) Conduct an Executive Inquiry in accordance with the Constitution of the League for other breaches of the Rules defined in Clause H6, Table 3 Prescribed penalties - clubs, Section C2.

H2 REPORTING A BREACH OF THE RULES

- H2.1 A report of a Category A breach of the Rules committed by any participant club may be made by:
- (a) The field umpire(s) appointed by the League and officiating in a match.
 - (b) The goal umpires or boundary umpires appointed by the League and officiating in a match.
 - (c) Non-officiating field umpires appointed by the League and present at any match.
 - (d) A club official or team official.
 - (e) An Executive Committee member.
- H2.2 Any of those nominated in H2.1 reporting a participant for a Category A breach of the Rules shall, at the next convenient break between quarters or at the end of the match:
- (a) Advise the team managers of both clubs that a report will be made.
 - (b) Provide the team managers with the name(s) of the reported participant(s) and the nature of the breach of the Rules.
 - (c) If not an officiating umpire, advise the officiating umpire(s) through the team manager that a report will be made (refer to *Communication with an umpire*).
- H2.3 The officiating field umpire reporting a participant shall provide the following details on the field umpire report form for the match:
- (a) The name(s) of the participant(s) being reported, including jumper numbers if players.
 - (b) The names(s) of the club(s) of the participants(s) being reported.
 - (c) Details of the alleged rule breach or breaches.
 - (d) The names of any other participants involved, including any witnesses.

- H2.4 A non-officiating field umpire, goal umpire or boundary umpire, the President of a club acting on behalf of any club official or team official or an Executive Committee member shall:
- (a) Notify the General Manager of such reports not later than 7.00 pm on the day of the match.
 - (b) Provide a written report of the incident as outlined in H2.3 to the General Manager within twenty four (24) hours of the end of the match.
- H2.5 Clubs with reported participant(s) shall notify the General Manager of such reports not later than 7.00 pm on the day of the match.
- H2.6 The officiating umpire(s) appointed by the League shall be responsible for applying the Category B order off rules for all Category B offences committed by players during a match under their control.
- H2.7 A report of a Category C breach of the Rules committed by a club may be made by:
- (a) The field umpire(s) appointed by the League and officiating in a match.
 - (b) A club official or team official through the President of the club.
 - (c) An Executive Committee member.
- H2.8 The field umpires shall provide the following details on the field umpire report form for the match:
- (a) The names(s) of the club(s) being reported.
 - (b) Details of the alleged Rule breach or breaches.
 - (c) The names of any other participant(s) involved.
 - (d) The names of any witness or witnesses.
 - (e) Any other information that may be relevant to the Executive Inquiry.
- H2.9 The President of a club, acting on behalf of any club official or team official, or an Executive Committee member shall provide a written report on the breach of the Rules as outlined in H2.8 to the General Manager within twenty four (24) hours of becoming aware of the breach of the Rules.

H3 ORDER OFF RULE - CATEGORY A

- H3.1 The field umpire shall indicate to the offending player(s) using a red card that they have been reported for a Category A breach of the Rules and that they have been ordered off the playing surface.
- H3.2 The field umpire shall advise the team managers of both teams that the player(s) shall not return to the field for:
- (a) A minimum period of ten (10) minutes playing time, or;
 - (b) At the field umpire's discretion, for a longer period up to the remainder of the match.
- H3.3 A player ordered off the playing surface shall immediately leave the playing surface via the interchange area.

- H3.4 In the event of a player failing or refusing to leave the playing surface when ordered off, the field umpire shall:
- (a) Report the player for misconduct, and;
 - (b) Terminate the match, and
 - (c) Declare the match as a forfeit by the offending player's team.
- H3.5 A player sent off shall not be replaced by an interchange player from the interchange bench.
- H3.6 Any player ordered off in accordance with H1.2 shall have their name and playing number recorded on the team sheets of both teams by the respective team managers.
- H3.7 The Registrar shall record the name of any player sent from the playing surface for a Category A breach of the Rules.

H4 ORDER OFF RULE - CATEGORY B

- H4.1 For a first offence during the match the field umpire shall indicate to the offending player(s) using a yellow card that they have been ordered off for a Category B breach of the Rules and shall:
- (a) Send the offending player(s) from the playing surface via the interchange area.
 - (b) Notify the team managers of both teams of the offence.
- H4.2 A player ordered off the playing surface shall immediately leave the playing surface via the interchange area.
- H4.2 The offending player(s) shall remain off the playing surface for a period of 10 minutes playing time.
- H4.3 The offending player(s) may be replaced by an interchange player(s) from the bench via the interchange area.
- H4.4 For a second offence in the same match the order off rule for a Category A offences shall apply and the player shall be reported for misconduct.
- H4.5 Any player sent off in accordance with H4.1 shall have their name and playing number recorded on the rear of the team sheets and on the official field umpire report form.
- H4.6 Two (2) yellow cards in one season One (1) game suspension. One game suspension will apply for any further yellow cards in same season.
- H4.7 The Registrar shall record the name of any player sent from the playing surface for a Category B breach of the Rules.

H5 DEALING WITH A BREACH OF THE RULES

- H5.1 In the event of a participant being reported to the League in accordance with these Rules, the reported participant will receive the prescribed penalties set out in these Rules or the reported participant, the Delegate for the club of the reported participant, or their proxy, shall attend and participate in the Tribunal Committee hearing in accordance with the League's procedure (refer to **Appendix C**).

- H5.2 Should either the reported participant or the reporting club or League official be unable to attend the Tribunal Committee hearing, the Tribunal Committee may:
- (a) at its discretion, proceed to hear and determine the alleged breach, or;
 - (b) Adjourn the Tribunal Committee hearing to another time provided, if the reported participant is a player, the alleged breach is heard prior to the next match in which the player's team is programmed to play.

H6 IMPOSING PENALTIES FOR A BREACH OF THE RULES

- H6.1 Any participant or club found to be guilty of a breach of the Rules shall be subject to a penalty imposed by the League.
- H6.2 The League may impose a penalty for a proven breach of the Rules by one or any combination of the following.
- (a) Impose a prescribed penalty scheduled in Clause H7.
 - (b) Impose a suspended penalty.
 - (c) Expel or suspend a club or participant.
 - (d) Impose a fine on any club.
 - (e) Impose a penalty by way of loss of premiership points on any team to a maximum of the premiership points played for at the time of the breach of Rules.
 - (f) Deal with the breach by way of a reprimand.
 - (g) Impose any other penalty it deems appropriate.
 - (h) Elect to take no action.
- H6.3 A player reported for a second or subsequent time for a Category A breach of the Rules in any one season shall incur a prescribed penalty in addition to the penalty for the reported offence.
- H6.4 A player sent off the playing surface for a Category B offence twice (2 times) in one season shall be suspended for one (1 game). One (1) game suspension will apply for any further yellow cards in same season.

H7 PENALTIES

H7.1 The following prescribed penalties shall be applied where a breach of the Rules is proven.

Table 1 Category A prescribed penalties – participants (Red Card)

Rule breach	Penalty	Reference
A1 Reportable offences, the send off rule applies for players		
A1.1 Intentionally, recklessly or negligently making contact with or striking an umpire	4 matches	
A1.2 Attempting to make contact with or strike an umpire	3 matches	
A1.3 Using abusive, insulting, threatening or obscene language towards or in relation to an umpire	2 matches	
A1.4 Behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an umpire	2 matches	
A1.5 Intentionally, recklessly or negligently:		
(a) kicking another person	3 matches	
(b) striking another person	2 matches	
(c) tripping another person whether by hand, arm, foot or leg	2 matches	
(d) charging another person	2 matches	
(e) engaging in rough conduct against an opponent which in the circumstances is unreasonable	2 matches	
A1.6 Vilification of any participant	3 matches	
A1.7 Second and subsequent Category A send-off offences in a season	2 matches in addition to other penalties	
A2 Reportable offences, the send off rule does not apply for players		
A2.1 Use of an obscene gesture	1 match	
A2.2 Intentionally, recklessly or negligently:		
(a) engaging in time wasting	1 match	
(b) engaging in a melee, except where a player's sole intention is to remove a team mate from the incident	Club Fine	
(c) spitting at or on another person	3 matches	
A2.3 Attempting to kick another person	2 matches	
A2.4 Attempting to strike another person	2 matches	
A2.5 Attempting to trip another person whether by hand, arm, foot or leg	1 match	
A2.6 Intentionally shaking a goal or behind post when another player is preparing to kick or is kicking for goal or after the player has kicked for goal and the ball is in transit	1 match	
A2.7 Wrestling another person	2 matches	
A2.8 Using abusive, insulting, threatening or obscene language	2 matches	

A2.9	Failing to leave the playing field when directed to do so by a field umpire	2 matches
A2.10	Wearing prohibited boots, jewellery and equipment	1 match
A2.11	Serious misconduct not covered by other Category A breaches of the Rules	Tribunal
A2.12	Second and subsequent Category B send-off offences in a match	Tribunal

Table 2 Category B prescribed penalties – players (Yellow Card)

Rule breach	Penalty	Reference	
B1	Disputing a decision of an umpire	10 minutes	
B2	Throwing or pushing another player after that player has taken a mark, disposed of the football or after the football is otherwise out of play	10 minutes	
B3	Code of conduct violation not included in (Table 1, Category A prescribed penalties - participants)	10 minutes	Appendix A
B4	Misconduct not specifically covered in (Table 1, Category A prescribed penalties - participants)	10 minutes	
B5	Second and subsequent Category B send-off offences in a season	1 match per occasion	

Table 3 Category C prescribed penalties - Clubs

Rule breach	Penalty	Reference	
C1 Administrative breaches			
C1.1	Non attendance at Delegates' Committee Meetings	\$50 per meeting	Constitution of the League
C1.2	Failing to provide minimum safety equipment	\$50 per match	
C1.3	Failing to comply with the hot weather requirements	\$100 per incident	
C1.4	Failing to comply with first aid requirements	\$100 per incident	
C1.5	Player wearing gloves	\$30 per incident	
C1.6	Non-payment of umpires' fees on match day	\$50 per match per round	
C1.7	Forfeit with the required notice	\$50 per match per round	
C1.8	Forfeit without the required notice	\$100 per match per round plus all associated umpires' fees	
C1.9	Failing to provide a working scoreboard	\$30 per round	
C1.10	Using incorrect brand and size footballs	\$30 per match	

C1.11	Incorrectly attired player, goal umpire, boundary umpire, team runner or water carriers	\$30 per match
C1.12	Failure to notify the League of a reported participant	\$50 per incident
C1.13	Failure to submit a fully completed results collation sheet by the required time	\$30 per round
C1.14	Failure to submit a fully completed and signed Match day checklist form (as required by the AFL's insurer)	\$50 per round
C1.15	Failure to submit fully completed match day paperwork for the whole club by the required time, other than the match day checklist (see above)	\$50 per round
C1.16	Incorrect Skins/Bike Pants	\$30 per round

C2 Other breaches of the Rules

C2.1	Club participant(s) engaging in a melee, except where a player's sole intention is to remove a team mate from the incident	Penalty to be determined
C2.2	Misconduct	Penalty to be determined
C2.3	Playing an unqualified player - first offence	\$250 per player and loss of points
C2.4	Playing an unqualified player - second and subsequent offence	Penalty to be determined, not less than the first offence penalty

H8 APPEALS

H8.1 A club or participants may appeal any decision made under these Rules in accordance with the appeals process outlined in the Constitution of the League.

H9 INELIGIBILITY FOR AWARDS

H9.1 A participant found guilty of a breach of the Rules shall be ineligible to receive any League award for that year, including the best and fairest medals presented by the League.

H10 NON COMPLIANCE WITH PENALTIES

H10.1 A club or participant not complying with a penalty imposed by the League within thirty (30) days shall be subject to such additional penalties as the League may apply

APPENDIX A CODE OF CONDUCT FOR THE LEAGUE

A1 PLAYERS' CODE OF CONDUCT

- A1.1 Play for your own enjoyment and benefit and not just to please parents/caregivers and coaches.
- A1.2 Play by the Rules
- A1.3 Respect the umpire's decision. Without them there would not be a competition.
- A1.4 Never argue with an official. If you have a problem, talk to your Coach or Team Manager.
- A1.5 Co-operate with your coach, team mates and opponents. Without them there would be no competition.
- A1.6 Be a good sport. Applaud all good plays whether they are by your team or the opposition.
- A1.7 Work equally hard for yourself and your team. Your team's performance will benefit and so will you.
- A1.8 Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.
- A1.9 Control your temper. Verbal abuse of officials, sledging other players or deliberately distracting or provoking an opponent is not acceptable or permitted in any sport.
- A1.10 Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.

A2 PARENTS'/CAREGIVERS' CODE OF CONDUCT

- A2.1 Remember that children participate in sport for their enjoyment, not yours.
- A2.2 Encourage children to participate, do not force them.
- A2.3 Focus on the child's efforts and self esteem rather than winning or losing.
- A2.4 Encourage children to always participate according to the Rules.
- A2.5 Never ridicule or yell at a child for making a mistake or the team losing a match.
- A2.6 Respect the umpire's decisions and teach children to do likewise. Without them there would not be a competition.
- A2.7 Remember that children learn best by example. Applaud the efforts of all players in both teams.
- A2.8 Support all efforts to remove verbal and physical abuse from sporting activities.
- A2.9 Show appreciation of volunteer coaches, officials, administrators and umpires and teach your children to do the same. Without them your child could not participate.
- A2.10 Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.
- A2.11 Smoking and the consumption of alcohol is unacceptable at junior sport.

A3 COACHES' CODE OF CONDUCT

This code of conduct applies to any coach or assistant coach associated with a team.

- A3.1 Remember that children participate for pleasure and that winning is only part of the fun.
- A3.2 Involve the players (appropriately for their age) in the planning, leadership, evaluation and decision making.
- A3.3 Never ridicule or yell at a child for making a mistake or the team for losing a match.
- A3.4 Be reasonable in your demands on young players' time, energy and enthusiasm.
- A3.5 Operate within the Rules and spirit of the match and teach your players to do the same.
- A3.6 Respect the umpire's decision. Without them there would not be a competition.
- A3.7 Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities for success.
- A3.8 Avoid overplaying the talented players. The just-average need and deserve equal time.
- A3.9 Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
- A3.10 Display control, respect and professionalism to all involved with the sport. This includes umpires, opponents, coaches, officials, administrators, the media, parents/caregivers and spectators. Encourage your players to do the same.
- A3.11 Condemn the use of violence in any form, whether it is by spectators, coaches, officials or players.
- A3.12 Show concern and caution toward sick and injured players. Follow the advice of a physician when determining when an injured player is ready to recommence training or competition.
- A3.13 Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young people.
- A3.14 Any physical contact with a player should be appropriate to the situation and necessary for the player's skill development or well being in the case of an injured player. Physical contact with an opposition player is unacceptable unless it is to assist with first aid for an injured player.
- A3.15 Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

A4 TEAM MANAGERS' CODE OF CONDUCT

This code of conduct applies to any team manager or assistant team manager associated with a team.

- A4.1 As for the Coaches' code of conduct.
- A4.2 Make coaches, players, parents/caregivers and spectators aware of the codes of conduct and encourage them to stick to them.
- A4.3 Help coaches and officials highlight appropriate behaviour and skill development, and help improve the standards of coaching and officiating.

A5 FIELD UMPIRES' CODE OF CONDUCT

- A5.1 Remember that children participate for pleasure and that winning is only part of the fun.
- A5.2 Compliment and encourage participants.
- A5.3 Never ridicule or yell at a child for making a mistake or the team for losing a match.
- A5.4 Operate within the Rules and spirit of the match.
- A5.5 Display control, respect and professionalism to all involved with the sport. This includes umpires, opponents, coaches, officials, administrators, the media, parents/caregivers and spectators.
- A5.6 Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.
- A5.7 Physical contact with any player is unacceptable unless it is to assist with first aid for an injured player

A6 TEAM AND MATCH OFFICIALS' CODE OF CONDUCT

This code of conduct applies to any team or match official associated with a team, other than the coaches (refer to A3), team managers (refer to A4) and field umpires (refer to A5).

- A6.1 As for the field umpires' code of conduct A5.1 to A5.6.
- A6.2 Respect the field umpire's decision. Without them there would not be a competition.
- A6.3 For trainers, any physical contact with a player should be appropriate to the situation and necessary for the player's physical preparation or well being in the case of an injured player. Physical contact with an opposition player is unacceptable unless it is to assist with first aid for an injured player.
- A6.4 For all other team and match officials, any physical contact with a player is unacceptable unless it is to assist with first aid for an injured player.

A7 LEAGUE EXECUTIVE AND OFFICIALS' AND CLUB OFFICIALS' CODE OF CONDUCT

- A7.1 Involve young people in the planning, leadership, evaluation and decision making related to the activity.
- A7.2 Give all children equal opportunities to participate.
- A7.3 Ensure that Rules, equipment, length of matches and training schedules suit the age, ability and maturity level of participants.
- A7.4 Provide quality supervision and instruction for junior players.
- A7.5 Remember that children participate for enjoyment. Don't over-emphasise awards.
- A7.6 Ensure that everyone involved in junior sport emphasises fair play, not winning at all costs.
- A7.7 Remember, you set an example. Your behaviour and comments should be positive and supportive.
- A7.8 Support the implementation of the National Junior Sport Policy.
- A7.9 Modify Rules and regulations to match the skill levels and needs of children.
- A7.10 Compliment and encourage all participants.
- A7.11 Be consistent, objective and courteous when making decisions.
- A7.12 Condemn unsporting behaviour and promote respect for all opponents.
- A7.13 Emphasise the spirit of the match rather than errors.
- A7.14 Encourage and promote rule changes which will make participation more enjoyable.
- A7.15 Be a good sport yourself. Actions speak louder than words.
- A7.16 Keep up to date with the latest trends in officiating and knowledge of growth and development of children.
- A7.17 Remember, you set an example. Your behaviour and comments should be positive and supportive.
- A7.18 Physical contact with any player is unacceptable unless it is to assist with first aid for an injured player.
- A7.19 Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

A8 OTHER CLUB MEMBERS AND SPECTATOR'S CODE OF CONDUCT

- A8.1 Remember that young people participate in sport for their enjoyment and benefit, not yours.
- A8.2 Applaud good performance and efforts from all individuals and teams. Congratulate all participants on their performance regardless of the match's outcome.
- A8.3 Respect the umpire's decision. Without them there would not be a competition.
- A8.4 Respect the decisions of officials and teach young people to do the same.
- A8.5 Never ridicule or yell at a young player for making a mistake. Positive comments are motivational.
- A8.6 Condemn the use of violence in any form, whether it is by spectators, coaches, officials or players.
- A8.7 Show respect for your team's opponents and spectators. Without them there would be no match.
- A8.8 Encourage players to follow the Rules and play within the spirit of the match.
- A8.9 Do not use foul language, sledge or harass umpires, players, coaches, officials or administrators.
- A8.10 Smoking and the consumption of alcohol is unacceptable at junior sport.
- A8.11 Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

APPENDIX B APPLICATION OF THE LAWS OF AUSTRALIAN FOOTBALL

The Laws of Australian Football 2005 published by the Australian Football League are modified by the Rules of the League as outlined below.

PART A: INTRODUCTION applies without modification.

Modified by **Rule G7**

PART B: GENERAL AND DEFINITIONS applies without modification.

PART C: ADMINISTRATIVE PROVISIONS applies with the following modifications.

3. Playing Surface and Goal Posts

3.1 General

Markings will be those used by the South Australian Amateur Football League.

3.2 Playing surface

For Under 8, Under 9 and Under 10 matches the playing surface dimensions shall be modified by **Rule G6**.

3.3 Identifying areas on the playing surface

Markings will be those used by the South Australian Amateur Football League.

3.5 Goal posts and behind posts

3.5.1 Position

For Under 8, Under 9 and Under 10 matches temporary goal posts and behind posts will be used where the oval dimensions are modified by **Rule G6**.

3.5.2 Padding

This Law does not apply to temporary goal posts and behind posts.

3.6 Goal square and kick-off line

This Law does not apply to temporary goal posts and behind posts.

4. The Football

Modified by **Rule G8**

4.1 Dimensions and weights

Modified by **Rule G8**

5. Teams

5.1 Numbers of players in team

5.3 Team sheets

5.3.2 Completing and lodging team sheets

The time for lodgement of the team sheet is reduced to 10 minutes.

PART D: PRE-MATCH AND MATCH PROVISIONS applies with the following modifications.

7 Interchange

7.1 Interchange steward — Appointment and duties

Not required, Team Managers are responsible for player interchange.

7.2 Procedure for interchange

Applies with appropriate modification required by modified Law 7.1

7.3 Use of a stretcher

Applies with appropriate modification required by modified Law 7.1

7.4 Interchange steward not at a match

This Law does not apply

7.5 Breach of Law 7

Applies with appropriate modification required by modified Law 7.1

8 Umpires: Duties and Instructions

8.1 Appointment and duties of umpires

Modified by **Rule F**

8.2 Duties of umpires

Reporting duties are modified by Rule F.

9 Player's Boots, Jewellery and Protective Equipment

Applies without modification

10	Timekeepers, Duration of Matches, Quarters and Intervals	12.6	Free kick after play has ended
10.1	Duration of match and intervals Modified by Rule G5	12.7	Recording scores
10.2	Timekeepers Modified by Rule F5.1(c)	13	Kicking the Football into Play after a Behind Has Been Scored The Player must wait until the Goal Umpire has finished waving the flags.
10.3	Procedure for sounding siren — Start of match and quarters	14	Marking the Football This Law applies.
10.4	Bringing play to an end	15	Free Kicks This Law applies.
10.5	Stopping and recommencing time Modified by Rule G5.3	16	Disposal from Mark or Free Kick This Law applies.
10.6	Unauthorised entry on playing surface and termination of a match	17	Play On And the Advantage Rule This Law applies.
10.7	Forfeiture of a match Rule F13	18	Fifty-metre Penalty This Law applies with the following modifications: <ul style="list-style-type: none">• Penalty distances in this Law are modified by Appendices D to G.• Law 18.2 (a) does not apply.
11	Commencing Play and Choice of Goal	19	Reporting Players and Officials This Law is modified by Rule H.
11.1	Choice of Goal	20	Order off Law This Law is modified by Rule H.
11.2	Commencement of play Play will commence with a Ball Up	21	Anti-doping Policy This Law applies.
11.3	Bouncing the football	22	Infectious Diseases This Law applies.
12	Scoring Goals and Behinds		
12.1	Goals and Behinds		
12.2	All clear and touched all clear		
12.3	Signalling a goal or behind		
12.4	Relationship between free kicks and all clear		
12.5	Scoring goal or behind after play has ended		

APPENDIX C TRIBUNAL COMMITTEE HEARING PROCEDURE

The following procedure shall be followed by the Tribunal Committee.

C1 TRIBUNAL HEARING PRELIMINARIES

- (a) Appointment of Chairperson. This appointment shall be made prior to any other party/persons being called into the room to commence the hearing.
- (b) The tribunal shall satisfy itself that:
 - the person charged (‘person’) has been given details of the charge(s);
 - the reporting official has the power to report;
 - the person before the tribunal is the reported person, and that they understand the nature of the charge(s);
 - the person is represented by an advocate, and that the advocate is familiar with the League’s tribunal procedure.
- (c) At this stage the tribunal may, at its discretion, offer the person a chance to plea to the charge(s).

C2 SUBMISSION OF EVIDENCE BY THE REPORTING OFFICIAL

- (a) The reporting official(s) present their evidence. The reporting official(s) may present written evidence to expand upon his/her report sheet.
- (b) Cross-examination of reporting official(s) by the tribunal.
- (c) Cross-examination of reporting official(s) by the advocate/person.

C3 EVIDENCE BY REPORTING OFFICIAL’S WITNESS

- (a) Reporting official’s witness present his/her evidence.
- (b) Cross-examination of reporting official’s witness by the tribunal.
- (c) Cross-examination of reporting official’s witness by the advocate/person.

C4 PERSON’S PLEA AND EVIDENCE

- (a) Plea entered by the person for the charge(s).
- (b) The tribunal must ensure that the plea(s) is(are) consistent with the charge(s). For example, a player may have been charged with a ‘deliberate strike’ and may wish to plead guilty to an accidental strike. In this case the player’s plea to the charge should be ‘not guilty’.
- (c) Evidence presented by the advocate/person.
- (d) Cross-examination of person by the tribunal.
- (e) Cross-examination of person by the reporting official(s) is at the sole discretion of tribunal.

C5 EVIDENCE OF PERSON’S WITNESS

- (a) The person’s witness presented his/her evidence.
- (b) Cross-examination of person’s witness by tribunal.
- (c) Cross-examination of person’s witness by the reporting official(s) is at the sole discretion of tribunal.

C6 SUBMISSION BY THE ADVOCATE/PERSON

- (a) Submission by advocate/person based upon the evidence presented. This must be relevant as to whether the evidence presented to the tribunal suggests a finding of guilt or otherwise.

C7 IF A NOT GUILTY PLEA HAS BEEN ENTERED

- (a) All people other than the tribunal shall leave to allow the tribunal to decide whether the charge(s) is (are) proven.
- (b) Upon reaching its decision the tribunal shall recall the advocate, person and the reporting official(s).

C8 NOT GUILTY FINDING

- (a) If the person is found not guilty, the tribunal will be declared closed.

C9 GUILTY FINDING OR IF A GUILTY PLEA HAS BEEN ENTERED

- (a) If the person is found guilty, or has entered a plea of guilty, the details of the person's record (i.e. only previous guilty findings) shall be read.
- (b) The advocate/person may make a submission to the tribunal on the question of penalty.
- (c) All parties shall again withdraw to allow tribunal to determine a penalty.
- (d) The advocate and person shall then be readmitted and informed of the tribunal's decision. Any other relevant party may also be invited to return for the decision.
- (e) The tribunal shall inform the advocate and person of the appeal options available to the person.
- (f) The tribunal shall be declared closed.

C10 SPECIAL NOTES

- (a) A plea to each charge is always required.
- (b) Evidence must be taken even if the person pleads guilty.
- (c) At any time the Chairperson and the other members of the tribunal may ask questions of reporting official(s), the person or any witness.
- (d) All persons who have been called to give evidence shall, at the sole discretion of the tribunal, remain present until all other evidence has been presented to the tribunal.
- (e) If two persons are reported in the same incident, both sets of charges may be heard at same time at the discretion of the tribunal.
- (f) It is not possible for a participant in a tribunal hearing to be an advocate appearing for a person and a witness giving evidence during the same hearing.
- (g) A person required to appear before a tribunal cannot participate in any of the League's activities until a finding has been delivered by the tribunal on the charge(s).
- (h) Any participant in the tribunal who conducts himself/herself disrespectfully before the tribunal may be dealt with in such manner as the tribunal in its absolute discretion shall deem fit.

APPENDIX D

SPECIFIC PLAYING RULES FOR UNDER 8

1 Playing Ground

The playing ground should be approximately half senior size. The size will depend on the numbers of players. The playing ground will be divided into three (3) sectors and players must remain within their sector this is known as zoning.

2 The Ball

Size 2 Sherrin. A synthetic ball should be used for these younger age groups.

3 The Team

3.1 A maximum of 18 players can take to the ground at any one time. Any number of reserves may be used.

3.2 There will be no rucks and rovers.

3.3 Under 8's will play "Fully modified Rules". Boys/Girls must be a minimum of 6 years of age to play.

3.4 The team on the playing surface should be divided into three groups (forwards, centres and backs) with each group occupying one zone. Players should remain in their zone so that play does not become crowded

3.5 Interchange of players may take place at any time.

3.6 Players, including interchange, should be rotated on the playing surface every quarter to experience the roll of a forward, centre or back player.

3.7 Players may be replaced at any time due to injury; however, players replaced due to serious injury should not play any further part in the match.

3.8 Where difficulty occurs fielding full numbers both coaches and team managers must agree to equate player numbers. Excess players should be given to the opposition team if they are unable to field a full team. The spirit of the match is to give all available players a match of football.

3.9 Maximum team list of 32 players. Any more split into two (2) equal teams of 20 players.

4 Playing Time

The game shall consist of four 10 minute quarters, the same as Under 9's.

5 Start of Play

5.1 The match shall be started by a ball-up between two centre-line players in the middle of the playing surface.

5.2 Players contesting the ball-up should be of approximately equal size.

5.3 A player must not grab the ball at ball-ups and play on. The player must knock, palm or punch the ball to a team mate or open ground, and may not play the ball until it has either been touched by another player or hits the playing surface. (Full Possession Rule)

5.4 No more than three players from each team shall be closer to the ball-up than approximately 20 metres.

6 After a goal

Play is restarted as in Rule 5.

7 Scrimmage

7.1 Where a scrimmage develops the field umpires shall stop play, send players back to their positions and call a ball-up between two opponents of approximately equal size, whom the field umpires shall nominate. The selected players need not be the closest or the tallest

7.2 Full possession ball-ups are not permitted.

7.3 Players should be encouraged to pick up the ball and will be penalised for diving on the ball.

8 Out of Bounds

8.1 Where the ball goes out of bounds from a kick, a kick should be awarded to the nearest opponent

8.2 If there is a doubt as to which team kicked the ball out of bounds, the field umpires shall call a ball-up 5 metres inside the boundary.

8.3 Where the ball goes out of bounds off hands or body, the field umpires shall call a ball-up 5 metres inside the boundary

8.4 Full possession of the ball at ball-ups is not permitted.

9 Tackling

The player in possession of the ball should be given every opportunity to kick or handball at this level.

Players cannot:

- Hold an opponent with their hands.
- Knock the ball out of opponent's hands.
- Push a player in the side
- Steal the ball from another player.
- Deliberately bump another player.

10 Barging

When the field umpires considers that a player who has had a reasonable opportunity to dispose of the ball chooses to barge, fend off or chop past opponents. A free kick shall be awarded to the nearest opponent.

11 Shepherding

A player is not permitted to push, shoulder or block an opponent not in possession of the ball.

12 Mark

Any player catching the ball directly from a kick of another player shall be awarded a mark irrespective of the distance travelled by the ball. Set the mark after a mark is awarded.

No playing on allowed.

13 Bouncing the ball

A player in possession of the ball may bounce the ball only once. The player must then dispose of the ball by hand or foot and may not touch the ball again until another player has touched it.

14 Kicking of the Ground

A player is not permitted to deliberately kick the ball off the playing surface. A free kick will be awarded to the nearest opponent.

15 Coaches

The coach is allowed on the playing surface during play for the purpose of teaching.

16 Spirit of the Match

At the end of a match all players and coaches should gather together on the playing surface and shake hands. A visual demonstration of the spirit in which the match is played.

17 The Match

17.1 Premiership win or loss points shall not be awarded or recorded.

17.2 Match results shall not be published.

17.3 Premiership tables or ladders shall not be published.

17.4 Final series shall not be played.

14.1 Names of players may be published for encouragement purposes only.

18 Awards

Participation, effort and skill achievement awards only shall be given to players.

19 Other Rules and Laws

All other rules are as outlined in the Laws of Australian Football.

20 Order Off Rule

The period of penalty may be left to the umpire's discretion or for a specific time determined by the controlling body. Particular attention should be paid to the use of bad language or questioning of the umpire's decisions.

21 Clearances

Automatic Clearances to be given between competitions. However it is recommended that children play the season with the club they first registered with.

22 Tribunals

No tribunal system to be used, but discipline left to clubs.

Two Team Rules

Under 8's

If one team is nominated in a grade the maximum player numbers allowed is thirty-two (32) and the minimum numbers are 14.

Clubs must have 32 players registered in the same age group before a second team may be registered in Under 8's.

Maximum player numbers in each team (where two teams are registered) shall not exceed twenty (20) players.

First and Second year players must be evenly spread between teams.

It is also a requirement that the skill and ability of individual players be identified so as to create two (2) teams of equal ability. This may be sorted out over a six (6) week period.

The Registrar/Executive Committee shall have sole discretion on acceptance of two (2) teams in Under 8's.

All Rules for Under 8's still apply.

APPENDIX E

SPECIFIC PLAYING RULES FOR UNDER 9

1 Playing Ground

The playing ground shall be approximately two thirds senior size. The playing ground will be divided into three (3) sectors and players must remain within their sector this is known as zoning.

2 The Ball

Size 2 synthetic Sherrin.

3 The Team

3.1 A maximum of 18 players can take the ground at any one time. Unlimited reserves may be used. Maximum team list of thirty two (32) players for Under 9.

3.2 Under 9's must be a minimum of 7 years of age to play.

3.3 Rucks and rovers are allowed.

3.4 The interchange of players may take place anytime. Interchange players must play at least half of the match for which they are reserves.

3.5 Players may be replaced due to injury at anytime. Players replaced due to serious injury will not take any further part in the match.

3.6 Players shall be rotated on the ground every half to experience the role of forward, centre-line and back-line player.

3.7 The minimum number of players required to play shall be fourteen (14).

3.8 When difficulty fielding full numbers occurs, both coaches and team managers must agree to equate player numbers. Excess players should be given to the opposition team if they are unable to field the required number of players. The spirit of the match is to give all available players a match of football.

4 Playing Time

The game shall consist of four quarters of a maximum of ten (10) minutes each.

5 Start of Play

5.1 A ball-up in the centre of the playing surface will start play.

5.2 A player may not grab the ball at the ball-ups and play on, he must knock, palm or punch the ball to a team mate or to open ground and may not play, touch the ball again until it has either been touched by another player or hits the playing surface. This is known as the "Full Possession" rule and applies to all ball-ups during the match.

5.3 No more than three (3) players from each team shall be closer to the ball-ups than approximately 20 metres.

6 After a Goal

Play is restarted as in rule 5.

7 Scrimmage

7.1 Where a scrimmage develops, the field umpires shall stop play, send players back into their positions and call a ball-up.

7.2 Players should be encouraged to pick up the ball and be penalised for diving on the ball.

8 Out of Bounds

8.1 When the ball goes out of bounds from a kick, a free kick shall be awarded.

8.2 If there is a doubt as to which team kicked the ball out of bounds, the field umpires shall call a ball-up five (5) metres in from the boundary.

8.3 When the ball goes out of bounds off hands or body the field umpires shall call a ball-up five (5) metres in from the boundary.

7 Distance Penalties

Offences for which a distance penalty applies in the Laws of Australian shall be penalized 15 metres.

8 Tackling

8.1 A player can hold an opponent with their hands or use a wrap around tackle, but are not allowed to bring the player to the ground, if the player is brought to the ground a free kick will be awarded. No force is to be shown any force will be deemed unduly rough play (free kick).

8.2 Players cannot knock the ball out of an opponent's hand.

8.3 Players cannot push the opponent in the side, back or front.

8.4 Players cannot steal the ball from another player.

Please note: There is strictly no bumping, slinging or deliberately bringing the opposition player in possession of the ball to the ground.

9 Marking

Any player catching the ball directly from the kick of another player shall be awarded a free kick.

10 Bouncing the Ball

A player in possession of the ball may bounce the ball only once. The player must then dispose of the ball by hand or foot and may not touch the ball again until another has touched it.

11 Kicking of ground

A player is not permitted to deliberately kick the ball off the playing surface. A free kick will be awarded.

12 Order Off Rule

The period of penalty may be left to the umpire's discretion or for a specific time as determined by the controlling body. The use of bad language or questioning of umpires decisions should be penalised.

13 Staying in position

To minimise congestion players will be instructed by the field umpire to stay in their correct positions.

14 Coach or Runner

The Coach or Runner is allowed on the playing surface during play for the purpose of teaching.

15 Spirit of match

At the end of the match all players and coaches should gather on the playing surface and shake hands. The field umpires may also take this opportunity to address the players.

16 The Match

16.1 Premiership win or loss points shall not be awarded and recorded.

16.2 Premiership tables or ladders shall not be published.

16.3 Final series shall not be played.

16.4 Match results shall not be published.

17 Other Rules and Laws

All other rules are as outlined in the Laws of Australian Football.

18 Awards

Participation, Effort and skill achievement awards to be the only individual awards to be given.

19 Clearances

Automatic clearances to be given between competitions, however it is recommended that children play the season with the club they first registered in.

20 Tribunals

No Tribunal system to be used. Discipline to be in the hands of the club.

APPENDIX F

SPECIFIC PLAYING RULES FOR UNDER 10

1 Playing Ground

The playing ground shall be approximately two thirds senior size.

2 The Ball

Size 2 synthetic Sherrin.

3 The Team

3.1 A maximum of 18 players can take the ground at any one time. Unlimited reserves may be used. Maximum team list of twenty eight (28).

3.2 Rucks and rovers are allowed.

3.3 The interchange of players may take place anytime. Interchange players must play at least half of the match for which they are reserves.

3.4 Players may be replaced due to injury at anytime. Players replaced due to serious injury will not take any further part in the match.

3.5 Players shall be rotated on the ground every half to experience the role of forward, centre-line and back-line player.

3.6 The minimum number of players required to play shall be fourteen (14).

3.7 When difficulty fielding full numbers occurs, both coaches and team managers must agree to equate player numbers. Excess players should be given to the opposition team if they are unable to field the required number of players. The spirit of the match is to give all available players a match of football.

4 Playing Time

The game shall consist of four quarters of a maximum of ten (10) minutes each.

5 Start of Play

5.1 A ball-up in the centre of the playing surface will start play.

5.2 A player may not grab the ball at the ball-ups and play on, he must knock, palm or punch the ball to a team mate or to open ground and may not play, touch the ball again until it has either been touched by another player or hits the playing surface. This is known as the "Full Possession" rule and applies to all ball-ups during the match.

5.3 No more than three (3) players from each team shall be closer to the ball-ups than approximately 20 metres.

6 After a Goal

Play is restarted as in rule 5.

7 Scrimmage

7.1 Where a scrimmage develops, the field umpires shall stop play, send players back into their positions and call a ball-up.

7.3 Players should be encouraged to pick up the ball and be penalised for diving on the ball.

8 Out of Bounds

8.1 When the ball goes out of bounds from a kick, a free kick shall be awarded.

8.2 If there is a doubt as to which team kicked the ball out of bounds, the field umpires shall call a ball-up five (5) metres in from the boundary.

3.8 When the ball goes out of bounds off hands or body the field umpires shall call a ball-up five (5) metres in from the boundary.

9 Distance Penalties

Offences for which a distance penalty applies in the Laws of Australian shall be penalized 15 metres.

10 Tackling

10.1 A player can hold an opponent with their hands or use a wrap around tackle, but are not allowed to bring the player to the ground, if the player is brought to the ground a free kick will be awarded. No force is to be shown; any force will be deemed unduly rough play (free kick).

8.2 Players cannot knock the ball out of an opponent's hand.

8.3 Players cannot push the opponent in the side, back or front.

8.4 Players cannot steal the ball from another player.

Please note: There is strictly no bumping, slinging or deliberately bringing the opposition player in possession of the ball to the ground.

11 Marking

Any player catching the ball directly from the kick of another player shall be awarded a free kick.

12 Bouncing the Ball

A player in possession of the ball may bounce the ball only once. The player must then dispose of the ball by hand or foot and may not touch the ball again until another has touched it.

13 Kicking off ground

A player is not permitted to deliberately kick the ball off the playing surface. A free kick will be awarded.

14 Order Off Rule

The period of penalty may be left to the umpire's discretion or for a specific time as determined by the controlling body. The use of bad language or questioning of umpires decisions should be penalised.

15 Staying in position

To minimise congestion players will be instructed by the field umpire to stay in their correct positions.

16 Coach or Runner

The Coach or Runner is allowed on the playing surface during play for the purpose of teaching.

17 Spirit of match

At the end of the match all players and coaches should gather on the playing surface and shake hands. The field umpires may also take this opportunity to address the players.

18 The Match

16.1 Premiership win or loss points shall not be awarded and recorded.

16.2 Premiership tables or ladders shall not be published.

16.3 Final series shall not be played.

16.4 Match results shall not be published.

19 Other Rules and Laws

All other rules are as outlined in the Laws of Australian Football.

20 Awards

Participation, Effort and skill achievement awards to be the only individual awards to be given.

21 Clearances

Automatic clearances to be given between competitions, however it is recommended that children play the season with the club they first registered in.

22 Tribunals

No Tribunal system to be used. Discipline to be in the hands of the club.

APPENDIX G

SPECIFIC PLAYING RULES FOR UNDER 11 and UNDER 12

1 Playing Ground

The playing ground should be approximately full senior size.

2 The Ball

Size 3 Synthetic

3 The Team

3.1 The maximum of players a team may field is twenty-two (22) players with a maximum of eighteen (18) players on the playing field. Maximum team list of 28 players.

3.2 The interchange of players may take place anytime.

3.3 Interchange players must play at least half of the match for which they are reserves.

3.4 Players may be replaced due to injury at anytime. Players replaced due to serious injury will not take any further part in the match.

3.5 The minimum number of players required to play shall be fourteen (14).

3.6 When difficulty occurs fielding full numbers, both coaches and team managers must agree to equate player numbers. Excess players should be given to the opposition team if they are unable to field the required number of players. The spirit of the match is to give all available players a match of football.

4 Playing Time

The game shall consist of four quarters of a maximum of fourteen (14) minutes each.

5 Start of Play

5.1 A ball-up in the centre of the playing surface will start play.

5.2 Players contesting the ball-ups should be approximately equal size.

5.3 A player may not grab the ball at the ball-ups and play on, he must knock, palm or punch the ball to a team mate or to open ground and may not play, touch the ball again until it has either been touched by another player or hits the playing surface. This is known as the "Full Possession" rule and applies to all ball-ups during the match.

5.4 No more than four (4) players from each team shall be closer to the ball-ups than approximately 20 metres.

6 After a Goal

Play is restarted as in Rule 5.

7 Scrimmage

Where a scrimmage develops, the field umpires shall stop play, send players back into their positions and call a ball-up.

8 Out of Bounds

A throw in from the boundary umpire will be required.

9 Tackling

9.1 Players **can** hold an opponent with their hands or use a wrap around tackle, bump the player in the side, knock the ball out of the opponent's hands, steal the ball out of the opponent's hands and push the player in the side.

9.2 Players **cannot** sling an opponent.

10 Marking

Any player catching the ball directly from the kick of another player, provided the ball has travelled at least 10 metres shall be awarded a free kick.

11 Kicking of ground

A player is not permitted to deliberately kick the ball of the playing surface. A free kick will be awarded.

12 Distance penalties

Offences for which a distance penalty applies in the Laws of Australian Football shall be penalized 25 metres.

13 Staying in position

To minimise congestion players will be instructed by the field umpires to stay in their correct positions.

14 Coaches/Runners

The Coach/Runner is allowed on the playing surface during play for the purpose of teaching or attending an injury, but must leave the playing arena as soon as the message/help is delivered.

15 Spirit of match

At the end of the match all players and coaches should gather on the playing surface and shake hands. The field umpires may also take this opportunity to address the players.

16 Awards

Participation, effort and skill achievement awards to be the only individual awards to be given.

17 The Match

17.1 Premiership win or loss points will be awarded and recorded.

17.2 Final series will be played.

17.3 Premiership ladders will be published.

17.4 Match results will be published.

17.5 Names of best players will be published.

18 Other Rules and Laws

All other rules are as outlined in the Laws of Australian Football.

19 Order Off Rule

The period of penalty may be left to the umpire's discretion of for a specific time as determined by the controlling body. The use of bad language or questioning of umpires decisions should be penalised.

20 Clearances

Automatic clearances to be given between competitions. However it is recommended that children play the season with the club they first registered with.

21 Tribunal

No tribunal system to be used. Discipline to be in the hands of the clubs.

APPENDIX H

SPECIFIC PLAYING RULES FOR UNDER 13, 14, 15, and 16.5

1 The Team

- 1.1 The minimum number of players required to play shall be fourteen (14).
- 1.2 The maximum number of players a team may field is twenty-two (22) players with a maximum of eighteen (18) players on the playing field.
- 1.3 The interchange of players may take place anytime.
- 1.4 Players may be replaced due to injury at anytime. Players replaced due to serious injury shall not take any further part in the match.
- 1.5 Maximum team list of twenty eight (28) players for Under 13's and Under 14's.
Maximum team list of thirty two (32) players for Under 15's and Under 16.5's.

2 Tackling

Players cannot sling an opponent.

3 Distance penalties

Offences for which a distance penalty applies in the Laws of Australian Football shall be penalized 25 metres.

4 Spirit of match

At the end of the match all players and coaches should gather on the playing surface and shake hands. The field umpire(s) may also take this opportunity to address the players.

5 The Match

- 5.1 Premiership win or loss points will be awarded and recorded.
- 5.2 Final series will be played.
- 5.3 Premiership ladders will be published.
- 5.4 Match results will be published.
- 5.5 Names of best players will be published.

6 The Ball

Under 13's and 14's Size 4 Leather.

Under 15's and Under 16.5's Full Size Leather.

7 Other Rules and Laws

All other rules are as outlined in the Laws of Australian Football.

BY LAWS

1. Only Team Managers/Match day Officials are allowed to approach the Umpires. E.g. Payment of match fees, any queries for the coaches, ascertain if any players have been reported, match day paperwork, etc.
2. Home Club to supply umpires with a drink at all quarters.
3. Home Club shall supply a timekeeper. The visiting Club may provide a timekeeper for reference.
4. Boundary umpires must be at least 12 years of age and capable
5. Boundary umpires must wear a White Shirt / T Shirt and be supplied with a whistle.
6. Goal umpires must be at least 14 years of age and capable.
7. Goal umpires must wear a white coat/jacket be supplied with 2 white flags, scorecard and a pen.
8. The Goal umpire has the power to keep the area around the goal posts free of all spectators.
(a) Area to be clear is 10 metres either side of the point posts and 5 metres back.
9. All Runners must wear a Yellow/Gold shirt with the words "Runner" in Black on the back of the shirt.
(a) Deliver a message from the coach to a maximum of three (3) players, and then leave the field immediately.
(b) Must not act as Water Carriers.
(c) Must be 14 years of age and over.
10. All Water Carriers must wear a white shirt – NO Club Jackets.
(a) Water carriers must be at least 10 years of age for Under 8's to Under 12's.
(b) 12 years of age for Under 13's to Under 16.5's.
(c) Only two water carriers from each club may be on the ground at all times.
(d) Cannot give player/s messages.
11. All spectators must be at least 2 metres behind the boundary line at all times.
12. Stretchers and First Aid Kits must be on the boundary line or as near as possible before the game may commence.
13. All players must be registered. E.g. A registered player is a player who's Registration Form and Proof of Age has been supplied to the League and the League has issued a registration number.
14. If a player is injured the game must stop if play is within 5 metres.
(a) Until the player is able to get to his feet, or is carried from the field at any point and replaced by a player through the interchange gate.
(b) The injured player may return to the game via the interchange gate and the interchange rules.
15. Time On for undue delays (serious injury) in Under 11's to Under 16.5's at the discretion of the Umpire/s.
(a) The umpire will blow time off, clock will stop.
(b) Once the injured player is removed from the playing area and the interchange player has taken up his position the umpire will blow time on, clock will start.
16. If a game is running late then the last 2 quarters are to be shortened sufficiently so that the game will finish on time.
17. No player may play in a competition team that is more than two (2) years above their minimum eligible competition team.
18. A player may not be registered, de-listed and re-registered in the same season with the same club.
19. All Clubs are required to use the correct side of the oval during matches, e.g. Team bunker/bench or either side of the marked interchange area.
20. Any club playing an unregistered player will incur a fine of \$250.00 and/or loss of premiership points for any game the unregistered player played in.
21. All clubs are to provide a qualified First Aid provider or an appropriately qualified Sports Trainer at all training sessions and all minor round games.
22. The League will provide a qualified First Aid provider or an appropriately qualified Sports Trainer as per the Rules at all representative training sessions and representative games.
23. Mouthguards must be worn for all Metro South Junior Football League games.
24. Gloves are banned in all grades. Unless on medical grounds and approved by the League.
25. All metal or permanent goal posts must be adequately padded before a game is allowed to start

26. No spectator is allowed to enter the playing field during the course of the game, except during quarter time, half time or three-quarter time breaks.
27. Red Card: Penalties set as per MSJFL Rules. May appeal to Tribunal.
28. Yellow Card: Two (2) Yellow Cards in season one (1) game suspension. One (1) game suspension will apply for any further Yellow Cards in the same season.
29. The Executive has the power to report players, spectators and club officials.
30. Blood Rule:
 - (a) A bleeding player must leave the field at the nearest point. A replacement player can go onto the field immediately through the interchange gate.
 - (b) Change of uniform will be at the discretion of the Trainer.
 - (c) A player sent off under this rule may return to play once bleeding has stopped or the wound is covered.
 - (d) To be policed by the Umpire.
31. No Teams are to leave the ground at any of the breaks unless directed by the Umpire/s.
32. Skins/Bike Pants must be beige coloured only.
33. Player's spectacles must have plastic frames and lenses and be held securely in place with a band.
34. All players changing clubs with in the League must fill out an Internal Clearance Form.
35. If a player play's six (6) games up they may not come down.
 - (a) Regardless of age.
 - (b) A Permit may be issued if a club has a problem fielding a team.
36. Players may register on Game Day if they have their Registration Form filled out and signed and Proof of Age with them.
 - (a) To be signed and dated by Executive or Umpire/s.
 - (b) Paperwork must be in the Leagues Office within seven (7) days or Rules for unregistered player will apply.
37. All Calls to be paid within thirty (30) days of due date or penalties will apply. (Executives discretion).
38. Mercy Rule:
 - (a) Under 11's – 11 goal win only.
 - (b) Under 12's – 12 goal win only.
 - (c) Under 13's – 13 goal win only.
39. Alcohol is to be consumed within in the licensed area as per the Licensing Act.
 - (a) Clubs to enforce.
 - (b) No Alcohol to be taken onto the playing area.
40. No Smoking is allowed in the following areas,
 - (a) In Change Rooms, Bunkers or in any enclosed area.
 - (b) Within three (3) metres of groups of players (e.g. ¼ time, ½ time and ¾ time breaks)
 - (c) Within three (3) metres of Boundary Line during play
41. Forfeits: A team that forfeits four (4) games or more during the season will not be eligible to participate in the finals.
42. All clubs are to supply a registrar for the purpose of player registration.
The club registrar is the only person whom shall enquire about player registrations.
44. Statutory Declaration for the following officials,
 - (a) Coaches
 - (b) Assistant Coaches
 - (c) Runners
 - (d) Team Managers
 - (e) Trainers
 - (f) Club Registrar's
 - (g) League Executive
 - (h) League Coaches/Assistant Coaches/Team Managers/Runners/Trainers
45. All Clubs are expected to send a minimum of four (4) representatives for inter League games in the age group they are involved in, or respond to invitations from the League.
46. The League will run Under 16.5's with a cut off date of 1st January in the year you play.
 - (a) Player over 16.5 years will be unable to play.
47. The clubs voted not to change the grade structure (8, 9,10,11,12,13,14,15, and 16.5) for the next five (5) years.