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# SOUTH EAST REGION JUNIOR COMPETITION BY-LAWS 2026



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## Article II. Introduction

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

Where a rule relates to only a specific league (F&DJFL, MPJFL, SEJ), any changes must receive a majority vote from member clubs within that relevant league only.

## Article III. Definitions

Any article, term, by-law or appendix highlighted in yellow indicates a new or amended by-law from previous years or versions.

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

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

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

**Academy** means the NGA Academies conducted by AFL Clubs.

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

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

**Junior League** means the competition/s for junior football within the South East Region and administered by the AFL South East.

**Junior** means a Player registered with a South East Region junior club in Boys, Mixed and Girl's competitions in Frankston and District Junior Football League or Mornington Peninsula Junior Football League or South East Juniors.

**League** means Frankston and District Junior Football League, Mornington Peninsula Junior Football League, South East Juniors and South East Regional Competition. **Match** means an official Match conducted in a South East Region Competition (League).

**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.

**SEJ** means the South East Juniors Incorporated.

**South East Region Junior Committee** ("The Committee") a representative(s) from the F&DJFL, MPJFL and SEJ respectively elected to govern the region junior competition.

**South East Region Junior Sub Committee** ("The Sub-Committee") separate groups formed by a representative(s) from the F&DJFL, MPJFL and SEJ respectively elected to oversee and make determinations in areas such as grading, medical exemptions and finals exemptions in the Regional Competition

**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 Committee" will prevail and will be final.

## **1.AFL & AFL VICTORIA COUNTRY REGULATIONS & POLICIES**

1.1 All Clubs, Players and Officials agree to comply with AFL, AFL Victoria and Competition By-Laws and Regulations including (click through to view):

- Laws of the Game
- National Community Football Policy Handbook:

National Player Transfer Regulations  
National Member Protection Policy  
National Extreme Weather Policy  
National Vilification and Discrimination Policy  
National Age Dispensation Policy  
National Player and Official Deregistration Policy  
National Gambling Policy  
National Anti-Doping Policy  
National Alcohol, Smoking and Vaping Policy  
National Tribunal Guidelines  
National General Code of Conduct  
National Coaches Code of Conduct

- WorkSafe AFL Victoria Country Rules
- Safeguarding Children and Young People Policies
- F&DJFL Players and Officials Code of Conduct
- F&DJFL Parents and Spectators Code of Conduct
- F&DJFL Coaches Code of Conduct
- MPJFL Players and Officials Code of Conduct
- MPJFL Parents and Spectators Code of Conduct
- MPJFL Coaches Code of Conduct
- SEJ Players and Officials Code of Conduct
- SEJ Parents and Spectators Code of Conduct
- SEJ Coaches Code of Conduct
  
- National Coaching Accreditation Framework
- These By-Laws
- Any other Policy as published by the AFL, AFL Victoria or AFLSE from time to time.

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

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

## **2.CLUB AFFILIATION AND ACCOUNTS**

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

2.2. In the case of Clubs failing to make full payment on time, unless acceptable alternative arrangements are made with the "The Committee", 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 South East Region Sub Committee 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 Committee 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 Committee deems appropriate.

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

**2.6.** Notwithstanding the above, immediately upon notice where:

- (a) the Club unreasonably fails to duly and promptly comply with its Obligation in the Club Participation Agreement;
- (b) if the Club or any of its Officers, Players, Official or volunteers does or permits to be done any act or thing which reflects unfavourably upon the reputation, standing or goodwill of the League or the game of Australian Rules Football or engages in any unbecoming conduct or conduct which is prejudicial or likely to be prejudicial to the interests of the League, the AFL or the playing of Australian Rules Football;
- (c) any event occurs which in the opinion of The Committee 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 Committee is of the opinion that the Club is otherwise unable to pay its debts as and when they fall due;
- (e) the Committee is of the opinion that the Club is unable to field a team(s) in a Competition within the South East Region;
- (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, AFLSE or League.

### **4.REPRESENTATIVE OF MEMBER CLUBS**

#### **4.1. Registration of Club Representative**

Each Member shall register its Representative (President or Proxy) in writing with the 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. Clubs may register more than one proxy if necessary, however these proxies must confirm their attendance prior to the meeting and be announced at the start of the meeting.

#### **4.2. Representation at Meetings**

"The 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 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 Committee 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 as per the National Community Football Policy Handbook

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 Males 18 or over as of 30<sup>th</sup> June in any year are not permitted to play in U17.5 Competition.

5.5 Females 19 or over as of 30<sup>th</sup> June in any year are not permitted to play in U18.5 Competition

### 5.6 Unregistered/Ineligible Players

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

(b) Any team that plays an unregistered or ineligible player in any match shall be treated as having forfeited that match. The team shall also be subject to AFL Rules and fines as detailed in Appendix A and outlined in By-Law 5.9.

### 5.7. Player Transfers

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

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

(c) Transfers can be lodged within the timeframe as per the AFL National Player Transfer and Registration Regulations.

(d)

- i) Timeframes may vary year-to-year as communicated by the AFL National Player Transfer and Registration Regulations. These timeframes will be confirmed and communicated by the South East Region Sub-Committee to clubs.

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

### 5.8. Interchange Agreements with Senior Competitions

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

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

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

#### F&DJFL

- Mornington Peninsula Football Netball League (MPFNL)
- Southern Football Netball League (SFNL)
- Victorian Amateur Football Association (VAFA)
- TBC

#### MPJFL

- Mornington Peninsula Football Netball League (MPFNL)
- Southern Football Netball League (SFNL)
- Victorian Amateur Football Association (VAFA)
- TBC

#### SEJ

- Mornington Peninsula Football Netball League (MPFNL)
- Southern Football Netball League (SFNL)
- Victorian Amateur Football Association (VAFA)
- TBC

(d) Interchange requests shall be lodged in accordance with the Agreement and be approved by the player, Club and League via the competition management system.

### 5.9. Penalty for Playing Ineligible Player

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

- (a) not registered with F&DJFL, MPJ or SEJ; 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
- iii) may be subject to such further penalty as determined by the "The Committee".

### **5.10. 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**

South East Region Leagues follow the AFL National Age Dispensations Policy (NADP) when considering age exemptions.

- (i) Players seeking exemption are required to lodge a formal application in line with the criteria outlined in the NADP.
- (ii) Applicants will be required to provide relevant medical evidence for assessment by the Regional Sub-Committee.
- (iii) If no relevant medical evidence can be provided, the Sub-Committee will determine the application for exemption as it sees fit, fully considering the circumstances presented."
- (iv) Please refer to the AFLSE website for the latest AFL National Age Dispensation Policy.

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

The AFL Junior Match Policy acknowledges the 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 they are able 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.

(a) If a player appears on the team sheet in greater than five (5) matches in a higher age group, they will be unable to play in a lower age group for the remainder of the home and away season. This does not include finals.

### **6.3. Consent to play-up beyond a two-year age span**

(a) Before a player participates in a competition outside the recommended two-year age span, the player's parent or guardian must provide written consent.

(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 South East Region Leagues have adopted the following Policies;

- i) Appendix B - Player Points Policy

(b) In the U08-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
- Total team size is growing due to a change in age bracket, and numbers become insufficient for a larger team size

Before moving any players or submitting any applications (U08 to U12 age groups), clubs must ensure that the player and the parents are engaged in the decision-making process.

In the U13 to U18.5 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 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 Committee".

(b) Players are prohibited from filling in for another team in the same age group when their team has a bye or forfeit. For U8-U10's, written exemption may be granted by "The Committee" especially over school/public holiday periods where numbers may fall short.

(c) Players (including top-up/fill-in players) may not participate in two games in the same age group, regardless of division or day of match in the following competitions:

- i) In the F&DJFL and MPJFL U08s – U12s competitions, no player may participate in two games (whether mixed or girls competitions) in the same age group in the same round
- ii) In the South East Regional U13s – U18.5s competitions, no player may participate in two games (whether mixed, boys or girls competitions) in the same age group in the same round
- iii) In the SEJ U08s – U12s competitions, players are allowed to participate in two games (mixed or girls competitions) in the same age group in the same round

(d) Top up players can only play to assist a team in a higher age group if there are less than 21 players available for that team in that round. Top up players can only take the team up to a maximum of 21 players on the teamsheet and are not to be given more game time than the players registered to that team. This rule also applies in finals.

- i) In accordance with 6.2 (a), any player that tops up more than five (5) games in a higher age group will be unable to play in a lower age group for the remainder of the season.

(e) In accordance with 7.2 (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 "The Committee", such teams as it desires to field in each grade of competition. Nominations received after the specified date may be accepted at "The Committee's" absolute discretion.

**8.2.** Team nominations are due by March 1st of each year. Late nominations may not be considered.

**8.3.** Clubs will be invoiced a non-refundable deposit with the amount prescribed by "The Committee". If any club in the previous season had six (6) or less competitive teams, they will be invoiced a refundable deposit with the amount prescribed by the League.

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

**8.5.** Any Member Club that withdraws a team or teams after the fixture has been published ahead of Round 1 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 footballers 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 ranking 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.

From the commencement of team grading (U13), the previous years results may not provide a true reflection of the level of competitiveness in the regional competition.

In each age group, teams will be placed into one grading pool and play teams of similar ranking based off the below criteria. After the grading review period (first four rounds), teams will be allocated to their relevant grades for the remainder of the home and away season.

- (a) The team that won the grand final shall be promoted within the rankings to the next available higher division the following year's grading period
- (b) The team that finished on the bottom of the ladder shall be relegated within the rankings to the next available lower division the following year's grading period
- (c) A team that plays off in the grand final and is runner up will be considered for ranking into the higher division for the following year's grading period
- (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 ranking into the higher division for the following year's grading period
- (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 ranking 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.

- (g) Teams promoted, relegated or considered for movement through the grading period may be placed in the same division as the previous season after grading based off assessment of grading performance and what is required for the most appropriate and competitive division formation
- (h) Consideration will include reference to the previous two year's performance of teams where decisions are marginal. This is at the League's discretion.
- (i) It is possible that Clubs with multiple teams in the same age group could be placed in the same division.
- (j) Where 2 teams from the one Club and age group merge, that team/s shall be considered for the higher division

### 9.3 Division Formation Criteria

- (a) During Grading Review period, clubs may contact "The Committee" in writing via Club Secretary to request consideration for a team to be regraded, identifying any clear disparity within the competition with supporting justification.
- (b) When teams are placed into their allocated division post grading, teams will only carry results from matches that were played against teams that are placed in the same division as them post grading. Results that carry will include wins, losses, points for and points against (percentage). All re-grading will be at the League's discretion.
- (c) Any player receiving League Best & Fairest votes within the grading review period shall have those votes counted to their tally for the new division Best & Fairest award.

## 10. FINALS

### 10.1. Finals Eligibility - Financial Obligations

All affiliated Clubs participating in the finals series matches must be financial with the League before the conclusion of the Home and Away matches. In the event that a participating Club is not financial with 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) For all competitive age groups (U11s and above) where there are divisions with less than twelve (12) competing teams;

- i) The first top four (4) teams in each age group and division after the home and away games have been completed will play off for the premiership.
- ii)

Elimination Final (EF) – Week 1: 3rd v 4th

Qualifying Final (QF) – Week 1: 1st v 2nd

Preliminary Final (PF) – Week 2: Loser of SF2 vs Winner of SF1

Grand Final (GF) – Week 3: Winner of SF2 vs Winner of PF

(b) For all competitive age groups (U11s and above) where there are divisions with twelve (12) or more competing teams;

- i) The first top six (6) teams in each age group and division after the home and away games have been completed will play off for the premiership.
- ii)

Elimination Final 1 (EF1) – Week 1: 3rd v 6th

Elimination Final 2 (EF2) – Week 1: 4th v 5th

Bye for Finishing Top 2 – Week 1: 1st & 2nd

Semi Final (SF1) – Week 2: 1st vs Winner of EF2

Semi Final (SF2) – Week 2: 2nd vs Winner of EF1

Grand Final – Week 3: Winner of SF1 vs Winner of SF2

### 10.3. Venue Selection & Match Times

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

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

### 10.4. Match Conditions

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

### 10.5. Drawn Finals

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

(b) The Goal Umpires will confirm the scores;

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

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

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

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

### 10.6. Player Eligibility

(a) Players must play at least five (5) matches with their affiliated Club in the division and age group in which he or she competes in the home and away season matches. The players name, registration number and jumper number must appear on five (5) separate team sheets for the said team during the season. Note: A player must take the field until at least the halftime interval to be considered as having played that match.

- i) To qualify to play finals in a higher age group, a player must play five (5) matches in that higher age group team in the home and away season, whilst satisfying by-law 6.3 (b)

(b) Players are able to have home and away games credited towards their finals eligibility (unless suspended) in the case where 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 immediately before and the week immediately after:

- i) a bye or forfeit, the bye or forfeit will be recorded as an official match for the player except in the case of suspension.

- ii) an AFL Victoria under 18 Talent (Coates) League Game

**A forfeit will only be eligible to be recorded if the player is on the non-forfeiting team**

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

(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 Committee" will advise the Club in writing of the approval or not to play.

(e) Any player that plays thirteen or more games in the AFL Victoria under 18 State Talent League during the season is ineligible to play junior finals in that season.

(f) As per by-law 15.11(a), there is no limit to qualified players listed on the team sheet in finals. however, standard top-up rules still apply (see by-law 7.2(d)).

### **10.7. Match Timing**

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

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### **10.6 STOPPING AND RECOMMENCING TIME**

#### **10.6.1 Stopping Time**

The Timekeepers shall stop the clock which is used for the timing of a Match when:

(b) directed to do so by a League Appointed Field Umpire in accordance with Law 10.6.3;

### **10.8. Minimum Player Numbers**

(a) 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 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) It is recommended that when clubs change their uniform, or order new jumper sets, that they order reversible playing jumpers for ease when there are jumper clashes

(e) Where Clubs competing in a match have a jumper clash, the away Club must wear an alternative jumper.

(f) 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 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 stops in their boots.

(e) 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 the AFL Laws of the Game.

(f) 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 team or club colours.
- (iv) Short sleeved or sleeveless undergarments are acceptable providing they are not visible.

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

(h) Fingernails need to be trimmed to a length that cannot cause harm to another player. Onus is on each team to ensure every player adheres to these standards found in the AFL Laws of the Game.

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

#### **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 helmets.

## **12. FIXTURING OF MATCHES**

### **12.1. Fixture Preparation**

(a) AFLSE shall be responsible for the organisation of matches in each division by preparing fixtures for each team in each division/section for each season. With the Regional Committee's approval, AFLSE 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.

(c) AFLSE can, if by necessity, change a game time or venue without club approval under extreme circumstances (e.g. Venue being put offline by Local Council).

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

(a) AFLSE shall conduct a series of 14 (or such number as "The Committee" shall determine from time to time) Home and Away football Rounds for Under 08 to Under 18.5 age groups.

- i) The starting times for these games will be determined by the Regional Committee with set time ranges allocated to age groups at the start of every season. AFLSE at the Committee's direction will endeavour that all match times in each age group are fixtured within this range during the home and away season, pending ground availability.
- ii) Clubs still have the ability to request a change to 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 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 AFLSE 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 relevant League's copied into the correspondence.
- ii) That all appropriate licenses and permissions to conduct the game have been received and copies forwarded to AFLSE and the Committee prior to the game.
- iii) The approval request is submitted in writing to AFLSE and the Committee no later than 10am the Monday before the match.

(c) Fixture alteration requests may be made via the Play HQ fixture change system.

### 12.5. Duration of Matches

The duration of Matches shall be as follows:

Competition Age Group	Duration	Breaks
Under 8, 8G, 9 (All Competitions) Under 10 & U10G (FDJFL & SEJ)	Twelve (12) Minute Quarters No Time On	3,5,3
U10 & U10G (MPJFL ONLY)	Ten (10) Minute Quarters No Time On	5,5,5
Under 11, 12, 13, 14, 12G, 14G, 16G & U18.5G	Fifteen (15) Minute Quarters No Time On	3,8,5
Under 15, 16 & 17.5	Twenty (20) Minute Quarters No Time On	3,8,5

### 12.6. Match Venues

AFLSE at the direction of the Regional Committee can move a game if they believe the venue is unacceptable for junior competition.

## **12.7. Premiership Ladder**

- (a) AFLSE 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. (%)

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 forfeiting 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 Committee", 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 Committee" 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 a League appointed Field, Boundary or Goal Umpire not be allocated/present by the scheduled time of commencement of play, the following must occur:

League Appointed Umpire	Home Club Responsibility	Away Club Responsibility	Procedure
Should no League Appointed Field Umpires arrive	Supply 1x Club Volunteer Umpire	Supply 1x Club Volunteer Umpire	Stay at the same end of the field the entire match  Work together post game to submit BnF Votes
Should one League Appointed Field Umpire arrive	Supply 1x Club Volunteer Umpire	Supply 1x Club Volunteer Umpire	Home and Away Club Volunteer Umpires & Team Managers agree on split for match (i.e. 1x umpire does whole match or both do a half each)  Work with league appointed umpire to submit BnF Votes
Should no League Appointed Boundary Umpires arrive	Supply 1x Club Volunteer Umpire	Supply 1x Club Volunteer Umpire	Home and Away Club Volunteer Umpires & Team Managers agree on rotation of sides
Should one League Appointed Boundary Umpire arrive	Supply 1x Club Volunteer Umpire	Supply 1x Club Volunteer Umpire	Home and Away Club Volunteer Umpires & Team Managers agree on split for match (i.e. 1x umpire does whole match or both do a half each)
Should no League Appointed Goal Umpires arrive	Supply 1x Club Volunteer Umpire	Supply 1x Club Volunteer Umpire	Home and Away Club Volunteer Umpires & Team Managers agree on rotation of sides  Meet during the breaks to confirm scores
Should one League Appointed Goal Umpire arrive	Supply 1x Club Volunteer Umpire	Supply 1x Club Volunteer Umpire	Home and Away Club Volunteer Umpires & Team Managers agree on split for match (i.e. 1x umpire does whole match or both do a half each)  Meet with league appointed umpire to confirm scores

- i) Club Volunteer Field and Boundary Umpires must be dressed in the League Approved Volunteer Umpire bib. Wearing runners and have their own whistle
- ii) Club Volunteer Goal Umpires must wear the league Approved Goal Umpire Jacket or Volunteer Umpire bib and have goal umpire flags
- iii) Should the league 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. At this time, the stand-in Club Volunteer umpire would stand down.
- iv) Each Club is to ensure the competency of any person who accepts appointment as a Goal or Boundary Umpire, or Field Umpire under 14.1(b)
- v) Where a volunteer umpire is provided by the home or away club, they must be written on the team sheet and signed-off by both team managers.

(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. Goal Umpires

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

(a) At the end of each quarter, Goal Umpires must meet in the middle of the ground to confirm scorecards are accurate and correct.

## 14.3. Boundary Umpires

(d) The AFLSE umpiring department will endeavour to appoint boundary umpires to matches filtering down from the highest age groups.

## 14.4. Powers and Duties of Umpires

(e) 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).

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

## 14.5. 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.

## 14.6. Umpire Requirements

(a) Umpires must attend the ground before the official starting time of the match and are to be correctly attired.

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### 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.

(b) Field and Goal Umpire Numbers

- i) The AFLSE Umpiring Department will endeavour to appoint two field umpires to every U11 to U18 match. Matches can proceed and continue with one official field umpire if the second umpire is not able to be sourced. Priority when appointing umpires will be given to older age groups.
- ii) In the U8 to U10 age groups, each team will provide one (1) Club umpire which may be the coach, assistant coach or a suitably qualified Club umpire for each match.
- iii) As a minimum, two-goal Umpires are required before a Match commencing. These can be accredited Umpires, Club goal umpires or a combination of both. Should two such Umpires not be available, the Match must not commence, and the matter referred to the "The Committee" for determination.

#### **14.7. Umpires' Fees**

(a) Fees are to be paid to Umpires as per communication from the AFLSE Umpiring Department.

#### **14.8. Payment of Umpires**

(a) AFLSE is responsible for the payment of Umpires.

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

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

After each Match U11 and above, the Field Umpire(s) shall provide a report to the "The Committee" using the online Match Report form.

For U8-10, the Team Managers should keep score and confer on that score, before the Home Team Manager enters the overall team score in the league system for grading purposes only.

No individual goal kickers are to be entered U8-U10.

#### **(a) Club Report on Umpires**

- i) 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 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.**

#### **(b) Minimum Umpire Age**

The age of a Field Umpire must be:

- i) a minimum of thirteen (13) years old unless, agreed otherwise by the AFLSE Umpiring Department; and
- ii) where possible, at least two (2) years older than the age group being officiated, unless otherwise approved by AFLSE Umpiring Department.

#### **(c) Reporting of Players and Officials**

- i) Umpires may report to the League any Player or Official who, before, during, or after the conclusion 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.
- ii) Registered field, registered boundary and/or registered goal umpires are permitted to report Players and Officials.
- iii) Any player, official, or team as a whole, who is found to have directed inappropriate, abusive, threatening, or insulting behaviour towards umpires on multiple occasions, will be sanctioned appropriately, and may continue to receive increased sanctioning if such behaviour persists. Sanctions may include no league umpires being allocated to that team's future matches.

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

- iv) All reporting Umpires are required to complete the Match Day Report Form as directed by AFLSE.

(d) Approaching Umpires

- i) 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.

1st Offence (Under 14s and below) – Blue Card (Junior Competition Rules 20.4.) OR Yellow Card (Junior Competition Rules 20.2)

1st Offence (Under 15s and above) – Yellow Card (Junior Competition Rules 20.2.)

2nd Offence – Red Card (Junior Competition Rules 20.1.)

- ii) The excepted persons who can approach the umpire are:
  1. AFLSE staff;
  2. League Board Members;
  3. Umpire Manager or Umpire Coaches;
  4. Ground Marshall or Venue Manager
  5. A person wearing a blue "League Official" bib
  6. Both Home and Away Team Managers in the execution of their duties
  7. 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.

(e) Last Disposal Rule

- i) In all competitive competitions (U11s – U18.5s), the last disposal out of bounds rule will be in effect:

1. Free Kick:

a) If a player's kick or handball goes out of bounds between the 50-meter arcs without an opponent touching it, a free kick is awarded to the opposition at the point the ball crossed the line. For clarity, this rule does not apply inside the 50-metre arc.

2. Intentional Play:

a) If a player intentionally taps or deflects the ball out of bounds to prevent an opponent from getting it, a free kick is awarded, even if an opponent was trying to contest the ball.

3. Throw-In:

a) A throw-in occurs if the ball is accidentally kicked or handled off the ground out of bounds, if an opponent is blocked from getting the ball by an opposition player, or if it's unclear whether the ball was touched.

- ii) In Mixed and Boys Competitions, inside the forward 50 arcs, the Boundary Umpire will recover the Match ball at the point of exit and throw the ball in over their head into play where two players will contest it.
- iii) In all Girls competitions, the boundary umpire will signal where and when the ball exits play. The field umpire will bring the ball in 10m from where the ball went out of bounds and ball it up.

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

v) In all boys or mixed competitions if a team does not provide a suitable Boundary Umpire, a member of that Team will be responsible for throwing in the ball on the non-umpired side of the ground. Where neither Team provides a Boundary Umpire, a player from the attacking side will throw the ball in. Where a team has not provided a Boundary Umpire, it will be noted on the appropriate match day paperwork.

## 15. MATCH DAY REQUIREMENTS

### 15.1. Match Footballs

(a) "The Committee" shall specify approved footballs to be used in sanctioned matches of the competition. Unlicensed footballs are not to be used in South East Region competitions and will result in a fine.

(b) At the commencement of the season each affiliated team shall be supplied and invoiced for the following:

- i) U8-U12 two red (2) synthetic match football
- ii) U13-U18 two red (2) leather match footballs

(c) Yellow balls shall be used in Junior Matches where the game is to be played during twilight or at night. At any time of day, if the two teams agree there is insufficient light, a yellow ball may be used.

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

(e)

Size Allocations	Size	Supplier
Under 8, 9, 10 & 10G	Size 2 Synthetic	Sherrin
Under 11, 12 & 12G	Size 3 Synthetic	Sherrin
Under 13, 14, 14G, 16G & 18.5G	Size 4 Leather	Sherrin
Under 15, 16 & 17.5	Size 5 or Full-Size 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;

AFL Laws of the Game - 10.8. (d) Stopping & Recommencing Time

By-Law 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) 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
- vii) Two (2) Water Carriers, as per by-Law 15.5b.

Note: No Runner is allowed in the U08 – U10 competitions

All Officials and players in the marked coach's area must be listed on PlayHQ.

#### **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) Spectators are not permitted inside oval fences. For modified matches using a portion of larger oval with a fence, the fence still denotes the area behind which Spectators must remain. 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**

(a) 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**

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

#### **15.9. Spectators Quarter Breaks**

(a) 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 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 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 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.

#### SOUTH EAST REGION

Age Group	Starting Numbers on Field	Minimum Numbers on Field	Maximum Numbers on Bench	Numbers on Team Sheet
U8 & U8G	12	10	4	16
U9, U10 & U10G	15	10	5	20
U11 to U14	18	14	8	26
U15, U16 & U17	18	14	8	26
U12G, U14G, U16G & U18G	16	12	8	24

#### MPJFL ONLY

Age Group	Starting Numbers on Field	Minimum Numbers on Field	Maximum Numbers on Bench	Numbers on Team Sheet
U08	12	10	4	16
U09	15	10	5	20
U10 Mixed	18	12	8	26
U10 Girls	10	6	6	16

### 15.12 Even Up

(a) Where a team has the following:

- (i) U8s between 10-12 players;
- (ii) U9s between 10-15 players;
- (iii) U10 & U10 Girls between 10-15 players (FDJFL & SEJ ONLY);
- (iv) U10 between 12-18 players (MPJFL ONLY);
- (v) U10 Girls between 6-10 players (MPJFL ONLY);
- (vi) U11-U17 between 14-18 players; and
- (vii) U12G, U14G, U16G and U18G between 12-16 players;

If a team has more on-field players than the other team, both teams shall field the same number of players, therefore an equal number of players shall take the field.

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

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

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

(d) 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.

(e) In the U14 to the U18 age groups, 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.

(f) 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.

(g) 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.

(h) 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. Match officials must not enter the field to break up a melee.

(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 AFLSE Commission, the Club will incur an automatic fine of \$500, in addition to any sanctions applied by the tribunal or complaints committee.

### **16.2. Responsibilities of Team Officials**

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 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 and water carriers are not permitted in the coaching area in U08 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 AFLSE as the linked organization and be registered in CoachAFL.
- (c) All Coaches must wear an official uniform as determined by the League and described in the League Style Guide.
- (d) All Coaches must obtain the appropriate 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.

### 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) Exchanging, submitting and retaining copies of team sheets
  - i) Team sheets are exchanged with the opposition at halftime
  - ii) Team sheets must be provided to the umpires in the umpires room within 10-minutes of the conclusion of the match (both Team Managers must go to the umpires room together)
- (f) When the Team Managers provides the team sheet to the umpires post-match, they must receive the all clear regarding if any reports are being laid from the match
  - i) If a Player or Official is reported on Match Day, it is the Team Manager's responsibility to inform the Club Secretary after the match. This includes providing the Club copy of the Player/Official report to the Club Secretary.
- (g) Providing assurance over lodgment of scores and details in league scoring system.
- (h) Scoring of matches U8-U10 and recording those team results in the Competition Management System ONLY (individual goal kickers are not to be recorded) for grading purposes.

### 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.

## **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 U11 to the U18 Girls competitions are permitted to have two (2) Water Carriers. Teams in the U8 to U10 competitions must not have Water Carriers (MPJFL Excluded).
- (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 (CLUB SUPPLIED)**

- (a) All Club supplied Goal Umpires shall be at least 15 years of age 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 15 years of age 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.
- (g) Endeavour to support and check in on umpires before the match and during quarter breaks.

#### **116.10. 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.

#### **16.12. When to sound the siren:**

- (a) Warning siren, before the scheduled commencement of play, this is to notify the umpires and players to enter the field.
- (b) When the field umpire enters the field prior to the commencement of each half and holds the ball in the air walking toward the centre of the ground.
- (c) Prior to each quarter commencing when the umpire blows the whistle and holds the ball in the air.
- (d) When the playing time has lapsed, keep sounding the siren until the umpire indicates the end of play by blowing the whistle and raising both hands in the air.

#### **Specific Time Intervals:**

- (e) Quarter time interval - 2 minute after the end of the first quarter to indicate to teams that they must take up their playing positions. Maximum 3-minute break.
- (f) Half time interval - 7 minutes after the end of the second quarter to indicate to teams that they must take up their playing positions. Maximum 8-minute break.
- (g) Three quarter time interval –
  - a. For the U8/9/10: 2 minutes after the end of the third quarter to indicate to teams that they must take up their playing positions. Maximum 3-minute break.
  - b. For all other age groups: 4 minutes after the end of the third quarter to indicate to teams that they must take up their playing positions. Maximum 5-minute break.

### **17. OFFICIALS DE-REGISTRATION**

Please refer to the Australian Football Player and Official National De-registration Policy.

## 18. APPROPRIATE MINIMUM QUALIFICATIONS (TRAINERS & FIRST AID)

### 18.1. First Aid & Trainers

As per Section 15.3 of the National Community Football Policy Handbook:

a) Unless otherwise notified by the AFL, for the purposes of this Policy Handbook, Appropriate Minimum Qualifications means the minimum qualifications set out in the following Table: Level Tier 1 Competition (e.g. State League) All Other Competitions

Level	Tier 1 Competition (e.g. State League)	All Other Competitions
Recommended	AFL Level 2 Sports Trainer or Qualified Medical Professional	AFL Level 1 or Level 2 Sports Trainer or Qualified Medical Professional
Minimum	AFL Level 1 Sports Trainer or Qualified Medical Professional	AFL First Aider or Qualified Medical Professional

Please note that all trainers or first aiders must complete the PlayAFL Concussion & Injury Management in Football Module.

b) The terms specified in Table 1 have the following meanings:

- i) AFL First Aider means a person who has:
  - A. obtained a nationally accredited first aid and CPR qualification which is current and up-to-date and includes assessed competencies HLTAID011 (Provide First Aid) and HLTAID009 (Provide Cardiopulmonary Resuscitation); and
  - B. has completed the AFL First Aid and Concussion Management online module within the previous 24 months.

**[Guidance note: HLTAID011 (Provide First Aid) remains valid for 3 years after completion. HLTAID009 Provide Cardiopulmonary Resuscitation remains valid for 1 year (and must be renewed annually).]**

- ii) Level 2 Sports Trainer means a person who has:
  - A. completed a Controlling Body-approved Level 2 Sports Trainer Course which is current and up to date; and
  - B. has completed the AFL First Aid and Concussion Management online module within the previous 24 months.

**[Guidance note: HLTAID011 (Provide First Aid) and HLTAID009 Provide Cardiopulmonary Resuscitation are both prerequisites for a Level 2 Sports Trainer Course. HLTAID011 (Provide First Aid) remains valid for 3 years after completion. HLTAID009 Provide Cardiopulmonary Resuscitation remains valid for 1 year (and must be renewed annually).]**

- iii) Level 1 Sports Trainer means a person who has:
  - A. completed a Controlling Body-approved Level 1 Sports Trainer Course which is current and up to date; and
  - B. has completed the AFL First Aid and Concussion Management online module within the previous 24 months.

**[Guidance note: HLTAID011 (Provide First Aid) and HLTAID009 Provide Cardiopulmonary Resuscitation are both prerequisites for a Level 1 Sports Trainer Course. HLTAID011 (Provide First Aid) remains valid for 3 years after completion. HLTAID009 Provide Cardiopulmonary Resuscitation remains valid for 1 year (and must be renewed annually).];**

- iv) Qualified Medical Professional (QMP) means a person who:
  - A. is a qualified and AHPRA registered medical practitioner, paramedic, physiotherapist, or nurse with appropriate first aid competencies (including or equivalent to HLTAID011 (Provide First Aid) and HLTAID009 (Provide Cardiopulmonary Resuscitation)); and
  - B. has completed the AFL First Aid and Concussion Management online module within the previous 24 months.

c) A Sports Trainer or First Aid Provider must hold a current working with children check (or equivalent) or otherwise meet the working with children requirements in their State or Territory.

## 18.2. REGISTRATION OF SPORTS TRAINERS OR FIRST AID PROVIDERS

- a) To register as a Sports Trainer or First Aid Provider, a person must complete registration on PlayHQ by accurately and honestly completing the relevant registration form.
- b) Following completion of the registration process set out in 15.4(a), the AFL may, based on the information provided, request additional information from the applicant including a current National Police Check.
- c) If information (including any National Police Check) provided to the AFL discloses that a Sports Trainer or First Aid Provider has been convicted of, or is charged with, a Serious Criminal Offence the AFL may revoke that Person's registration and notify that person's Club.

## 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> Retained by Clubs unless otherwise directed by the League</p>	<p>Three (3) copies produced: One (1) handed to opposition Team Manager at half time. One (1) retained by Club Team Manager One (1) provided to Umpire after the game in the umpires room. Note: For age groups with no league appointed umpires (U08s, U09s and F&amp;DJFL and SEJ U10s and U10 Girls), only two (2) copies are required – One to retain and one to hand to opposition. 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. DNP to be added next to the name of any player who does not take the field. Umpires sign both team sheets that are handed to them after the game after completing end of Match duties. Clubs must retain for 4 weeks after the season and be able to present if required within seven (7) days or as determined by the "The Committee"</p>
<p><b>Footballs</b></p>	<p>Home Team Manager to present: - one (1) football for the U8 to U12 age groups to the Field Umpire before the game and; - one (1) football for the U13 to U18 age groups to the Field Umpire before the game, with a spare football readily available at their coaches bench.</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</b> Completed by Umpires</p>	<p>Umpires to complete On-Line Match Report for every U11 to U18 match via Competition Management System.</p>

<b>Umpire Review</b> Completed by Coaches	Coaches and Team Managers have an opportunity to complete an online feedback sheet on the field umpires for every match.
<b>Umpire Best and Fairest Votes</b>	AFLSE appointed Umpires and Club Umpires are to submit votes for every U11 to U18 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 South East Region Leagues.  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 (only one submission between the two umpires) via the Club Umpire Votes Form provided by AFLSE.
<b>Umpire Notice of Report sheet</b>	The process to be used by the Umpires to submit a Notice of Report for a player or officials who have been reported.
<p><b>In the event of a forfeit:</b>          No Umpire Votes should be taken          No Goal Umpires cards to be kept  <b>Home Team Manager</b> to record result on Competition Management System as a forfeit</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:

- i) Opposition club at half time
- ii) and Umpires after the game ends
- iii) One copy is to be retained

(c) In Home and Away Matches, Team Sheets handed to the Opposition and Umpires should only include the names of Players that participated in the match,

(d) Changes can only be made to Team Sheets up to the beginning of the half-time interval, prior to handing the team sheets to the opposition. 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 at the conclusion of the match in the umpires rooms.

(e) 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.

(f) 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.

(g) 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 .

(h) 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.

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

(j) 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.

(k) Team Sheets that have been signed by the umpire will be the only acceptable record of the Players who have played. The umpire and team managers must have signed and completed the team sheet correctly.

(l) 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.

(m) 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 Committee" by 12 midday on the Tuesday after the match is played.

(n) 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 AFLSE 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.

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

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

### 19.3. Dispute Team Sheets

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

- (i) The Club requesting proof shall apply in writing to the Regional Committee. This must be in the form of an email to AFLSE Administration, who will then pass the matter on to the Regional Committee;
- (ii) The Player's Club must produce satisfactory evidence within three (3) working days of receiving an official request from the "The 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 "The Committee".

## 20. DISCIPLINARY MATTERS

In accordance with the AFL Laws of Australian Football, The League has adopted the following guidelines for the Order Off Rule.

### 20.1. Order Off Rule & Reports

A player/official who commits the following AFL Laws of the Game offences will be reported and ordered off the ground with a red card for the remainder of the game. The player/official can be replaced after 15 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) kneeling 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 may 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 will be sent from the field with a red card for the remainder of the match, as per By-Law 20.1.

## 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**

(a) In accordance with the Rules, a registered player, Club, League registered umpire, member of the Umpiring Department or at the direction of "The Committee", may raise a complaint with "The 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 Committee" the complaint may be referred to;

(i) The Investigation Officer

(ii) AFLSE Advisory

(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 \$1,000.00 inclusive of GST which will be dealt with as follows:

- i) \$750.00 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 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 Committee" receives more than one Complaint on substantially the same matter, "The 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.

(d) Full investigation costs are to be covered by the guilty party, or split evenly between both clubs if a melee is involved

(e) Investigation costs may exceed the initial payment of \$1,000 due to the number of hours an investigator may work to complete their investigative duties.

## 23. INVESTIGATIONS

### 23.1 Investigation Process

(a) Any complaint received by "The 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 fourteen (14) days of the matter being referred to the Investigation Officer, unless, at the completion of the 14 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 Committee", "The 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 Committee" and "The 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.

## **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 U18.5 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.

Where club appointed umpires officiated under 14.1(b) for any or all of the match, they will be involved after match in conferring and award of votes.

**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.

**25.5.** To be eligible for a League Best & Fairest Award, a player must not have received a suspension for any on-field offence during the home-and-away season. If a player is suspended, they become ineligible to win, regardless of the number of votes they receive. Players who receive a suspended sentence will also not be eligible. However, players are still eligible if they receive only a financial penalty, are suspended for an offense from a previous season, or are suspended during the finals.

## **26. REPRESENTATIVE/DEVELOPMENT SQUADS**

Representative and Development Squads are selected by the individual leagues. Clubs have the ability to nominate players for consideration, however the selection of the squads will be determined by the leagues and their relevant program co-ordinators.

## **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) Water Carrier of a team
- Club Field Umpire/ Boundary Umpire
- viii) Goal Umpire of a Team
- ix) 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);
- x) 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.** All affiliated Clubs shall forward to AFLSE no later than December 1 each year a copy of the following;

(a) A copy of the Annual Report passed by the Members at the AGM

(b) A copy of the Profit and Loss Statement and Balance sheet passed by the Members at the AGM

(c) Evidence of the Clubs Activity Statement being submitted to CAV for that financial year

(d) Updated Club Office bearers and their contacts. These are to be loaded into the Competition Management System as stipulated by the League. The office bearers that are to be loaded as a minimum are as follows:

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

**28.2.** Clubs may load other roles into the competition management system as they see fit. Note: Club Secretaries must advise AFLSE 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.

For avoidance of doubt, all concussions must be recorded on the appropriate PlayHQ competition management system.

## **31. FINES & SANCTIONS**

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

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

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 "The 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.
Club breaching maximum player transfer points	Maximum of \$1,000 plus reversal of match result
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.	\$Half of full team fee
Withdrawal of team after start of competition	\$Full team fee
<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
Changes to team sheets after 14 days	\$150 per team
Incorrectly attired Officials (non-wearing of appropriate uniform as provided for by the By-Laws) –2nd breach and each subsequent breach.	1st breach \$50 2nd breach \$100

Article V. APPENDIX A

<b>FINES SCHEDULE</b>	
<b>BREACH</b>	<b>FINE</b>
<b>MATCH DAY</b>	
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</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</b>	
Failure to submit Club financials in line with By-Laws	\$100
Failure to notify non-attendance at compulsory League meetings	\$100

## **JUNIOR 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.

### Article VII.

## **SECTION 1. PLAYER POINTS**

### **AIM**

To apply a player points system for the U11 – U18.5 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 – U18.5 age groups that has not transferred or newly registers to the region will be allocated as a zero (0) point player.

Any player who transferred to another junior team within the F&DJFL, MPJ, SEJ or Regional Competition in the U11 - U18.5 age group will attract player points based on the category that they fit into as outlined below.

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

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

Mixed/Boys teams in the U11 – U17.5 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 Committee" in writing.

Girls teams in the U12 – U18.5 age groups can only play with a maximum of fourteen (14) transfer points in any given match unless the club has been granted dispensation by "The Committee" in writing.

\*Please note that the maximum of ten (10) transfer points for boys/mixed and fourteen (14) points for girls teams apply to teamsheets only. A club can have any number of player transfer points associated with one team, however it is the club's responsibility to ensure that each teamsheet does not exceed the player transfer point maximum.

The transfer point maximums of 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 continues to apply through finals, despite there being no limit to number of players on a teamsheet.

## 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 Dandenong Stingrays or Gippsland Power.

**Representative Player:** A player that participated in an official South East Region Interleague program

Division 1 or Division 2 championship match for F&DJFL, SEJ or MPJ.

**Current and Previous Seasons are determined as follows:**

**Current Season (during the off-season):** the Home & Away Competition that has most recently been completed

**Current Season (during a Home & Away Season):** the Home & Away Competition that is currently active

**Previous Season (during the off-season):** the Home & Away Competition prior to the most recently completed year

**Previous Season (during a Home & Away Season or Finals):** the Home & Away Competition immediately prior to the current active competition

These point values only apply 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 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

##### Representative Player (Division 2) or League Top 3 Best & Fairest – 3 points

- a) Finished top 3 in the League Best & Fairest in the current or previous season.
- b) Player taking the field in League Representative Squad (Division 2) in the current or previous season.

#### Category 3

##### Club Player – 2 points

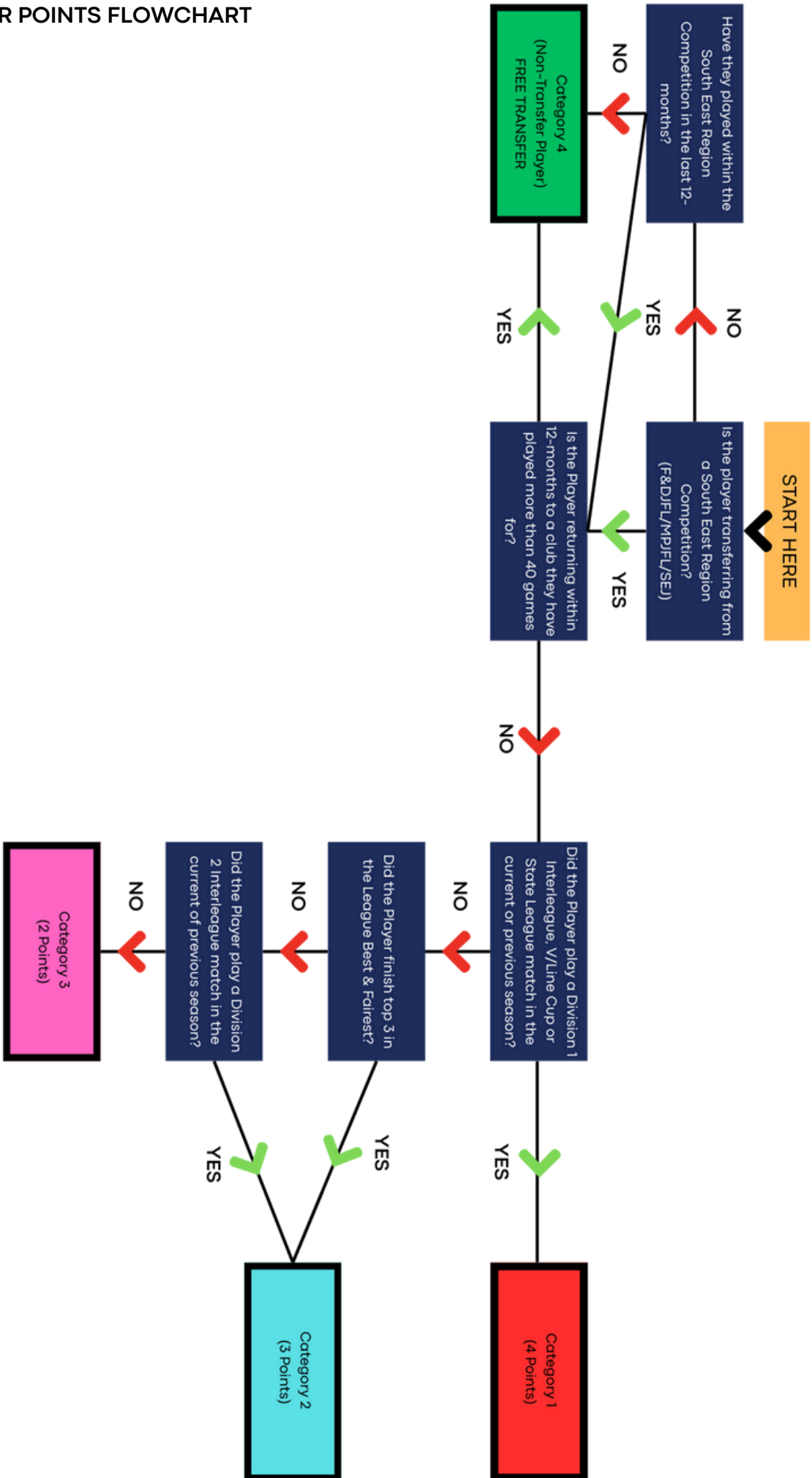
Any player who does not fit into either of the categories above.  
This point value only applies to a transfer player.

#### Category 4

##### Non-Transfer Player – 0 points

- a) This value applies to every player in the U11 to U18.5 at a club who has not transferred in the current season.
- b) This value also applies to players who transfer to a club in previous seasons and reduce in one (1) point every year until they reach 0 transfer points.
- c) A player returning within 12-months to a club they have played more than 40 games with
- d) Female players who have played in the mixed competition and must transfer as their current club doesn't offer female-only teams.
- e) Player who didn't participate in the previous season prior to transferring and do not fit into Category 1.
- f) Players that transfer into the region from a club outside of the region (unless they have played within the region within 12-months)

# PLAYER POINTS FLOWCHART



## REASSESSMENT OF PLAYER POINTS

Clubs may make an application in writing to "The 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 Committee" for dispensation to the maximum of ten (10) points for transfer players.

If the application is approved the additional players;

- Must be fill-in players from other age groups and must not take the team numbers past twenty players.
- Can only come from **Category 3** or **Category 4**.

## MERGED TEAMS

Clubs that have teams that are low on numbers and are not able to field a team may apply to "The 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 Committee" to consider exceeding the maximum of ten (10) points for transfer players in 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 Committee" will consider all aspects of the merged team, including the potential impact on the evenness of the competition if the application was approved.

## Interleague Representative Players

Any player who transfers, regardless of the category of their original transfer, will be ineligible to be selected to a South East Region Interleague program (F&DJFL, MPJ or SEJ).

Players may apply for exemption to become eligible for interleague due to special circumstances. These circumstances include, but are not limited to –

- Transfers due to moving addresses significantly further away (more than 30km)
- Transfers due to family circumstance (i.e. split family)

## Special Transfers

Clubs may apply for exemptions for extenuating circumstances for a player's 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.

## 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 zero (0) points.

## Dispensation Process

1. Clubs are to apply via the Dispensation JotForm made available on Club Hub and email by administration.

- (a) Clubs are recommended to provide as much information as possible prior to submitting the dispensation request
- (b) Dispensation applications must be submitted within 14-days of the transfer being cleared

2. Dispensations are received by AFLSE Administration, and are forwarded to the Regional Committee (consisting of one member from F&DJFL, MPJFL and SEJ).

3. The Regional Committee will review the dispensation with all information made available by the club and administration prior to handing a decision to AFLSE Administration.

- (a) The Regional Committee may at time seek further information from the club prior to making a decision
- (b) The Regional Committee may engage other members of the league boards to assist in making decisions

4. AFLSE Administration will communicate the decision with the applying club as soon as a determination is available. The decision will be accompanied by a formal letter or official written confirmation that team managers must keep a copy of throughout the season

## APPLICATION OF POINTS

### Player

Every player in the U11 – U18.5 age group who was a registered player in the previous season for the same club will be allocated zero (0) points before the opening of transfers. Players transferring from one Club to another Club will attract player points depending on the category that they fit into.

**Category 3**, **Category 2** and **Category 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 zero 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 within a 12-month period will retain the same point value that they had before they transferred out of the competition.

“The 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.

### Permit

Any player in the U11 – U18.5 age group who permits to another club within the South East Region will accrue transfer points to the same value as the transfer categories (**Category 3**, **Category 2** and **Category 1**). Players who permit will retain their transfer point value for one full season.

## RESPONSIBILITY

### Club Registrar

The responsibility lies with the Club Registrar to allocate each player the correct player point value prior to the season (or when the player registers during the season).

### 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** & **Category 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 Committee" will be deemed to be playing an ineligible player in accordance with the League by-laws.

## Article VIII. 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 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 South East Regional competition.

### POLICY REVIEW

This Policy shall be reviewed by "The 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 (1st March)
- 2) Review Period
  - (a) Assessment Rounds 1 - 4
- 3) Competition Structure
  - (a) Home and Away Season
  - (b) Finals Series (Excluding non-competitive age groups)

## 1) Initial Standings

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

### 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 Committee".

### a) Team Nominations

Clubs are required to nominate their teams through the Competition Management System.

Clubs will be invoiced a team nomination fee by the League;

- Clubs who had more than 6 competitive teams in the previous season will be invoiced a non-refundable \$100 (ex GST) nomination fee per team.
- Clubs who had six (6) or less competitive teams in the previous season will be invoiced a refundable deposit with the amount prescribed by the league.
- Clubs will be then invoiced their team fees upon finalisation of teams minus the player registration fee.

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

### Online Nominations:

a) All Affiliated Clubs are required to nominate their teams online through Competition Management System in accordance with the AFLSE Junior Competition Rules and this Policy.

- i. Be nominated in the age group and division for which the team has been placed in line with the promotion and relegation process.
- ii. Name of the team be consistent with the with team's previous name.

b) Nominations 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 Committee". "The 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 Leagues and grading Sub-Committee shall review the results of matches at the conclusion of grading rounds meet at the conclusion of Rounds 1, 2, 3 and 4.

b) The Club Secretary should alert "The Committee" 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 Grading Sub-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 competitive age group and division.

e) Team adjustments may be made taking in consideration the following;

- i. The team's performance over the first four rounds.
- ii. Club submission (on the prescribed form)

## **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 AFLSE Junior Competition Rules.

## **League Competition Structure**

### **1) Competition Formation (Foundation Principles)**

- (a) Where practicable, competitive age groups (U11 – U18.5) division sizes will be not less than 6 teams (6 team draw), and not greater than 12 teams.
- (b) Where practicable, Modified Competitions (U8 - U10) division sizes will not be less than 10 teams.
- (c) Byes will be eliminated wherever possible providing it does not adversely affect the competitiveness of a team. Where a bye is necessary, it will preferable be allocated to a lower division.
- (d) Any movement of teams will be finalised immediately at the conclusion of Round 4.
- (e) The League shall publish all team movements immediately prior to Round 5.
- (f) Written submissions from Clubs may also be considered at any stage throughout the Review period.

### **2) Non-Competitive age groups**

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

### **3) U11's Competition**

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

### **4) AFLSE Regional Competition**

- (a) U13, U14, U15, U16, U17.5 Boys and U14, U16, U18.5 Girls
  - i. The League shall determine the position of teams based on the previous year's performances.
  - ii. The League shall conduct 4 grading rounds with a floating fixture to assist with team match ups.

## **CLUB TEAM FORMATION**

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

### **a) U8 – U12 Age Group**

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

### **b) U13 – U18.5 Age Group**

Research reveals that while players in this age group agree that winning is fun, they are more concerned with the quality of the competition. To ensure that the League can offer competitive competitions Clubs are able to move players from one team to another (prior to Round 1) 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 U8 or U9 age groups) Clubs may create teams focusing on friendship groups as well as taking into consideration an even spread of;

- player height
- player ability
- player numbers

Once a team is formed players will remain in that team from season to season - until the Under 13s age group when grading can occur during the preseason. Clubs can apply (on the prescribed form) from 1st February for the coming season to "The 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
- Total team size is growing due to a change in age bracket, and numbers become insufficient for a larger team size

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.

## BOYS/MIXED AGE GROUPS MATRIX

	F&DJFL, MPJFL & SEJ Competitions			
	U/11 & U/12 Mixed	U/13 Mixed	U/14 Mixed	U/15, U/16 & U/17.5 Boys
Regulations	AFL SOUTH EAST REGIONAL COMPETITION			
Ground Size	Standard (Full Ground)			
Rotations	Recommended that Players Play a Range of Positions for Development			
Number of players on ground	18			
Minimum numbers to start the match	14			
Maximum Numbers on Team Sheet	26 (Excluding Finals)			
Even up rule	✓	✓	✓	✓
Ball Size (Leather or Synthetic)	Synthetic Size 3	Leather Size 4	Leather Size 4	Leather Size 5
Quarter Length	15 Minutes	15 Minutes	15 Minutes	20 Minutes
Break Length - 1/4, 1/2, 3/4 time	3, 8, 5			
Scoring	✓	✓	✓	✓
Votes: Best on Ground 3-2-1	✓	✓	✓	✓
<b>LAWS</b>				
Last Disposal Out of Bounds (between the 50m Arcs)	✓	✓	✓	✓
Advantage Rule	✓	✓	✓	✓
6-6-6 Rule	✗	✗	✗	✗
Stand Rule	✗	✗	✗	✗
Insufficient Intent (Deliberate Out of Bounds)	✗	✗	✗	✗
Insufficient Intent (Deliberate Rushed Behind)	✗	✗	✗	✗
Tackling	✓	✓	✓	✓
Stealing the Ball	✓	✓	✓	✓
Shepherding / Bumping	✓	✓	✓	✓
Barging / Fending Off	✓	✓	✓	✓
Smothering	✓	✓	✓	✓
Bouncing	✓	✓	✓	✓
Kicking Off The Ground	✓	✓	✓	✓
Ball Ups	✓	✓	✓	✓
Throw-Ins	Refer to By-Law 14.13			
Distance for a mark to be paid	10m	15m	15m	15m
Penalty Distance	25m	50m	50m	50m
Wait for flag after a behind	✓	✓	✓	✓
Blue Card	Yes (15 Minutes, can be replaced instantly)			✗
Yellow Card	Yes (Player cannot be replaced and can return after 15 minutes)			
Red Card	Yes (Player cannot return to the field, can be replaced after 15 minutes)			
Cards				
<b>UMPIRES &amp; OFFICIALS</b>				
# of Field Umpires	1 or 2	1 or 2	1 or 2	1 or 2 or 3
# of Boundary Umpires	2 - Clubs must supply one each (Refer to By-Law 14.13)			
# of Goal Umpires	2 - Clubs must supply one each			
Coach Position	Sideline			
Officials (Box Area)	✓ Coach, Assistant Coach, Team Manager, Trainer & Runner			
Water Carriers	2 are permitted (Must remain on opposite side of ground in designated box or on 50m arcs)			

## GIRLS AGE GROUPS MATRIX

Regulations	F&DJFL, MPJFL & SEJ Competitions		AFL SOUTH EAST REGIONAL COMPETITION	
	U/12 Girls	U/14 Girls	U/16 Girls	U/18.5 Girls
Ground Size	Standard (Full Ground)			
Rotations	Recommended that Players Play a Range of Positions for Development			
Number of players on ground	16			
Minimum numbers to start the match	12			
Maximum Numbers on Team Sheet	24 (Excluding Finals)			
Even up rule	✓	✓	✓	✓
Ball Size (Leather or Synthetic)	Synthetic Size 3	Leather Size 4	Leather Size 4	Leather Size 4
Quarter Length	15 Minutes	15 Minutes	15 Minutes	15 Minutes
Break Length - 1/4, 1/2, 3/4 time	3, 8, 5			
Scoring	✓	✓	✓	✓
Votes: Best on Ground 3-2-1	✓	✓	✓	✓
<b>LAWS</b>				
Last Disposal Out of Bounds (between the 50m Arcs)	✓	✓	✓	✓
Advantage Rule	✓	✓	✓	✓
6-6-6 Rule	✗	✗	✗	✗
Stand Rule	✗	✗	✗	✗
Insufficient Intent (Deliberate Out of Bounds)	✗	✗	✗	✗
Insufficient Intent (Deliberate Rushed Behind)	✗	✗	✗	✗
Tackling	✓	✓	✓	✓
Stealing the Ball	✓	✓	✓	✓
Shepherding / Bumping	✓	✓	✓	✓
Barging / Fending Off	✓	✓	✓	✓
Smothering	✓	✓	✓	✓
Bouncing	✓	✓	✓	✓
Kicking Off The Ground	✓	✓	✓	✓
Ball Ups	✓	✓	✓	✓
Throw-Ins	Refer to By-Law 14.13			
Distance for a mark to be paid	10m	15m	15m	15m
Penalty Distance	25m	50m	50m	50m
Wait for flag after a behind	✓	✓	✓	✓
Blue Card	Yes (15 Minutes, can be replaced instantly)		✗	
Yellow Card	Yes (Player cannot be replaced and can return after 15 minutes)			
Red Card	Yes (Player cannot return to the field, can be replaced after 15 minutes)			
Cards				
<b>UMPIRES &amp; OFFICIALS</b>				
# of Field Umpires	1 or 2	1 or 2	1 or 2	1 or 2 or 3
# of Boundary Umpires	2 - Clubs must supply one each (Refer to By-Law 14.13)			
# of Goal Umpires	2 - Clubs must supply one each			
Coach Position	Sideline			
Officials (Box Area)	✓ Coach, Asst. Coach, Team Manager, Trainer & Runner			
Water Carriers	2 are permitted (Must remain on opposite side of ground in designated box or on 50m arcs)			

## MODIFIED AGE GROUPS MATRIX

	F&DJFL, MPJFL & SEJ Competitions		F&DJFL & SEJ Competitions	MPJFL ONLY	
	U/08 Girls & U/08 Mixed	U/09 Mixed	U/10 Girls & U/10 Mixed	U/10 Mixed	U/10 Girls
Regulations					
Ground Size	80m x 60m	100m x 80m	100m x 80m	Standard (Full Ground)	60m x 80m
Zones / Wristbands	✓	✓	✓	✓	✓
Wristband Colours	Red, White & Blue (Yellow is Accepted)				
Goal Scoring	Goals & Behinds can ONLY be scored by Forward Zone Players				
Rotations	Recommended that Players Play a Range of Positions for Development				
Number of players on ground	12	15	15	18	10
Minimum numbers to start the match	10	10	10	12	6
Maximum Numbers on Team Sheet	16	20	20	26	16
Even up rule	✓	✓	✓	✓	✓
Ball Size (Leather or Synthetic)	Synthetic Size 2				
Quarter Length	12 Minutes			10 Minutes	
Break Length - 1/4, 1/2, 3/4 time	3, 5, 3			5, 5, 5	
Scoring	×	×	×	×	×
Results & Recording	No Public Results Or Goal Kickers (we ask that teams input results on PlayHQ for Grading purposes)				
Votes: Best on Ground 3-2-1	×	×	×	×	×
<b>LAWS</b>					
Last Disposal Out of Bounds (between the 50m Arcs)	×	×	×	×	×
Advantage Rule	✓	✓	✓	✓	✓
6-6-6 Rule	×	×	×	×	×
Stand Rule	×	×	×	×	×
Insufficient Intent (Deliberate Out of Bounds)	×	×	×	×	×
Insufficient Intent (Deliberate Rushed Behind)	×	×	×	×	×
Tackling	×	✓ (Modified)	✓ (Modified)	✓ (Modified)	✓ (Modified)
Stealing the Ball	×	×	×	×	×
Shepherding / Bumping	×	×	×	×	×
Barging / Fending Off	×	×	×	×	×
Smothering	×	×	×	×	×
Bouncing	✓ (1 Bounce Maximum)	✓ (1 Bounce Maximum)	✓ (1 Bounce Maximum)	✓ (1 Bounce Maximum)	✓ (1 Bounce Maximum)
Kicking Off The Ground	×	×	×	×	×
Ball Ups	✓ (Nominate Players of Equal Size)	✓ (Nominate Players of Equal Size)	✓ (Nominate Players of Equal Size)	✓ (Nominate Players of Equal Size)	✓ (Nominate Players of Equal Size)
Throw-Ins	×	×	×	×	×
Distance for a mark to be paid	10m	10m	10m	10m	10m
Penalty Distance	25m	25m	25m	25m	25m
Wait for flag after a behind	✓	✓	✓	✓	✓
Blue Card	×	×	×	×	×
Yellow Card	×	×	×	×	×
Red Card	×	×	×	×	×
<b>UMPIRES &amp; OFFICIALS</b>					
# of Field Umpires	2 - Clubs must supply one each (Preferably Coach)			2 (AFLSE Appointed OR Club Umpires)	
# of Boundary Umpires	×	×	×	×	×
# of Goal Umpires	2 - Clubs must supply one each				
Coach Position	Can have Coach OR Assistant Coach (1x Per Team) on the Field				
Officials (Box Area)	✓ Coach, Assistant Coach, Team Manager, Trainer (STRICTLY NO RUNNERS ALLOWED)				
Water Carriers	×	×	×	×	×

## APPENDIX E

### As Per PlayHQ Concussion Management System:

Concussions shall be recorded by the team manager on PlayHQ via the Game Day Portal. The concussion must be recorded on PlayHQ as a game day incident within 7-days of the match.

#### Key Features:

- **Player Ineligibility & Clearance:** Enables suspected concussions to be recorded, making players ineligible for selection until they complete the return-to-play process.
- **Automated Notifications:**
  - Sent to PlayHQ profile owners (player or parent/guardian) outlining the required steps to return to play.
  - Sent to club admins (with notifications enabled) and team managers when an incident is logged and throughout the recovery process.
- **Return-to-Play Declarations:**
  - **After 21+ Days:** Players must declare completion of the graded loading program and confirm medical clearance. No action is required from the club.
  - **Before 21 Days:** Players must declare a doctor has confirmed no concussion occurred. Clubs must also confirm they've sighted the medical clearance before the player becomes eligible.
- **Reporting Dashboard:** Provides de-identified insights, including:
  - Number of concussion incidents
  - Return status (open, pending, closed, needs review)
  - Average return-to-play timeframe
  - Basic demographics (age, gender)

**Privacy:** Once a player's return-to-play date has passed, the concussion incident will only be visible to the profile owner and no longer to leagues or clubs.

#### Why This Matters:

- **For players:** Automatic notifications direct them to the Play AFL Concussion Hub for practical, step-by-step guidance.
  - **For clubs/leagues:** Puts responsibility on players to manage their return, while improving oversight and reducing manual admin.
- All resources are available on PlayAFL's Website under Concussion Management.

Learn more by checking out the user guides ([CLICK here](#)) and support videos ([CLICK here](#)).

### **Summary:**

- Concussion is an injury to the brain.
- All concussions require a cautious and conservative approach.
- Everyone in the team has a role to play in identifying and managing concussion (see Appendix 1).
- Teams should create a culture that promotes honesty of reporting and safety to optimise the management of concussion

### **Day of injury management:**

- The most important steps in initial management include:
  - Recognising that a player may have suffered a concussion or injury to their brain;
  - Removing the player from the match or training; and
  - 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 match or training session.
- At a minimum, there should be an appropriately accredited AFL First Aider or sports trainer at every match and the basic rules of first aid should be used when dealing with any player who is unconscious or injured.

### **Return to play protocols**

Return to Play Framework: <https://play.afl/sites/default/files/2024-03/Four-Stages-of-Graded-Return-To-Play.pdf>

- The most important aspect of return to play protocols is guiding the player through key stages rather than simply following suggested timeframes or the number of days post injury.
- The critical stages for return to play following concussion include:
  1. A brief period of relative rest (24-48 hours),
  2. A period of recovery,
  3. A graded loading program (with medical clearance required before full contact training)
  4. Unrestricted return to play

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

## **Return to Play Overview (As per Page 16 of the AFL Community Concussion Guidelines):**

Medical oversight by a doctor is very important in the management of concussion

- Any player with a concussion or suspected concussion must consult with a doctor:

- i) As soon as possible after the initial injury to confirm the diagnosis and provide guidance on management,
- ii) Before the player is allowed to return to full contact training, and
- iii) If the progress of the player is slow or stalls due to symptoms at any stage (see section on management of more complicated cases below).

The day-to-day progression and movement between the steps of the program can be guided by the player and the medical personnel at the club (physiotherapist, sports trainer, AFL First Aider) or other healthcare providers in the community.

- The overall time taken to return to play = 1-2 days of initial relative rest + time taken to recover completely from the concussion + graded loading program with a medical clearance.
- The duration of concussion-related symptoms in the recovery stage is the largest determinant of timing to return to play.
- The earliest that the player may return to play (once they have completed a graded loading program and have obtained medical clearance) is on the 21st day following the concussion (where the day of concussion is designated day "0", see Figures 3 and 4). This means that a player who is concussed in a match on a Saturday will miss at least the next two Saturday matches and will only be able to return to play on the third Saturday (i.e. the 21st day after the Concussion was sustained) if they have recovered according to the protocols and have been medically cleared to return to play. In many cases, recovery will be slower than the minimum 21 days.

### **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 still to be followed.

Article X. APPENDIX F

**AFLSE Officials Vest Designs (Example Provided – F&DJFL)**

Each club must have clearly identifiable officials vests with club name and position outlined on the back of the vests. Vests should also have the relevant league logo on the front. Below are sample vests from the F&DJFL with preferred colours and designs. Officials vest colours must match the examples provided below.



