



**Mornington Peninsula JFL  
Competition By-Laws**

**2024**

**U9 – U14**

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## **Article II. Introduction**

The following Competition Rules have been made by the MPJFL pursuant to its role to administer Australian Rules Football Competitions on the Mornington Peninsula.

This rule document relates to the Under 14 and below age groups, across both male and female age groups, that are facilitated by the MPJFL. For rules regarding age groups Under 15 and above, both male and female, the 'AFL South East Junior Competition By-Laws' are to be utilised.

## **Article III. 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.

**Board** refers to the collection of directors appointed and nominated to govern the League.

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

**Junior** means a Player registered with an MPJFL junior club in the U9 to U14 Boys and Girl's competition of Mornington Peninsula Junior Football League.

**League** means Mornington Peninsula Junior Football League.

**Match** means an official Match conducted in the MPJFL competition.

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

**MPJFL** refers to the Mornington Peninsula Junior Football 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.

**Football and Coaching Committee** refers to a governance committee formed by club representatives and an executive chairperson, to discuss matters relating to football and coaching.

**Governance and By-Laws Committee** refers to a governance committee formed by club representatives and an executive chairperson, to discuss matters relating to governance and the by-laws.

**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 Competition Management System 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.

**Article IV. 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 Executive Committee” will prevail and will be final.

## COMPETITION RULES (By-Laws)

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

### 2. CLUB AFFILIATION AND ACCOUNTS

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

2.2. In the case of Clubs failing to make full payment on time, unless acceptable alternative arrangements are made with the Board, 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 Board 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 Board 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 MPJFL Commission deems appropriate.

**2.5.** In accordance with the Club Participation Agreement, the MPJFL 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 its 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 MPJFL.

**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 MPJFL 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 MPJFL Commission is of the opinion that the Club is otherwise unable to pay its debts as and when they fall due;
- (e) MPJFL is of the opinion that the Club is unable to field a team(s) in a Competition administered by MPJFL;
- (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 the Leagues 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, MPJFL 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 Region Junior Sub Committee 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 Executive Committee” 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 Executive Committee” 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 Board 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 Leagues competition management system. Clubs are responsible in validating all new player registrations proof of age.

- 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 of 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. 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.

### **5.5. 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 within the timeframe as per the AFL National Player Transfer and Registration Regulations.

*(i) Season 2024 - 1st February until 12:00 midnight on 30th June.*

Each transfer application shall be entered by the applicant player/player's parent or guardian and lodged via the Club's Competition Management system.

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.
- (d) 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.

### **5.6. 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.

### **5.7. 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 MPJFL; 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 “The Committee”.

#### **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 “The Committee”.

#### **5.8. Player Deregistration**

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**

The MPJFL follows 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 the Football and Coaching Committee.
- (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 MPJFL website for the latest AFL National Age Dispensation Policy.

##### **6.2. Playing up an age level**

The AFL Junior Match Policy acknowledges the principal 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. TEAM FORMATION

### 7.1. Teams

#### Player Movement - Pre-Season

- (a) The MPJFL has adopted the following Policies;
  - i) Appendix B - Player Points Policy
- (b) In the U9-U12 age groups, 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
  - Divisional football is available

Before moving any players or submitting any applications (U9 to U12 age groups), clubs must ensure that the player and the parents are engaged in the decision-making process.

In the U13 to U14 age groups, clubs are able to move players from one team to another without restriction during preseason. This ensures the League can offer competitive competitions and also enables clubs to allocate players to a team best suited to their skills and ability. These movements must be made prior to round 1.

Clubs are also required to advise "The Football and Coaching Committee" via email of any player movements before they are made.

### 7.2. 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 Football and Coaching Committee.
- (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. Top up players are considered to be players who have already played in their own age group, which is in contrast to players who have nominated the older age group as their registered team for the season.
- (e) In accordance with 6.4 (a), once the season commences, Clubs with teams in the same division cannot interchange players between teams.

## 8. TEAM REGISTRATION

**8.1.** Participating Clubs shall nominate, by the date stipulated by Management, such teams as it desires to field in each grade of competition. Nominations received after the specified date may be accepted at The Football and Coaching Committee's absolute discretion.

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

- 8.3. 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 clubs and team a competitive balance within divisions. The review period will also help maintain and increase participation, and develop junior footballs through a positive and fair environment.

### 9.2. Division Formation Criteria

At the conclusion of the home and away season, the following criteria will be applied to divisions in competitive age groups to determine the initial placement of teams for the upcoming season.

Note: Despite potential promotion or relegation, teams will be subject to the standard grading review period, which may result in respective teams playing in the same division as the previous season.

- (a) The team that won the grand final shall be promoted to the next available higher division the following year.
- (b) The team that finished on the bottom of the ladder shall be relegated to the next available lower division the following year
- (c) A team that plays off in the grand final and is runner up will be considered for grading into the higher division the following year
- (d) 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 following year.
- (e) Each Club may submit an indication of which division they wish to nominate, along with any supporting justification, at the time of team nominations.
- (f) Initial grading of teams shall be on the basis of the agreed guidelines/criteria. Last season's 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 League's discretion.
- (g) It is possible that Clubs with multiple teams in the same age group could be placed in the same division.
- (h) Where 2 teams from the one Club and age group merge, that team/s shall be considered for the higher division.

### 9.3. Competition Formation Criteria

- (a) Clubs may contact The Football and Coaching Committee in writing to request consideration for a team to be regraded, identifying any clear disparity within the competition with supporting justification.
- (b) 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%.
- (c) All re-grading will be at the League's discretion.
- (d) Any player receiving League Best & Fairest votes prior to moving divisions shall have those votes counted to their tally for the new division Best & Fairest award.
- (e) Any player's goal kicking tally in their original division shall have their goal tally transfer with them to their new division

## 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 the League (and reasonable attempts have been made by the League to contact the club regarding the outstanding invoices), "The Committee" 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 25% 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 25% of the relevant team sheets for the said team during the season.
  - (i) To qualify to play finals in a higher age group, a player must play 25% of the matches in that higher age group team in the home and away season, whilst satisfying by-law 6.3(b).
  - (ii) If 25% of games does not equal a whole number, eligibility for finals will be rounded down to the nearest whole number. Eg. 25% of 14 games equals 3.5, therefore to be eligible, the player must be recorded in 3 games.
- (b) 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.
- (c) Players on loan need to show the team name next to their handwritten name as well as the letter L.
  - i) 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;
  - ii) for the League to be advised in writing of the player's participation in the Development match for eligibility to be determined.
- (d) 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 Football and Coaching Committee” will advise the Club in writing of the approval or not to play.

### **10.7. Times and Player Numbers**

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

### **11.2. Shorts**

- (a) All Clubs 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 Football and Coaching Committee 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 studs in their boots.
- (e) Full length undergarments (items other than the playing jumper or shorts) may be worn:
  - (i) Should the temperature be below 10 degrees.
  - (ii) Due to religious requirements
  - (iii) The colour worn is required to be flesh colour or align with the teams colours.
  - (iv) 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 may check 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 prescription glasses or any protective guards on any part of the body in matches is allowed in accordance to the National Community Football Policy Handbook
- (b) The wearing of braces on any part of the body in matches will only be approved by "The Committee" in accordance to the National Community Football Policy Handbook and where written medical evidence for the need to wear the braces is provided.
- (c) The written approval must be produced by or on behalf of the player on request of either the field umpire or opposition Team Manager.
- (d) Players are allowed to wear appropriate approved helmets.

## **12. FIXTURING OF MATCHES**

### **12.1. Fixture Preparation**

- (a) MPJFL shall be responsible for the organisation of matches in each division by preparing fixtures for each team in each division/section for each season. MPJFL 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.

### **12.2. Home and Away**

- (a) MPJFL shall conduct a series of 14 Home and Away football matches for Under 9 to Under 14 age groups.
  - i) The starting times for these games will be determined by MPJFL with set times allocated to age groups at the start of every season.
  - ii) 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 Football and Coaching Committee 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 the League.

**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 MPJFL 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 MPJFL prior to the game.
  - iii) The approval request is submitted in writing to MPJFL 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 9, 10 & U10G	Ten (10) Minute Quarters No Time On	5,5,5
Under 11, 12, 12G, 14G	Fifteen (15) Minute Quarters No Time On	5,5,5
Under 13, 14	Twenty (20) Minute Quarters No Time On	5,5,5

#### 12.6. Match Venues

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

#### 12.7. Premiership Ladder

- (a) MPJFL shall prepare a weekly ladder for each competitive competition.
- (b) The ladder will be a match ratio ladder which reflects;
  - i) The number of wins by each team against the number of matches played by each team to give a percentage of matches won. (% Won)
  - ii) The number of points scored by the team, divided by the number of points kicked against the team to give a percentage. (%)
  - iii) 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 its 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 will be incurred to a Club that does not advise The League in accordance with By-Law 13.7.

### **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 AFLSE Umpiring Department 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 an AFLSE Umpiring Department Emergency Umpire is appointed to officiate, they shall have the power to order Players from the field as well as the ability to report Players.

#### **14.3. Umpire Requirements**

- (a) Umpires must attend the ground before the official starting time of the match and are to be correctly attired.
- (b) Player boots, hands and protective equipment must be to approved standards. Onus is on each team to ensure every player adheres to these standards found in Section 9 of the AFL Laws of the Game 2024.
- (c) Fingernails need to be trimmed to a length that cannot cause harm to another player.

#### **AFL – Laws of the Game**

##### **9.3 INSPECTION**

At any time before or during a Match, a field Umpire may inspect a Player's boots or hands or any Protective Equipment that a Player intends to wear or use during the Match.

#### **(d) Field and Goal Umpire Numbers**

- i) The AFLSE Umpiring Department will endeavour to appoint two field umpires to every U9 to U14 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 U9 & U10 age groups, when there are no official umpires appointed by the AFLSE umpiring department, each team will provide one (1) Club umpire which may be the coach, assistant coach or a suitably qualified Club umpire or volunteer.
- 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 "The Football and Coaching Committee" for determination.

#### **14.4. Umpire's Match Report**

After each Match, the Field Umpire(s) shall provide a report to the "The Football and Coaching Committee" using the online Match Report form.

#### **14.5. Club Report on Umpires**

- (a) 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 Football and Coaching Committee 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.

#### **14.6. 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 AFLSE Umpiring Department.

#### **14.7. 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.

*Club Umpires have the ability to refer match day incidents via MPJFL referral procedures as per by-law 21.1. Complaints and Investigations.*

- (c) All reporting Umpires are required to complete the Match Day Report Form as directed by the AFLSE Umpiring Department.

#### **14.8. 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.  
1<sup>st</sup> Offence – Red Card (Junior Competition Rules 20.1.)
- (b) The excepted persons who can approach the umpire are:
  - i) MPJFL staff or Executive;
  - 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.

#### **14.9. 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, overrule 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.

## 15. MATCH DAY REQUIREMENTS

### 15.1. Match Footballs

- (a) The Football and Coaching Committee shall specify approved footballs to be used in sanctioned matches of the competition.

Unlicensed footballs are not to be used in competition matches and use and will result in a fine.

- (b) Yellow balls shall be used in Junior Matches where the game is to be played during twilight or at night.  
 (c) Match balls used in Competition Matches must be in accordance with the respective Leagues style guide.  
 (d)

Size Allocations	Size	SUPPLIER
<b>Under 9, 10 &amp; 10G</b>	Size 2 Synthetic	Sherrin
<b>Under 11, 12 &amp; 12G</b>	Size 3 Synthetic	Sherrin
<b>Under 13, 14, 14G,</b>	Size 4 Leather	Sherrin

### 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.

**NB: Please see the below for further clarity;**

*10.8. (d) Stopping & Recommencing Time*

*15.10. Incomplete Match – Unable to recommence*

**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) One (1) Coach;
  - iv) One (1) Assistant Coach and must be identified and accredited in all age groups
  - v) One (1) Runner
  - vi) One (1) Team Manager

Note: No Runner is allowed in the Coaches Box in U9 – U10 competitions

### 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 (3mtr). All modified ovals are to be marked out using cones and must use portable goal posts at either end of the modified oval.
- (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 will result in 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 Venue Manager and/or the ground marshals on the day.

### **15.8 Smoking & Vaping**

No smoking or vaping is permitted at any League Match/ Venue.

### **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. Teams playing in the next immediate match are permitted on the surface to warm-up.

### **15.10. Incomplete Match**

AFL Laws of the Game - 11.1.2 Incomplete Match

If a Match is unable to commence or continue within the time scheduled for the Match for reasons beyond the control of either Team (including circumstances where it is unsafe for the Match to proceed), the following shall apply:

- (a) Match not commenced: The result of a Match which is unable to commence for reasons beyond the control of either Team shall be determined by The Football and Coaching Committee.
- (b) Prior to half time: If a Match has commenced but is not able to proceed at any time prior to half time, the Teams shall depart from the Arena. If the Match is unable to recommence within a 30 minute period, the Match shall be deemed to be drawn and the scores of the Teams at the time the Match was interrupted shall be used in calculating the percentage of each Team.
- (c) Half time & beyond: If the half time interval has been reached and the Match is unable to proceed at any time, the Teams shall leave the Arena, or in the case of half time, not

return to the Arena. If the Match is unable to recommence within a 30 minute period, the scores of the Teams at the time the Match was interrupted shall be deemed to be the final scores of the Match. The Team with the highest score shall be deemed the winner of the Match and the scores shall be used in calculating the percentage of each Team.

(d) Match not able to proceed: Unless otherwise determined by The Football and Coaching Committee, a field Umpire shall, having regard to the health and safety of the Players and any other relevant circumstances, determine whether a Match is unable to commence or proceed. A field Umpire must determine that a Match is unable to commence or proceed for such time as lightning is present at or Within the Immediate Proximity of the Arena where the Match is being conducted, in line with the AFL Extreme Weather Policy outlined in the Member Protection Policy.

(e) Recommencing of Play: Where a Team is directed to recommence play by a field Umpire and the Team fails, refuses or neglects to recommence play, the Team shall be deemed to have forfeited the Match, in which case Law 11.2 shall apply.

(f) Committee may vary the length and scheduling of the intervals to suit practical circumstances.

**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 Football and Coaching Committee 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.

<b>Age Group</b>	<b>Starting Numbers on Field</b>	<b>Minimum Numbers on Field</b>	<b>Maximum Numbers on Bench</b>	<b>Numbers on Team Sheet</b>
<b>U10G</b>	10	6	6	16
<b>U9, U10</b>	18	12	10	28
<b>U12G</b>	18	12	8	26
<b>U11, U12, U13, U14G, U14</b>	18	14	8	26

**15.12 Even Up**

(a) 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 age group, if players are not offered to the team with less than 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. Match Officials must not 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, a complaints committee or by the Executive, 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**

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) Team Officials must not handle or interfere with players or officials from the opposing team in any way.
- (d) Team Officials are subject to the direction of the officiating Field Umpire/s at all times. The Football and Coaching Committee 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.
- (e) Authorised persons within the coaching area may stand inside the fence providing they are identified by approved League apparel.
- (f) 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.

Note: Runners are not permitted in the coaching area in U9 to U10s inclusive.

### **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 MPJFL as the linked organization and be registered in CoachAFL.
- (c) All Coaches must wear an officials bib/vest as mandated by the League.
- (d) All Coaches must obtain the appropriate Foundation Coaching 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.
- (f) Coaches must also adhere to requirements that are specific to coaching within the MPJFL, as set by the Football and Coaching Committee prior to the season.

### **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 with their WWC documentation uploaded.
- (b) Team Managers 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 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.

#### **LAWS OF THE GAME:**

##### **18.14 OFFICIALS**

- (d) A field Umpire shall award a Free Kick against an Official who is located within the Fifty Metre Arc during the time when a Player is preparing to bring or bringing the football back into play after a Behind is scored, unless attending to an injured Player or making every endeavour to immediately vacate the area.

- (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 must not enter the field to break up a melee.
- (i) The Runner, when not on the field of play, must remain within the marked coaches box.
- (j) Teams in the U9 to U10 competitions inclusive are not allowed runners

#### **16.6. Water Carriers**

- (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 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 U9 to the U14 competitions are permitted to have one (1) Water Carrier.
- (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 including their WWC number.
- (b) Goal umpires must wear a white top/jacket.
  
- (c) 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 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) Minimum age of 18 years of age.
- (b) Wear a vest that clearly identifies you as the Venue Manager
- (c) Support and uphold the principles of the League and Clubs' Codes of Conduct
- (d) 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
- (e) 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.
- (f) Be a complaints receiver, a listener and address any concerns;
  - (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. Otherwise, make a note of the club they represent and report to the League.
  - (ii) If ignored or feeling threatened, please complete an Incident Report and forward to the 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**

(a) Each participating team shall provide 1 Ground Marshall each.

(b) Minimum age of 18 years of age.

(i) To assist the Team Manager in monitoring and controlling their own teams' officials and spectators' behaviour 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) The home team's Ground Marshall will 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.

(c) 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.

(d) 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.

(e) The game shall not commence until both teams have supplied one (1) Timekeeper each.

## 17. Officials De-registration

Please refer to the Australian Football Player and Official National De-registration 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		Youth: 13-14	Junior: 5-12
Match	Recommended:	Trainer	Trainer
	Minimum:	ERC	Current First Aid
Training*	Recommended:	Trainer	Trainer
	Minimum:	ERC	Current First Aid
<b>Notes:</b> 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 register as a volunteer 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.

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.

(f) The age of a Trainer must be:  
A minimum of sixteen (16) years old.

(i) 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:

<p><b>Team Sheets</b></p> <p>Retained by Clubs unless otherwise directed by the League</p>	<p>Three (3) copies produced:</p> <p>One (1) handed to <u>opposition</u> Team Manager prior to the game.</p> <p>One (1) retained by <u>Club</u> Team Manager</p> <p>One (1) provided to <u>Umpires</u> prior to the game in the umpires room.</p> <p>The Team Sheet must digitally include the name of:</p> <ul style="list-style-type: none"> <li>• Coach</li> <li>• Assistant Coach</li> <li>• Team Manager</li> <li>• Team Runner</li> <li>• First Aid/ERC or Trainer(s)</li> <li>• Water Carriers (where applicable)</li> </ul> <p>Each Club to verify each other's list and each to sign off each Club's copies. Both Clubs to retain.</p> <p>DNP to be added next to the name of any player who does not take the field.</p> <p>Umpires sign both team sheets that are handed to them before the game after completing end of Match duties.</p> <p>Clubs must retain for 4 weeks after the season and be able to present if required <b>within seven (7) days</b> or as determined by the Football and Coaching Committee.</p>
<p><b>Footballs</b></p>	<p>Home Team Manager to present one (1) football for the U9 to U12 age groups and two (2) footballs for the U13 &amp; U14 age groups to the Field Umpire before the game.</p>
<p><b>Goal Umpire Cards</b></p>	<p>Home Club (first named team) to provide 2 Goal Umpire Cards to the goal umpires in the umpire room 15 minutes prior to the commencement of the game. Home Club (first named team) must enter quarter by quarter scores for both teams in the Competition Management System as required by the League.</p>
<p><b>Timekeepers Card</b></p>	<p>1 Provided to the Timekeepers by the Home Club.</p>
<p><b>Match Report Completed by Umpires</b></p>	<p>Umpires to complete On-Line Match Report for every U11 to U14 match via Competition Management System.</p>

<p><b>Umpire Review Completed by Coaches</b></p>	<p>Coaches and Team Managers have an opportunity to complete an online feedback sheet on the field umpires for every match.</p>
<p><b>Umpire Best and Fairest Votes</b></p>	<p>AFLSE appointed Umpires and Club Umpires are to submit votes for every U11 to U14 match throughout the home and away season. Umpires to submit the votes through the required Match Day Paperwork process stipulated by AFLSE Umpiring Department and the League.</p> <p>If no AFLSE Umpiring Department Umpire is appointed, club umpires will decide votes together post-match. The club umpires will then be required to input votes via the Club Umpire Votes Form provided by MPJFL.</p>
<p><b>Umpire Notice of Report sheet</b></p>	<p>The process to be used by the Umpires to submit a Notice of Report for a player or officials who have been reported.</p>
<p><b>Match Day Checklist</b></p>	<p>Match Day Checklist must be completed on-line by the Team Managers on the Marsh AFL Match Day App prior to the scheduled match at a venue or when conditions change significantly after the first game.</p>
<p><b>In the event of a forfeit:</b></p> <p>No Umpire Votes should be taken</p> <p>No Goal Umpires cards to be kept</p> <p><b>Home Team Manager to record result on Competition Management System as a forfeit</b></p>	

### 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 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 required Match Day Paperwork process stipulated by AFLSE Umpiring Department .
- (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) 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 U14 age groups) and team managers must have signed and completed the team sheet correctly.

Note: 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.

- (k) 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 second quarter. Team Sheets handed to the Venue Manager should only include the names of Players that are to play in the match.
- (l) 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 Football and Coaching Committee” by 12 midday on the Tuesday after the match is played.
- (m) 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 Committee” on the process.  
Any Club requesting MPJFL 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.
- (n) Once finals have commenced, no changes of any nature to old Team Sheets can be made
- (o) 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 MPJFL;
  - (ii) The Player's Club must produce satisfactory evidence within three (3) working days of receiving an official request from the Football and Coaching Committee 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 Football and Coaching Committee.

### **19.4. Mercy Rule**

The scoreboard is to be cleared during a match (excluding 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. The MPJFL will adjust official scores inside the competition management system to indicate a 60-point margin at maximum which will impact percentage calculations.

## **20. DISCIPLINARY MATTERS**

In accordance with the AFL Laws of Australian Football, The League 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
- (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,
- (w) use of an obscene gesture
- (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

### **20.3. Order Off Rule & Reports**

Any player/official reported for a second offence listed in 20.2 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.

### **20.4. Blue Card**

- (a) From U11 to U14 inclusive, field umpires may issue a blue card.
- (b) Field umpires may order a player off the ground for 15 minutes without reporting him/her by showing a blue card. The player can be replaced without any time elapsing.

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.

- (c) Clubs are required to track their own players Blue Cards and are responsible for delivering any punishments for repeat offences as decided by the club.

### **20.5. Suspension of Players / Officials Due to Multiple Send Offs**

- (a) 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.
- (b) 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.

### **20.6. 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.

### **20.7. 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 Conduct and Integrity Committee may raise a complaint with The Conduct and Integrity Committee 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) Complaints Procedures

At the discretion of The Conduct and Integrity Committee the complaint may be referred to;

- (i) The Investigation Officer
- (ii) MPJFL Board
- (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 Conduct and Integrity Committee 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 Conduct and Integrity Committee receives more than one Complaint on substantially the same matter, The Conduct and Integrity Committee 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**

### **22.1 Investigation Process**

- (a) Any complaint received by The Conduct and Integrity Committee may be first referred to the Investigation Officer before it is dealt with by the Independent Tribunal 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 Conduct and Integrity Committee, The Conduct and Integrity Committee 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 Conduct and Integrity Committee and The Conduct and Integrity Committee 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.

### **23.2 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.
- (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 BEST & FAIREST AWARDS**

**25.1.** The League shall award a Best & Fairest in the U11 to U14 Boy and Girl 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 MPJFL 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) Club Umpire
- vii) Goal Umpire of a Team
- viii) 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);
- ix) 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.

## 28. CLUB ACCOUNTS

**28.1.** The League, at any time, may ask affiliated clubs for:

- (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)

**28.2.** Clubs may load other roles into the competition management system as they see fit.

Note: Club Secretaries must advise MPJFL 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.



## 29. 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 Leagues respectively will refer to the AFL National Policy.

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 the League that may 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.

**Article V. APPENDIX A**

<b>FINES SCHEDULE</b>	
<b>Breach</b>	<b>Fine</b>
<b>Administration</b>	
Club changing official Match times or dates without agreement from the opposing Club and having not advised the Football and Coaching Committee 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.	\$500 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.	\$500
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.	\$TBA
Withdrawal of team after start of competition	\$TBA
<b>Match Day</b>	
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 Committee”
Failure to complete Team Sheets and other match day paperwork - Completion on Match day in accordance with By-Laws	\$20 per breach
Incorrectly attired Officials (non-wearing of appropriate uniform as provided for by the By-Laws) –2 <sup>nd</sup> breach and each subsequent breach.	1 <sup>st</sup> breach \$50 2 <sup>nd</sup> breach \$100

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
<b>Tribunal Fines</b>	
Accepting Set Penalty	\$50
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
<b>General Fines</b>	
Failure to submit Club financials in line with By-Laws	\$100

## **Article VI. 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.

### **SECTION 1. PLAYER POINTS**

#### **AIM**

To apply a player points system for the U11 – U18 age groups that will assist in the reduction of player movement from Club to Club within the Frankston and District Junior Football League (F&DJFL) and South East Juniors (SEJ) and Mornington Peninsula Junior Football League (MPJFL).

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

Allocation of Points.

Every player in the U11 – U18 age groups will be allocated as a one (1) point player.

Any player who transferred to another junior team within the MPJFL or Regional Competition in the U11 - 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 MPJFL or AFLSE Regional competition and players who are transferring from one Club to another within the Leagues listed above.

#### **TOTAL TEAMS POINTS AND PLAYER LIMIT**

Mixed/Boys teams in the U11 – U14 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 Football and Coaching Committee in writing.

Girls teams in the U14G age group can only play with a maximum of fourteen (14) transfer points in any given match unless the club has been granted dispensation by The Football and Coaching Committee in writing.

A maximum of three (3) transferred players from one 'team' to another 'team' in any given season, within the same age group, can be named on a matchday team sheet, unless the

originating team has disbanded or the club has been granted dispensation by "The Committee" in writing.

For administrative purposes, the team sheet will be capped at;

- thirty-six (36) points per game (U11 to U14 mixed/boys age groups)
- forty (40) points per game (U14G girls age group)

The Registrar/Team Manager will be required to ensure that they have no more than ten (10) point's worth of transfer players for boys and fourteen (14) points worth of transfer players for girls on a team sheet for any given match.

The Registrar/team Manager will be required to ensure that they have no more than three (3) transferred players from one 'team' to another 'team' on their matchday team sheet for any given match.

## **PLAYER POINTS**

Definitions:

**State Talent League Player:** Players selected in the final squad of a Victorian (or equivalent) U16 & U18 talent pathway competition (Coates League).

**V/Line Cup Player:** A player that participated in an official V/Line Cup Division 1 or Division 2 match for AFL South East.

**Representative Player:** A player that participated in an official AFLSE Interleague Division 1 or Division 2 championship match for F&DJFL, SEJ or MPJ.

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

**These point values only applies to a transfer player.**

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

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

### ***Category 1 – State Talent League Player or V/Line Cup Player or Representative Player (Division 1) – 4 points***

- a) Player selected for a State League program who made the final squad and played in the current or previous season. \*
- b) Player selected for the AFL South East V/Line Cup program who made the final squad and played in the current or previous season. \*
- c) Player taking the field in League representative squad (Division 1) in the current or previous season.

**Category 2 – State League or V/Line Cup or Division 1 Representative Player (Returning to Previous Immediate Club) or Representative Player (Division 2) or League Top 3 Best & Fairest – 3 points**

- a) Player transfers back to the Club where he/she played a minimum of 40 games and was the
- b) immediate previous Club that they played for and is a State League/ V/Line Cup or Representative Player in the current or previous season.
- c) Finished top 3 in the League Best & Fairest in the current or previous season.
- d) Player taking the field in League Representative Squad (Division 2) in the current or previous season.

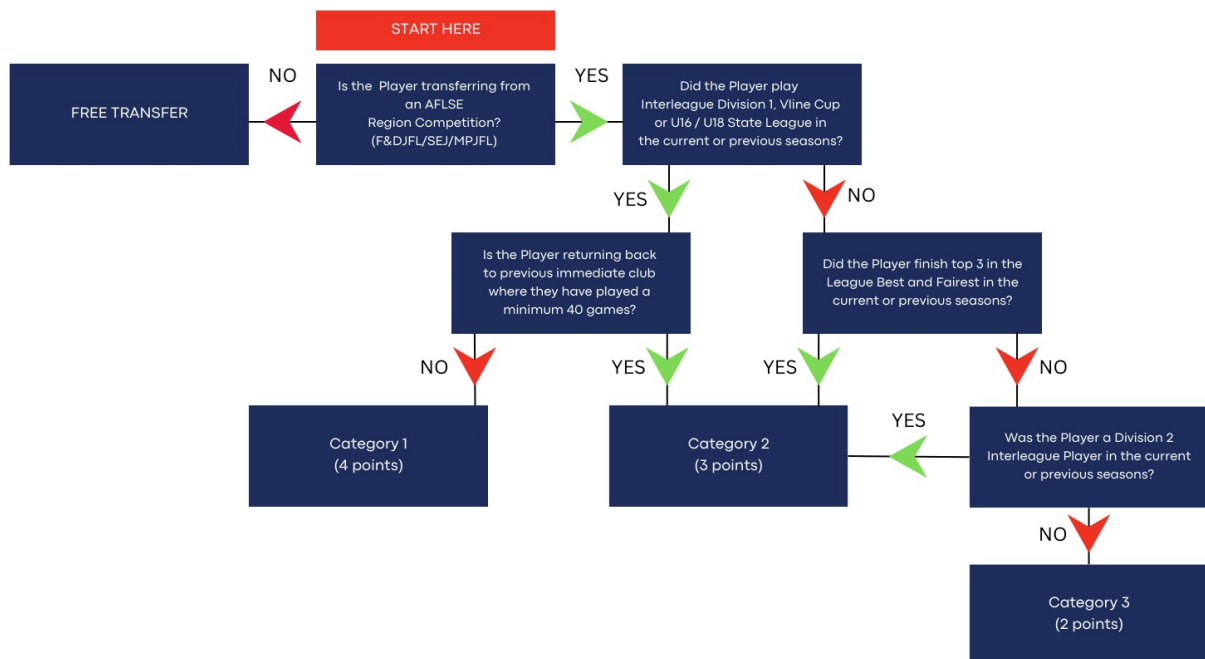
**Category 3 – Club Player – 2 points**

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**

- a) This value applies to every player in the U13 to U18 at a club who has not transferred in the current season.
- b) Female players who have played in the mixed competition and must transfer as their current club doesn't offer female-only teams.
- c) Player who didn't participate in the previous season prior to transferring and doesn't fit into Category 1.



## **REASSESSMENT OF PLAYER POINTS**

Clubs may make an application in writing to The Football and Coaching Committee 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 Football and Coaching Committee 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 Football and Coaching Committee 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 Football and Coaching Committee 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 Football and Coaching Committee will consider all aspects of the merged team, including 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 - Players at a 2-point value.

## **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.

## **Previous Season Team not in Current Season**

If a players previous immediate season team is unable or not participating in the current season,

the players transfer point value as per Section 1 of Appedix B shall still be applied. Clubs may request a reassessment of player points if required in this scenario.

## **APPLICATION OF POINTS**

### **Player**

Every player in the U13 – U18 age group who was a registered player in the previous season will be allocated one (1) point 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, 2 and 1 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.

Their points will count towards the ten (10) points for mixed/boys and fourteen (14) for girls 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, MPJFL 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 Football and Coaching Committee 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 Club Registrar to monitor the number of points that are transferring into a team, so they do not exceed the total amount transfer points per team.

### **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 mixed/boys match throughout the season.

It is the responsibility of the Team Manager to ensure that they do not have any more than fourteen (14) points of transfer players selected on a team sheet for any girls match throughout the season.

### **Policy Enforcement**

Given the Junior Player Points System will be managed via the Competition Management System, 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) or fourteen (14) 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) or fourteen (14) player points for any given match without receiving a written dispensation from The Football and Coaching Committee will be deemed to be playing an ineligible player in accordance with the League by-laws.

## **Article VII. 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 Football and Coaching Committee 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 the MPJFL.

### **POLICY REVIEW**

This Policy shall be reviewed by The Football and Coaching Committee 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. Team Nominations
- 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.

#### **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 winning margin for that competition.

Club Secretaries are required to put the request in writing to the League, to be evaluated by The Football and Coaching Committee.

**a) Team Nominations**

Clubs are required to nominate their teams through the process outlined by the League during the 'pre-season'.

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

<b>Competition Age</b>	<b>Minimum Players</b>
U10 Girls & U12 Girls	8 players
U9, U10, U14 Girls	12 players
U11 – U14	16 players

**Team Entries:**

- a) All Affiliated Clubs are required to enter their teams online through Competition Management System in accordance with the MPJFL 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.
- b) Entries are required to be completed by no later than 1 March (or as determined by the League).

**New Teams:**

- a) Nominations for new teams will be required to be in writing and approved by The Football and Coaching Committee. The Football and Coaching Committee 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 Football and Coaching Committee shall review the results of matches at the conclusion of grading rounds meet at the conclusion of Round 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 Football and Coaching Committee 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 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. The League 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)**

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

**1) 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

**2) U11's Competition**

- a. Clubs shall nominate their teams in the grade they feel most appropriate for the level of that team. The Football and Coaching Committee will evaluate this against the results from the age groups Under 10 season (the year prior).
- b. Upon review of the club nominations, MPJFL may adjust a teams nominated grade based on the unpublished results and standings of the previous year or written submission from clubs.

**3) MPJFL Stand-Alone Age Groups**

- a. U12, U13, U14, U12G, U14G
  - 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) U9 – 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**

Research reveals that while players in this age group agree that winning is fun, they are more concerned with the quality of the competition. If the League is able to offer competitive competitions (Divisional Structure) 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.

**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 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 The Football and Coaching Committee 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.

Article VIII. APPENDIX D

Under 9 & 10 Mixed					
REGULATIONS					
Ground Size	Standard (Full Ground)				
Zones / Wristbands	✓				
Wristband Colours	BLUE	WHITE	YELLOW (RUCK)		
Goal Scoring Zone	Goals and Behinds can <u>ONLY</u> be scored from Forward Zone Players				
Zone Rotations	Players are to Rotate Positions Between Quarters				
No. Of Players on Ground	18				
Minimum Numbers to Start Match	12				
Maximum Numbers on Team Sheet	28				
Even Up Rule	✓				
Ball Type and Size	Synthetic Size 2				
Quarter Duration	10 Minutes				
Break Length	5, 5, 5				
Scoring	X				
Results and Recording	No Public Results or Goal Kickers (We ask that teams input results on Play HQ as a grading tool)				
LAWS					
Tackling	MODIFIED TACKLING				
Bumping	X				
Stealing the Ball	X				
Barging	X				
Smothering	X				
Fending Off	X				
Shepherding	X				
Bouncing the Ball	1 Bounce Maximum				
Kicking off the Ground	X				
Ball Ups	Nominated Players of Equal Size				
Throw Ins	X				
Distance over Which Marks are Paid	Any Distance (Reasonable)				
Distance Penalty	25m				
Deliberate Rushed Behind	X				
Deliberate Out of Bounds	X				
Send off Rule (Blue Card)	X				
Send off Rule (Yellow Card)	X				
Send off Rule (Red Card)	X				
Wait for Flag after Behind Scored	✓				
UMPIRES & OFFICIALS					
Number of Field Umpires	2 Maximum				
Number of Boundary Umpires	X				
Coach Position	Can have Coach <b>OR</b> Assistant Coach (1 Per Team) on the field				
Officials (Box Area)	COACH	ASSISTANT	TEAM MANAGER	TRAINER	RUNNER
	✓	✓	✓	✓	X
Water Carriers	X				

## Under 10 Girls

REGULATIONS					
Ground Size	60x80				
Zones / Wristbands	✓				
Wristband Colours	BLUE	WHITE	YELLOW (RUCK)		
Goal Scoring Zone	Goals and Behinds can <u>ONLY</u> be scored from Forward Zone Players				
Zone Rotations	Players are to Rotate Positions Between Quarters				
No. Of Players on Ground	10				
Minimum Numbers to Start Match	6				
Maximum Numbers on Team Sheet	16				
Even Up Rule	✓				
Ball Type and Size	Synthetic Size 2				
Quarter Duration	10 Minutes				
Break Length	5, 5, 5				
Scoring	X				
Results and Recording	No Public Results or Goal Kickers (We ask that teams input results on Play HQ as a grading tool)				
LAWS					
Tackling	MODIFIED TACKLING				
Bumping	X				
Stealing the Ball	X				
Barging	X				
Smothering	X				
Fending Off	X				
Shepherding	X				
Bouncing the Ball	1 Bounce Maximum				
Kicking off the Ground	X				
Ball Ups	Nominated Players of Equal Size				
Throw Ins	X				
Distance over Which Marks are Paid	Any Distance (Reasonable)				
Distance Penalty	25m				
Deliberate Rushed Behind	X				
Deliberate Out of Bounds	X				
Send off Rule (Blue Card)	X				
Send off Rule (Yellow Card)	X				
Send off Rule (Red Card)	X				
Wait for Flag after Behind Scored	✓				
UMPIRES & OFFICIALS					
Number of Field Umpires	2 Maximum				
Number of Boundary Umpires	X				
Coach Position	Can have Coach <b>OR</b> Assistant Coach (1 Per Team) on the field				
Officials (Box Area)	COACH	ASSISTANT	TEAM MANAGER	TRAINER	RUNNER
	✓	✓	✓	✓	X
Water Carriers	X				

## Under 11 Mixed

REGULATIONS					
Ground Size	Standard (Full Ground)				
Zones / Wristbands	X				
Rotations	Recommended that Players Play a Range of Positions for Development				
No. Of Players on Ground	18				
Minimum Numbers to Start Match	14 (If minimum not reached, the match is a forfeit, scratch match to be played if applicable)				
Maximum Numbers on Team Sheet	26 (Excluding Finals)				
Even Up Rule	✓				
Ball Type and Size	Synthetic Size 3				
Quarter Duration	15 Minutes				
Break Length	5, 5, 5				
Scoring	✓				
Results and Recording	✓ (Scores & Goal Kickers)				
League Best & Fairest Votes	✓ (To be completed by AFLSE Umpires unless club umpires are required, see form to complete votes)				
LAWS					
Tackling	✓				
Bumping	✓				
Stealing the Ball	✓				
Barging	✓				
Smothering	✓				
Fending Off	✓				
Shepherding	✓				
Bouncing the Ball	✓				
Kicking off the Ground	✓				
Ball Ups	✓				
Throw Ins	Refer to By-Law 14.13				
Distance over Which Marks are Paid	10m				
Distance Penalty	25m				
Deliberate Rushed Behind	X				
Deliberate Out of Bounds	X				
Send off Rule (Blue Card)	✓ (15 Minutes, can be replaced instantly)				
Send off Rule (Yellow Card)	✓ (15 Minutes, can be replaced after 15 minutes)				
Send off Rule (Red Card)	✓ (Player can not return to the field, can be replaced after 20 minutes)				
Wait for Flag after Behind Scored	✓				
UMPIRES & OFFICIALS					
Number of Field Umpires	2 (AFLSE Appointed OR Club Umpires)				
Number of Boundary Umpires	2 Club Umpires				
Coach Position	Sideline				
Officials (Box Area)	COACH	ASSISTANT	TEAM MANAGER	TRAINER	RUNNER
	✓	✓	✓	✓	✓
Water Carriers	2x Permitted (Must remain on opposite side of ground in designated box or on 50m arcs)				



## Under 12 Mixed

REGULATIONS				
Ground Size	Standard (Full Ground)			
Zones / Wristbands	X			
Rotations	Recommended that Players Play a Range of Positions for Development			
No. Of Players on Ground	18			
Minimum Numbers to Start Match	14 (If minimum not reached, the match is a forfeit, scratch match to be played if applicable)			
Maximum Numbers on Team Sheet	26 (Excluding Finals)			
Even Up Rule	✓			
Ball Type and Size	Synthetic Size 3			
Quarter Duration	15 Minutes			
Break Length	5, 5, 5			
Scoring	✓			
Results and Recording	✓ (Scores & Goal Kickers)			
League Best & Fairest Votes	✓ (To be completed by AFLSE Umpires unless club umpires are required, see form to complete votes)			
LAWS				
Tackling	✓			
Bumping	✓			
Stealing the Ball	✓			
Barging	✓			
Smothering	✓			
Fending Off	✓			
Shepherding	✓			
Bouncing the Ball	✓			
Kicking off the Ground	✓			
Ball Ups	✓			
Throw Ins	Refer to By-Law 14.13			
Distance over Which Marks are Paid	10m			
Distance Penalty	25m			
Deliberate Rushed Behind	X			
Deliberate Out of Bounds	X			
Send off Rule (Blue Card)	✓ (15 Minutes, can be replaced instantly)			
Send off Rule (Yellow Card)	✓ (15 Minutes, can be replaced after 15 minutes)			
Send off Rule (Red Card)	✓ (Player can not return to the field, can be replaced after 20 minutes)			
Wait for Flag after Behind Scored	✓			
UMPIRES & OFFICIALS				
Number of Field Umpires	2 (AFLSE Appointed OR Club Umpires)			
Number of Boundary Umpires	2 Club Umpires			
Coach Position	Sideline			
Officials (Box Area)	COACH	ASSISTANT	TEAM MANAGER	TRAINER
	✓	✓	✓	✓
Water Carriers	2x Permitted (Must remain on opposite side of ground in designated box or on 50m arcs)			

## Under 12 Girls

REGULATIONS					
Ground Size	Standard (Full Ground)				
Zones / Wristbands	X				
Rotations	Recommended that Players Play a Range of Positions for Development				
No. Of Players on Ground	18				
Minimum Numbers to Start Match	12				
Maximum Numbers on Team Sheet	26 (Excluding Finals)				
Even Up Rule	✓				
Ball Type and Size	Synthetic Size 3				
Quarter Duration	15 Minutes				
Break Length	5, 5, 5				
Scoring	✓				
Results and Recording	✓ (Scores & Goal Kickers)				
League Best & Fairest Votes	✓ (To be completed by AFLSE Umpires unless club umpires are required, see form to complete votes)				
LAWS					
Tackling	✓				
Bumping	X				
Stealing the Ball	X				
Barging	X				
Smothering	X				
Fending Off	X				
Shepherding	X				
Bouncing the Ball	X				
Kicking off the Ground	X				
Ball Ups	✓				
Throw Ins	X				
Distance over Which Marks are Paid	Any Distance (Reasonable)				
Distance Penalty	10m				
Deliberate Rushed Behind	X				
Deliberate Out of Bounds	X				
Send off Rule (Blue Card)	✓ (15 Minutes, can be replaced instantly)				
Send off Rule (Yellow Card)	✓ (15 Minutes, can be replaced after 15 minutes)				
Send off Rule (Red Card)	✓ (Player can not return to the field, can be replaced after 20 minutes)				
Wait for Flag after Behind Scored	✓				
UMPIRES & OFFICIALS					
Number of Field Umpires	1 (AFLSE Appointed OR Club Umpires)				
Number of Boundary Umpires	2 Club Umpires				
Coach Position	Sideline				
Officials (Box Area)	COACH	ASSISTANT	TEAM MANAGER	TRAINER	RUNNER
	✓	✓	✓	✓	✓
Water Carriers	2x Permitted (Must remain on opposite side of ground in designated box or on 50m arcs)				

## Under 13 Mixed

REGULATIONS					
Ground Size	Standard (Full Ground)				
Zones / Wristbands	X				
Rotations	Recommended that Players Play a Range of Positions for Development				
No. Of Players on Ground	18				
Minimum Numbers to Start Match	14 (If minimum not reached, the match is a forfeit, scratch match to be played if applicable)				
Maximum Numbers on Team Sheet	26 (Excluding Finals)				
Even Up Rule	✓				
Ball Type and Size	Leather Size 4				
Quarter Duration	20 Minutes				
Break Length	5, 5, 5				
Scoring	✓				
Results and Recording	✓ (Scores & Goal Kickers)				
League Best & Fairest Votes	✓ (To be completed by AFLSE Umpires unless club umpires are required, see form to complete votes)				
LAWS					
Tackling	✓				
Bumping	✓				
Stealing the Ball	✓				
Barging	✓				
Smothering	✓				
Fending Off	✓				
Shepherding	✓				
Bouncing the Ball	✓				
Kicking off the Ground	✓				
Ball Ups	✓				
Throw Ins	Refer to By-Law 14.13				
Distance over Which Marks are Paid	15m				
Distance Penalty	50m				
Deliberate Rushed Behind	X				
Deliberate Out of Bounds	X				
Send off Rule (Blue Card)	✓ (15 Minutes, can be replaced instantly)				
Send off Rule (Yellow Card)	✓ (15 Minutes, can be replaced after 15 minutes)				
Send off Rule (Red Card)	✓ (Player can not return to the field, can be replaced after 20 minutes)				
Wait for Flag after Behind Scored	✓				
UMPIRES & OFFICIALS					
Number of Field Umpires	2 (AFLSE Appointed OR Club Umpires)				
Number of Boundary Umpires	2 Club Umpires				
Coach Position	2 Club Umpires				
Officials (Box Area)	COACH	ASSISTANT	TEAM MANAGER	TRAINER	RUNNER
	✓	✓	✓	✓	✓
Water Carriers	2x Permitted (Must remain on opposite side of ground in designated box or on 50m arcs)				

## Under 14 Mixed

REGULATIONS					
Ground Size	Standard (Full Ground)				
Zones / Wristbands	X				
Rotations	Recommended that Players Play a Range of Positions for Development				
No. Of Players on Ground	18				
Minimum Numbers to Start Match	14 (If minimum not reached, the match is a forfeit, scratch match to be played if applicable)				
Maximum Numbers on Team Sheet	26 (Excluding Finals)				
Even Up Rule	✓				
Ball Type and Size	Leather Size 4				
Quarter Duration	20 Minutes				
Break Length	5, 5, 5				
Scoring	✓				
Results and Recording	✓ (Scores & Goal Kickers)				
League Best & Fairest Votes	✓ (To be completed by AFLSE Umpires unless club umpires are required, see form to complete votes)				
LAWS					
Tackling	✓				
Bumping	✓				
Stealing the Ball	✓				
Barging	✓				
Smothering	✓				
Fending Off	✓				
Shepherding	✓				
Bouncing the Ball	✓				
Kicking off the Ground	✓				
Ball Ups	✓				
Throw Ins	Refer to By-Law 14.13				
Distance over Which Marks are Paid	15m				
Distance Penalty	50m				
Deliberate Rushed Behind	X				
Deliberate Out of Bounds	X				
Send off Rule (Blue Card)	✓ (15 Minutes, can be replaced instantly)				
Send off Rule (Yellow Card)	✓ (15 Minutes, can be replaced after 15 minutes)				
Send off Rule (Red Card)	✓ (Player can not return to the field, can be replaced after 20 minutes)				
Wait for Flag after Behind Scored	✓				
UMPIRES & OFFICIALS					
Number of Field Umpires	2 (AFLSE Appointed OR Club Umpires)				
Number of Boundary Umpires	2 Club Umpires				
Coach Position	Sideline				
Officials (Box Area)	COACH	ASSISTANT	TEAM MANAGER	TRAINER	RUNNER
	✓	✓	✓	✓	✓
Water Carriers	2x Permitted (Must remain on opposite side of ground in designated box or on 50m arcs)				

## Under 14 Girls

REGULATIONS					
Ground Size	Standard (Full Ground)				
Zones / Wristbands	X				
Rotations	Recommended that Players Play a Range of Positions for Development				
No. Of Players on Ground	18				
Minimum Numbers to Start Match	14 (If minimum not reached, the match is a forfeit, scratch match to be played if applicable)				
Maximum Numbers on Team Sheet	26 (Excluding Finals)				
Even Up Rule	✓				
Ball Type and Size	Leather Size 4				
Quarter Duration	15 Minutes				
Break Length	5, 5, 5				
Scoring	✓				
Results and Recording	✓ (Scores & Goal Kickers)				
League Best & Fairest Votes	✓ (To be completed by AFLSE Umpires unless club umpires are required, see form to complete votes)				
LAWS					
Tackling	✓				
Bumping	✓				
Stealing the Ball	✓				
Barging	✓				
Smothering	✓				
Fending Off	✓				
Shepherding	✓				
Bouncing the Ball	✓				
Kicking off the Ground	✓				
Ball Ups	✓				
Distance over Which Marks are Paid	15m				
Distance Penalty	50m				
Deliberate Rushed Behind	X				
Deliberate Out of Bounds	X				
Send off Rule (Blue Card)	✓ (15 Minutes, can be replaced instantly)				
Send off Rule (Yellow Card)	✓ (15 Minutes, can be replaced after 15 minutes)				
Send off Rule (Red Card)	✓ (Player can not return to the field, can be replaced after 20 minutes)				
Wait for Flag after Behind Scored	✓				
UMPIRES & OFFICIALS					
Number of Field Umpires	2 (AFLSE Appointed OR Club Umpires)				
Number of Boundary Umpires	2 Club Umpires				
Coach Position	Sideline				
Officials (Box Area)	COACH	ASSISTANT	TEAM MANAGER	TRAINER	RUNNER
	✓	✓	✓	✓	✓
Water Carriers	2x Permitted (Must remain on opposite side of ground in designated box or on 50m arcs)				

## Article IX. APPENDIX E

### AFL COMMUNITY CONCUSSION GUIDELINES Effective March 2022

**Purpose:** The MPJFL 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 e