AFL South East

Junior Competition Rules

(By-Laws)

2022

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1. Introduction

The following Competition Rules have been made by AFL South East pursuant to its role to administer Australian Rules Football Competitions in Melbourne's South East Region.

Definitions

All capitalised terms not defined in these By-Laws have the same meaning as in the Regulations.

Capitalised terms Boundary Umpire, Field Umpire, Goal Umpire, Match Manager, Team Manager and Team Runner are used and refer to those positions as set out in the By-Laws.

In these By-Laws, unless the context requires otherwise, the following terms shall have the following meaning.

Academy means the NGA Academies conducted by AFL Clubs.

AFL South East Advisory Committee is the body that provides guidance and counsel to the AFL South East Commission

AFL South East Commission means the governing body for football in the South East Region.

Junior League means the competition/s for junior football administered by the AFL South East Commission.

League Administrator means the AFLSE staff member(s) appointed to administer the competition.

Medical Official means the person identified in By-Law 21.

F&DJFL refers to the Frankston and District Junior Football League Inc.

Host Club means the first named Club or Team in the fixture.

Junior means a Player registered with an AFLSE junior club in the U8 to U18 Girl's competition of Frankston and District Junior Football League or South East Juniors.

League means Frankston and District Junior Football League, South East Juniors and AFL South East Regional Competition.

Match means an official Match conducted in an AFLSE Competition (League).

Player includes a registered, unregistered or ineligible player.

Playing Surface means the field of play inside the Boundary Line, Goal Line and Behind Line, excluding the area between such lines and the perimeter fence or boundary.

Regional Variation means a change or inclusion to the By-Laws of the Competitions.

Regulation means the AFL Vic Country and AFL Laws of the Game.

Statement of Rules means the constitution of each League.

Season Fixture means the official schedule of matches in a Competition as determined by the League prior to the commencement of a season.

Senior means a Player over the age of eighteen (18) years, or Player participating in a Competition conducted for players in this age bracket.

SEJ means the South East Juniors Incorporated.

Team means a Club's Team participating in a Match in a Competition conducted by the League.

Team Sheet means the list of Players and Officials in PlayHQ as required, to participate in a Match.

Youth means a player in the thirteen (13) to eighteen (18) years age bracket, or Player participating in a Competition covering this age bracket.

Interpretation

In the interpretation of these By-Laws, unless the context requires otherwise:

(a) words importing the singular shall be deemed to include the plural and vice versa;
(b) words importing any gender shall be deemed to include the other gender;
(c) headings are included for convenience only and shall not affect the interpretation of these By-Laws;
(d) "including" and similar words are not words of limitation;
(e) any words, terms or phrases defined in the remainder of these By- Laws shall have the meaning prescribed within the By-Laws; and words, terms or phrases not otherwise defined in these regulations shall be given their ordinary meaning
(f) Where there is a dispute with respect to the interpretation of these By-Laws, the opinion of the League will prevail and will be final.

COMPETITION RULES (By-Laws)

AFL & AFL VIC COUNTRY REGULATIONS & POLICIES

1.1. All Clubs, Players and Officials agree to comply with AFL, AFL Victoria and Competition By-Laws and Regulations including:

- Laws of the Game;
- the AFL Vic Country Regulations;
- AFL National Age Dispensation Policy;
- the National Player Transfer Regulations;
- the National Member Protection Policy;
- the National Extreme Weather Policy;
- the National Vilification and Discrimination Policy;
- AFL Vic Alcohol Policy;
- AFLSE No-Smoking Policy;
- the National Gambling Policy;
- the National Player and Official Deregistration Policy;
- the Anti-Doping Policy;
- the Sports Trainers in Community Australian Football Policy;
- the Working With Children Policy;
- the AFL Vic Cyber Bullying Policy;
- the AFL Vic Country Tribunal Guidelines;
- the AFL Vic Country Code of Conduct;
- the AFL Vic Country Code of Practice for infectious diseases;
- these By-Laws;
- National Coaching Accreditation Policy;
- Any other Policy as published by the AFL or AFL Victoria, AFLSE from time to time.

1.2. In the event of any inconsistency between the Regulations and these By-Laws, the AFL Vic Regulations will prevail.

1.3. AFLSE may suspend any By-Law from operation. Any such suspension shall be advised to Clubs in writing and shall remain in force until AFLSE determines otherwise.

2. CLUB AFFILIATION AND ACCOUNTS

2.1. All monies due to be paid to the League/AFLSE by affiliated Clubs shall be payable in full no later than the due date of the invoice issued by AFL, AFLSE or League unless contrary arrangements are specifically arranged in writing by the League.

2.2. In the case of clubs failing to make full payment on time, unless acceptable alternative arrangements are made with the League, no team of that Club shall be eligible for match points until the account is remitted in full. Percentages for any game played while ineligible for match points will be calculated on final scores submitted for each game in that round.

2.3. The AFLSE Commission may:

(a) approve a Club's affiliation application;

(b) approve the Club's affiliation application on terms and conditions as it reasonably requires;

(c) approve the Club's affiliation application with a request for further or additional information;

(d) or amend or revise the application;

(e) refuse to grant the Club's affiliation application; or
(f) defer same.

2.4. In determining whether to grant a Club's affiliation or participation application or in making any decision the AFLSE Commission shall consider:

(a) the Club's structure, governance and administration, including succession plans

(b) long-term planning and development;

(c) the promotion of AFL by the Club and its contribution to the ongoing development of Australian Rules Football;

(d) the financial health of the Club;

(e) the behavioural and conduct history of the Club, its Teams, Players, Officials, volunteers and spectators, and the Club's relationships with other Clubs and the League;

(f) any other matter that the AFLSE Commission deems appropriate.

2.5. In accordance with the Club Participation Agreement, the AFLSE Commission may terminate the Club Participation Agreement at any time after each football season by giving 3 month's written notice to the Club. The Commission may choose to provide rationale on it's decision. The Club acknowledges and agrees that the Club Participation Agreement does not create a right or expectation of continued participation in any particular Competitions or any future competition/s administered by AFL South East.

2.6. Notwithstanding the above, immediately upon notice where:
(a) the Club unreasonably fails to duly and promptly comply with its Obligation in the Club Participation Agreement;
(b) if the Club or any of its Officers, Players, Official or volunteers does or permits to be done any act or thing which reflects unfavourably upon the reputation, standing or goodwill of the League or the game of Australian Rules Football or engages in any unbecoming conduct or conduct which is prejudicial or likely to be prejudicial to the interests of the League, the AFL or the playing of Australian Rules Football;
(c) any event occurs which in the opinion of AFLSE Commission materially and prejudicially affects the financial position of the Club or the ability of the Club to duly and promptly observe and perform any of its obligations under this Agreement;
(d) the Commission is of the opinion that the Club is otherwise unable to pay its debts as and when they fall due;
(e) AFLSE Commission is of the opinion that the Club is unable to field a team(s) in a Competition administered by AFLSE;
(f) the Club threatens to or ceases to carry on all or part of its operations or disposes of the whole or any substantial part of its assets.

3. LEGAL COMPLIANCE

3.1 All Clubs are required to comply with all legal (including statutory) and other provisions and requirements governing their operations, including but not limited to the regulation of their operations and child protection.

3.2. Whilst AFL South East will provide information, guidance and assistance to Clubs where it is able on issues affecting their governance and operations, the responsibility to ensure compliance with all legal (including statutory) and other provisions and requirements affecting their operations lies with each Club.

3.3. To assist each Club in managing legal compliance regarding child protection or other requirements, each Club must maintain a register of WWCC as prescribed by Legislation, AFL, AFLSE or League.

4. REPRESENTATIVE OF MEMBER CLUBS

4.1. Registration of Club Representative

Each Member shall register its Representative (President or Proxy) in writing with the League before they shall be entitled to represent such Member Club. The President (or Proxy) shall be the person to make decisions on behalf of the club.

4.2. Representation at Meetings

The League will determine the number of representatives required in attendance at meetings for which 14 days' notice has been given. Where a member Club is not represented (without prior notification) at a League Meeting, a fine may be imposed in accordance with Appendix A, where at least 14 days' notice of the meeting has been given by the League.

4.3. Compulsory Meetings

The League may convene compulsory meeting(s) for Club Officials as stipulated by the League. The League will endeavour to give clubs a minimum of 14 days' notice of the meeting. These meetings shall include, but are not limited to: Club Administrator Courses, Coaches Forums, Presidents Meetings, and Finals Participants Meetings.

4.4. Date & Time for Annual General Meetings (AGM) and Special General Meetings (SGM)

Unless otherwise specified, all Annual General Meetings and Special General Meetings of each League shall be held at a date and time to be determined by the Commission and in accordance with the Statement of Rules.

5. REGISTRATION AND ELIGIBILITY OF PLAYERS

5.1. No person may participate in any matches authorised or conducted by the League, other than practice matches, unless that person has:

(a) lodged an application for registration on-line and uploaded copy of proof of age with the League that the club is affiliated with.

(i) Proof of age can include;

- birth certificate
- passport
- immunisation record with Medicare card

(b) Attained the age of seven (7) years of age by 30th of April in each year.

5.2. Age groups commence on the first of January of the current year. The date of birth of the player will determine the age group the player shall play in.

5.3. In accordance with the Equal Opportunity Act (1995 – Vic) females are permitted to play in matches authorised or conducted by each League, however, females who reach the age of 14 years as at 1st January in the year of play are specifically excluded from playing in any competition that is not a female competition. Refer to the AFL Victoria Gender Policy for further information.

5.4. Males 17 or over as of 1st January in any year are not permitted to play in U17 Competition

5.5. Females 18 or over as of 1st January in any year are not permitted to play in U18 Competition

5.6. Unregistered/Ineligible Players

(a) Any player found to have participated in a match authorised or conducted by the League without the appropriate registration granted pursuant to these By-laws or AFL Rules may be dealt with by the League in accordance with these by-laws and the Club whom fielded that player may be dealt with by the League in accordance with these by-laws.

(b) Any team that plays an unregistered or ineligible player in any match shall be treated as having forfeited that match. The team shall also be subject to AFL Rules and a fine as detailed in Appendix A.

5.7. Player Transfers

(a) Any player who has played or registered with a club at any time must obtain a transfer from the Club and League with which he/she last played (as determined by the National Player Transfer Regulations) before playing with their new club or competition.

(b) Any player not having played during the previous 24 calendar months is free to register with the club of his/her choice provided the transfer application is processed as determined by the National Player Transfer Regulations.

(c) Transfers can be lodged from 1st November until 12:00 midnight on 30th November and then reopen from 1st February until 12:00 midnight on 30th June in any given year.

Amendment: For season 2022 only, the following transfer period shall apply; Transfers can be lodged from 1st February until 12:00 midnight on 30th June in 2022.

(d) Each transfer application shall be signed in his/her own handwriting by the applicant player and if such player be under the age of eighteen (18) years the transfer application shall be endorsed by the player's parent or guardian and lodged with the Club with which he/she desires to play; the Club shall forthwith date the application and enter into the Competition Management system. Destination Club must keep a record of the original application signed by the player or parent/guardian. If requested, the destination Club must produce to the League a copy of the original application by no later than 5.00pm next business day following such request.

(e) The Former Club has six (6) Business Days, commencing from when the application to Transfer is lodged through the Competition Management System, to object the Transfer application. If the Former Club does not object within six (6) Business Days (or if the Former Club approves the Transfer within six (6) Business Days), the transfer will be automatically

approved and finalised. Once a player's application for a transfer and/or registration has been granted:–

i) the player shall become eligible to register with the Club to whom he/she has sought the transfer registration; and

ii) once the player's online registration form has been completed with the destination Club, the League will allow him/ her to play.

(f) A player whose application for a transfer has been lodged, as provided for under these rules, shall not be permitted to lodge an application to play with another club until finality has been reached regarding his/her original application.

5.8. Interchange Agreements with Senior Competitions

(a) The League may enter into Interchange Agreements involving male or female senior competitions pursuant to AFL Rules to enable the movement of players between such Leagues**.**

(b) The Interchange of a League registered player cannot occur unless an agreement is in place with the relevant Senior League and application lodged in accordance with the agreement.

(c) The League have Interchange Agreements with the following senior competitions.

AFLSE U17 Boys

- Mornington Peninsula Nepean Football League (MPNFL)
- Outer East Football & Netball (OE)
- Southern Football Netball League (SFNL)
- Victorian Amateur Football Association (VAFA)
- Eastern Football Netball League (EFNL)
- Any other league as determined by AFLSE

AFLSE U18 Girls

- South Eastern Women's Football League
- Southern Football Netball League (SFNL)
- Any other league as determined by AFLSE

(d) Interchange requests shall be lodged in accordance with the Agreement and be signed by the player, Club and League.

5.9. Penalty for Playing Ineligible

Any Affiliated Club that allows a player to play in any home and away games or finals series where that player is:

(a) not registered with AFLSE; or
(b) not permitted to play with that Affiliated Club; or
(c) is under suspension; or
(d) playing in an age group they are not permitted to shall be liable to:

If the Club wins the game:

i) fine not greater than $250,
ii) reversal of match points,
iii) loss of all points pertaining to the game, and
iv) may be subject to further penalty as determined by the League

If the Club loses the game

i) fine not greater than $250,
ii) loss of all points **"FOR"** pertaining to that game, and may be subject to such further penalty as determined by the League

5.10. Player De Registration

Please refer to the Australian Football Player and Official National Deregistration Policy.

6. PLAYER AGE GROUP EXEMPTIONS

Provisions for players playing outside their defined age group

6.1. Playing down an age level

AFLSE and member Leagues follow the AFL National Age Dispensations Policy (NADP) when considering age exemptions.

(i) Players seeking exemption are required to lodge a formal application in line with the criteria outlined in the NADP.

(ii) Applicants will be required to provide relevant medical evidence for assessment by AFLSE.

(iii) If no relevant medical evidence can be provided, the controlling body will determine the application for exemption as it sees fit, fully considering the circumstances presented."

(iv) Please refer to the AFLSE website for the latest AFL National Age Dispensation Policy.

6.2. Playing up an age level

The AFL Junior Match Policy acknowledges the principle role of the parent or guardian in determining that a player should play in a higher age competition than the one determined by the player's chronological age.

Players should only be permitted to play up an age level when their physical capacity and social sense enable them to compete adequately at the higher age level. The decision whether a player should play up beyond the two-year age span should be based on the advantages to be gained by the player.

6.3. Consent

(a) Before a player participates in a competition outside the recommended two-year age span, the player's parent or guardian must sign a consent form.
(b) Parental consent is to be submitted to the relevant Junior League via the Club Secretary and will be assessed for approval.

7.1 Teams

Player Movement - Pre-Season

(a) AFLSE has adopted the following Policies;

i) Appendix C - Player Points Policy

ii) Appendix D – Team Nomination, Grading and Club Team Formation Policy

(b) For the U8-U12 age groups and in accordance with Appendix D - League Team Nomination, Assessment and Team Formation Policy, once a team is formed players will remain in that team from season to season. Clubs can apply (on the prescribed form) from 1st February for the coming season to their relevant League to move a player from one team to another where the following exists;

- Players are not returning to the team and therefore team numbers are low
- Special family circumstances

For the U13-U14 age groups, Clubs can move up to three (3) players without League approval. Clubs must apply to their relevant League (on the prescribed form) from 1st February and get approval for any players to transfer from one team to another over the three (3) player limit before they can move.

NB: From season 2023 onwards;

U13 to U18 age groups, clubs are able to move players from one team to another without restriction.

Ensuring that players are allocated to a team that best suits their skills and ability and that they are involved in the decision- making process.

Before moving any players or submitting any applications (U8 to U14 age groups), Clubs must ensure that the player and the parents are engaged in the decision - making process.

For the U15 to U18 age groups and to ensure that the League can offer competitive competitions clubs are able to move players from one team to another without restriction to ensure that players are allocated to a team that best suits their skills and ability and that they are involved in the decision - making process.

Clubs are also required to advise the League via email of any player movements before they are made.

7.1. Player movement restrictions – In season

(a) The movement of players between teams in the same age group is prohibited unless written permission is granted by the League.

(b) Players are prohibited from filling in for another team in the same age group when their team has a bye or forfeit.

(c) No player may participate in two games in the same age group in the same round, even if the two games are in different divisions of the age group or are played on separate days.

(d) Top up players can only play to assist a team in a higher age group if there are less than 22 players available for that team in that round. Top up players can only take the team up to a maximum of 22 players and are not to be given more game time than the players registered to that team.

(e) In accordance with 6.4 (a), once the season commences, Clubs with teams in the same division cannot interchange players between teams.

(f) Clubs need to ensure that any player movement is conducted in line with Appendix C - Player Points Policy.

8. TEAM REGISTRATION

8.1. Participating Clubs shall nominate, by the date stipulated by the League, such teams as it desires to field in each grade of competition. Nominations received after the specified date may be accepted at the League absolute discretion.

8.2. Team nominations (due by 1st March) will only be considered where the number of registered players is below;

Amendment: For season 2022 only, (due by 1st March) with a drop dead date (18th March). Team Nominations will only be considered where the number of registered players is below;

Age Group		Minimum required to register team
U8 & U10	Girls	8 players
U12, U14, U16 & U18	Girls	12 players
U9, U10	Boys	12 players
U11 – U17	Boys	16 players

Where a Club has a team with less than the players listed above, the League will work closely with the Club to form a team with players from other Clubs or find a position for the players at another Club.

8.3. Clubs will be invoiced a non-refundable deposit with the amount prescribed by the League.

8.4. The minimum and maximum number of teams to compete in any grade of the competition shall be determined at the League's absolute discretion.

8.5. Any Member Club that withdraws a team or teams after the fixture has been finalised shall be subject to a fine as listed in Appendix A.

9. REVIEW PERIOD

9.1. The objective is to provide teams the most even level of competition possible to maintain and increase participation and develop junior footballers through a positive and fair environment.

9.2. Division Formation Criteria

(a) Teams who played off in the grand final in competitive age groups will be considered for grading into the higher division the following year.

(b) A team that finishes on top of the ladder and did not play off in the grand final in competitive age groups after completion of the home and away season will be considered for grading into the higher division the next year.

(c) Each Club may submit with team nominations an indication of the divisions in which they wish to nominate, with any supporting justification.

(d) Initial grading of teams shall be on the basis of the agreed guidelines/criteria. Last season performance and information provided by Clubs prior to the season. Consideration will include reference to the previous two year's performance of teams where decisions are marginal. This is at the Leagues discretion.

(e) It is possible where Clubs have two or more teams in the same age group, grading may result in teams playing in the same division.

(f) Where 2 teams from the one Club and age group merge, that team/s shall be considered for the higher division in accordance with Appendix D - Team Nomination, Grading and Club Team Formation Policy.

9.3. Competition Formation Criteria

(a) In accordance with Appendix D - Team Nomination, Grading and Club Team Formation Policy, Clubs may contact the League in writing to request consideration for a team to be regraded identifying any clear disparity within the competition with supporting justification.

(g) Where there is a requirement for a team to be regraded to another division, the team shall receive the average of the top 6 teams in that division's points for and against and number of wins/losses/draws/byes/forfeits. The Competition Management System will automatically calculate the percentage once the ladder adjustments have been made.

(h) In accordance with Appendix D – Team Nomination, Grading and Club Formation Policy percentage adjustments will be applied after Round 4. Refer to Appendix D – Team Formation, Grading and Club Team Formation Policy for full wording.

(i) All re-grading will be at the League's discretion.

(j) Any player receiving League Fairest & Best votes in their original division shall have those votes counted to their tally for the new division Fairest & Best award.

10. FINALS

10.1. Finals Eligibility - Financial Obligations

All affiliated Clubs participating in the finals series matches must be financial with the League before the conclusion of the Home and Away matches. In the event that a participating Club is not financial with AFLSE/and or their League (and reasonable attempts have been made by the League to contact the club regarding the outstanding invoices), the League may, at its discretion, remove any or all of its teams from their position in the final series matches and promote the next entitled financial teams in their place to participate in the finals series.

10.2 Finals Structure

(a) The first top four (4) teams in each age group and division from under 11 and above after the home and away games have been completed will play off for the premiership.

(b)

Semi Final 1 (SF1)	3v4
Semi Final 2 (SF2)	1v2
Preliminary Final (PF)	Loser of SF2 vs Winner of SF1
Grand Final	Winner of SF2 vs Winner of PF

10.3. Venue Selection & Match Times

(a) All finals matches shall be played at suitable venues as determined by the League.

(b) The League will determine the game times of all finals matches, which may differ from the home and away match times.

10.4. Match Conditions

Except for a drawn match, all other Match conditions applicable to the home and away season will apply to all finals Matches.

10.5. Drawn Finals

(a) In the event of a drawn finals Match, the following procedure will apply:

(b) The goal Umpires will confirm the scores;

(c) The Field Umpires will re-commence the Match for a further duration of five (5) minutes and the Teams will not change ends;

(d) The siren will sound after the initial period of extra time, the Teams will change ends and a further five (5) minutes is to be played;

(e) If the Match is still drawn after the second five (5) minute period, the Match will continue until the next score at which time the siren will sound; and

(f) At no stage before or during extra time are Coaches permitted to address Players.

10.6. Player Eligibility

(a) Players must play at least five (5) matches with their affiliated Club in the division and age group in which he or she competes in the home and away season matches. The players name,

registration number and jumper number must appear on five (5) separate team sheets for the said team during the season.

(i) To qualify to play finals in a higher age group, a player must play five (5) matches in that higher age group team in the home and away season, whilst satisfying by-law 6.5(d). The players name, registration number and jumper number must appear on five (5) separate team sheets for the said team during the season.

(b) The players name, registration number and jumper number must appear on five (5) separate team sheets for the said team during the season.

(c) In the case of a player whose name appears on a team sheet as having taken the field in the official match for the same age group in the week before and the week after a bye or forfeit, the bye or forfeit will be recorded as an official match for the player except in the case of suspension.

In the case of a player whose name appears on a team sheet as having taken the field in the official match for the same age group in the week before and the week after a bye or forfeit, the bye or forfeit will be recorded as an official match for the player except in the case of suspension.

(i) This rule also extends to players in the AFL Victoria under 18 NAB League were a player whose name appears on a team sheet as having taken the field in the official match for the same age group in the week before and the week after taking the field in a AFL Victoria under 18 NAB League Game.

(d) Players on loan need to show the team name next to their handwritten name as well as the letter L.

(e) A player who participates in a sanctioned AFL Victoria Development match may have a League game credited to them for the purpose of Finals Eligibility. To be eligible for the credit of the match a player must

ii) have been named on the team sheet and have taken the field for their home team in the match before and the match after the Development game and;

iii) for the Administrator to be advised in writing of the players participation in the Development match for eligibility to be determined.

Clubs who have players with a long-term injury must apply for an exemption if they feel that the player won't qualify with the requisite number of games as per 10.6 (a);

(i) When the injury first occurs, the Club must notify the League in writing of the injury and the expected clearance date.

(ii) The Club must provide a Certified Medical Clearance, from a Medical Professional who has been treating the player, on letterhead with the details of the injury and the date from which the player can recommence playing.

The League will advise the Club in writing of the approval or not to play.

(k) Any player that plays thirteen or more boys' games in the AFL Victoria under 18 NAB League during the season is ineligible to play junior finals in that season.

10.7. Entrance Fees

The League shall be responsible for the setting and the collection of all entrance fees at all finals series matches. The League may delegate its authority for the collection of entrance fees.

10.8. Times and Player Numbers

(a) Time-on will not be applied under any circumstances in home and away or finals matches.

(b) All Clubs fielding teams in any grade of the Finals series, must lodge with the League a Player list for publication at least 10 days prior to the playing of the first finals series game. Clubs may be subject to a fine if they fail to comply.

(c) In finals, minimum player numbers must be in attendance prior to the commencement of play, otherwise a forfeit will be awarded.

11. REGISTERED UNIFORMS

11.1. Clubs registered colours

(a) Clubs must wear their registered uniform from their League of origin

(b) All Clubs must comply with the style guide of their League of origin for jumpers and shorts.

(c) Any subsequent change of uniform must be approved by the League. Any Club that changes its colours and/or jumper/guernsey design shall forfeit their use of the colours/design that were previously in use.

(d) Where Clubs competing in a match have a jumper clash the away club must wear an alternative jumper.

(e) In the event that clubs competing in finals have a clash the second named team must wear an alternative jumper.

(f) Where a new Club enters the League and their Uniform is considered to clash with an existing team;

i) It is a condition of entry to the league that any new Club must alter their uniform for all fixtured matches when played against existing teams to avoid jumper clash.

11.2. Shorts

(a) All clubs within F&DJFL and SEJ Leagues will be required to wear home shorts only across all age groups in accordance with the League style guide.

11.3. Correct uniform to be worn

(a) Each player must wear the colours registered by their Club and be numbered. Numbers worn should agree with the numbers listed on the team list.

(b) Each player must wear a conspicuous number either sewn or printed into the Guernsey. No two players in the same team are to wear the same number, on the field at any one time.

(c) Where it is determined by the League that jumper/guernsey/short designs of the two teams of any match are too similar, the away team must provide an alternate set of numbered jumpers for the match.

(d) Players will not wear any form of metal stops in their boots.

(e) Full length undergarments (items other than the playing jumper or shorts) may only be worn with the prior written approval of the League in the U11 to U18 age groups**.** Short sleeved or sleeveless undergarments are acceptable providing they are not visible.

(f) It is expected that all players wear mouth guards.

(g) No form of jewellery is permitted to be worn by any player. Jewellery may not be covered or taped – it must be removed before the player may take the field. Metal boot studs, bobby pins, jewellery and piercings are not permitted to be worn at any time on the field of play.

(h) Where a player is not correctly attired, a fine may be imposed as detailed in Appendix A.

(i) Players are required to keep their fingernails trimmed to avoid scratching or other injuries to other players. Nails must be short and smooth or may be taped with appropriate sports tape and checked by the Umpire(s) prior to the match. Umpires will be responsible for checking hands to ensure fingernails do not extend beyond the end of the finger, and where necessary will require the player to tape their fingernails. The requirement for taped nails is one piece of tape over the top and another piece around the nail.

(j) If a player (male or female) has their hair braided, and it swings free from their head when the head is moved, it may cause harm to another player if struck by the braid. Due to injury that may be caused, players are not permitted on the field with free braids in their hair. This includes plaited ponytails. Players with plaited ponytails will be instructed by the Umpire to either roll the plait into a bun or remove the plait and replace with a loose ponytail (as long as the ponytail does not hide the player's number).

11.4. Protective Clothing

(a) The wearing of Glasses or any protective guards/braces on any part of the body in matches will only be approved by the League where written medical evidence for the need to wear glasses, guards or braces is provided.

(b) The written approval must be produced by or on behalf of the player on request of either the field umpire or opposition Team Manager.

(c) Players are allowed to wear appropriate approved helmets.

12. FIXTURING OF MATCHES

12.1. Fixture Preparation

(a) The League shall be responsible for the organisation of matches in each division by preparing fixtures for each team in each division/section for each season. The League may amend a fixture as required.

(b) Each affiliated Club shall have the opportunity to submit, when requested, their preference for any special consideration for fixturing before the release of the fixture.

Refer to Appendix D - Team Nomination, Grading and Club Team Formation Policy.

12.2. Home and Away

(a) Leagues shall conduct a series of 14 (or such number as the Junior League shall determine from time to time) Home and Away football matches for Under 8 to Under 18 age groups.

(b) The starting times for these games will be determined by the Junior League with set times allocated to age groups at the start of every season.

(c) Clubs still have the ability to change game times as per 12.4 Fixture Alterations

12.3. Failure to Fulfil Engagements

(a) Should any Club fail to fulfil its engagement to play in any premiership match, the League may disqualify them from further premiership matches or otherwise deal with such Affiliated Clubs as it thinks fit.

(b) Any Club failing to fulfil its engagement within 24 hours prior to scheduled start time shall pay all umpires expenses relative to the said fixture plus an additional Fine for breach as set by AFLSE.

Fine for breach: In accordance with Appendix A

12.4. Fixture Alterations

(a) All official matches of the League, including finals shall be scheduled to be played on Fridays and Sundays. Matches may also be scheduled on alternative days, with prior agreement.

(b) Clubs desiring to conduct matches on a day, time or venue other than that published by the League in the official fixture may do so providing the following requirements have been satisfied:

i) That a submission has been made to, and an agreement for a change to the fixture has been obtained from the Secretary or Football Operations Manager of the opposing club with the League copied into the correspondence.

ii) That all appropriate licenses and permissions to conduct the game have been received and copies forwarded to the Junior League prior to the game

iii) The approval request is submitted in writing to the League no later than 10am the Monday before the match

12.5. Duration of Matches

The duration of Matches shall be as follows:

Competition Age Group	Duration	Breaks
Under 8, 9, 10, U10G & U12G	Twelve (12) Minute Quarters No Time On	3,5,3
Under 11, 12, 13, 14, 14G, 16G & U18G	Fifteen (15) Minute Quarters No Time On	3,8,5
Under 15 & 17	Twenty (20) Minute Quarters No Time On	3,8,5

12.6. Match Venues

The League can move a game if they believe the venue is unacceptable for junior competition.

12.8. Premiership Ladder

(a) The League shall prepare a weekly ladder for each competitive competition.

(b) The ladder will be a match ratio ladder which reflects;

ii) The number of wins by each team against the number of matches played by each team to give a percentage of matches won. (% Won)

iii) The number of points scored by the team, divided by the number of points kicked against the team to give a percentage. (%)

iv) In the event that selection for the finals series is between teams with the same percentage of matches won (% Won), the team with the highest percentage (%) will be entitled to participate in the final's series ahead of a team with lower percentage.

13. FORFEITS

13.1. A forfeit will be claimed if;

(a) Any team that cannot field the minimum number of Players as listed in by-law 15.11 for the relevant competition within fifteen (15) minutes after the agreed starting time. This by-law does not apply in finals.

(b) A team is unable or refuses to fulfil it's commitment to commence the game or complete the game.

13.2. If both teams cannot field the minimum number of players, the result will be deemed to be a non-match with no competition points awarded to either team.

13.3. Forfeit details must be listed on the Team Sheets with the Umpire's signature. The teams are encouraged to play a scratch match within the remaining allotted time.

13.4. In the event of a game being forfeited, players from the defaulting team shall not have a game credited for the purposes of qualification.

13.5. The team against whom the forfeiting team was to play, shall be awarded the win and shall be entitled to enter a team sheet into the Competition Management System to include the game in the records of its players for the purpose of finals eligibility.

13.6. Scores will be calculated by taking the average winning score and average losing score from matches played in that division during that round and be awarded accordingly.

13.7. Any forfeit (if known in advance) must be advised to the League, the opposing Club's Administrator and the Umpire Manager forty-eight (48) hours prior to the scheduled time of the Match.

13.8. If an Umpire turns up to a Match because of late or non-notification of a forfeit, the forfeiting Team is liable for the whole amount of the Umpire's fees (shared equally in the case of a double forfeit).

13.9. A one hundred-dollar ($100) fine may be incurred to a Club that does not advise the League in accordance with By-Law 13.7 and such fine may be applicable.

14. UMPIRES

14.1 Supply of Umpires

(a) Appointment of Official Umpires in the Home and Away and the Finals series shall be the responsibility of the AFLSE Umpiring Department. Clubs will be advised of all appointments by the AFLSE Umpiring Department prior to the scheduled day.

(b) Should no official appointed Field Umpire be present by the scheduled time of commencement of play, both Team Coaches are to decide upon an acceptable replacement/s who may share duty for the duration of the Match.

i) Club umpires are to stay at the same end of the field for the entire match. However, should the appointed Umpire or any other Umpire appointed for the day arrive during the course of the Match, that Umpire may take control as soon as possible.

(c) By-Law 14.4 applies where any Field Umpire appointed by ALFSE attends a Match that has been forfeited or cancelled and who has not been advised in time to prevent the Umpire's attendance.

14.2. Umpire Finals Appointments

In the case that Emergency Umpires, when appointed to officiate, shall have the power to order Players from the field as well as the ability to report Players.

14.3. Umpire Requirements

(a) Umpire Requirements

Umpires must attend the ground before the official starting time of the match and are to be correctly attired. They are to check the nails and boots of the players of each team and perform the toss of the coin before play.

(b) Field and Goal Umpire Numbers

i) The AFLSE Umpiring Department will endeavour to appoint two field umpires to every U11 to U18 match. Matches can proceed and continue with one official field umpire if the second umpire is not able to be sourced.
Priority when appointing umpires will be given to older age groups.

ii) In the U8 to U10 age groups, each team will provide one (1) club umpire which maybe the coach, assistant coach or a suitably qualified club umpire for each match.

iii) As a minimum, two-goal Umpires are required before a Match commencing. These can be accredited Umpires, Club goal umpires or a combination of both. Should two such Umpires not be available, the Match must not commence and the matter referred to the Competition Management Committee for determination.

14.4. Umpires' Fees

Fees to be paid to Umpires as per communication from the Regional Director of Umpiring.

14.5. Payment of Umpires

(a) AFLSE is responsible for the payment of Umpires invoiced weekly to the host Club.

(b) Clubs are strictly prohibited in making any cash payments to Umpires for Practice matches or Home and Away matches

14.6. Umpire's Match Report

After each Match, the Field Umpire(s) shall provide a report to the League using the online Match Report form.

14.7. Club Report on Umpires

Team Officials, including the Coach, Assistant Coach or Team Manager, may lodge a "Feedback on Field Umpire" for all official matches played by that team. Feedback is to be submitted on the form supplied by the League by 12pm Monday following that round of matches. Sanctions will apply to any official that provides inappropriate comments or feedback.

Fine to be in accordance with Appendix A.

14.8. Minimum Umpire Age

The age of a Field Umpire must be:

(a) a minimum of thirteen (13) years old unless, agreed otherwise by the AFLSE Umpiring Department; and

(b) where possible at least two (2) years older than the age group being officiated, unless otherwise approved by AFL SE Umpiring Department. Regional Director of Umpiring in consultation with AFLSE appointed umpire coaches, will be required to approve the appointment of umpires within two years of the playing age group.

14.9. Reporting of Players and Officials

(a) Umpires may report to the League any Player or Official who, during the progress of a Match or within the immediate proximity of the ground on the day of the Match, commits a reportable offence. The procedure for making and lodging such a report shall be as specified by the AFL Laws of the Game and AFL Vic Country Rules.

(b) Registered field, registered boundary and/or registered goal umpires are permitted to report Players.

(c) All reporting Umpires are required to complete the AFL Vic Country Notice of Report as prescribed by AFLSE.

14.10. Approaching Umpires

(a) Other than the captain, no person, except as listed in By-Law 14.10 (b), shall approach or talk to an Umpire (field, boundary and goal) before, during, or after the conclusion of a Match or leaving the playing arena.

(b) The excepted persons who can approach the umpire are:

i) AFLSE staff;
ii) Umpire Manager or Umpire Coaches;
iii) Ground Marshall or Venue Manager
iv) Both Home and Away Team Managers in the execution of their duties.

(c) Either of the team captains are permitted to speak to the umpires providing communication is reasonable and confined to seeking clarification or interpretation of a rule, or in an emergency.

14.11. Powers & Duties

(a) Each Club is to ensure the competency of any person who accepts appointment as a Goal or Boundary Umpire. The Field Umpire has the power to order replacements for any Boundary or Goal Umpire. The Field Umpire has the power to consult with, and if necessary, over rule a Goal or Boundary Umpire where, in the Field Umpire's opinion, an obvious error has occurred. No third party is permitted to be involved in any such consultation (notwithstanding the Laws of the Game).

(b) All Goal and Boundary Umpires should introduce themselves to the Field Umpire(s) prior to the commencement of the Match and restrict all communications with the Field Umpires to matters arising directly from Umpire duties. Goal and Boundary Umpires shall act at all times in a professional manner and are not permitted to barrack, give support to a Team or give advice or make comments to the Players, other Officials or supporters.

14.12. Goal Umpires

Where AFLSE Official Goal umpires are not supplied, a Goal Umpire must be provided by each competing Team and is required to be dressed in an approved uniform. Goal Umpires must have a set of white flags and scorecard.

14.13. Boundary Umpires

Amendment:

Season 2022 and beyond, Annul 2021 Covid By-Law addendum – No club supplied boundary umpires; Leagues will be reverting to the application of By-Law 14.13. as published in the Junior Competition Rules.

(a) The AFLSE umpiring department shall appoint Boundary Umpires to the Regional Premier A competition as well as the U14 to U18 Girls age groups where a South East Juniors team is the home club where available.

(b) The following will be applied where AFLSE boundary umpires aren't supplied;

i) In the FDJFL U11 to U14 competitions, each competing team must provide a boundary umpire who is required to be dressed in an approved uniform consisting of a white shirt, runners and have their own whistle.

ii) In the SEJ U11 to U14 competitions the field umpire will bring the ball in 10m from where the ball went out of bounds and ball it up.

iii) In the AFLSE Regional competition if the match is played at a SEJ venue the field umpire will bring the ball in 10m from where the ball went out of bounds and ball it up.

iv) In the AFLSE Regional Competition if the match is played at an FDJFL venue, then the FDJFL club is required to provide two boundary umpires. If the home club does not supply two boundary umpires, the field umpire will bring the ball in 10m from the ball went out of bounds and ball it up.

v) During finals boundary umpires will be provided by the league, by appointing competent umpires from the AFLSE-SUA Umpiring group.

(c) The Boundary Umpire will recover the Match ball at the point of exit and throw the ball in over their head into play where two players will contest it.

(d) If the first throw-in of a ball is deemed inadequate by the Field Umpire, the Field Umpire will request the boundary umpire to come in 5 metres and throw the ball in again.

(e) In the FDJFL U11 to U14 competitions in the case that a Team does not provide a suitable Boundary Umpire, a member of that Team will be responsible for throwing in the ball on the non-umpired side of the ground. Where neither Team provides a Boundary Umpire, the attacking side will throw the ball in. Where a Team has not provided a Boundary Umpire, it will be noted on the appropriate Match Day paperwork.

(f) In the U16 Girls and U18 Girls competitions the field umpire will bring the ball in 10m from where the ball went out of bounds and ball it up.

15. MATCH DAY REQUIREMENTS

15.1 Match Footballs

(a) The League shall specify approved footballs to be used in sanctioned matches of the competition.

Unlicensed footballs are not to be used in AFLSE competitions and will result in a fine.

(b) At the commencement of the season each affiliated team shall be supplied and charged for the following:
i) U8-U12 one red (1) synthetic match footballs
ii) U13-U18 two red (2) leather match footballs

Clubs requiring additional matchday balls will need to place these orders online.

(c) Yellow balls shall be used in Junior Matches where the game is to be played during twilight or at night.

(d) Match balls used in Competition Matches must be in accordance with the respective Leagues style guide.

(e)

Size Allocations	**Size**	**SUPPLIER**
		FDJFL & SEJ
Under 8, 9, 10 & 10G	Size 2 Synthetic	Sherrin
Under 11, 12 & 12G	Size 3 Synthetic	Sherrin
Under 13, 14 & 14G	Size 4 Leather	Sherrin
Under 15 & 17	Size 5 or full-Size Leather	Sherrin
Under 16G & 18G	Size 4 Leather	Sherrin
For 2022 only, affiliated Clubs may use 2021 approved licensed footballs (including Faulkner). These footballs must be previously approved stock only.		

15.2. Stretchers

(a) The home Club must ensure they supply a compliant stretcher for each game.

(b) The stretcher is to be located behind the fence at the Interchange Area.

Any breach shall be subject to the relevant fine, as listed in Appendix A

15.3. Defibrillator

Match venues should have immediate access to a defibrillator in case of an emergency.

15.4. Coaches Box

(a) There shall be, space permitting, a clearly marked 5 metre exclusion zone to the left, right and behind the coach's box.

(b) The only officials permitted within fenced area and in the marked coach's area are as follows:
   i) All interchange players;
   ii) One (1) Trainer,
   iii) Coach;
   iv) Assistant Coach and must be identified and accredited in all age groups
   v) Runner
   vi) Team Manager

15.5. Fencing / Ground Marking

(a) All line marking on grounds should be clearly visible prior to the commencement of any match. Line marking should be in accordance with the requirements of the affiliated body and as per the AFL Laws of the Game (3). All modified ovals are to be marked out using cones and must use portable goal posts at either end of the modified oval. Coaches boxes are to be marked out using cones.

(b) Two (2) areas being 2 metres x 2 metres shall be marked on the opposite side of the Coaches' boxes between the fence and boundary line outside the 50-metre arc for the water carriers or trainers.

(c) Clubs who play matches on grounds that are not fenced are required to provide an additional white line to sufficiently separate spectators from team officials, approximately 3 metres behind the boundary line for the full circumference of the ground. Spectators are not permitted inside this line.

(d) Failure to comply with these requirements may invoke a fine as detailed in Appendix A.

15.6. Emergency Access

All access gates must be clear and accessible at all times. Access keys should be readily available during all League matches.

15.7. Alcohol

(a) No Alcohol is to be consumed at any League game.

(b) Incidents are to be reported to the Match Manager and the ground management on the day.

15.8. Smoking

No smoking is permitted at any League Match.

15.9. Spectators Quarter Breaks

Spectators are not permitted on the ground at any stage of the game or any breaks, but are permitted on the ground once the umpires have left the field, unless otherwise directed by the league or club official.

15.10. Incomplete Match

Refer to the AFL Victoria Extreme Weather Policy.

(a) If doubt arises about the playing of matches due to severe weather, the Junior Leagues may choose, at their discretion, to abandon any or all of the matches within a fixtured round. If the Team Manager of a team and / or both teams of an individual match wish to abandon a match due to severe weather, they must obtain permission from the Junior Leagues prior to declaring the match abandoned.

(b) If a match commences and is abandoned by the Umpire due to weather the Laws of the Game Rule 11.1.2 are to be followed.

15.11. Player Numbers

(a) Below are the number of players permitted on the ground and the team sheet per age group in the home and away season. There will be no limit of qualified players on the team sheet in finals.

Age Group	Starting Numbers on Field	Minimum Numbers on Field	Maximum Numbers on Bench	Numbers on Team Sheet
U8 & U10G	12	10	4	16
U9 & U10	15	10	5	20
U10 (FDJ 2020 Only)	18	14	8	26
U11 to U14 (FDJ)	18	14	8	26
U11 to U14 (SEJ)	18	14	6	24
U15 & U17	18	14	8	26
U14G, U16G & U18G	16	12	8	24
U12G	12	8	6	18

15.12 Even Up

(a) Where a team has the following:

(i) U8s & U10 Girls between 10-12 players;
(ii) U9s & U10 between 10-15 players;
(iii) U11-U17 between 14-18 players; and
(iv) U12G, U14G, U16G and U18 Girls between 12-16 players;

The second team has more players than the first team, both teams shall field the same number of players, therefore an equal number of players shall take the field.

(b) Up to and including Under 13 teams, Clubs must loan or accept the number of players required to even up the teams.

(i) Loaned players need to be supplied by the direct opposition.

Teams that do not comply will forfeit the match. Umpires to advise in their match day paperwork.

(c) Team Managers, particularly from the team that requires the evening-up to apply, MUST ensure that the process is organised as early as possible and before the teams taking the field. They MUST also ensure that the field umpires are informed.

(d) In the U14 to the U18 age groups, if players are not offered to the team with less than 16 or 18 players, then playing numbers must be reduced so that both teams field the same number of players. If players are offered, but not accepted, then the team with the greater number of players is not required to reduce playing numbers, i.e the evening up rule does not apply.

(e) Where one team has more players during the match due to an injury, playing numbers shall be evened up for the remainder of the game. A player should join the game from the Interchange Bench, if available, if not; a player from the team with the greater number of players must be removed from the field as soon as they are notified by the opposition team manager.

(f) Players who play with other teams from other clubs, who are short of numbers shall have their names added to the bottom of the team's sheet to which the player was loaned.

(g) The evening up rule does not apply during finals. Clubs that have teams in this situation can apply for permission to play unqualified players in accordance with the By-Laws.

16. TEAM AND MATCH OFFICIALS

16.1. Match Officials Conduct

(a) Match Officials, including Trainers, Runners, Boundary Umpires, Goal Umpires and Water Carriers, shall not Coach from the side-lines or from the field or interfere with opposition players or officials, either verbally or physically.

(b) Any match official that has been ordered from the ground by an officiating umpire or League official, the Club will incur an automatic fine of $250.

(c) Any match official found guilty at a tribunal, complaints committee or by the Commission, the Club will incur an automatic fine of $500, in addition to any sanctions applied by the tribunal or complaints committee.

16.2. Responsibilities of Team Officials

The Following will be the responsibility of Team Officials

(a) Ensure they are aware of and abide by the AFL Laws of the Game, League Rules, Regulations and Codes of Conduct.

(b) All officials must wear the appropriate uniform as prescribed by the League.

(c) Abide by the League Rules, Regulations and Codes of Conduct.

(d) Team Officials must not handle or interfere with players or officials from the opposing team in any way.

(e) Team Officials are subject to the direction of the officiating Field Umpire/s at all times. The League shall also have the power to penalise any Team Official who shows by their record of conduct that they are unwilling or unable to conduct themselves in the manner required of Team Officials by the League Rules and Regulations.

(f) Authorised persons within the coaching area may stand inside the fence providing they are identified by approved League apparel.

(g) The maximum number of officials in this area is Five (5) comprising of Coach, Assistant Coach, Team Manager, Runner & Trainer. Water Carriers are not permitted in the coaching area and must be situated on the opposite side of the ground in the designated marked area.

16.3. Coach/Assistant Coach

(a) Prior to the commencement of each season each Coach/Assistant Coach must be registered on CoachAFL with relevant accreditation documentation uploaded.

(b) All coaches must obtain a WWC listing their Club and AFLSE as the linked organization and be registered in CoachAFL

(c) All coaches must wear an official uniform as determined by the League and described in the League Style Guide.

(d) All coaches must obtain the appropriate Level 1 Accreditation for the age group that they are coaching prior to the commencement of the season. Penalties shall apply for coaches that are found to be coaching and haven't obtained the appropriate accreditation. All coaches must be registered on Coach AFL before they commence coaching and abide by the AFL Coaches Code of Conduct.

(e) It shall also be the responsibility of the Coach to ensure that only the correct number of players are always on the field. Refer to By-Law 15.11.

16.4. Team Manager

(a) Prior to the commencement of each season each Team Manager must be registered with the League through the Competition Management System and PlayHQ with their WWC documentation uploaded.

(b) Team Manager must wear an official uniform as determined by the League as described in the Junior League's Style Guide.

(c) Although the responsibility of the Team Manager will vary from Club to Club, in general this position is responsible to see that all activities or League Rules associated with the actual playing of the game (other than coaching) are carried out or adhered to.

(d) It shall be the responsibility of the Team Manager to ensure that all Players & Officials who take part in the match for their Club are registered.

(e) If a Player or Official is reported on Match Day, it is the Team Manager's responsibility to inform the Club Secretary ASAP after the match. This includes providing the Club copy of the Player/Official report to the Club Secretary.

16.5. Runner

(a) Minimum age of 16 years of age.

(b) Prior to the commencement of each season each Runner must be registered with the League through the Competition Management System PlayHQ including their WWC number. Runners are only required for the competitive age groups.

(c) The Runner must wear an official uniform as determined by the League as described in the League Style Guide.

(d) The Runner may only enter the field of play to deliver a message to a player/s and then must immediately return to the coaches box.

(e) The Runner is to escort their team's players from the ground in the event of a Send-Off.

(f) The Runner must not carry a towel or water bottle.

(g) Team Runners must not talk to, handle or interfere with players from the opposing team in any way.

(h) The Runner, when not on the field of play, must remain within the marked coaches box.

16.6. Water Carriers

Amendment: Until further advised by the League;
Leagues will be reverting to the application of By-Law 7.2. as published in the 2021 Covid-19 Junior Competition By-Law Addendums

2021 Addendum – 7.2. Runners/Water Carriers;
<u>No water carriers permitted onto the field</u>. Team trainer or runner may be used to take the duties of a water carrier, ensuring they provide individual water bottles specific to each player.

(a) All Water Carriers must be at least 13 years of age. All Water Carriers 18 years of age and over must be registered with the League through the Competition Management System PlayHQ including their WWC number.

(b) All Water Carriers must be registered and listed on the team sheet.

(c) Water Carriers must not act as Runners or Coach while on the ground when positioned inside the boundary fence within the designated marked stations outside the boundary line.

(d) Each team in the U11 to the U18 Girls competitions are permitted to have two (2) Water Carriers. Teams in the U8 to U10 competitions do not require Water Carriers.

(e) All Water Carriers are to be positioned inside the boundary fence within the designated marked stations outside the boundary line. These stations are to be positioned on the opposite side of the ground to the Coaches bench.

(f) Water Carriers are only permitted to enter the playing arena during a substantial break in play (e.g. when a goal is kicked) or may enter the arena if the play is at the other end of the ground (e.g. when ball is in the forward line). The water carrier will leave the

arena immediately at the first sign of the play returning to his or her end of the ground. A field Umpire may award a Free Kick against a Water carrier who is seen to have interfered with play or participant.

(g) Water Carriers must wear an official uniform as determined by the League as described in the League Style Guide.

16.7. Goal Umpires

(a) All Club supplied Goal Umpires shall be at least 15 years of age. (in line with the age of Club supplied field umpire) and must be registered with the League through the Competition Management System PlayHQ including their WWC number.

(b) Goal umpires must wear a white top/jacket.

(c) Prior to the commencement of their participation in a match, each Goal Umpire must be registered with the League through the Competition Management System with relevant accreditation documentation uploaded.

(d) Goal Umpires shall record the scores and check/verify them with the other goal umpire, and the scoreboard, at the end of each quarter, and the finish of the game. If the scores do not agree they must consult the Field Umpire in an endeavour to reach an agreement.

16.8. Boundary Umpires (CLUB SUPPLIED)

All Club supplied Boundary Umpires shall be at least 14 years of age. (in line with the age of Club supplied field umpire) and must be registered with the League through the Competition Management System PlayHQ including their WWC number.

(a) The Boundary Umpire must wear a uniform as determined by the League.

(b) The Boundary Umpire must follow the instructions as given by the Field Umpire.

16.9. Venue Manager

(a) Wear a vest that clearly identifies you as the Venue Manager

(b) Support and uphold the principles of the League and Clubs' Codes of Conduct

(c) Be the first point of contact in relation to Match related matters:

(i) home and visiting club officials

(ii) umpires

(iii) parents/spectators

(iv) Medical Emergency vehicles or personnel

(d) Move between matches (if more than one), observing the following:

(i) Officials are adequately identified with the appropriate uniform.

(ii) Officials are behaving within the Junior League's and AFLs Code of Conduct.

(e) Be a complaints receiver, a listener and an enforcer

(i) If observing inappropriate behaviour, and you feel safe to do so, politely remind players, officials and supporters of their responsibilities in providing a safe and supportive environment for everyone if applicable and otherwise make a note of the club they represent and report to the League.

(ii) If ignored or feel threatened, please complete an Incident Report and forward to the Junior League for further investigation.

(iii) with the assistance of Committee Members and other Club officials, involve the Police if the situation escalates beyond control and notify the League immediately.

16.10. Ground Marshall

Each participating team shall provide 1 Ground Marshall each

(a) To assist the Team Manager in monitoring and controlling their own teams' officials and spectators' behaviours during the game.

(ii) To escort all umpires from the oval (when the play ends) to the umpire's room at the conclusion of the game and at half time if they choose.

(iii) To offer the umpires drinks between each quarter.

(iv) Remain in the centre of the ground with the umpires during the quarter time, half time and three-quarter time break.

(v) Ground Marshall's must not abuse or criticise umpires and must always show courtesy.

(b) In maintaining the Code of Conduct, the Ground Marshall shall:

(i) Monitor and control their own Clubs spectators and official's behaviour.

(ii) Ground Marshall's must be behind the boundary fence during the game, adjacent to spectators.

(c) Club Officials and spectators must co-operate in assisting the Ground Marshall upon request to identify and obtain details for any member or supporter belonging to their Club. Where it is believed that a Club Official has not co-operated appropriately, it will be considered a breach and the Club may be penalised.

16.11. Timekeeper

(a) Minimum age of 18 years of age

(b) Both teams shall supply a timekeeper for each match

(c) The home team shall supply an appropriate, clearly audible siren and an appropriate timing device for the Timekeeper/s. Where the home team fails to do so they may be subject to the relevant fine, as listed in Appendix A.

(d) The timekeeper shall have the following duties:

(i) To keep time

(ii) To sound the siren at the beginning and end of each quarter.
(iii) To monitor the Send Offs from the Field Umpire and inform the Team Managers
(iv) when a player is allowed to go back onto the ground.

16.12. When to sound the siren:

(a) Warning siren, before the scheduled commencement of play, this is to notify the umpires and players to enter the field.

(b) When the field umpire enters the field prior to the commencement of each half and holds the ball in the air walking toward the centre of the ground.

(c) Prior to each quarter commencing when the umpire blows the whistle and holds the ball in the air.

(d) When the playing time has lapsed, keep sounding the siren until the umpire indicates the end of play by blowing the whistle and raising both hands in the air.

(e) Quarter time interval - 2 minute after the end of the first quarter to indicate to teams that they must take up their playing positions. Maximum 3-minute break.

(f) Half time interval - 7 minutes after the end of the second quarter to indicate to teams that they must take up their playing positions. Maximum 8-minute break.

(g) Three quarter time interval –

(i) For the U8/9/10 and 12 girls: 2 minutes after the end of the third quarter to indicate to teams that they must take up their playing positions. Maximum 3-minute break

(ii) For all other age groups: 4 minutes after the end of the third quarter to indicate to teams that they must take up their playing positions. Maximum 5-minute break

17. Officials De Registration

Please refer to the Australian Football Player and Official National Deregistration Policy.

18. First Aid Requirements

18.1 First Aid/ERC & Trainers

(a) All first aiders must be trained and qualified in accordance with the AFL Trainers Policy.

Please refer to the table below and the AFL Trainers Policy for specific qualifications.

Level		Senior: 18+	Youth: 13-17	Auskick/Junior: 5-12
Match	Recommended:	Trainer	Trainer	Trainer
	Minimum:	ERC	ERC	Current First Aid
Training*	Recommended:	Trainer	Trainer	Trainer
	Minimum:	ERC	ERC	Current First Aid
Notes: ERC: Emergency Response Coordinator *Overall responsibility of the clubs is to provide a safe training environment.				

(b) Prior to the commencement of each season each First Aider/ERC or Trainer must be registered with the League through the Competition Management System including their WWC number.

(c) The First Aider/ERC or Trainer must wear an official uniform as determined by the League as described in the Junior League's Style Guide.

(d) There may be up to two (2) First Aiders or ERC or Trainers. One is permitted in the coach's box, unless an injured player is being attended to. The other must be located around the ground at least 20 meters from the coach's area.

(e) First Aiders/ERC and Trainers may only be on the ground to assist any injured players and must leave the ground as soon as they have completed their duties.

(f) A First Aider/ERC and Trainer may be penalised for loitering on the ground during general play and/or making comments to players and umpires.

(g) A Team may be penalised for a First Aider/ERC or Trainer loitering on the ground during general play and/or making comments to players and umpires.

(h) First Aider/Erc or Trainers must not act as Runners or Coach while on the ground.

19. MATCH DAY REQUIREMENTS

19.1 Match Day Paperwork

Where online facilities are not utilised, paper documents as prescribed by the League in this By-Law will be provided:

Team Sheets Retained by Clubs unless otherwise directed by the League	Three (3) copies produced: One (1) handed to opposition Team Manager prior to the game. One (1) retained by Club Team Manager One (1) provided to Umpires prior to the game. The Team Sheet must include the name of: Coach Team Manager Team Runner(s) First Aid/ERC or Trainer(s) Water Carriers (where applicable) Each Club to verify each other's list and each to sign off each Club's copies. Both Clubs to retain. DNP to be added next to the name of any player who does not take the field. Umpires sign both team sheets that are handed to them before the game after completing end of Match duties. Clubs must retain for 4 weeks after the season and be able to present if required **within seven (7) days** or as determined by the League

Footballs	Home Team Manager to present one (1) football for the U8 to U12 age groups and two (2) footballs for the U13 to U18 age groups to the Field Umpire before the game.
Goal Umpire Cards	Home Club (first named team) to provide Goal Umpire Cards. Home Club (first named team) must enter quarter by quarter scores for both teams in the Competition Management System as required by the League.
Timekeepers Card	Provided to the Timekeepers by the Home Club.
Match Report Completed by Umpires	Umpires to complete On-Line Match Report for every U11 to U18 match via Competition Management System.
Umpire Review Completed by Coaches	Coaches and Team Managers have an opportunity to complete an online feedback sheet on the field umpires for every match.
Umpire Best and Fairest Votes	Umpires to submit votes for every U13 to U18 match throughout the home and away season. Umpires to submit the votes through the Match Day App.
Umpire Notice of Report sheet	The process to be used by the Umpires to submit a Notice of Report for a player or officials who have been reported.
Match Day Checklist	Match Day Checklist must be completed on-line by the Team Managers on the JLT AFL Match Day App prior to the scheduled match at a venue or when conditions change significantly after the first game.
In the event of a forfeit: No Umpire Votes should be taken No Goal Umpires cards to be kept **Home Team Manager to** record result on Competition Management System as a forfeit	

19.2. Team Sheet

(a) All Teams must use the official Team sheet as produced from the Competition Management System.

(b) Clubs are to produce three copies of Team Sheets. Copies are to be provided to the opposing Club and Umpires before the game starts.

(c) In Home and Away Matches, Team Sheets must be provided and in the hands of the Umpires before the commencement of any Match. Team Sheets handed to the Umpires should only include the names of Players that are intending to play in the match, and changes can only be made to Team Sheets up to the end of the quarter-time interval. It is the responsibility of the Team Manager to ensure all 3 copies are altered accordingly.

The umpire will sign the team sheet handed to them by each competing team and place it in the matchday envelope.

(d) Both Clubs are to retain their copies of the Team Sheets and scorecards for all Matches for a period of at least 4 weeks after the end of the season or as stipulated by the League and be able to present these within seven (7) days of request.

(e) All Players and interchange Players must be listed with the correct jumper number. The Team Sheet must be signed by all players (U11 to U18 age groups) the Team Manager and the Coach must be included as selected from the Competition Management System. Team Sheets cannot be printed without a Coach's name.

(f) At the conclusion of each Match, Team Sheets must be signed by the Field Umpire. The Field Umpire will complete the Match Report and submit via the online facility.

(g) The Host Club shall collate the results and arrange for entry into the competition management system by 8pm the Sunday following the round of matches.

(h) Each Club will retain the responsibility to upload changes to their own Team Sheets.

(i) At the completion of the home and away round of Matches, the League will collate all Umpire best and fairest votes for each age group.

(j) A Player who is found guilty of an offence which results in a penalty, other than a reprimand, including an accepted Prescribed Penalty other than a suspension, is ineligible to win any League Best & Fairest Award.

(k) Votes accumulated by a Player prior to a team being re- graded will count towards the players final vote tally in the new competition, provided however, the player remains in that team.

(l) Team Sheets that have been signed by the umpire will be the only acceptable record of the Players who have played. The umpire, all players (in the U11 to U18 age groups) and team managers must have signed and completed the team sheet correctly.

Whilst the umpire will endeavour to put the official team sheets, Goal Umpire Score Cards and Timekeepers Cards in the match day envelope for every match it is the responsibility of the Venue Manager to ensure that this has been done.

(m) In Finals Matches Team Sheets must be in the hands of the Venue Manager fifteen minutes before the commencement of a Match. Clubs can still make changes to Team Sheets up until the end of the quarter time interval. Team Sheets handed to the Venue Manager should only include the names of Players that are to play in the match.

(n) Any person wishing to query the validity of information contained on a Team sheet must do so through the Secretary of their Club who can lodge a query with the League by 12 midday on the Tuesday after the match is played.

(o) It is incumbent on Clubs to ensure that individuals designated to create, and update Team Sheets are aware of exactly what the process is and the consequences of not completing the task correctly. At any time, a Club may seek advice from the League on the process. Any Club requesting the League to make an adjustment to a Team sheet must do so within fourteen (14) days of the Match concerned being played and must provide a copy of the Team sheet concerned. Any changes after fourteen (14) days will incur a fee of one hundred & fifty dollars ($150) per Team.

(p) Once finals have commenced no changes of any nature to old Team Sheets can be made

(q) Clubs providing incorrect or incomplete Team Sheets will be subject to fines and possible further sanctions, to be determined by the League.

19.3. Dispute Team Sheets

(a) Any Club questioning an opposing Player's eligibility may raise it with the Player's Team Manager and remind them of the consequences of playing a non-registered/ineligible player. If the player in question plays and the Club still has concerns, the following procedure must be followed by the Club:

(i) The Club requesting proof shall apply in writing to the League;

(ii) The Player's Club must produce satisfactory evidence within three (3) working days of receiving an official request from the League, otherwise all Match wins gained by that Team in which the Player took part shall be forfeited to the opposing Team. Further sanctions may be applied as determined by the League.

20. DISCLIPLINARY MATTERS

In accordance with the AFL Laws of Australian Football AFL South East has adopted the following guidelines for the Order of Rule.

20.1. Order Off Rule & Reports

A player/official who commits the following AFL Laws of the Game offences shall be reported and ordered off the ground with a red card for the remainder of the game. The player/official can be replaced after 20 minutes of actual playing time. The player/official red carded can take no further part in the game:

22.2.2 (Laws of Australian Football):

(a) intentionally or carelessly
- (ii) kicking another person
- (iii) kneeing another person
- (vii) head butting or making contact to an opponent using the head
- (viii) making unreasonable or unnecessary contact with the eye region of another person

(b) eye-gouging another person
(c) stomping on another person
(d) intentionally making contact with, or striking, an Umpire
(e) attempting to strike an Umpire
(f) spitting on or at an Umpire
(cc) engaging in any other act of misconduct or serious misconduct.

20.2. Order Off Rule & Reports

A player/official who commits the following AFL Laws of the Game offences shall be reported and ordered from the ground with a yellow card for 15 minutes of players actual match playing time and cannot be replaced within that time. The player/official yellow-carded can return to the field after 15 minutes:

22.2.2 (Laws of Australian Football):

(a) intentionally or carelessly

(i) striking another person
(iv) charging an opponent
(v) engaging in rough conduct against an opponent
(vi) bumping or making forceful contact with an opponent from front on when that player has their head down over the football.
(vii) making unreasonable or unnecessary contact with the face of another person
(x) scratching another person
(xi) tripping another person whether by hand, arm, foot, or leg

(g) behaving in an abuse, insulting, threatening or obscene manner towards or in relation to an Umpire.
(h) using abusive, insulting or obscene language towards or in relation to an Umpire.
(k) disputing a decision of an Umpire
(l) spitting on or at another person
(m) attempting to strike another person
(n) attempting to kick another person
(w) use of an obscene gesture

20.3. Order Off Rule & Reports

A player/official who commits the following AFL Laws of the Game offences, depending upon the severity of such offence, may be ordered from the ground with a yellow card for 15 minutes of actual match playing time and cannot be replaced within that time. The player/official may also be reported.

22.2.3 (Laws of Australian Rules Football):

(o) attempting to trip another person whether by hand, arm, foot or leg
(p) making unreasonable or unnecessary contact with an injured player
(q) engaging in a melee,
(r) instigating a melee,
(s) wrestling another person,
(t) pinching another person,
(u) engaging in an act of staging,
(v) using abusive, insulting, threatening or obscene language,
(x) engaging in time wasting,
(y) interfering with a player kicking for goal,
(z) intentionally shaking a goal or behind post
(aa) failing to leave the playing surface when directed to do so by a field umpire
(bb) wearing boots, jewellery and equipment prohibited under Law 9 of the AFL laws of the Game

20.4. Order Off Rule & Reports

Any player/official reported for a second offence listed in 22.2 and 22.3 shall be sent from the field with a red card for the remainder of the match and is able to be replaced after 20 minutes of actual playing time. The player/official red carded can take no further part in the game.

20.5. Blue Card

(a) Field umpires may order a player off the ground for 15 minutes without reporting him/herby showing a blue card. The player can be replaced without any time elapsing. All Teams must use the official Team sheet as produced from the Competition Management System.

Note: This would only apply when a player has not committed a reportable offence but has breached a law of the game and given away a free kick in a deliberate or undisciplined manner or behaves in a manner detrimental to the image of the game.

The intention of this rule is to provide the player with a cooling off period.

(b) Any player/official ordered off for a third time during the season will automatically receive a one match suspension. A fourth order off will incur a two-match suspension. Further send offs will result in the player/official appearing before the Independent Tribunal.

i) 20.5. (b) applies to;
Blue and Yellow Cards issued to offending player by officiating umpires.

Any automatic suspension as outlined in 20.5 (b) will be served in addition to any penalty handed down by the Independent Tribunal.

20.6. Suspension of Players / Officials Due to Multiple Send Offs

Any player/official who is ordered-off the ground twice or more in the same match will automatically incur a one-week suspension. Suspension will be for the following fixtured match which includes the finals series.

If any player/official is sent off three (3) times in the one season the player/official shall receive an automatic two-week suspension (even if one week has been served due to 22.3.3 (a). Suspension will be for the following fixtured match including the finals series. Any further send-offs will require the player/official to appear before the League.

20.7. Power to Report

Appointed AFLSE Umpire Department Coaches and Regional Director of Umpiring shall act as stewards and shall have the power to report players or officials for on or off field offences. This Report can be in the form of a Report form or by written letter. These Reports will be dealt with in the same manner as Umpire Reports and referred to the Independent Tribunal.

20.8. Prescribed Penalties

Any player reported may, as shown on the Report sheet, accept a Prescribed Penalty for their infringement. All parties listed on the Report sheet must agree on the Set Penalty being accepted by the charged player

21. COMPLAINTS AND INVESTIGATIONS

21.1. (a) In accordance with the Rules, a registered player, Club, League registered umpire, member of the Umpiring Department or at the direction of the League, may raise a complaint with the office of the League concerning the result of a match or any act, matter or thing involving any Club, registered player or official ("Complaint").

(b) Complaints must be investigated and endorsed by the Club before being lodged with the League.

(c) Once the complaint has been endorsed by the Club it must be lodged by the Club Secretary in writing with the League and accompanied with the bond in accordance with By-Law 20 by no later than 5:00 pm on the Friday following the date when the alleged incident occurred.

(d) Copies of all relevant documents and/or a detailed description of the event and circumstances must be provided as part of the complaint.

(e) A Club may request the League to deal with the complaint in accordance with 21.1. (f)

(f) Complaints Procedures
At the discretion of the League the complaint may be referred to;
(i) The Investigation Officer
(ii) The Commission
(iii) The Independent Tribunal
(iv) Mediation; or
(v) The Racial and Religious Tolerance Policy
(vi) the member Club who lodged the complaint to work with the other member club to resolve the matter.

22. COMPLAINT FEES

(a) The Notice of complaint must be accompanied by a payment of $500.00 inclusive of GST which will be dealt with as follows:

(i) $250.00 will be for a bond which shall be dealt with as follows;

- Where the complaint is proven this sum shall be refunded

- Where the complaint is deemed to be frivolous or vexatious in which case the League in its absolute discretion may retain whole or part of the bond.

(ii) An administration fee of $250.00 inclusive GST shall be dealt with as follows:

- In the case of a complaint being referred to the Independent Tribunal or Commission which results in a guilty finding, the Club to which the guilty party belongs shall be charged the administration fee of $250.00 inclusive GST and any other fines that are applicable.

- If the guilty party is not the complainant, the administration fee lodged by the complainant shall be fully refunded.

(b) In the case of the Complainant being a League registered umpire or member of the Umpiring Department, the lodgement of a bond is not required.

(c) If the League receives more than one Complaint on substantially the same matter, the League at their discretion may treat all subsequent Complaints in the same manner as the initial Complaint and shall inform the body to which the matters were referred of the new complaint.

23. INVESTIGATIONS

23.1 Investigation Process

(a) Any complaint received by the League may be first referred to the Investigation Officer before it is dealt with by the Independent Tribunal or the Commission in accordance with this By-Law.

(b) The Investigation Officer may investigate the complaint as he/she sees fit. Such investigation shall be completed within 10 days of the matter being referred to the Investigation Officer, unless, at the completion of the 10 days, one (1) extension of time being not more than ten (10) days is granted by the League at the request of the Investigation Officer. Requests for extension of time must be requested to the League in writing.

(c) If the Investigation Officer, after investigation of the complaint, is of the opinion that the player, official or Club in question may have been guilty of conduct unbecoming to a player, official or Club or is likely to bring the game of football into disrepute and that the complaint ought to be dealt with by the Independent tribunal as herein after provided he/she may lodge with the League a notice in writing setting out details of the complaint.

(d) If a notice is lodged with the League, the League may provide the alleged offender/s the discretion to plead guilty and take the relevant set penalty for the alleged offence as described in the set penalty schedule below. If a player wishes to enter an early guilty plea and accept the minimum set penalty offered by the League, the players Club Secretary must contact the League no later than 12 noon on the 1st business day following the release of the Investigation Officers' findings. Such request shall be made in writing and delivered by email to the League. If the alleged offence falls outside of the offences listed within the set penalty schedule below or either the Investigation Officer, player/s being investigated, the player/s allegedly offended against, the League or the Secretary of either Club request that the matter proceed to tribunal by no later than 12 noon on the 1st business day following the release of the Investigation Officer's finding, then no set penalty will be offered and the matter will be dealt with by the Independent Tribunal.

(e) If a notice is lodged with the League and the League determines that it should be heard at Tribunal, the League shall fix a date, time and place for the hearing of the complaint before the Independent Tribunal, being a date not later than 9 days after lodgement of the notice and shall advise the Club in writing of those particulars.

(f) Clubs who fail to cooperate with the investigation process shall be fined a minimum of $200. The League, in conjunction with the Investigations Officer, shall determine if a club has failed to cooperate with the investigation process. Examples of failing to cooperate

include players/ officials not turning up for interviews, clubs failing to confirm availabilities for interviews or clubs withholding members from the investigation process.

(g) In any proceeding brought before a Tribunal or Appeals Board under this rule the Investigation Officer may personally appear before it and lay the necessary charge or charges and act as the prosecuting officer for the League.

22.2 Set Penalty Schedule:

(a) (i) intentionally striking another person (2 match set penalty),
carelessly striking another person (1 match set penalty)
(iv) charging an opponent (2 match set penalty)
(v) engaging in rough conduct against an opponent (2 match set penalty)
(ix) making unreasonable or unnecessary contact with the face of another person
(1 match set penalty)
(x) scratching another person (1 match set penalty)
(xi) tripping another person whether by hand, arm, foot or leg (1 match set penalty)
(v) using abusive, insulting or obscene language (2 match set penalty)
(j) carelessly making contact with an umpire (2 match set penalty)
(k) disputing a decision of an umpire (1 match set penalty)
(m) attempting to strike another person (1 match set penalty)
(n) attempting to kick another person (2 match set penalty)
(o) attempting to trip another person whether by hand, arm, foot or leg
(1 match set penalty)
(p) making unreasonable or unnecessary contact with an injured player
(2 match set penalty)
(q) engaging in a melee (1 match set penalty
(r) instigating a melee (2 match set penalty)
(s) wrestling another person (1 match set penalty)
(t) pinching another person (1 match set penalty)
(u) engaging in an act of staging (1 match set penalty)
(v) using abusive, insulting, threatening or obscene language (1 match set penalty)
(w) use of an obscene gesture (1 match set penalty)
(x) engaging in time wasting (1 match set penalty)
(y) interfering with a player kicking for goal (1 match set penalty)
(z) intentionally shaking a behind or goal post (1 match set penalty)
(aa) failing to leave the playing surface when directed to do so by an umpire
(2 match set penalty)
(bb) wearing boots, jewellery and equipment under Law 9 (1 match set penalty)

24. CODE OF CONDUCT

24.1. Promoting the Code of Conduct

All Clubs are required to ensure that all members, Players, Officials, Coaches and parents of Players receive a copy of or accept at registration the Code of Conduct. Irrespective of whether a copy is provided, all Club persons have obligations under the Code of Conduct.

24.2. Liability for Spectator Conduct

(a) A Club is responsible, and liable, for the conduct and behaviour of its supporters and spectators, whether at home or away Matches. In the case of the Complainant being a

League registered umpire or member of the Umpiring Department, the lodgement of a bond is not required.

(b) Each person at a Match must comply with the Spectator Code of Behaviour. It is the host Club's responsibility to ensure the Spectator Code of Behaviour is implemented and enforced against all spectators.

25. LEAGUE FAIREST & BEST AWARDS

25.1. The League shall award a Fairest & Best in the U13 to U18 competitions.

25.2. Field umpires shall confer after each match and award three votes, two votes and one vote to the players they adjudge to be as the best, second-best and third best in the match, respectively.

25.3. The votes are to remain confidential and recorded on the official League on-line application.

25.4. In addition to lodging the Best & Fairest votes, Field Umpires will lodge Best Conducted Team Scores for all competitive aged group via the Umpire Match Report. These scores will be averaged out over the season and used in League awards.

26. REPRESENTATIVE / DEVELOPMENT SQUADS

Representative Programs shall be managed by AFLSE in consultation with the respective participating Leagues and relevant AFL Academies.

27. WORKING WITH CHILDREN

27.1 The League and all Member Clubs shall meet the requirements of the Working with Children legislation and / or the Leagues affiliated body, whichever has a higher requirement.

27.2. AFL Victoria recommends that Clubs, with players under 18 will, as a minimum requirement, have the following people obtain a WWCC:

i) All Executive Committee members i.e.: President, Vice President, Secretary, Treasurer, as well as Canteen Manager / Supervisor;
ii) Coach of a team;
iii) Team Manager of a team;
iv) Club Trainer of a team;
v) Runner of a team;
vi) Any adult attending an overnight trip with a player under the age of 18 (Please note this is a requirement that has been in place since 30 June 2007 under the WWC legislation);
vii) Other members of the Club who are involved in regular contact with children that are not directly supervised by a person who has completed a WWCC.

29. CLUB ACCOUNTS

29.1. All affiliated clubs shall forward to the League no later than December 1 each year a copy of the following;

(a) A copy of the Annual Report passed by the Members at the AGM
(b) A copy of the Profit and Loss Statement and Balance sheet passed by the Members at the AGM
(c) Evidence of the Clubs Activity Statement being submitted to CAV for that financial year
(d) Updated Club Office bearers and their contacts. These are to be loaded into the Competition Management System as stipulated by the League. The office bearers that are to be loaded as a minimum are as follows:

i) President
ii) Secretary
iii) Registrar
iv) Treasurer
v) Child Safety Officer
vi) Club Complaints Officer
vii) Coaching Co-Ordinator (Using 'Coaching Director' option)
viii) Football Operations (Using 'Operations Manager' option)

29.2. Clubs may load other roles into the competition management system as they see fit. Note: Club Secretaries must advise the League of changes made throughout the season to the Club Office Bearers and their contact details within 7 days of the change. The Club must update their contact details in the Competition Management System within the above time frames.

30. COMMUNICATION TO THE LEAGUE

(a) All letters and written communication to the League shall be directed to Administrators.
(b) All communication from Club Members or officials to the League is to be sent to the Clubs Secretary and Clubs President.

30. CONCUSSION

If a player has suffered a concussion or is suspected of having a concussion, they must be medically assessed as soon as possible after the injury and **must NOT** be allowed to return to play in the same game/practice session. There should be an accredited first aider at every game and the basic rules of first aid should be used when dealing with any player who is unconscious or injured.

The player should not return until such time as a doctor's certificate has been obtained indicating they are fit to play. This process is to be managed at Club level and is to be in line with the AFL Community Concussion Management Guidelines listed in Appendix E.

31. FINES & SANCTIONS

31.1. Appendix A sets out the fines approved by AFLSE that may to be imposed for specific breaches of the By-Laws at an Administration and Match Day level:

31.2. Where the League is of the opinion that an Affiliated Club or any official/player member thereof, has breached the rules or By-Laws of the Junior League or has been involved in conduct unbecoming, prejudicial or likely to bring the game into disrepute, the Junior League may impose further or additional such fines or sanctions as it sees fit.

APPENDIX A

FINES SCHEDULE	
Breach	**Fine**
Administration	
Club changing official Match times or dates without agreement from the opposing Club and having not advised the Competition Manager seven (7) days beforehand or as agreed.	$100
Club not adhering to the player movement rules defined in these By-Laws	$250
Club playing ineligible, suspended, unregistered and/or over-age Players.	$100 plus loss of Match ratio.
Should a Team be found guilty of three (3) of any of the above in any one season.	$250 and the Team withdrawn from the competition.
Any Player playing under another name other than their own.	$250
Code of Conduct Breach.	Max $250
Withdrawal of a nominated Team within fourteen (14) days of competition commencement.	$250
Withdrawal of a nominated Team within seven (7) days of competition commencement.	$Half of full team fee
Withdrawal of team after start of competition	$Full team fee
Match Day	
Duplicate jumper number	$20 per breach
Jumpers not licensed or compliant with league style guide	$40 per breach
Incorrect short or socks	$20 per breach
No Ground Marshall	$50 per breach
Forfeiting a Match without correct prior notification.	$100 per breach
Officials sent off (16.1 – b)	$250
Failure of Team to enter the playing field after receiving a second warning from Umpire.	At the discretion of the league
Failure to complete Team Sheets and other match day paperwork - Completion on Match day in accordance with By-Laws	$20 per breach
Changes to team sheets after 14 days	$150 per team
Incorrectly attired Officials (non-wearing of appropriate uniform as provided for by the By-Laws) –2nd breach and each subsequent breach.	1st breach $25 2nd breach $75
Unauthorised persons inside the coach's box	$50 per breach
Failure to even up player numbers	$50 per breach

Starting or playing a Match without a qualified First Aider, ERC or Trainer (as defined).	Max $200
Failing to supply a stretcher at the ground.	$250
Incorrect football supplied	$100 per breach
Team Officials smoking during the match or whilst wearing their vest/bib	$250 per breach
Tribunal Fines	
Player found Guilty at Tribunal	$60
Accepting Set Penalty	$20
Official found guilty at disciplinary hearing (by-law 16.1 – c)	$500
Non-Appearance of Advocate at Tribunal (per offence)	$100
Non-Appearance of player at Tribunal (per offence)	$100
General Fines	
Failure to submit Club financials in line with By-Laws	$100

APPENDIX B

PLAYER POINTS POLICY

THE OBJECTIVE OF A PLAYER POINTS SYSTEM

Player movement has been identified as having a significant impact on the evenness of competitions and the viability of teams.

This document aims to provide mechanisms that will assist in minimising the impact of player movement on the competitiveness of the competition, without contravening the National Transfer Regulations.

Supporting this policy is a "Permission to Train" process for players wishing to train at another club, other than their own. This will formalise an informal process that has existed in the F&DJFL for many years.

NB: For season 2022 onwards;
Player Points system applies to South East Juniors U13's and U14 competitions and the AFL South East Regional U15's to U18 competitions only inclusive both male and female competitions.

NB: From season 2023 onwards;
Player Points system applies to Frankston and District Junior Football League & South East Juniors U13's and U14 competitions and the AFL South East Regional U15's to U18 competitions inclusive both male and female competitions.

SECTION 1. PLAYER POINTS

AIM
To apply a player points system for the U13 – U14 age groups with the South East Juniors (SEJ) and U15 – U18 age groups within the Frankston and District Junior Football League (F&DJFL) and South East Juniors (SEJ) that will assist in the reduction of player movement from Club to Club.

This will contribute to creating evenness amongst teams and more even competitive competitions.
Allocation of Points.

South East Junior (SEJ) U13 – U14 age groups; Every player will be allocated a default one (1) point player. Any player who transferred to another junior team within the South East Juniors Competition in the U13 - U14 age group will attract player points based on the category that they fit into as outlined below.

All players in the U15 – U18 age groups will be allocated a default one (1) point player.
Any player who transferred to another junior team within the F&DJFL, SEJ or Regional Competition in the U15 - U18 age group will attract player points based on the category that they fit into as outlined below.

NB: From season 2023 onwards;
All players in the U13 – U18 age groups within South East Juniors (SEJ) and Frankston and District Junior Football League (F&DJFL) will be allocated a default one (1) point player.
Any player who transferred to another junior team within the F&DJFL, SEJ or Regional Competition in the U15 - U18 age group will attract player points based on the category that they fit into as outlined below.

Player points will only apply to players who are registered in competitions conducted by the F&DJFL,SEJ or AFLSE Regional competition and players who are transferring from one Club to another within the Leagues listed above.

TOTAL TEAMS POINTS
Teams in the U13 – U18 age groups can only play with a maximum of ten (10) transfer points in any given match unless the Club has been granted dispensation by the League in writing.
For administrative purposes, the team sheet will be capped at;

- thirty-one (31) points per game (U13 to U14 age groups)
- thirty-six (36) points per game (U15 to U18 age groups)

The Registrar/Team Manager will be required to ensure that they have no more than ten (10) point's worth of transfer players on a team sheet for any given match.
The team could have the following player combinations;

- 2 x NAB/REP player transfers & 1 x transferred club player
- 5 x Club Players

The 10-point allowance allows teams to play (on any given match day) as many as five (5) FDJ/SEJ/Regional Transfer Players (at a 2-point value).

PLAYER POINTS

Definitions:
NAB: Players selected in the Victorian (or equivalent) U16 & U18 talent pathway competition
Representative Player: A player selected and participated in League Representative talent carnival matches.

The number of points allocated to a player will be as follows;

Category 1 – NAB or Representative Player Participant – 4 points
Player selected for a NAB program who played in the current or previous season. *

Player selected for the League representative squad in the current or previous season.
This point value only applies to a transfer player.

**** The current season is determined by the last season that the player played, with the previous season being the season before that.***

Category 2 – NAB or FDJFL/SEJ Rep Player (Returning to Previous Immediate Club) and League Top 3 Best & Fairest – 3 points
Applies to players who;

- Transfer back to the Club where he/she played a minimum of 40 games and was the immediate previous Club that they played for.
- Finished top 3 in the League best & fairest

Category 3 – Club Player – 2 points
Any player who does not fit into either of the categories above.

This point value only applies to a transfer player.

Category 4 – Non-Transfer Player – 1 point
This value applies to every player in the U13 to U18 at a club who has not transferred in the current season.

Female players who have played in the mixed competition and must transfer as their current club doesn't offer female-only teams.

Player who didn't participate in the previous season prior to transferring and doesn't fit into Category 1.

Please note: If a player fits into one or more levels, they attract the higher player point value.

REASSESSMENT OF PLAYER POINTS
Clubs may make an application in writing to the League for a reassessment of a player's point value where extenuating circumstances may apply.

The application must address the reason for reassessment, and any supporting evidence should be submitted with the application.

DISPENSATION

Less than 18 Players Registered

Clubs that have teams that have less than 18 registered players and have already reached their maximum of ten (10) points of transfer players can apply in writing to the League for dispensation to the maximum of ten (10) points for transfer players.

If the application is approved the additional players;

- Cannot take the team numbers past twenty players.
- Can only come from Category 3.

MERGED TEAMS

Clubs that have teams that are low on numbers and are not able to field a team may apply to the League to merge their team with another Club's team that also has low numbers and not able to field their team. The Club that is housing the merged team may apply in writing to the League to consider exceeding the maximum of ten (10) points for transfer players on any given match.

In applying the club must provide;

- The reason why the two teams are required to merge
- A full list of players from both teams being considered for the merge

When assessing the application the League will consider all aspects of the merged team, taking into consideration the potential impact on the evenness of the competition if the application was approved.

Special Transfers

Clubs may apply for exemptions for extenuating circumstances for a players transfer points to be reviewed such as moving house or residence, split families etc.

There is no limit to the number of personal transfers that can be applied for and granted in any given year, however the player can only come from Category 3.

Female Pathway Players

Female players who have played in the mixed competition and must transfer from their Club (as they do not field female-only teams) to another Club (that does field female-only teams) will not be allocated any transfer points. Once the transfer has been completed, they will be allocated one (1) point.

APPLICATION OF POINTS

Player

Every player in the U13 – U18 age group who was a registered player in the previous season will be allocated a zero (0) points before the opening of transfers. Players transferring from one Club to another Club will attract player points depending on the category that they fit into.

Category 3 players who have transferred and have therefore attracted points will receive a one (1) point reduction for each year that they stay at the Club that they have transferred to.
Category 1 and 2 players will retain their point value for two seasons, then receive a one (1) point reduction for each year that they stay at the club that they have transferred to.
Their points will count towards the ten (10) points of transfer players on match day until the player is reduced to a one (1) point value.

Players who have transferred out of either the F&DJFL, SEJ or Regional competition and transfer back to any of those competitions in the same competition year will retain the same point value that they had before they transferred out of the competition.

The League will update the point values for each season with clubs having an opportunity to review those point values to ensure that they are correct. The club is ultimately responsible for the player having the correct point value applied.

RESPONSIBILITY

Club Registrar
The responsibility lies with the Registrar to monitor the number of points that are transferring into a team, so they do not exceed the total amount of (ten) 10 transfer points on match day.

Team Manager
It is the responsibility of the team manager to ensure that they do not have any more than ten (10) points of transfer players selected on a team sheet for any given match throughout the season.

Policy Enforcement
Given the Junior Player Points System will be managed via the PlayHQ platform, and if the correct procedures are applied it is envisaged there will be minimal issues in the management of the Player Points.

Sanctions

The player points policy is designed to reduce player movement and address targeted recruitment of players who fit within Category 1 & 2 of this policy. The aim is not to restrict player movement rather to sustain club teams and where a club acquires more than their allowed ten (10) player point and are therefore rotating those players through a team for the season the following sanctions will be applied;

- Matches reversed and receive no match ratio or percentage points for (2) matches
- Incur a fine of no more than $1000

Clubs that have teams that play more than the allowed ten (10) player points for any given match without receiving a written dispensation from the League will be deemed to be playing an ineligible player in accordance with the league by-laws.

APPENDIX C

KEY PRINCIPLES & OBEJECTIVES

In accordance with the AFL Australian Football Match Policy the REGIONAL TEAM NOMINATION, GRADING AND CLUB TEAM FORMATION POLICY aims to provide the necessary framework that fosters the best possible environment for junior players to maximise participation, skill learning and development.

The grading of even competitions by the League provides the opportunity for participants to develop their skills appropriate to their age and stage of development. It is important that the match environment in junior football is one of encouragement, learning and development over a focus on 'winning' or large margins.

These guiding principles are consistent with the Australian Football Match Policy and should be used by clubs in the consideration of team formation, team and make up of teams within the Junior competitions in AFL South East (AFLSE).

POLICY REVIEW

This Policy shall be reviewed by the League annually and in line with the Australian Football Match Policy. Member clubs will be given an opportunity to provide feedback during the review period. In doing so, the policy will remain current and in line with the objectives of the AFL, AFL Victoria and AFLSE.

LEAGUE COMPETITION STRUCTURE PROCESS

The League Competition Structure Process shall consist of the following stages:

1) **Initial Standings**
    a. Promotion & Relegation (December)
    b. Team Nominations (1st March)
2) **Review Period**
    a. Assessment Rounds 1 - 4
3) **Competition Structure**
    a. Home and Away Season
    b. Finals Series (Excluding non-competitive age groups)

1) Initial Standings

Initial placement of teams based on the application of the provisions within this policy.

a) Promotion & Relegation

Promotion & relegation shall apply to;

- all competitions except for the U8, U9 and U10 age groups.
- age groups with multiple divisions

At the conclusion of the home and away season, the following criteria will be applied to determine the initial placement of teams for the upcoming season;

i. The team that won the grand final shall be promoted to the next available higher division.

ii. The team that finished on the bottom of the ladder shall be relegated to the next available lower division.
iii. A team that plays off in the grand final and is the runner up may be considered for promotion to the next available higher division.
iv. A team that finishes on top of the ladder after completion of the Home & Away season but does not play off in the Grand Final may be considered for promotion to the next available higher division.

Written Submissions

Where a team is subject to relegation under this Policy, a Club Secretary may request consideration to have a team remain in the higher division, if that team's average margin is not greater than 30 points or under the average margin for that competition.
Club Secretaries are required to put the request in writing to the AFLSE Junior Operations Coordinator.

b) Team Nominations

Clubs are required to nominate their teams through the Competition Management system PlayHq.
Clubs will be invoiced a team nomination fee by the League;

- Clubs will be invoiced a non-refundable $100 (ex GST) nomination fee per team.
- Clubs will be then invoiced their team fees upon finalisation of teams minus the team nomination fee.

Team nominations will only be considered where the number of registered players is above;

Competition Age	Minimum Players
U8, U10 Girls & U12 Girls	8 players
U9, U10, U14 Girls, U16 Girls & U18 Girls	12 players
U11 – U17	16 players

Where a Club has a team with less than the players listed above, the League will work closely with the Club to form a team with players from other Clubs or find a position for the players at another Club.

Online Nominations:

a) All Affiliated Clubs are required to nominate their teams online through PlayHq in accordance with the AFLSE Junior Competition Rules and this Policy.
   i. Be nominated in the age group and division for which the team has been placed in line with the promotion and relegation process.
   ii. Name of the team be consistent with the with team's previous name
   Note: In 2022 Clubs may change their naming conventions of their team. These changes must remain the same from that point forward.
b) Nominations are required to be completed by no later than 1 March (or as determined by AFLSE).

New Teams:

a) Nominations for new teams will be required to be in writing and approved by the League. The League will need to be satisfied the team has been created in line with the Leagues policies and by-laws and not to the detriment of another team or club.

1) Review Period

a) The League shall review the results of matches at the conclusion of grading rounds and meet at the conclusion of Rounds 1, 2, 3 and 4.
b) The Club Secretary should alert the League in writing of any concerns regarding the placement of their team by no later than the commencement of the 2nd round of the assessment period.
c) This will allow the League time to observe and monitor any areas of concern.
d) At the conclusion of Round 4 the League will review and assess the performance of each team in each competitive age group and division.
e) Team adjustments may be made taking in consideration the following;
    i. The team's performance over the first four rounds.
    ii. Club submission (on the prescribed form)
f) Ladder Adjustments after Regrading
    i. Where there is a requirement for a team to be regraded to another division, the league shall adjust the teams results to 2 wins and 2 losses, and percentage adjusted to 100%.

2) Competition Structure

a. Home and Away Competitions

i. AFLSE shall fixture home and away matches for all grades.
ii. The League shall immediately re- fixture competitions effected by promotion and relation
iii. This will take place after Round 4 and will take effect for Round 5 and beyond.
iv. Will be based on team performance in the first four rounds

b. Finals Series (Excluding non-competitive age groups)

AFLSE shall fixture a finals series consistent with the AFLSE Junior Competition Rules.

League Competition Structure

1) Competition Formation (Foundation Principles)

a. Where practicable, division sizes will be not less than 6 teams (6 team draw), and not greater than 12 teams.
b. Byes will be eliminated wherever possible providing it does not adversely affect the competitiveness of a team. Where a bye is necessary, it will preferable be allocated to a lower division.
c. Any movement of teams will be finalised immediately at the conclusion of Round 4.
d. The League shall publish all team movements immediately prior to Round 4.
e. Written submissions from clubs may also be considered at any stage throughout the Review period.

2) Non-Competitive age groups

a. shall not participate in the Assessment Rounds; however due consideration shall be given to creating even fixtures for the non-competitive age groups.
b. In determining the fixture, the League may take into consideration written submissions from clubs or use the competition management system to review the team's previous playing history

3) U11's Competition

a. Clubs shall nominate their teams in the grade they feel most appropriate for the level of that team
b. Upon review of the club nominations, AFLSE may adjust a teams nominated grade based on the unpublished results and standings of the previous year or written submission from clubs.

4) AFLSE Chisholm Regional Top-Age Competition

a. U15 Boys and U16, U18 Girls
   i. The League shall determine the position of teams based on the previous year's performances.
   ii. The League shall conduct 4 grading rounds with a floating fixture to assist with team match ups.

b. U17 Boys

The U17 boys competition is a two year age competition and will structured as follows:

- Premier A
- Premier B
- Premier C
- Division 1
- Division 2

i. The League shall determine the position of teams based on the previous year's performances.
ii. The League shall conduct 4 grading rounds with a floating fixture to assist with team match ups.

CLUB TEAM FORMATION
In accordance with the AFL Australian Football Match Policy the following will apply where clubs have enough players to form two sides in the same age group;

a) U8 – U12 Age Group
In these age groups the emphasis is placed on participation and enjoyment of the game and providing a structured environment for players to continue to develop their fundamental football skills.

b) U13 – U14 Age Group
To ensure that the League can endeavour to provide quality competitions, so all players can develop and enjoy their football, once an initial team is formed (most likely in the U8 or U9 age groups) if 16 or more players from that team register each season those players are to remain together.
In these age groups it is important that players learn how to train and consolidate the basic skills with the introduction of advanced technical and tactical skills including decision-making in games and training. Whilst it is important for players to be given the opportunity to develop their skills, it is also important for players to gain a level of competency in different positions on the field as they progress through the junior pathway.

Clubs can move up to three (3) players without League approval. Clubs must apply to their relevant League (on the prescribed form) from 1st February and get approval for any players to transfer from one team to another over the three (3) player limit before they can move.
Before moving any players or submitting any applications, clubs must ensure that the player and the parents are engaged in the decision-making process.
Any movements above the three (3) players does require League approval before the player moves teams.

c) U15 – U18 Age Group
Research reveals that while players in this age group agree that winning is fun, they are more concerned with the quality of the competition. To ensure that the League can offer competitive competitions clubs are able to move players from one team to another without restriction to ensure that players are allocated to a team that best suits their skills and ability.

NB: From season 2023 onwards;
U13 to U18 age groups, clubs are able to move players from one team to another without restriction.
Ensuring that players are allocated to a team that best suits their skills and ability and that they are involved in the decision- making process.

Movement of Players:
The League would strongly encourage clubs to engage the players in the decision-making process. When forming a new team (most likely in the U8 or U9 age groups) clubs may create teams focusing on friendship groups as well as taking into consideration an even spread of;

- player height
- player ability
- player numbers

Once a team is formed players will remain in that team from season to season. Clubs can apply (on the prescribed form) from 1st February for the coming season to their relevant League to move a player from one team to another where the following exists;

- Players are not returning to the team and therefore team numbers are low
- Special family circumstances

Before moving any players or submitting any applications, clubs must ensure that the player and the parents are engaged in the decision-making process and that the League has approved the move.

Sanctions
Clubs who operate outside the criteria outlined in the Club Team Formation section will be considered to be playing an ineligible player and will face sanctions in accordance with by-law 5.9.

APPENDIX D

AFLSE Junior Match Policy Matrix

GIRLS ONLY

PHASE	FDJFL ONLY - Under 10 Introductory	Under 12 Development	Under 14, U16 & U18 Competition	
REGULATIONS				
Ground size	80m x 60m	Standard	Standard	Standard
Zones	✓	X	X	X
No. of players on ground	6 to 12	12 to 16	12 to 16	12 to 16
Minimum Numbers to Start Match	10	12 (If teams do not have minimum of 12 players, the game is a forfeit and a scratch match is to be played		
Even Up Rule Apply	Yes (Teams Must Loan and Accept Players)		Yes (Refer by-laws - Evening Up of Players)	
Ball type	Synthetic Football only	Synthetic Football only	Leather Football	Leather Football
Ball size	2	3	4	4
Quarter duration (mins)	12	12	15	15
Break length 1/4 - 1/2 - 3/4 time	3,5,3	3,5,3	3,8,5	3,5,8
Scoring	No scores, ladders or finals permitted	✓	✓	✓
Results	No recording of best players or goalkickers		✓	✓
LAWS				
Tackling	No tackling	Modified	✓	✓
Bumping	X	X	✓	✓
Stealing the ball	X	X	✓	✓
Barging	X	X	✓	✓
Smothering	X	X	✓	✓
Fending off	X	X	✓	✓
Shepherding	X	X	✓	✓
Bouncing the ball	1 max	1 max	Unlimited	Unlimited
Kicking off the ground	X	X	✓	✓
Ball ups	Nominated players of equal size		✓	✓
Throw-ins	X	X	X	X
Distance over which marks are paid	any distance (reasonable attempt)		any distance (shows control)	
Distance penalty	X	10m	25m	25m
Deliberate out of bounds	X	X	X	X
Deliberately rushed behind	X	X	X	X
Send Off (blue card)	X	Player is sent from the field for 15mins playing time (player can be replaced straight away)		
Send Off/Report (yellow card)	X	Player is sent from the field for 15 minutes playing time and may be reported (player cannot be replaced until 15 minutes playing time has elapsed)		
Report (red card)	X	Player is sent from the field for the remainder of the game and is reported (player can be replaced after 20 minutes of playing time)		
Wait for flag after point	✓	✓	✓	✓
Spirit of the Match	Players, Coaches, Officials and Umpires are encouraged to shake hands before the Match. The shaking of hands should take place 5 minutes before the scheduled commencement time. During this time umpires will also check boots and nails of players			
UMPIRES & COACHES				
# field umpires	club umpire (1 per team)	1	2	2
# boundary umpires	X	X	X	X
Coach position	Can have Coach or Assistant Coach on the field if the team Doesn't have a club umpire (1 per team)	sideline		

NB: SEJ Under 12 Girls competition arrangements will carry over from season 2021.
Modified Rules will apply in season 2022 due to introduction level into girls football.

AFLSE Junior Match Policy Matrix

	MIXED					BOYS ONLY
PHASE	**Under 8 Introductory**	**Under 9 & Under 10 Development**	**Under 11 & Under 12 Competition**	**Under 13 Competition**	**Under 14 Competition**	**Under 15 & Under 17 Competition**
REGULATIONS						
Ground size	80m x 60m	100m x 80m	Standard	Standard	Standard	Standard
Zones	✓	✓	X	X	X	X
No. of players on ground	12	15	18	18	18	18
Minimum Numbers to Start Match	10	10	14 (If teams do not have minimum of 14 players, the game is a forfeit and a scratch match is to be played)			
Even Up Rule Apply	Yes (Teams Must Loan and Accept Players)				Yes (Refer by-laws - Evening Up of Players)	
Ball type	Synthetic Football only	Synthetic Football only	Synthetic Football only	Leather	Leather	Leather
Ball size	2	2	3	4	4	Full size
Quarter duration (mins)	12	12	15	15	15	20
Break length 1/4 - 1/2 - 3/4 time	3,5,3	3,5,3	3,8,5	3,8,5	3,8,5	3,8,5
Scoring	No scoreboard, ladders or finals permitted		✓	✓	✓	✓
Results	No recording of best players or goalkickers			✓	✓	✓
LAWS						
Tackling	No tackling	Modified	✓	✓	✓	✓
Bumping	X	X	✓	✓	✓	✓
Stealing the ball	X	X	✓	✓	✓	✓
Barging	X	X	✓	✓	✓	✓
Smothering	X	X	✓	✓	✓	✓
Fending off	X	X	✓	✓	✓	✓
Shepherding	X	X	✓	✓	✓	✓
Bouncing the ball	1 max		Unlimited			
Kicking off the ground	X	X	X	✓	✓	✓
Ball ups	Nominated players of equal size		✓	✓	✓	✓
Throw-ins	X	X	Refer by-law 14.13			
Distance over which marks are paid	any distance (reasonable	any distance (shows	10m, direct catch	15m	15m	15m
Distance penalty	25m	25m	25m	50m	50m	50m
Deliberate out of bounds	X	X	X	X	X	X
Deliberately rushed behind	X	X	X	X	X	X
Send Off (blue card)	X	X	Player is sent from the field for 15mins playing time (player can be replaced straight away)			
Send Off/Report (yellow card)	X	X	Player is sent from the field for 15 minutes playing time and may be reported (player cannot be replaced until 15 minutes playing time has elapsed)			
Report (red card)	X	X	Player is sent from the field for the remainder of the game and is reported (player can be replaced after 20 minutes of playing time)			
Wait for flag after point	✓	✓	✓	✓	✓	✓
Spirit of the Match	Players, Coaches, Officials and Umpires are encouraged to shake hands before the Match. The shaking of hands should take place 5 minutes before the scheduled commencement time. During this time umpires will also check boots and nails of players					
UMPIRES & COACHES						
# field umpires	club umpire (1 per team)		2	2	2	2 or 3
# boundary umpires	X	X	X	X	2	2
Coach position	Can have Coach or Assistant Coach on the field if the team Doesn't have a club umpire (1 per team)		sideline			

APPENDIX E

AFL SOUTH EAST (AFLSE)
AFL COMMUNITY CONCUSSION GUIDELINES
Effective March 2022

Purpose: AFLSE is committed to the health and safety of all participants who play/participate in Australian Football. The AFL has produced "The Management of Sport-Related Concussion in Australian Football with Specific Provisions for Children and Adolescents", based on guidelines developed by the AFL Concussion Working Group Scientific Committee. These guidelines will continue to evolve as new evidence is made available to ensure best practice.

The Issue: The game of Australian Football is a contact sport that involves high flying marks, extraordinary skills, and exhilarating tackles. The rules of Australian Football have always had a focus on protecting the safety of players, with the most important body part being a player's head. The 'high contact' rule aims to minimise the frequency in which players receive contact to their head that may lead to brain injuries.

Concussion is a brain injury that occurs from impact to a player's head, either through collision with another player (which includes whiplash from body contact) or with the ground. Whilst the skull is in place to protect the brain, in a high impact collision, the brain can move back and forward within the skull causing temporary dysfunction.

Concussion is not always an immediate injury, and sometimes the symptoms may not present themselves until hours after the initial impact. Some concussion symptoms may include:

- Difficulty staying awake.
- Headaches or migraines
- Forgetfulness or memory problems
- Vomiting
- General unwell feeling or feeling a bit 'off'.
- Dizziness
- Confusion, slurred speech, or unusual behaviour
- Blurred or double vision

The appropriate management of concussion is essential in ensuring the brain has enough time to heal and recover. Therefore, anyone who experiences concussion type symptoms are encouraged to seek medical advice from their Doctor on how best to manage the injury. If any deterioration is observed, transport to an accident or emergency department should occur as soon as possible.

It is crucial that anyone with a diagnosed concussion does not immediately return to play.

As a temporary brain dysfunction, concussion will resolve with time. This may vary from an hour or so to several days. Occasionally the brain will recover even more slowly. The best MAJOR PARTNER treatment is rest from physical activity and work/study. The player should be seen by a doctor who will monitor the symptoms, signs and brain functioning.

The doctor must clear the player to return to sporting activity and this will usually involve a stepped approach with a gradual increase in activities over a few days. The doctor may arrange a specialist opinion (if the concussion is slow to resolve) or cognitive testing (brain functioning). If at any stage the symptoms or signs are getting worse seek urgent medical attention.

AFL Community Concussion Management Guidelines:
https://bit.ly/3MHoFWD

The guidelines are for trainers, first-aid providers, coaches, umpires, club officials and parents and should be understood and followed by all parties for the benefit and welfare of the players.

Head impacts can be associated with serious and potentially fatal brain injuries. In the early stages of injury, it is often not clear whether you are dealing with a concussion or there is a more severe underlying structural head injury. For this reason, the most important steps in initial management include:

1. Recognising a suspected concussion.

2. Removing the player from the game; and

3. Referring the player to a medical doctor for assessment.

Any player who has suffered a concussion or is suspected of having a concussion must be medically assessed as soon as possible after the injury and **must NOT** be allowed to return to play in the same game/practice session. There should be an accredited first aider at every game and the basic rules of first aid should be used when dealing with any player who is unconscious or injured.

It is recommended that all trainers have the Head Check Concussion Management App downloaded on their phone https://www.headcheck.com.au/

Return to Training and Playing Guidelines for players following a Concussion:

1. Player must have a minimum 12-day mandatory break from playing any matches.
2. Player must obtain a written medical clearance from a Medical Practitioner (i.e. General Practitioner, Sports Doctor, Neurologist) to return to training and playing. The medical clearance must state that the player has been cleared from a concussion injury.
3. Player must only recommence 'usual contact' training when symptom free and physically able to complete full training sessions. MAJOR PARTNER
4. Recommend that any player with symptoms persisting for more than 5 days (post the concussion) seek specialist opinion prior to resuming training and playing matches.

Sustaining a Concussion outside of AFLSE matches and/or Training:

If a Player sustains a diagnosed concussion outside of AFLSE matches or training, the Return to Training and Playing Guidelines for players following a Concussion, above are enacted for that Player.