



2023

BY LAWS

MORNINGTON PENINSULA JUNIOR
FOOTBALL LEAGUE

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1. Codes of Conduct

The MPJFL Inc. and affiliated clubs are to adopt codes of conduct, which will apply to coaches, players, parents and spectators.

Penalty for non-compliance: At the discretion of the League Executive and Board, subject to the relevant disciplinary process.

2. Venue Policy

2.1 No Smoking is permitted at any MPJFL match day or training venue. This includes all official sanctioned MPJFL matches, all club training, and includes the entire venue.

Penalty for non-compliance: At the discretion of the League Executive and Board, subject to the relevant disciplinary process.

2.2 No Alcohol is permitted at any Mornington Peninsula Junior Football League Event without the sanctioning of The League Executive.

Penalty for non-compliance: At the discretion of the League Executive and Board, subject to the relevant disciplinary process.

2.3 No spectators are permitted inside the arena of play at any break during a game. Only match officials, umpires and players, who are clearly identified, may enter the playing field whilst a game is occurring. The home team will be responsible for ensuring that spectators do not enter the field of play, and are able to request spectators to exit the field of play at their discretion. Teams competing in the following game may warm up on the ground at $\frac{3}{4}$ time of the game taking place beforehand. When the team is warming up, the same ruling applies in that no spectators are permitted to enter the field of play, only the players and match officials from those specific teams.

2.4 It is the home club's responsibility to enforce the venue policy – and report indiscretions to the league when required.

3. Commencement of Season

The football season shall not commence later than the last Sunday in April.

4. Age Groups

4.1 **The League shall comprise of age groups as determined by the League Executive** based from previous and current calendar year registrations. The age group in which a male/female is eligible to play shall be determined by his/her age as at midnight on December 31st of the previous calendar year.

4.2 The minimum age to play club football is 7 – having turned 7 by 30 April.

4.3 Players playing in a team one age group lower than his or her year of birth defines is by exception only and parents/guardians will need to refer to the 'MPJFL Dispensation Policy' and apply utilising the specific 'Application for Dispensation' available on the official MPJFL website.

4.4 Players can play permanently one age group higher within their club than his or her year of birth defines. This is managed between the parent/guardian who gives the consent on the player's behalf and the club. This consent must be in the form of signed consent from the parent/guardian in

which the club retains and is valid for one season only. Only when both the club and the parent/guardian agree should a player be permitted to play one age group up within the club. The team sheet must be notated with a 'P' next to the player's name to signify that the player is a Permit player. Players cannot permit up if the team going to already has 22 or more players.

4.5 Multiple teams in one age group – When a club nominates more than one team in an age group (even in different divisions), then the club must submit team lists for each team in this circumstance prior to the commencement of the season (i.e. Round 1). Players are unable to swap between the two teams unless approved by the league executive.

5. Registration of New Players

5.1 A new player is defined as not having played club football previously. The parent/guardian of new players must provide 'proof of age' documentation for the new registration to be accepted by both the club and league. Examples of 'proof of age' documentation are: Birth Certificate, Extract of Birth Certificate, Passport, and Immunisation Certificate. Statutory Declarations are not acceptable.

5.2 The new player's details must be fully entered on PlayHQ by the club and parent/guardian. The on-line registration must be fully complete and cleared to the club on PlayHQ prior to the player participating in any home and away match. Failure to fully complete the whole process on PlayHQ will mean that the player is unregistered.

5.3 Clubs playing unregistered players will be **fined \$100 per player (Under 9 and 10s will be fined \$20 per player)** and will lose all their score in the match an unregistered player was playing. The opposing team will be awarded the 'win' even in the event that the opposing team failed to score.

5.4 An un-registered player means that the player is not covered by insurance.

5.5 PlayHQ Voucher requests can only be submitted by the Club President or Secretary in the case of financial hardship or extenuating circumstances restricting a participant's ability to register.

6. Transfer of Players

6.1 Players transferring from one club (either external or internal within the MPJFL) to another MPJFL club, must be fully cleared on PlayHQ prior to playing an official MPJFL home & away or finals game.

6.2 A maximum of five players may transfer from one MPJFL club to another MPJFL club in any given season within the same age group unless the originating team has disbanded.

6.3 Clubs cannot refuse a transfer unless property or money is owed to the club transferring from.

6.4 Clubs playing uncleared players will be **fined \$100 per player (Under 9 and 10s will be fined \$20 per player)** and will lose all their score in the match an uncleared player was playing. The opposing team will be awarded the 'win' even in the event that the opposing team failed to score.

6.5 In the event of a club entering two or more teams in the one age group, players may only transfer between these teams on approval from the MPJFL Executive. The name of the player and the circumstances are to be emailed to the MPJFL no later than close of business Thursday prior to

the intended game. – This reference is only if one team falls below team numbers to make it unsafe to play with limited rotations etc

6.6 All transfers close as at midnight 30 June in any year. No transfers are permitted from 1 July in the current season.

7 Poaching

No MPJFL Club/Team Official, Parent, Player or Representative thereof shall offer inducement and/or incentive of any description to entice a player or players registered with another Mornington Peninsula Junior Football League Club to join their club.

Penalty for non-compliance: At the discretion of the League Executive and Board, subject to the relevant disciplinary process.

8 Composition of Teams

When a club has two or more teams in one age group, the teams are to be graded evenly on ability.

9 Team Officials

9.1 Each team must have a Coach, Team Manager, Timekeeper, Trainer, Interchange Steward, Goal Umpire (18 year's or older), and Boundary Umpire. Under 9s and Under 10s competitions are not required to have boundary umpires or Runners.

Penalty for non-compliance: \$20 fine for each non-compliance

9.2 Assistant Coaches are permitted for each team and is highly encouraged. Assistant Coaches are to be accredited and are to reside in the coach's box.

9.3 The Water Person must not station themselves in the coach's box during a game. Water Persons must be either stationed in the interchange area, or at any other point at least 20 meters from the Coach's box.

9.4 The Runner and Water Person are not permitted on the field of play for any extended length of time. They are to perform their function (either a message to a player or players for the Runner or provide water to a number of players for the Water Person) and come straight off the field of play.

9.5 All Coaches, Assistant Coaches, Team Managers, Trainers, and Runners need to be registered on PlayHQ and have a valid Working With Children Check (WWC).

9.6 Coaches must promote the game, develop player's skills and ensure the Codes of Conduct are obeyed. Coaches must assist Umpires to ensure that games are played in the right spirit. Instances of unduly rough play will not be tolerated, and the Coaches of teams concerned must take action to discipline the offending player or players.

9.7 At no stage is the Coach allowed to approach an Umpire during the game.

Penalty for non-compliance: 1st offence \$100 fine, 2nd Offence \$200 fine, 3rd and subsequent offence \$400 fine.

9.8 Team Managers must ensure that all team paperwork is completed and correct. Team Managers are to get the Field Umpires names before the commencement of the match or at the end of the match when their getting 'All Clear' from the umpires. Water Persons are allowed to give umpires water at quarter time breaks.

9.9 At no other stage is the Team Manager allowed to approach an Umpire during the game, with the exception of Under 9, 10 and 11 age groups whereby the team manager can accompany the captain during the quarter breaks.

Penalty for non-compliance: 1st offence \$100 fine, 2nd Offence \$200 fine, 3rd and subsequent offence \$400 fine

9.10 Goal Umpires must be a minimum of 18 years of age. The duties of a goal Umpire include:- (i) judging whether a Goal or Behind has been scored; (ii) signalling that a Goal or Behind has been scored upon being given the All Clear or Touched All Clear by a field Umpire; (iii) recording the Goals and Behinds scored by each Team during a match.

9.11 Goal Umpires must at the end of EACH QUARTER meet in the Centre Square to compare scores and initial each other's scorecards (Not applicable for Under 9 competitions).

9.12 At each quarter break and at the completion of the game, Goal Umpires shall meet at the Centre Square to compare scores (not applicable for Under 9 competitions).

10 Uniforms and Appearance – Players and Officials

10.1 Players shall only wear official jumpers, shorts and socks in the approved club colours as recognised by the League Executive. No other form of visible clothing is permitted. Players shall not wear bike shorts unless they are flesh coloured or the same colour as the club shorts.

Penalty for non-compliance: \$20 fine for each non-compliance

10.2 The League Executive must approve any alternate uniforms or changes to club colours. This is achieved by emailing the League with the proposed design and detailing the circumstances for the change.

10.3 Players may wear sporting gloves only if there is a medical reason for doing so. A medical certificate detailing the requirement to wear gloves needs to be submitted to the League Executive prior to any player playing in gloves.

Penalty for non-compliance: \$20 fine for each non-compliance

10.4 No jewellery is allowed to be worn at all by any player. The jewellery cannot be taped and must be removed completely. Players will not be able to participate in the game if this cannot be achieved.

10.5 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 play with a loose ponytail (as long as the pony tail does not hide the player's number).

10.6 Players' nails must be short and smooth.

10.7 Goal Umpires – White coat with two white flags

10.8 Boundary Umpire – White top with the word 'Boundary' on the back.

10.9 Runners – Orange Fluro Jacket with club name and the word 'Runner' on the back.

- 10.10 Trainer – Yellow Fluro Jacket with club name and the word ‘Trainer’ on the back.
- 10.11 Water Person – Light Blue Fluro jacket with the club name and the word ‘Water’ on the back.
- 10.12 Team Manager – Dark Blue Fluro jacket with the club name and the word ‘Team Manager’ on the back.
- 10.13 Coach – Red Fluro jacket with the club name and the word ‘Coach’ on the back.
- 10.14 Assistant Coach – Green Fluro jacket with the club name and the word ‘Asst Coach’ on the back.
- 10.15 Interchange Steward – Grey Fluro jacket with the club name and the word ‘Steward’ on the back.

Penalty for non-compliance (Bylaws 40 to 48): \$20 fine for each non-compliance

11 Coaching Qualifications

- 11.1 All assistant coaches and coaches are to be accredited (minimum Level 1 accreditation) and registered with the MPJFL.
- 11.2 As a condition of registration with the MPJFL, all coaches and assistant coaches must sign and acknowledge the MPJFL Coaches Code of Conduct. Failure to do so will mean that the coach or assistant coach is not registered.
- 11.3 No coach or assistant coach are to act as coach without being accredited or registered.

Penalty for non-compliance: Loss of all score for every match the unaccredited or unregistered coach or assistant coach is coaching. Additionally, a fine of \$100 will be applied for each match that this has taken place.

12 Team Numbers

- 12.1 For all girl competitions, the number of players allowed on the field of play is to be at a minimum of 11 and a maximum of 18.
- 12.2 For all boys or mixed competitions for Under 11 to Under 17s, the number of players allowed on the field of play is to be at a minimum of 14 and a maximum of 18.
- 12.3 For Under 16s and Under 18s competitions, the maximum number of players on the field of play may be reduced to no fewer than 16 even if team numbers exceed this amount. Both coaches on opposing teams must agree prior to the match taking place for this to occur. The team manager of the home club is to inform the field umpire prior to the game if this has taken place. For the Under 17s competition when either team has 20 or more players, then both teams are required to play with 18 players per side on the field of play. When both teams have 19 or less players, they are required to play with a maximum of 16 players per side on the field of play.
- 12.4 If a team (for age groups from Under 11s and up) is not able to supply the minimum number of players, then the offending club forfeits the game.
- 12.5 For Under 9 and Under 10 competitions, the number of players allowed on the field of play is to be at a minimum of 14 and a maximum of 20.
- 12.6 In all age groups, the match must start with an equal number of players on the field.

12.7 For Under 9 and 10 competitions, both coaches must agree to field a match with either 19 or 20 a side.

12.8 Team Sheet Player Limit – Team Sheets are limited to 24 players for U18, 26 players for U17, U16, U15 and U14s, 28 players for U13, U12, U11 (mixed), and no limit for U11 (girls), U10, and U9s. The team sheet player limit will not apply in final series. *Sunset Clause* – Teams with registered players above any limit from the previous season or up until the effective date of this by law, or when two teams combine to one, would be exempt the Team Sheet Player Limit. If this exemption is applied, the team cannot add any further player if the team numbers are already at or above the limit.

13 Matching Opposition Numbers

13.1 No team shall compete with more participants on the field than their opponent, unless relating to one of the below subsections.

13.2 If one team is to lose a participant due to injury, the opposition team must even the playing numbers at the earliest opportunity.

13.3 If one team is to lose a participant due to disciplinary reasons (either a red or yellow card), the opposition will not have to match the team numbers.

13.4 Where a team has less than (18) players on the field, the opposition can offer players to even up the numbers on the field. Where this offer is made, it cannot be refused by the team with less numbers.

14 Congestion & 6x6x6 Ruling

14.1 Matches played in the following age groups must abide by the MPJFL Congestion Ruling:

- a) Under 9s
- b) Under 10s
- c) Under 11 Girls

14.2 The Congestion Ruling requires all teams to begin in, and maintain, the 6x6x6 positioning. The aim of the ruling is to eliminate congestion and free up play within the younger age groups.

14.3 Starting positions are to be six in the backline, six in the midfield (four in the centre square and two wings) and six in the forward line.

14.4 Umpires will have the authority to award free kicks against teams that are failing to comply with the congestion ruling.

14.5 Under 11 and above will implement the 6x6x6 ruling at all centre bounces and restarts of play. Once play begins, players are free to move outside of the 6x6x6 formation.

14.6 Please reference Appendix 1 for further information.

15 Playing Time of Players

All players are to get at least 2 full quarters of game time in a match, unless injured.

16 *Borrowed Players*

16.1 To supplement a team low on numbers on match day, a team may borrow players from a lower age group within their club. The borrowing of players can only occur one age group lower than the team being borrowed to unless either the club does not field a team one age group lower, or the team being borrowed from is not playing at the same venue being borrowed to. In this case, a player may be borrowed two age groups below.

16.2 A team cannot borrow a player if this will take the number of players in the team being borrowed to, to over 20.

16.3 A borrowed player cannot take the place of a fit/uninjured aged player on the field. Only the team registered trainer can make the decision if an aged player is unfit to play.

16.4 In the case where the borrowed player is on the interchange, he or she must wear a coloured vest to signify that they are the borrowed player(s).

16.5 Prior to a match commencing, the team manager is to notify the opposing team manager of the name and jumper number of each borrowed player.

16.6 Borrowed players must be noted with a 'B' on the match day team sheet.

16.7 Borrowed players must play with their normal age group, even if this is scheduled after the time that the borrowed player plays in the higher age group.

17 *Loaning Players*

17.1 Where there are an uneven number of players prior to the commencement of a match, teams must share players to ensure an equal number of players are on the field for each team.

17.2 Teams having available more than the even number on the field, may use those players as interchange.

17.3 Teams may agree to field less than the maximum number of players allowed on the field as long as there are an even number of players on the field and that the total amount of players from each team does not drop below the minimum requirement to constitute a match.

17.4 If the above By Law cannot be agreed to, then the team with less than the maximum number allowed on the field must be offered players from the opposition team to ensure there are equal numbers of players on the field. – Field umpires must be advised prior to the match if this occurs by the Team Manager.

17.5 If a team does not offer players as per above By Law and plays with more players on the field than the opposition, then the League Executive will determine a penalty which may consist of a fine and/or deduction of the team's total score.

17.6 Loaned players are notated on the team sheet, written manually under a heading of "Loaned from.....JFC".

18 *Day Permit Players*

18.1 Day Permit Players are a further avenue for teams to supplement low player numbers on a particular home and away round. Note that Day Permit players are not allowed in finals.

18.2 Day Permit Players are similar to Borrowed players in that the player is from the age group immediately below (or two below if either the club does not field a team one age group lower). The main difference is that the Day Permit player cannot play for his or her usual age group for the given round and becomes a normal rotated player in the higher age group. Hence, there is no need for the Day Permit player to wear a coloured vest whilst on the interchange bench.

18.3 Additionally, a team can use a Day Permit Player to take the total number of players on a given round to 22 as opposed to 20 for a Borrowed player.

18.4 The team sheet must be notated with a 'D' next to the players name to signify the Day Permit Player.

18.5 The team manager must inform the opposition team manager of the jumper number and names of any Day Permit Players prior to the game.

19 *Forfeiting a Match*

19.1 If a team cannot field the minimum number of players from its own club, then this team forfeits a match.

19.2 The consequences of a forfeit are that the lowest score for the division and age group for the round will be applied to the team's 'for' score and the highest score for the division and age group for the round will be applied to the team's 'against' score. The reverse of this calculation will apply to the team being forfeited to.

19.3 Additionally, the League Executive will determine a financial penalty based on the circumstances and timely notification surrounding the forfeit.

19.4 Teams must be proactive when the availability of players jeopardise the minimum required to constitute a game. Early in the week prior to the game in question, the MPJFL must be emailed by either the club president or secretary that there may be a forfeit with as much detail in the email as possible. The next step will be to canvass the age group below to ascertain whether borrowing players may be able to resolve the forfeit.

19.5 Every effort should be made to at least conduct a practice match with the remaining available players. Organisation of a practice match will be looked on favourably when the League Executive are determining a financial penalty for the forfeit.

19.6 Formal notification of a forfeit must occur prior to 5pm on the Wednesday to enable the timely cancellation of umpire appointments. If this is not possible, then as early as possible as the cost of the umpires' fees may be passed onto the club forfeiting.

19.7 A team refusing to play on the day, even though it may have sufficient player numbers is a serious offence. The League Executive will determine the penalty in this instance and may invoke a substantial financial penalty and/or loss of competition points for the team.

19.8 When a team forfeits a game, the game will not count for all those players playing in the team that forfeits. The team which is receiving the forfeit still need to submit their online team sheet through SportsTG and send the hard copy of the team sheet as normal to the League to have game counts applied to those players.

19.9 No League Best and Fairest votes or goalkickers for either team are applied when a forfeit occurs, even if a practice match occurs.

20 *Abandoned Matches*

20.1 Any match that does not reach the minimum required, two completed quarters, will be deemed a Draw with each team receiving two Premiership points and each team will also receive the goals scored for and against at the time the match was abandoned. Individual player Goals will also count toward a players total Goals scored for that season.

20.2 If a match is abandoned after the minimum match requirement, two completed quarters, the score at the time of abandonment will stand as the final match score.

20.3 Only a Field Umpire can deem a game abandoned. Where a team has refused to continue a game, the matter will be reviewed by the league executive to determine appropriate action. If there is no field umpire, the appropriate alternative is both team coaches agree upon the abandonment.

21 *Consequences of withdrawal of a team during the season*

21.1 If a team withdraws a team (normally for low player numbers) during the season, the League Executive will determine, based on the circumstances, whether a financial penalty should occur to the club. As a minimum, the financial penalty will be that the team nomination fee is non-refundable (unless extenuating circumstances exist which will be determined by the League Executive).

21.2 When a team withdraws from a competition and another team from the same club exists in a different division but the same age group, then the club withdrawing the team will determine which team is dissolving.

21.3 When a team withdraws from a competition and another team from the same club is also in the same competition, the team lowest on the ladder at that point will be dissolved.

21.4 The team that has withdrawn retains all points/wins etc on the official ladder.

22 *Time and Days Scheduled For Matches*

22.1 The League Executive shall determine times and days official MPJFL matches are scheduled.

22.2 By default, Sunday is the normal day home and away matches are scheduled. Matches may occur on Friday evenings, Saturdays, Saturday evenings, Sundays and public holidays in consultation with clubs. Matches may need to be fixtured for mid-week games for both representative football and home and away matches when an original fixture cannot proceed for any reason.

23 *Playing Conditions*

23.1 If doubt arises about the playing of matches due to weather or ground conditions, a direct decision as to whether the match will be played or not, relocated, or deferred to another date will be made by the League Executive in consultation with both club's presidents.

23.2 In the event that there is an immediate threat from lightning which may affect the health and well-being of players, play will be suspended. A 30-minute minimum period must elapse before play can resume once the immediate threat of lightning dissipates. All players and officials are to seek cover indoors (where possible) during a lightening threat. The field umpire(s) in consultation with the home club president (or club official) will determine when play will be suspended and then resumed. A League Executive member must be informed when play has been suspended due to a lightning threat.

23.3 In the event of hot weather conditions (of 34C or above) clubs may have two water persons each to deliver water to both players and umpires. Approval must be sought from the League Executive for this to take place. The home team must ensure that water is supplied to umpires at the quarter breaks and all water carriers should ensure both umpires and players are frequently hydrated during these conditions. Additionally, a game cannot be suspended due to heat without approval from the League Executive.

23.4 In conditions where extremely cold temperatures prevail, health risks exist for players not acclimatised to such conditions. It is advised that officials should note the following progressive signs of the onset of hypothermia: · Shivering. · Cold sensation, goose bumps, confusion and numbness. · Intense shivering, lack of co-ordination and sluggishness. · Violent shivering, difficulty with speech, confusion, stumbling, depression. · Muscle stiffness, slurred speech and vision impairment. At the earliest signs of the above symptoms officials should: · Take the participant to a dry environment and warm the player with blankets or extra dry clothing free from further exposure to the elements. · Substitute wet clothing for dry where practical. · Maintain the intake of fluids. All measures should be taken to ensure no players or officials are put at risk of serious health concerns by participating in a game or training session where extreme cold weather may be present. A decision to suspend, defer or cancel a game under these conditions rest with the League Executive.

24 *Length of Quarters*

24.1 There is no 'Time On' in any MPJFL fixtured match including finals.

24.2 The length of each quarter is 10 minutes for Under 9s and Under 10s, 15 minutes for Under 11s, Under 12, Under 11/13 Girls, and 20 minutes for Under 13s through to Under 17s including Under 15 & 17 Girls.

24 *Intervals*

24.1 The quarter time, half time and three-quarter time break shall be 5 minutes duration. This may be reduced at the discretion of the Field Umpire.

24.2 During the quarter intervals, teams are not permitted to leave the playing surface.

25 Match Ball

25.1 The match ball must be supplied to the Field Umpire prior to the match commencing by the home team.

25.2 The interchange steward must also have a spare match ball for age groups U13s and up for both girl and boy competitions.

25.3 The sizes and types of footballs for each age group are:

a) Under 9s and 10s – Size 2 Synthetic

b) Under 11s (Girls & Boys), Under 12s, Under 13s (Girls) – Size 3 Synthetic

c) Under 13s (Boys), Under 14s, Under 15s (Girls), Under 18s (Girls) – Size 4 Leather

d) Under 15s (Boys), Under 16s, and Under 17s – Size 5 Leather

26 Provision of Siren & Scoreboard

26.1 It is the home team's responsibility (team named first in the fixture) to supply a siren.

26.2 The home team must also operate a scoreboard for all matches from the Under 11 age group and up.

27 Centre Square Rule

Only official umpires can award a free kick for a centre square infringement. Club umpires have no jurisdiction for the Centre Square rule.

28 Interchange Rule

The interchange rule will be adopted for all sanctioned MPJFL matches and will be enforced by an Interchange Steward from each team. The Interchange area is to be clearly marked.

29 50 Metre Penalty & Deliberate Out of Bounds/Rushed Behind

29.1 The 50 Metre Penalty shall apply in all MPJFL matches from the Under 14 age group and up. For the Under 13 age group and below, a 25-metre penalty shall apply.

29.2 The deliberate out of bounds rule does not apply in any age groups.

29.3 The deliberate rushed behind rule does not apply in any age group.

29 Counting of Players

29.1 The captain or acting captain of a team may at any time during a match, request that the field umpire count the number of players of the opposing team who are on the playing surface. When the request is made the field umpire shall: Stop play at the first available opportunity; call into line within the centre square both teams who are on the playing surface and count the number of players; Upon completing the count, ensure that each team has the permitted number of players on the playing surface and then re-commence play at the position where the field

umpire stopped play; As soon as practicable after the match, report to the League that a request to count the number of players in a team and the number of players actually counted. The maximum number of players permitted on the playing area at the same time is the number agreed to at the beginning of the game (see *Team Numbers* within these By Laws), less any player(s) ordered from the field. Where a team has more than the permitted number of players on the playing surface, the following shall apply: The field umpire shall award a free kick to the captain or acting captain of the opposing team, which shall be taken at the centre circle or where play was stopped, whichever is the greater penalty against the offending team; A fifty meter penalty shall then be imposed from the position where the free kick was awarded; and the team shall lose all points which it has scored in the match up to the time of the count. Where a count reveals that the opposing team has the permitted number of players on the playing surface, the following shall apply: A field umpire shall award a free kick to the captain or acting captain of the opposing team, which shall be taken at the centre circle or where play was stopped, whichever is the greater penalty against the offending team; a fifty meter penalty shall then be imposed from the position where the free kick is awarded; and if a field umpire is of the opinion that a request was made to count players primarily to delay play or such a request did not have sufficient merit, the field umpire shall report the player who requested the count for time wasting.

30 *Under 9s and Under 10s Modified Rules*

30.1 Modified rules for the Under 9 and Under 10 competitions are to be applied and are available on the official MPJFL website.

30.2 Under 9 and Under 10 competitions do not have RUNNERS or play for premiership points. No scores, goalkickers or ladders are to be publicly produced by either the MPJFL or its clubs. If a RUNNER is on the ground there may be a [penalty for non-compliance: \\$50 fine](#)

31 *Official Scores & Mercy Rule*

31.1 The home team is responsible for supplying the final scores (including goalkickers) into PlayHQ by 6:30pm following the day's game (not applicable for Under 9s or 10s). For night matches, this must be done no later than two hours after the conclusion of the game.

[Penalty for non-compliance: \\$50 fine for each score not supplied by the deadline.](#)

31.2 The scoreboard is to be cleared during a match (including finals) whereby the difference between the two teams exceeds 60 points. The home timekeeper is to keep a record of the current score and notify the scoreboard attendant at a quarter break to re-activate the scoreboard should the margin fall back to 60 points and below.

[Penalty for non-compliance: \\$20 fine](#)

31.3 The MPJFL will adjust official scores to indicate that no result exceeds a 60-point margin. Clubs are to submit the actual final score to PlayHQ.

32 *Club Song*

At the conclusion of a match, a team is not permitted to sing the club song on the playing surface. Teams are only permitted to sing their club song off the playing surface, preferably in change rooms (where available).

33 Match Paperwork and Reports

33.1 The home Team Manager (or Club Secretary) must enter all scores and results (including goal kickers and best players) from their match into PlayHQ no later than 6.30pm the day of the match. The home Team Manager must enter the results for both teams.

33.2 Any reports made by the field umpire, together with the team sheets, must be emailed to the League no later than two hours after the completion of the match by the offending club. The 'Notification of Report' along with both team sheets are to be scanned (or photo taken from a smartphone) and emailed to the League. The hard copies of these documents must be submitted to the league no later than close of business (5pm) of the Monday following the match where the report was made.

33.3 The team manager must submit a signed team sheet listing all players actually taking the field during the game. Players printed on the team sheet but not actually playing are to have their names ruled out with the acronym 'DNP' notated near the players name.

33.4 The home club is responsible for submitting all paperwork to the League Admin Office by midday of Tuesday following the weekend's games. Paperwork for each match includes team sheets, goal cards, coach's report on umpires, interchange cards, timekeeper's cards, and umpire's envelope.

33.5 An official from each competing club shall wait upon the Field Umpire at the close of the match and ascertain if any reports are to be made, and also the nature of the reports, if any.

34 Conduct of Matches

34.1 All matches played outside of the home and away season, including practice matches, must be approved by the League Executive. Applications must be in writing via email at least seven days prior to the event. A non-sanctioned match is not covered by insurance.

34.2 Members of the League Executive will randomly attend venues as observers for the following:

- a. The Conduct of Officials;
- b. The Conduct of spectators and the response by Club officials to unbecoming conduct by officials, spectators and players; and
- c. Adherence to the MPJFL By Laws.

34.3 Unbecoming Conduct is defined as officials (Club committee members, coaches and all other personnel undertaking any on or off field duties for their club), or spectators encouraging, inciting or instructing players/officials/spectators to behave in a manner that will bring the game of football into disrepute. It also includes abuse of League officials, umpires or officials of the opposing team.

34.4 As a result of any ground invasion/melee on or off the field occurring in or at any MPJFL sanctioned game by any official/parent/player/spectator and non-players, the clubs involved will be:

- a. Club/Clubs fined \$1000
- b. Person(s) involved will be automatically suspended for two years. If taken to tribunal and found guilty, then the two years will be added to the sentence handed down by the tribunal.
- c. Club/Clubs involved will be placed on a \$2000, two-year good behaviour bond with the \$2000 bond payable immediately.

35 Officials inside the Fence

35.1 Only the coach, assistant coach, team manager, runner, trainer, water carrier, interchange steward, club boundary and goal umpire shall be permitted inside the fence during actual game time.

35.2 MPJFL League officials wearing official MPJFL insignia will be permitted onto the playing arena whilst a match is in progress.

35.3 **'Keep Your Cool' Exclusion Zone** - Each Coaches Box is to have a 2-meter exclusion zone taped or roped off in line with the 'Keep your Cool' program. It is the home team's responsibility to ensure that this is carried out, including when teams play at neutral venues.

36 Umpires

36.1 A registered player of the MPJFL may officiate as a field umpire. Wherever possible, the registered player should not officiate in games where his or her club participates.

36.2 Protection of Umpires – During all official MPJFL matches, it shall be the responsibility of both clubs to protect all umpires from unnecessary abuse or violence on and off the field of play. Failure to do so will incur such actions as the League Executive deems fit.

36.3 Approach to Umpires – Only the team captain shall be permitted to speak to the field umpires during the progress of a match or at intervals. In Under 9s, Under 10s, and Under 11s (boys & girls), the team manager may accompany the captain during an interval but is not to converse directly with the umpire. Any player or official in breach of this rule shall be reported by the umpire with the matter referred to the League Independent Tribunal. If found guilty, the club concerned shall incur the following maximum penalty:

1st offence - \$100

2nd offence - \$200

3rd and subsequent offences - \$400

36.4 Escort of Umpires – The team runners from both teams shall escort the umpires from the field to the umpires change room after all sanctioned MPJFL matches.

Penalty for non-compliance: \$100 fine

36.5 Abuse of umpires will be not be tolerated, and will be penalised as referenced in Appendix 2.

37 Send Offs

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

- a) Intentionally or carelessly kicks, knees, stomps, head butts (or makes contact to the opponent's head), or eye gouges (or makes unreasonable or unnecessary contact to the eye region of an opponent;
- b) Intentionally makes contact with or strikes an umpire;
- c) Attempting to make contact with an umpire;
- d) Carelessly making contact with an umpire;
- e) Spitting at or on an umpire;

f) Engages in any other act of misconduct or serious misconduct.

37.2 A player or official who commits the following AFL Laws of the Game offences shall be reported and ordered from the ground for 15 minutes of actual playing time. The player is Yellow carded:

- a) Intentionally or carelessly strikes or charges another person;
- b) Engaging in rough conduct against an opponent in which the circumstances are unreasonable;
- c) Bumping or making forceful contact to an opponent from front on when the player has their head over the ball;
- d) Makes unreasonable or unnecessary contact to the face of an opponent;
- e) Scratches another person;
- f) Trips another person whether by hand, arm, foot or leg;
- g) Spits at or on another person;
- h) Attempts to strike another person;
- i) Attempts to kick another person;
- j) Uses abusive, insulting, threatening or obscene language towards or in relation to an umpire;
- k) Behaves in an abusive, insulting, threatening or obscene manner towards or in relation to an umpire;
- l) Disputes a decision of an umpire;
- m) Uses an obscene gesture.

37.3 A player or official who commits the following AFL Laws of the Game offences, depending on the severity of such offence, may be ordered from the ground for 15 minutes of actual playing time (yellow carded). The player may also be reported:

- a) intentionally or carelessly making unreasonable or unnecessary contact with an injured player
- b) intentionally or carelessly attempting to trip another person whether by hand, arm, foot or leg
- c) using abusive, insulting, threatening or obscene language
- d) engaging in time wasting
- e) engaging in an act of staging
- f) engaging in a melee, except where a player's sole intention is to remove a team mate from the incident.
- g) instigating a melee
- h) wrestling another person
- i) pinching another person
- j) interfering with a player kicking for goal
- k) intentionally shaking a goal or behind post when another player is preparing to kick or is kicking for goal or after a player has kicked for goal and the ball is in transit.
- l) failing to leave the playing surface when directed to do so by a field umpire
- m) wearing boots, jewellery and equipment prohibited under Law 9 of the AFL laws of the Game.

37.5 A player or official that is sent off (yellow carded) for a second offence in the same match listed in the above By Laws, shall be sent from the field for the remainder of the match and is able to be replaced after 20 minutes of actual playing time. The player or official is red carded and cannot

take any further part in the game and will receive an automatic two-week suspension in addition to any other suspension (ie. Tribunal Suspension, Prescribed Suspension or Club Suspension).

37.6 A player or official that is sent off (yellow or red carded) in two consecutive matches that he or she participates in will receive an automatic two-week suspension in addition to any other suspension (ie. Tribunal Suspension, Prescribed Suspension or Club Suspension). The consecutive games are games that the player or official participates in – it does not mean consecutive weeks. Eg. A player receives a yellow card in Round 6 and receives a further yellow card in Round 10, but does not play in Rounds 7, 8 or 9. The player in this circumstance receives an automatic two-week suspension.

37.7 Points System – During a season, if a player or official accumulates 40 points for red or yellow cards, then an automatic two-week suspension in addition to any other suspension (ie. Tribunal Suspension, Prescribed Suspension or Club Suspension). 10 points are awarded for each yellow card and 20 points are awarded for each red card.

37.8 Any player or official that receives an automatic two-week suspension as a result of any 'Send Off' By Laws, has the right to appeal to the MPJFL Independent Tribunal. This appeal must be lodged in writing within 48 hours to the League accompanied by payment of \$50, which will be forfeited if the tribunal deems it to be a frivolous appeal.

37.9 There are no further grounds for appeal under the two-week automatic suspensions.

38 *Suspended Players/Officials*

38.1 Any player/official/parent/spectator that is currently suspended, will not be permitted to enter the playing arena (inside the fence), including before and after the match and during the quarter breaks. They are also not able to act in any official capacity whilst serving a suspension and applies to all official sanctioned MPJFL matches.

Penalty for non-compliance: \$500 fine and all score is nullified by the offending team.

38.2 Any player that receives a match suspension during the home and away season is not eligible for the League Best and Fairest award

39 *Reporting Players and Officials*

39.1 An umpire shall report to the League any player or official who commits or engages in conduct which may constitute a reportable offence either during a match or on the day of the match and within the immediate proximity of the arena where the match is conducted. Without limiting the ordinary meaning, the words 'within the immediate proximity' shall include any area within 500 metres of the arena where the match is conducted.

39.2 In addition to an official field umpire, all MPJFL League Executives have the right of report and have the same powers and duties imposed upon an umpire under Law 19 of the Laws of Australian Football.

40 *Tribunal Hearings*

40.1 Clubs will be responsible to have players or officials involved in any report to be in attendance at the tribunal hearing. The tribunal hearing will normally be held on a Tuesday evening following the report or another evening so deemed by the League Executive.

- 40.2 A club advocate should be present to represent players, officials and witnesses.
- 40.3 It is the responsibility of the club to have its players and any witnesses summoned present for the tribunal hearing. If neither player/official are in attendance at the tribunal, the tribunal has the power to fine the offending club as appropriate and/or suspend the offending player or official.

41 Appeals

- 41.1 All clubs have the right of appeal against any fines set down in these By Laws. The appeal must be in writing to the League within 7 days of receipt of the fine notice. The League Executive will consider withdrawing the fine.
- 41.2 An appeal must be lodged by 2pm on the second day after the decision of the Independent Tribunal for the matter to be heard by the Area Appeals Board. The appeal is lodged by completion of an "AFL Victoria Country Notice of Appeal" to the AFL Victoria Community Football Operations Manager. Evidence of payment of the fee for appeal must also be supplied. The fee for an appeal is \$2750 for a junior club. Refer to article 8.0 of the AFL Victoria Country Handbook regarding more specifics on the appeal process.

42 Complaints

- 42.1 Clubs must follow the complaint process outlined in Appendix 3. Complaints received from individual parents or players will be referred back to the originating club. The League Executive (or appointed Investigations Officer) will determine through either interviews or witness statements whether further action may be required. If further action is recommended, then one of the following will be implemented:
- a) The matter is referred to the club executive to deal with;
 - b) The League Executive will issue an official warning;
 - c) Refer the matter to the League's Independent Tribunal.
- 42.2 The League Executive will address all complaints received within 72 hours of receiving the complaint. If mitigating circumstances delay the process, the League Admin will notify all parties involved. All letters of complaint will be kept in strict confidence until further action is recommended. A copy of the complaint will be forwarded to the defending club only once the decision for further action is made. If the League Executive decision is for no further action, then the complaint will be destroyed.
- 42.3 The club making the complaint may only withdraw the complaint before the League Executive makes a decision.
- 42.4 See Appendix 3 for the full complaints process, including the mandatory complaints form.

43 Ladder Rankings

- 43.1 In home and away matches, four points will be allotted for a win, four points for a team in whose favor a forfeit is ruled, two points for a draw or an abandoned game and zero points for a loss.
- 43.2 In a division where there is an uneven number of teams, or the division becomes uneven during the season as a result of grading, a match ratio will be applied by the league that reflects the number of wins against number of matches played.

43.3 In the event where one or more teams has equal premiership points, or match ratio, ladder ranking will be decided by percentage calculation.

44 Finals Format

44.1 The format of the finals competition for each individual division are to be determined at the discretion of the league executive, with the standard format a top-four finals series unless advised otherwise.

44.2 Alteration to finals format will only occur in the attempt to maximize participation if applicable to that particular age group.

44.3 Any alterations to the finals format will be decided and communicated by the conclusion of Round 6.

45 Eligibility of Players for Finals

45.1 Players will not be permitted play in any finals game unless he or she has played a minimum of 25% of the fixtured games for his or her team in the Home and Away series. Examples:

a) A team is fixtured for a total of 14 games of a 16-round season (2 rounds were byes), then the minimum games required to qualify for finals is 4 (25% of 14 = 3.5 which is rounded up to 4).

b) A team is fixtured for a total of 16 games of a 16-round season (zero byes), then the minimum games required to qualify for finals is 4 (25% of 16 = 4).

c) A team is fixtured for a total of 13 games of a 16-round season (3 rounds were byes), then the minimum games required to qualify for finals is 3 (25% of 13 = 3.25 which is rounded down to 3).

45.2 An exemption to the minimum game requirement may apply to players placed on the Long-Term Injury List by clubs. For a player to be placed on the Long-Term Injury List, the player must be registered by June 30, must be fully paid up with registration, must present a medical certificate, and the player's name must be registered with the League Admin by June 30. Representative games (eg. TAC) that are cleared by the MPJFL on PlayHQ also count as games played to qualify for finals.

45.3 A club that is not fully financial with the League will not be eligible to participate in the Finals Series.

46 Finals – Ground Marshals

46.1 Each team represented in the Finals series is to provide two ground marshals in addition to the team officials. The duties of the Ground Marshal is to control parents and spectators from entering the field of play during the quarter breaks, before and after the match. The ground marshals are to report to the League officials prior to the commencement of each finals match.

47 Players Loaned to Senior Competition

47.1 Only players registered in the Under 17 age group for boys, and Under 18 age group for girls may be loaned to a senior competition (Under 19s) under a 'local interchange'. This does not include younger players who are 'playing up' or on a 'permit up' from a younger age group.

47.2 The player being loaned under this arrangement can only do so for a maximum of 8 games per year and not in consecutive weeks. If the MPJFL team the player is registered to has 20 players or less, then it is at the club's discretion if the player is loaned to the senior club (Under 19s only).

47.3 The Local Interchange Form together with all PlayHQ actions are to be fully submitted and complete by 2pm on the Friday before the intended loan of the player to a senior competition. Failure to achieve this will mean that the player requesting a loan or local interchange will not be able to play in the requested senior match.

47.4 Any player found to be playing in a senior match without approval will be penalised as the League Executive sees fit. This penalty may involve a club fine and/or suspension of the player.

48 Grading Process

48.1 After round 3 and prior to Round 4, clubs may contact the League in writing to request consideration to be regraded down a division identifying any clear disparity within the competition with supporting justification.

48.2 Teams re-grading down from the higher division shall take all percentage points – wins and losses to the lower division. Such teams will be eligible to play finals.

48.3 Where there is a clear disparity in the lower competition and there is a requirement for a team to be elevated to the higher division, the team shall receive the average of the top 6 teams in the higher divisions for and against points and number of wins/losses/draws/byes/forfeits. PlayHQ will automatically calculate the percentage once the ladder adjustments have been made.

48.4 Where a team is elevated to a higher division, that team shall be eligible to participate in finals.

48.5 After round 3 and prior to Round 4, clubs may contact the League in writing to request consideration to be regraded up a division identifying any clear disparity within the competition with supporting justification. Where the league executive believes there to be a clear disparity within the competition, they may see fit to elevate a team to a higher division.

48.6 All re-grading will be at the League Executive's discretion.

48.7 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.

49 Default of Clubs

49.1 If any club shall fail to pay any annual subscription, contribution, call fine or other payment for which such club is liable under these Rules within the time specified for payment of the same, such club shall lose its representation in the League until it shall have made such payment.

49.2 If a resolution were carried by a majority of the League in favour of expulsion pursuant to Rule 17.8 such club may also be expelled from the League unless a satisfactory explanation of such default is given to the League.

49.3 Any club expelled from the League shall lose and forfeit to the League all interest and benefit of such club in the League and in the funds and property of the League as from the date of such expulsion.

50 *Services of Notices*

Notices to members, Clubs and players of the League shall be deemed to be sufficient notice when such notice has been posted/emailed or faxed by the Secretary of the League to the Secretary of the Club and in the case of a member or player to his or her registered address as per his or her registration.

51 *Alteration of Rules*

51.1 These rules shall not be altered, repealed or added to except upon a special resolution carried by 75% majority of those present and eligible to vote at a general meeting of the League.

51.2 At least 21 days' notice must be given to each member, together with a copy of the proposed alteration, amendment or new rule.

51.3 At any meeting at which a special resolution is submitted, a declaration by the chairperson that the resolution has been carried is conclusive proof of the fact unless a ballot is demanded.

51.4 If in the opinion of Consumer Affairs Victoria, it is not practicable for a resolution to be passed in the manner specified in sub section 23.1. the resolution may be passed in a manner specified by Consumer Affairs Victoria.

51.5 The League Executive may apply to Consumer Affairs Victoria for approval to pass a special resolution otherwise than in the manner specified in sub section 23.1.

52 *Disciplinary Action*

52.1 The League may take disciplinary action in any case of misbehaviour at any match of the league (not being an offence determined as a Tribunal Offence which will proceed by way of Independent Tribunal Hearing) and/or including a failure to comply with these Rules, failure to support the purposes of the League or engaging in conduct prejudicial to the League by a Player, Official, member and/or Club and shall be first considered by the League Executive and determination given as to appropriate action by way of either a Disciplinary Sub Committee, Investigation Officer or Independent Tribunal Hearing.

52.2 The League Executive, Disciplinary Sub-Committee, Investigation Officer or Independent Tribunal shall have the power to summon Umpires or any member of any Club to appear before it to give evidence.

52.3 Any person failing to appear before it to give evidence, or giving false evidence, shall be dealt with as the League Executive, Disciplinary Sub-Committee, Investigation Officer or Independent Tribunal thinks fit.

52.4 Persons called upon to attend any meeting of the League Executive, Disciplinary Sub-Committee, Investigation Officer or Independent Tribunal shall receive not less than 48 hours' notice from the Secretary.

52.5 Club and/or players concerned in any matter taken by the League Executive shall be entitled to appear and be presented by a representative provided that such representative shall not be a legal practitioner.

52.6 If any party in any disciplinary matter fails to appear at the hearing thereof after due notice of such hearing has been duly sent to such party in accordance with these rules, then the League

Executive may as it deems fit proceed with the hearing and deal finally with the matter notwithstanding the absence of such party.

53 *Appeal Rights*

53.1 A written appeal may be lodged with the Secretary against any decision of the League Executive or the disciplinary sub-committee, provided such appeal is received by the Secretary not more than 72 hours after such decision is notified to the person, official, member and/or Club concerned. Any such appeal shall be accompanied by a deposit as per the League By – Laws, which shall be forfeited to the League should the appeal be deemed to be frivolous.

53.2 The appeal must include full details of any evidence not previously presented, together with valid reasons for such evidence not having been submitted prior to the relevant decision being made.

53.3 A disciplinary appeal meeting which shall consist of not less than three members must be convened by the League Executive as soon as practicable, but in any event no less than 21 days after the notice is received.

53.4 Notice of the disciplinary appeal meeting must be given to each member of the League who is entitled to vote as soon as practicable and such notice must include:

- a) the date, time and place of the meeting
- b) the name of the person, official, member and/or Club concerned against whom the disciplinary action has been taken;
- c) the grounds for taking that action;
- d) that at the disciplinary appeal meeting the members must vote on whether the decision to suspend or expel the person, official, member and/or Club concerned should be upheld or revoked

53.5 At a disciplinary appeal meeting;

- a) no business other than the question of the appeal may be conducted; and
- b) the grounds for suspending or expelling the person, official, member and/or Club concerned must be stated; and
- c) the person, official, member and/or Club concerned whose membership has been suspended or who has been expelled must be given an opportunity to be heard.
- d) the members present shall then vote by secret ballot whether the decision to suspend or expel should be upheld or revoked and the decision is upheld if not less than three quarters of the members voting at the meeting vote in favour of the decision.

54 *Investigation Officer*

54.1 The League Executive may as it deems necessary appoint an Investigation Officer from time to time.

54.2 The Investigation Officer shall investigate matters as referred by the League Executive and is authorised to interview all registered players, Club Officials and Club members, inspect books, records and minutes relating to the matter or incident that is the subject of referral.

54.3 The Secretary of the League shall advise the Club(s) concerned as soon as practicable that a certain matter has been referred to the Investigation Officer detailing the matter or incident that is the subject of referral and the requirements of the Investigation officer, inform the Club(s) of their

responsibility to ensure the availability of any person(s) within 48 hours at a mutually agreed time, or at a time otherwise agreed by the Club(s) and the Investigation Officer.

54.4 The Investigation officer may recommend to the League Executive that if a Club member or their official or player fails to co-operate and provide all information as requested as set out in this Rule that the matter be referred to the Independent Tribunal.

54.5 The Investigation officer shall report any findings and/or recommendations to the next meeting of the League Executive for its consideration.

55 *Independent Tribunal*

55.1 The Umpire shall notify the Secretary or such other person as a representative of the League Executive of any report against players or officials not later than 7.00 pm on the day of the match.

55.2 The League or Emergency Umpires and Officials shall be provided by the League Executive with four (4) forms which shall be entered details of any charge or charges made against players/officials/spectators. Upon completion the second and third copies respectively shall be handed to an official of each club, the original to be retained and handed to an official of the home club together with the Team Sheets and the fourth copy to be retained by the Umpire or Official.

55.3 The Independent Tribunal shall deal with any charge(s) brought by Umpires against players, office bearers, officials/spectators under the laws of the game, and all protests and other matters referred to it by the League Executive. It shall have full power to deal with all matters brought before it and to make decisions, impose penalties, and record findings as it thinks fit. Its decision shall be final and binding on all clubs of the League subject to Rule 31.7.

55.4 The Independent Tribunal may call for additional evidence and adjourn its meetings if deemed necessary.

55.5 The Independent Tribunal may deal with any witness whom in its opinion gives unsatisfactory evidence or fails to appear when summoned, without reasonable excuse.

55.6 No appeal of any Independent Tribunal decision shall be allowed except where provided for under the Rules of AFL Victoria Country.

56 *Colours*

Every club upon admission to the League shall apply for and obtain the permission of the League to use the colour uniform and design under which the club proposes to play and the same when approved shall be registered by the Secretary of the League.

57 *Gender*

Background: The AFL is committed to inclusion and providing all people with an opportunity to participate in Community Football and Netball. It is the AFL and Netball Australia's view that, in Community Football, considerations of social inclusion have greater priority than concerns that may exist with respect to competitive advantage in relation to the participation of gender diverse players. That is not to say that competitive fairness is not important in Community Sport but the

balance between social inclusion and competitive fairness is different in Community Sport than it is in Elite Sport.

57.1 Refer to the AFL's and Netball Australia's Gender Diversity Policy's for further information on the below (Appendix 4).

- a) Trans women and non-binary people are eligible to compete in girls and/or women's Community Football or Netball competitions; and
- b) Trans men and non-binary people are eligible to compete in boys and/or men's Community Football or Netball competitions, provided that:
- c) Such persons comply with all applicable Rules of the competition including the Anti-Doping Codes (dealt with in the Policy's in the section, "Anti-Doping and Testosterone"); and
- d) Where a referral is made to it, the AFL GDP Committee, acting reasonably, is satisfied that unacceptable safety risks do not arise from the person's proposed or continued participation in the competition (dealt with in the Policy in the section, "Safety Considerations") in accordance with the directive from AFL Victoria to its members and affiliates, females who reach 14 years of age as of the 1st of January in the year of play are excluded from playing in any competition that is not a 'female competition'.
- e) In accordance with the directive from Netball Victoria to its members and affiliates, males who reach 14 years of age as at 1st of January in the year of play are excluded from playing in any competition that is not a 'male or mixed competition'.
- f) Failure to comply with by-law 10.0 may result in a fine according to the fine schedule, a forfeiture of match or such other penalty as determined by the League Executive.

58 *Photography/Videography*

58.1 All club photographers must register their details with their club prior to taking photographs at an MPJFL sanctioned match. (Penalty for non-compliance: sanction or fine at the discretion of the league executive).

58.2 If a team within a club is wanting to record a match, they must make contact with the opposition club prior to the day of the match to request written approval.

59 *Dangerous Tackling*

The MPJFL will adjudicate Dangerous Tackling as advised in Appendix 5.

60 *Child Safety*

60.1 Clubs must adhere to the procedures and mandatory requirements outlined in the MPJFL Child Safety Policy (Appendix 6).

60.2 All Clubs must nominate a Child Safety Officer (CSO) prior to the commencement of each season.

61 *AFL Victoria Country*

In all competitions the Laws of Australian Football (as adopted by the AFL Victoria Country), and or other such rules applicable to the MPJFL, will be adopted for use and referenced.

62 *Other Penalties for Breaches of By Laws*

Penalties for breaches of these by laws not stipulated herein shall be at the discretion of the League Executive.

63 *Membership of the League*

63.1 The League shall consist of the following Members:

- a) Member Clubs (pursuant to By-Law 64);
- b) Members that are registered participants (pursuant to By-Law 67);
- c) Members of the Board (pursuant to By-Law 68);
- d) Life Members (pursuant to By-Law 69).

63.2 Members of the league that are classified as registered participants must meet the following criteria in order to attain and retain membership on a yearly basis:

- a) Complete the registration process
- b) Pay the annual subscription fee of the league
- c) Pay the annual subscription fee to their home club, as determined by their home club
- e) Meet the relevant criteria and membership requirements of their home club, as determined by their home club

63.3 Members that are registered participants do not have the right to vote.

63.4 Once registered, the membership of the registered player lasts for the duration of the membership period. The membership period begins and ends on the 10th October each year.

63.5 Membership of registered players can be suspended, terminated or disciplined as determined by the board, pursuant to by-law 70.

64 *Discipline, Suspension & Expulsion of Members*

64.1 Subject to these Rules, in respect of any matter not expressly dealt with in the By-Laws, if the Board reasonably suspects that a Member, Registered Player or Official has:

- a) refused or neglected to comply with these Rules;
- b) been found guilty of conduct unbecoming of a Member, Registered Player or Official;
- c) engaged in conduct prejudicial to the interests of the League

64.2 The Board may refer the matter to mediation or resolve to proceed under this Rule and resolve to:

- a) fine that Member, Registered Player or Official; and/or
- b) suspend that Member, Registered Player or Official from membership of the League or from participation in matches conducted by the League for a specific period; and/or
- c) deduct match points from that Member Club; and/or
- d) disqualify that Member Club, Registered Player or Official from one or more home-and-away and/or finals matches and award the match/es to the opposing team.