

YARRA JUNIOR FOOTBALL LEAGUE INCORPORATED



TEAM

MATCH DAY

GUIDE

2019

TEAM MATCH DAY GUIDE

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YARRA JUNIOR FOOTBALL LEAGUE INCORPORATED



LEAGUE BY LAWS

2019

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INTERPRETATIONS

1. In these Rules YARRA JUNIOR FOOTBALL LEAGUE shall be referred to as the "Yarra JFL", "YJFL" or "the League".
2. The Yarra Junior Football League Board shall be referred to as "Board".
3. The Australian Football League shall be referred to as "AFL".
4. The Independent Tribunal shall be referred to as "the Tribunal".
5. The Conduct Investigation Tribunal shall be referred to as "the CIT".
6. The Yarra Junior Football League Appeals Board shall be referred to as "the Appeals Board".
7. In the interpretation of these Rules, unless the context clearly otherwise indicates, the singular shall include the plural and vice versa and reference to either sex shall include the other.

1. RULES OF THE GAME

- 1.1** All matches shall be played under the laws of Australian Football as advised by AFL Victoria as being applicable to AFL Victoria member matches.
- 1.2** Failure to comply with any of these By Laws may result in a fine. A list of 'Offences to Which Automatic Fines Apply' is at Schedule Q.

2. COMPETITION

2.1 Home & Away Games

- 2.1.1** The Premiership shall be determined by rounds of home and away matches followed by a final's series.
- 2.1.2** Four Premiership points shall be awarded in respect of each match won.
- 2.1.3** Two Premiership points shall be awarded for each match drawn.
- 2.1.4** Percentage shall be calculated by the use of the "for and against" match total points scores.
- 2.1.5** Where a bye is included in a League competition, a match ratio (%) will be applied to determine ladder positions of all teams which reflect the number of wins by each team against the number of matches played by each team.
- 2.1.6** In the event that a club shall fail to field a team in any premiership match, the opposing team shall be granted a walkover and shall be awarded four (4) premiership points and a five (5) goal "for" adjustment shall be made to their percentage calculations. A five goal 'against' adjustment shall be made to the percentage calculations for the team that forfeited the game. Where a forfeit occurs, the team forfeited against must lodge a team sheet if it wishes its players to be credited with a game. The team giving the forfeit cannot lodge a team sheet.
- 2.1.7** During the Grading period if a team withdraws from the competition, all the teams they were scheduled to play will receive a forfeit.
- 2.1.8** At the end of the home and away round of matches the respective positions of the Clubs shall be decided by the application of 2.1.2, 2.1.3, 2.1.4, 2.1.5, 2.1.6. and 2.1.7
- 2.1.9** Prior to any season, where two clubs do not have a sufficient number of players to field a team each in a particular age group, they may apply to the League to merge their teams for one season only and must re-apply the following year if there is a requirement beyond one

season for the same team. One of the clubs must be nominated as the club responsible for the merged team for the season, and all issues such as fees, fines, conduct and nomination of players for representative teams. League approval for the entering of the merged team, and the name of the team, is required.

2.2 Re-grading

- 2.2.1 Regrading will be effected by the League in its absolute discretion immediately following Round 4 of the season, and in doing so the League will have regard to the Guidelines contained in Schedule A. Any re-draws of competitions resulting from regrading will take effect from Round 5.
- 2.2.2 Teams involved will take all premiership points and "for & against" scores into the division they are regraded to. Percentages will be limited to a five (5) goal difference.
- 2.2.3 If re-grading is considered necessary by the League at any other time during the season it will be affected at the discretion of the General Manager.
- 2.2.4 Best and Fairest votes awarded to players during the grading rounds will be carried with any player who changes grades.

2.3 Withdrawal of Team

If a Club withdraws a team from an Age Group, it will be withdrawn from the lowest Division of the Age Group in which the Club fields a team. The Club may approach the League if any variance is sought. The final decision as to location (Grading) of the Team will be made by the League.

2.4 Team Sheets

- 2.4.1 **Team sheets must be created on-line in the Footy Web System prior to the commencement of the match.** The Team Managers for each competing team must comply with the Guidelines set out in Schedule B.
- 2.4.2 The signature of the player shall be added at the playing venue. Each player signing the Team Sheet must take the field. Each player signing the team sheet must spend some playing time on the ground during the match. No player is permitted to sign a team sheet prior to that team sheet being signed by the Team Manager of the opposing team.
- 2.4.3 The team sheet with player signatures shall be handed to the umpire no later than half time.

2.4.4 Should a player arrive late he/she may take the field at any time provided the following procedure is adhered to:

- (a) The Team Manager and/or player shall inform the Interchange Steward of the player's arrival when such player is ready to take the field.
- (b) After the game, or at half time, the team manager shall accompany the player who will sign the Team Sheet in the presence of the Umpire.

Where an additional player would have implications for the evening-up of player numbers on the field refer to Rule 8.5.7.

2.4.5 Where it has been necessary to make changes to the On-Line team sheet created pursuant to By Law 2.4.1, a club must ensure that the On Line Team Sheet is altered accordingly by no later than midnight on the Sunday evening of the match

2.5 Premiership Points/Percentage

NOTE: The League may at its discretion remove or alter points and or percentages if a properly convened Conduct Investigation finds against clubs for major rules breaches in a match.

2.6 Finals

At the end of the Home and Away Season the four leading clubs in each division shall play a second round of matches in such manner as the League shall determine and the successful club at the end of this series shall be the Premier Club of the division.

2.6.1 All clubs competing in the Finals series must comply with the guidelines set out in Schedule I.

2.7 Drawn Finals

2.7.1 There shall be no drawn games in finals series.

2.7.2 Should scores be drawn at the end of normal time then, after a four (4) minute break **when coaches may address their players**, a further ten (10) minutes shall be played with the teams changing ends after five (5) minutes.

2.7.3 No officials, **except Runner and/or Trainer in the normal performance of their duties**, shall be allowed on the ground at the five (5) minute change of ends.

2.7.4 Should scores still be tied then revert back to 2.7.2 until a result is achieved.

3. MATCH RULES

3.1 Starting Times

3.1 Play in all matches shall commence at times determined by the League.

3.1.1 Clubs not ready to start play within five [5] minutes of the scheduled starting time shall be liable to a fine and after 10 minutes the game shall be forfeited. The Field Umpire shall have the discretion as to whether a game shall be forfeited or played as a normal game.

3.2 “All Clear” After Match

Within Fifteen (15) minutes of the termination of a match, Team Managers shall ascertain from the Officiating Umpire whether there were any reports made or whether the match was "All Clear".

3.3 Centre Square Infringement

The Centre Square Infringement Rule will only be adjudicated by League appointed Boundary Umpires.

3.4 Score Disputes

In the event of a dispute between goal umpires as to the scores, the score card that is agreed between that of both Timekeepers and that of one Goal umpire shall be final. If a dispute still remains the matter is to be referred to the CIT for decision.

3.5 Length of Quarters

Under 10 - Under 13:	15 Minutes
Under 14 - Colts:	20 Minutes
Under 11 to Under 14 Girls:	12 and half Minutes
Under 15 Girls - Youth Girls:	18 Minutes

Instructions to Timekeepers relating to adding time and sounding siren to end play are shown at Rule 5.6

3.6 Times Between Quarters

QUARTER TIME - 4 MINUTES	HALF TIME - 12 MINUTES
THREE QUARTER TIME - 7 MINUTES	

3.7 Termination of Game

3.7.1 If a match is terminated prior to the half time period the match shall be deemed to be drawn and the scores of the teams at the time shall be used to calculate the percentage of each team.

3.7.2 If a match is terminated at or after the half time period and before the scheduled completion, the scores at the time shall be deemed 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.

3.7.3 Only a Field Umpire can terminate a game. Where a team has refused to continue a game, the matter will be reviewed by the Board to determine appropriate action. In any circumstances where a game has been terminated the Field Umpire/s must provide a detailed report to the League.

3.8 Kicking the ball off the ground

In the following competitions kicking the ball off the ground is not permitted:

Mixed - Under 8, Under 9 and Under 10
Girls - All Girls competitions

3.9 Incident Reporting

Where an incident requiring an emergency service such as an ambulance occurs at a venue on match day, an Incident Report Register must be completed and retained by the club.

3.10 Use of Audio or Visual Recording Equipment on Ground

The use of audio or visual recording equipment is not permitted on the field of play while the match is in progress.

4. GROUNDS

4.1 Grounds

Matches shall be played on such grounds as may be approved and allocated by the League.

4.2 Ground Size

If both Coaches agree, the size of the ground for games up to and including the Under 11 level may be reduced in size.

4.3 Home Team Responsibilities

The home team shall be responsible for the provision of:

- 4.3.1** A suitable ground;
- 4.3.2** Four Goal and Behind posts of standard size and suitably padded;
- 4.3.3** Two footballs of a size required for the grade and in good match condition; Ball size as per Schedule C.
- 4.3.4** A clearly defined and visible white or black Boundary line:
- 4.3.5** A bell or siren of sufficient tone to be easily heard all over the ground. (No vehicle horn may be used)
- 4.3.6** A goal line 9 metres long, a centre circle 3 metres in diameter and an outer circle 10 metres in diameter shall be clearly defined. Both circles to be divided into two semi circles, by drawing a straight line parallel with each goal line. A forty-five (45) metres centre square shall be clearly defined.
- 4.3.7** Two (2) sets of interchange lines:
 - One (1) to be placed near the Pavilion for injured Players only;
 - One to be placed away from the major spectator area (Pavilion) for normal player interchange.
- 4.3.8** A line one metre from the boundary in from each coach's area, marked on the ground. All playing and coaching personnel shall remain behind the line at all times. A fine will be imposed for non-compliance.
- 4.3.9** Where grounds are unfenced -
 - the area behind the goals shall be fenced or roped off for an area of twenty-five (25) metres wide, and five (5) metres deep; and
 - a second line shall be marked not less than three (3) metres out from the boundary line around the perimeter of the ground, to indicate where spectators should stand.

A failure to comply with any part of this By-Law shall result in a fine being imposed in accordance with Schedule Q.
- 4.3.10** Each venue shall have two coaches' benches, one for the home team and one for the away team. Each shall have adequate shelter from inclement weather and sufficient seats or bench space for six people to sit.

All Coaching Bench areas shall be located opposite pavilion where crowds gather unless permanent structures in place dictate otherwise. All Coaching bench areas shall be roped off for an area of Three (3) metres either side by Three (3) metres deep. A fine will be imposed for non-compliance.

4.3.11 A pair of Goal Flags.

4.3.12 An approved Clock Timer

4.3.13 A stretcher at all home grounds. The stretcher should be located in a visible and easily accessible location.

4.3.14 Water Carrier areas

An area one metre by two metres to be marked outside the boundary line on the 50-metre line on the side of the ground opposite the coaches benches.

4.3.15 Score Boards

The Home Team Shall be responsible for the provision of a Scoreboard so that the scores of the game being played are displayed. A fine will be imposed for non-compliance.

4.3.16 Ground Inspection

The Home Team shall be responsible for conducting, prior to each day's play, a ground inspection and must complete a Ground Inspection Report Form as set out in Schedule L – Risk Management.

If any player or official is of the opinion that the venue is unsafe for play for whatever reason, he/she should not sign the team sheet. Any player or official who does not sign the official team sheet is ineligible to take part in any match in accordance with By Law 2.4.

If on the day of any match the umpire(s) and both team coaches deem that the playing surface is unsafe for play to commence or continue, the game shall be cancelled or abandoned. If the coaches cannot agree on the suitability of the ground for play the umpire(s) shall have the final decision.

4.3.17 Recording of Scores

Home teams are responsible for entering scores through the YJFL website by 6.00pm on match day. A fine will be imposed where scores are entered late (see Schedule Q)

4.4 Away Team Responsibilities

4.4.1 The Visiting Team shall supply a pair of Goal Flags

4.5 Adverse Weather

4.5.1 In the event that the Adverse Weather Committee of the League shall decide that conditions are such that matches will not be played, they shall if possible be allocated to an alternate day.

4.5.2 Where it is not possible to replay ALL matches, the round will be considered void.

4.5.3 Where weather conditions are adverse on match day, or conditions deteriorate during a match, the field umpire(s) may determine that a match should be abandoned in which case By Law 3.7 applies.

5. MATCH OFFICIALS

5.1 Authorised Persons

Authorised persons within the Coaches area may stand inside the fence provided they are identified by approved League apparel.

5.1.1 The maximum number of officials allowed in this area is Four (4) comprising of: -

- 1 – Coach
- 1 – Assistant Coach
- 1 - Runner
- 1 - Trainer

Coaches must coach from within the designated Coaches area.
Assistant Coach is allowed in area

5.1.2 A second trainer may be positioned inside the fence on the opposite side of the oval to the coaching area.

5.1.3 Where the area is not secure (4.3.10), umpires shall report the Club and/or Officials.

5.1.4 The Coaches area is the area in front of the Coaches Box which is bordered by the line one metre from the boundary line as stipulated in By Law 4.3.8, and three metres each side of the coaches' box.

5.1.5 Match Officials, including Trainers, Runners, Boundary Umpires, Goal Umpires and Water Carriers, shall not Coach from the sidelines or from the field or interfere with opposition players or officials, either verbally or physically.

5.2 Coaches

- 5.2.1** A Club appointing a first-year coach or assistant coach must enrol the coach in a Level 1 Foundation Course before the end of May in the year concerned.
- 5.2.2** Clubs appointing coaches or assistant coaches who have served the club as a coach or assistant coach, or who have served elsewhere prior to the current season, must ensure that they have, or obtain prior to the season, a current Level 1 accreditation or higher.
- 5.2.3** Where replacement Coaches are required to fill-in for the appointed Coach, in emergency, one-off situations, they are exempt from the requirement to hold accreditation.
- 5.2.4** In special circumstances a Club may apply in writing to the League for a Coach to be exempted from holding accreditation, given the Coach's previous record and experience.
- 5.2.5** All Coaches and Assistant Coaches must be registered with the League on the Footy Web (Sports TG) system and have their Level 1 accreditation entered on to EverProof. Clubs must provide a report to the League, by the end of May, of all their Coaching appointments including the status of their Coaching accreditation together with completed Registration Form for newly appointed Coaches. Only new Coaches are required to register each year.
- Clubs are required to have all Coaches and Assistant Coaches read and sign the Coach Code of Conduct Acceptance Form. All completed forms must be entered via the EverProof website prior to Round 1 of each season.
- 5.2.6** Coaches are not permitted inside the boundary line while a match is in progress, except to attend to an injured player where there is insufficient help from a trainer or other recognized Official. Non-compliance with this Rule will result in disciplinary action by the League.
- 5.2.7** Coaches and Assistant Coaches must wear approved identification as supplied by the League. This apparel must be visible at all times.

5.3 Runners

- 5.3.1** Runners must wear approved League apparel, visible at all times. A fine will be imposed for non-compliance.
- 5.3.2** A Runner may remain on the field only long enough to deliver two (2) messages and shall return directly to the coaching area immediately thereafter.

5.3.3 Failure to conform will result in a demand from the Umpire for the replacement of the offender and disciplinary action by the League.

5.3.4 If the Coach refuses to comply with the request for replacement, the match will be abandoned, and full points awarded to the opposing team.

5.4 Trainers and Water Carriers

5.4.1 All Trainers shall wear approved League apparel, visible at all times. A fine will be imposed for non-compliance.

5.4.2 The Trainers role is to:

- Attend to injured players on the ground. If any injury appears to be serious, qualified medical assistance should be obtained immediately
- Be responsible for the venue's stretcher to be readily available and visible at the edge of the ground
- A trainer is not permitted to act as second runner or to coach players and may remain on the field only for the length of time taken to treat an injured player. Failure to conform will result in a demand from the umpire for the replacement of the offender and disciplinary action by the League
- A Trainer may carry water when attending an injured player, but is not permitted to act as a Water Carrier unless there is no designated Water Carrier

It is also recommended that the phone numbers of each player's parents or guardian are available and that relevant medical conditions of players are known

5.4.3 Each team is permitted to have two (2) Water Carriers. All Water Carriers are to be positioned in the designated location (as per By-Law 4.3.14) on the opposite side of the ground to the coach's boxes. Water Carriers are only permitted to enter the playing arena during a substantial break in play (e.g. when a goal is kicked, or where there is a significant stoppage for injury). Water Carriers must wear approved League apparel and must not coach, barrack or engage in any interaction with players. The Field Umpire(s) may pay a free kick against the offending team where a Water Carrier is on the arena during general play.

5.4.4 Concussion Management. All clubs are to adopt the AFL position statement 'The Management of Concussion in Australian Football with Specific Provision for Children 5-17 years' for all age groups, and to ensure that all Team Managers, Coaches and Trainers adhere to the policy.

5.5 Goal Umpires

Goal Umpires shall each wear a white coat.

5.6 Timekeeper

Each team must supply a Timekeeper. Both Timekeepers are to complete all details on the timekeeping card, including the scores, and sign the timekeeper's card on completion of the game.

5.6.1 The Field Umpire can instruct the Time Keepers to add time. This includes when the match is held up to remove an injured player from the field or for any other abnormal time lost. Any time added for that quarter will be for that quarter only. The remaining quarters will be of the prescribed length for the competition.

5.6.2 The Timekeepers shall sound the siren to signal the end of a quarter until a field Umpire acknowledges that the siren has been heard and brings play to an end.

5.6.3 Where the Umpire has mistakenly heard the siren to sound the end of playing time or the siren sounds mistakenly prior to the end of a quarter the Timekeepers must alert the Field Umpire as soon as possible of the error.

5.7 Boundary Umpires

5.7.1 Boundary Umpires shall wear a plain white shirt (without Club insignia or Logo) and shorts and shall be equipped with a whistle.

5.7.2 Minimum requirements for Club appointed Boundary Umpires shall be a white top and whistle.

5.8 Umpire Escort

An adult Umpire Escort shall be supplied by both the Home Club and the visiting Club. The Umpire Escort must wear the League approved Bib identification. The Umpire Escort shall be required to escort the Field Umpire/s from the field at half time and after the match and to stand with the Field Umpires during the quarter and three-quarter time breaks

5.9 Team Manager

A Team Manager must wear the League approved Bib identification. Team Managers must not approach, or interact with, opposition players and officials apart from liaising with the opposition Team Manager. Team Managers are not to be in the Coaches areas.

5.10 Contact with Umpires

Only Team Managers may liaise with Umpires at matches, unless the Umpire/s initiate an approach to other Club Officials. On the field, only the team captain may approach the Umpire/s.

5.11 Ground Manager.

At each venue, the Tenant Club shall supply a Ground Manager for each match who will be responsible for monitoring crowd behaviour and bringing any inappropriate conduct to the attention of club officials. The Ground Match Manager will also be the point of contact for any queries or concerns about the venue. A Ground Manager must wear the League approved identification. The Ground Manager must be a responsible adult and should not hold any other match day official role (e.g. the Ground Manager should not be the Team Manager or the Canteen Manager).

6. PLAYER ELIGIBILITY

6.1 Age groups

6.1.1 The clubs of the league shall play in their respective age groups for Premiership points.

6.1.2 Age groups shall commence on the first of January of the current year. Exceptions may be permitted upon application to the League.

6.2 Player Registration

6.2.1 The League and Clubs shall maintain a register of all players in each grade entered in the League.

6.2.2 To be registered to play Tackers, players must be at least 7 years old by the 30th of April in the year they commence playing Under 8's.

6.2.3 **Transfer of players will close at 7pm on the last day of June each year except for players who are subject to Interstate Transfer.**

6.2.4 Youth Girls must be between the ages of 12 and 17 years of age at the 1st January. However, Girls who are 12 years old must apply to play Youth Girls using the 12-Year-Old Permit Form

6.2.5 Where a player has a physical or intellectual disability or has physical size and/or development issues, and a medical physician certifies the player is unable to play in his correct age group, a club may apply to the League for approval for that player to play in a lower age

group, using the official form. Such approval shall be at the discretion of the League and shall be for one season only.

6.3 General

6.3.1 A Player may not play more than two [2] years out of his/her respective age group. i.e. an Under 10 may not play in an Under 13 Match.

6.3.2 Any Club with multiple teams in the same division of an age group must register each team separately and they will take part in the competition on the same terms and conditions as if they were entered as separate Clubs. Movement of players between teams in these circumstances can only be made after League approval is obtained. A list of players in teams concerned shall be forwarded to the League after final Grading of teams has been determined.

6.3.3 Any Club which fields an ineligible player as defined in these Rules or fails to comply with these Rules shall be liable to a penalty as prescribed in Schedule Q for each offending player plus the loss of all scores made by the team. All points for the match will be awarded to the opposing team provided that they have complied with the Rules.

6.4 Home and Away Games

6.4.1 Where multiple Sections are included in a grade, no more than four (4) Players may be rotated from a higher section to a lower Section Team per round. Where a player has played the number of games in a division as specified below, he/she may not be rotated to a lower division for the remainder of the season. Where a club has multiple teams in an age division and may be unable to field a team in a lower division due to injuries or other player absences, the Club may seek approval from the League to utilize players from a higher team. Such approval shall only be given to enable up to the maximum numbers for that competition to take the field. Such application should include at least six players names. Where a team has one or more Byes in a season, the number of games required will be reduced on a pro rata basis.

<u>Season Length</u>	<u>Games</u>
16 Rounds	6
15 Rounds	6
14 Rounds	5
13 Rounds	5
12 Rounds	4
11 Rounds	4
10 Rounds	4

Spirit of the Rule. The League expects all team officials to adhere to the spirit of this rule which is to include players from the Higher Section team in the Lower Section team when that team is short of playing numbers, not to win games in the lower Section'

6.4.2 Where a team has a bye, its players from the previous round cannot be rotated to a team in a lower division in the age group without approval from the League.

6.4.3 No Player may participate in two games in the same age group in the same round, even if the two games are in different divisions of that age group or are played on separate days. The teams in which the ineligible player participates may, at the discretion of the League, forfeit premiership points and points scored, if applicable, and/or the Club shall be penalised in accordance with Schedule Q. The opposing team, where applicable, shall be awarded the premiership points and retain points scored.

6.5 Finals Games

6.5.1 To be eligible to compete in a finals team, a player must have played the minimum number of games required in the team concerned. Where a team has one or more byes in a season, the number of games required will be reduced on a pro rata basis for finals qualification purposes. Exemptions to this requirement may be granted upon application to the League under the genuine shortage provisions (By Law 6.5.5), or because of injury or other special circumstances.

<u>Season Length</u>	<u>Finals Eligibility Games</u>
16 Rounds	6
15 Rounds	6
14 Rounds	5
13 Rounds	5
12 Rounds	4
11 Rounds	4
10 Rounds	4

Any applications must be lodged with the League by 5pm on the Tuesday following the final home and away round. A list of players permitted to play finals under the exemptions will be published on the YJFL website by the Thursday prior to the semi-final week end.

6.5.2 A player who qualifies for finals in multiple Divisions within an Age Group may only play finals in the highest Division of that Age Group for which they have qualified.

- 6.5.3** A player who qualifies for finals in a higher Age Group may only play finals in the highest Age Group for which they have qualified.
- 6.5.4** In Finals a number of players greater than 24 may be utilized, provided that each player is eligible to compete in a finals series in accordance with By Law 6.5.1 and 6.5.2.
- 6.5.5** Where a team has a genuine shortage of eligible players for finals games, the Club may seek approval from the League for the utilisation of players from other teams other than the one claiming genuine shortage. The League must promptly determine an application made under this Rule and similarly notify the applicant Club of the determination.
- The intention of this By Law is to enable the team to field the minimum number of players in a final, and not to improve the performance of the team.
- 6.5.6** An application under By Law 6.5.5 must include at least six players. League approval will only be given for players from a team in a lower division. If the clubs do not have a team in a lower division, it may nominate players from a lower age group. In exceptional circumstances variations to this rule may apply upon application to the League. The League will take into consideration whether nominated players have received votes in the League Best and Fairest in the lower division or lower age group competition.
- 6.5.7** For the purpose of By Law 6.5.5, a team has a “genuine shortage” for finals games when they have less than 20 players. For Girls teams a genuine shortage is less than 18 players.
- 6.5.8** Players approved under By Law 6.5.5 are eligible to play finals with the team who sought the approval. Finals teams utilising players approved under By Law 6.5.5, may play a finals game with eligible and approved players on the Team Sheet to a maximum on the Team Sheet of 20 players.
- 6.5.9** Approval of players under By Law 6.5.5 may be for one finals game only or the series of finals games with the team that sought the approval
- 6.5.10** Where a player has played 10 or more matches in the TAC Cup Under 18 competitions in a season, they are not eligible to play finals in the YJFL in that season.
- 6.5.11** Where a Youth Girls player has played more than 5 games in a senior women’s football competition in a season, they will not be eligible to play finals in the YJFL in that season.

7. UNIFORMS

7.1 Registration of Uniforms

- 7.1.1** Each Club shall register its uniform with the League.
- 7.1.2** Clubs **MUST** receive prior approval from the League by way of registering their uniform before the uniform is worn. This registration shall include socks (colour).
- 7.1.3** The League's logo shall be displayed on Club / Team Jumpers. The League logo to be on left hand breast in standard size as set by the League.
- 7.1.4** Colour photographs of the uniform are to be supplied, with a description, to the League's General Manager for entry into a register.
- 7.1.5** Players not attired in a registered uniform with a number not meeting the requirements shall cause the club to be fined.
- 7.1.6** Sponsorship – Signage on Jumpers: League Approval to placing sponsorship signage/logo on Club uniforms must be obtained. The league reserves the left side on the front of jumpers for sponsorship signage (for League Major Sponsor). Clubs may use the right-side chest of the jumper to display a Club sponsorship (signage and/or logo) which shall be within the parameters of a square measuring 75mm x 75mm.
- 7.1.7** The back of the jumper is also available for Clubs to utilise where sponsorship signage must appear below the number at a height of no more than 10/11 centimetres.
- 7.1.8** Where clubs competing in a match have a jumper clash as listed in Schedule T, the Away club must wear an alternative jumper. Where an away team does not wear a clash jumper in one of the identified clashes in Schedule T, a fine will be imposed as per Schedule Q.
- 7.1.9** In the event that clubs who are competing in a finals match have a jumper clash as listed in Schedule T, the second named club in the finals fixture must wear an alternative jumper.
- 7.1.10** Where short or long-sleeved clothing is worn under the jumper, the colour of the clothing must be the same as the predominant jumper colour.

7.2 Shorts

7.2.1 When playing at Home, or first named team when playing at a neutral venue, wear either Black or League approved coloured shorts.

7.2.2 When playing away wear WHITE shorts. Girls teams may wear coloured shorts if they wear a clash jumper dissimilar to the home team's jumper

7.2.3 The first named side (in fixtures) is always the Home team

7.3 Numbers

7.3.1 Players taking part in matches shall be identified by the display of individual numbers on the registered uniform of the club.

7.3.2 No duplication of numbers is permitted.

7.3.3 The size of these numbers shall be a minimum of 20 centimetres in height.

7.4 Bicycle Shorts - Skins

Bicycle shorts (skins), when worn, are to be the colour of the shorts worn or flesh coloured. Full length skins are not permitted to be worn unless for reasons of religious custom or medical purposes.

If for medical purposes, then the procedure for protective clothing under By Law 7.6 must be followed.

7.5 Gloves

Gloves are banned from being used in all League games unless for medical purposes in which case the procedure for protective clothing under By Law 7.6 must be followed.

7.6 Protective clothing

The wearing of glasses or any protective guards/braces on any part of the body during matches will only be permitted where written medical evidence for the need to wear glasses or guards/braces is provided. The written medical evidence must be produced by or on behalf of the player on request by the Field Umpires(s), who shall have the sole discretion to allow or disallow the wearing of glasses and guards/braces. Players are permitted to wear appropriate helmets.

7.7 Fingernails

Players are required to keep their fingernails trimmed to avoid scratching or other injuries to other players. Umpires will be responsible for checking hands to ensure fingernails do not extend beyond the end of the finger, and where necessary will require the player to tape their fingernails.

8. COMPOSITION OF TEAMS

8.1 Maximum Number of Players

8.1.1 The total number of players allowed in Home and Away matches is 24 i.e. 18 players, plus 6 Interchange players. In Girls competitions, the total number of players allowed in Home and Away matches is 24 i.e. 16 players plus 8 interchange players. A team that is detected playing more than the 24 players shall forfeit premiership points and their score for the game concerned. The premiership points will be awarded to the opposing team.

8.1.2 A team captain may approach the umpire to request a head count. Where a team has more than the permitted number of players on the ground, the score at the time must be recorded by the Goal Umpires / Time Keepers. Play will resume where it was suspended originally.

The Field Umpire will refer the outcome of the head count to the League by notation on the Match Report (Team Sheet)

The League Executive will determine the final score of the game. This may include:

- Loss of all points scored by the offending team up to the time of the head count
- Score of the offending team may revert to their score at the last break (i.e. the break immediately prior to the detection)

If the head count is considered frivolous by the League Executive the Club calling the head count could be fined.

8.1.3 Where each team has a minimum of 18 players, 16 in female teams both teams **MUST** field 18 players, 16 in female teams with any extra being interchange players.

8.1.4 In the event a Club commences play with fewer than the number allowed, that Club may complete its number in terms of, and subject to, the provisions of Rule 2.4.4 or, if appropriate, 8.5.6.

8.2 Minimum Number of Players

8.2.1 The minimum number of players per team in all boys and mixed competitions shall be 14, and in all girls, competitions shall be 11.

A club who has a team that intends to forfeit a scheduled match must advise the League of its intention to do so no later than 5.00pm on the Friday prior to the day of the scheduled match.

- 8.2.2** In the Under 15 and Colts Divisions, matches shall commence with no fewer than Fourteen (14) Players. Any side that fields fewer than Fourteen (14) within ten (10) minutes of the scheduled starting time, shall be deemed to have given a walk-over without notice and shall pay the full costs of Match Fees. The Clubs concerned may arrange to play a practice match under normal Rules and Conditions.
- 8.2.3** In all other Divisions up to and including Under 14, when one team has insufficient numbers, (i.e. 14), the players of both sides shall be combined, and a practice match played. The costs of the Umpires shall be equally shared between the two sides. A side refusing, or failing, to play the practice match shall bear the total costs of the Umpires.
- 8.2.4** Up to and including U/14, all teams are expected to take the field irrespective of the number of Players available, and the following shall apply:
- 8.2.5** The Team not having the required 14 players shall notify the Umpire and the opposing Team Manager of the intent to forfeit and will participate in a scratch match of equal numbers. If the Team receiving the forfeit refuses to participate in a scratch match, a fine/loss of premiership points or both may be imposed at the discretion of the League.
- 8.2.6** Under 15/Colts may also play a scratch match, but only at the agreement of officials of both teams. No penalty shall apply.

8.3 Interchange Bench

- 8.3.1** In Finals a number of players greater than 24 may be utilized, provided that each player is eligible to compete in a finals series in accordance with Rule 6.5.1 and 6.5.2 and has played these games in the team concerned.
- 8.3.2** Players can be interchanged at any time during a match.
- 8.3.3** All interchanges to be made in the designated location and shall be made and registered in the presence of the Interchange steward. A player who does not leave the playing surface as specified cannot re-join the game for a period of time equivalent to one quarter of the game being played.

- 8.3.4 The player leaving the field cannot be replaced until he has crossed over the boundary line between the Interchange Gate Marker.
- 8.3.5 Any injured player who leaves the playing area through interchange lines designated for injured players only, shall be replaced through the normal interchange area.
- 8.3.6 All interchange players must remain seated at all times.
- 8.3.7 A replacement may take the field if the replaced Player is so injured that time will be needed to remove him from the field, provided that before doing so the Field Umpire is notified of the move.
- 8.3.8 From the time that such notification is made, the injured Player shall be deemed to have left the field.

8.4 Blood Rule

- 8.4.1 No player shall participate in any League match or continue to participate in any League match for so long as the player is bleeding or has blood on any part of his person or uniform.
- 8.4.2 Any player directed to leave the field shall do so through the designated Interchange area.
- 8.4.3.1 Where a player is directed by an umpire to leave the field under this Rule the umpire shall wait a reasonable period to allow the replacement player to take up position before re-commencing play.

8.5 Evening-Up of Player Numbers

- 8.5.1 Where one team has between minimum and maximum on field players, and the second team has more players than the first team, **both teams shall field the same number of players**, therefore an equal number of players shall take the field. Exceptions to this rule apply in certain circumstances - refer to 8.5.4, 8.5.5, 8.5.14 and 8.5.15.
- 8.5.2 Up to and including Under 12 Teams, Clubs must loan or accept the number of players required to even up the teams.
- 8.5.3 Team Managers, particularly from the Team that requires the evening-up rule to apply, must ensure that the process is organized as early as possible and prior to the teams taking the field.
- 8.5.4 If a Club does not have jumpers available of a suitable and appropriate size for the Age Group to facilitate the loan of players, there is no requirement to even-up playing numbers on the field.

- 8.5.5** In the Under 13 through to Colts and Youth Girls Age Groups, if players are not offered to the team with less than maximum on field 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.
- 8.5.6** Where an imbalance is caused during a Match due to 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. The Interchange Steward will be responsible for ensuring teams even up following the removal of a player from the ground in these circumstances, including advising the umpire(s) if necessary.
- 8.5.7** **Late Arrivals** - Should a player arrive late, that player may take the field at any time provided the following procedure is adhered to:
- 8.5.8** The Team Manager shall inform the Officials of the other Team.
- 8.5.9** The Interchange Steward is to be informed when the players are ready to take the field, that the playing numbers of each side are to be increased.
- 8.5.10** Addition to the playing numbers on the field can only be made providing the numbers on the field remain equal for both teams.
- 8.5.11** Where a head count is conducted, and uneven playing numbers are evident the scores at the time of the head count shall be noted and the matter referred to the League for determination of the result of the match.
- 8.5.12** **Daily loan of players** - When players are loaned, the Team Manager of both teams shall note on the Team Sheet the number of players loaned. Players may be loaned on a quarter by quarter rotating basis or for the whole match as appropriate.
- 8.5.13** Any dispute regarding By Law 8.5 will be referred to the CIT who will determine penalties, if any, to be applied. Penalties may include loss of premiership points and/or score by the offending team and/or the Club of the offending team shall be penalised in accordance with Schedule Q.
- 8.5.14** The Evening Up Rule is not to be applied in Finals.

- 8.5.15** Where a player is ordered off the field by the Field Umpire and there is no replacement available (as per 9.3.4) there is no requirement to even-up the playing numbers on the field.

The Spirit of the Rule

The league expects all team officials to understand and adhere to the 'spirit' of this rule, which is, the team that has the greater number of players available shall lend as many players as possible to equalise numbers with the other team so that all players available to participate in that match shall have the opportunity to play in as much of that match as possible.

9. OFFENCES

9.1 Officials Powers to Report

- 9.1.1** Where a club is hosting finals at its own venue it will be required to supply a responsible person to act as Ground Manager and will be required to advise the League of the name and contact phone number of the Ground Manager(s) on the Wednesday prior to the relevant finals.
- 9.1.2** At all times and in all matches, League approved Boundary and Goal Umpires are empowered to reprimand and report Players or Club Officials. Appropriately identified Umpires Coaches are also empowered to enter the field of play at any time to report or reprimand Players or Club Officials.
- 9.1.3** In all matches including Finals, if the League approved Boundary or Goal Umpire reports a Player, they shall, at the earliest opportunity, notify the Field Umpire who shall, upon receipt of the report, send off the reported Player in terms of Rule 9.3.
- 9.1.4** Club appointed officials have no power to report individual players or send them from the ground but may lodge an official complaint through their club to the League.
- 9.1.5** Termination of Game. The Field Umpire is to call Captains and Coaches over and instruct them that the game will be called off if their team's conduct does not improve. The Umpires will allow adequate time for this to be relayed to the players. If the decision is subsequently made to call off the game the Umpires will:
- Inform the Captains that the game is terminated;
 - Inform the Time Keepers and record the time that the game was terminated;
 - Ensure that all match paperwork is completed in the usual manner and;

- Forwarded together with Reports to the League's General Manager as soon as possible;
- Advise the Umpires Manager as soon as possible;
- Where a match has been terminated by the Field Umpire/s they must provide a report containing the reasons for such action and forward this to the General Manager as soon as possible, together with player / team reports.

9.2 Player Offences

A Player commits an offence if he/she displays any of the types of conduct listed in Schedule S.

9.3 Order Off Rule - Players

- 9.3.1** The order off rule is to apply in all age groups. An Order-Off Form is to be lodged, by the Field Umpire, in all instances of a player being ordered off.
- 9.3.2** The field umpire shall determine the length of time a player ordered from the ground must remain off the playing arena by display of either a **RED CARD** to indicate the remainder of the game, or a **YELLOW CARD** to indicate the equivalent of one quarter of the game being played.
- 9.3.3** The Player must exit through the Interchange area. The Interchange Steward appointed to the game will maintain the necessary time record and is the only official authorised to consult with the field umpire in regard to the player's eligibility to resume play. This consultation is to take place at the end of the playing period in which the player was sent from the playing arena. The Coach of the offending player may consult the Interchange Steward to ascertain when the player may resume playing.
- 9.3.4** A player who is ordered from the playing arena with a Yellow Card or Red Card may be replaced. A player sent off the field by the Field Umpire shall be escorted from the field by the Team's Runner or Trainer.
- 9.3.5** A player ordered off with a Yellow Card for a second time in a game shall be off for the remainder of the game and is automatically reported.
- 9.3.6** Players reported by official league field, boundary or goal umpires are to be ordered from the playing arena by the field umpire for the remainder of the game in which they have been reported.

- 9.3.7** Should a player refuse to leave the playing arena when ordered off, the field umpire shall inform the coach of the player's team. If following advice to the coach the player does not immediately leave the playing arena, the match will be abandoned, and full points awarded to the opposing team. The League will determine the % to be awarded.
- 9.3.8** A player ordered from the playing Arena with a Yellow Card three times in a season will be required to appear before the Independent Tribunal to show cause why a suspension should not be imposed.
- 9.3.9** Players ordered-off for the remainder of the game are to exit the field through the Interchange area and shall be escorted to the clubrooms by the Team Runner, Trainer or Team Manager immediately. The reported player shall change out of their team uniform and is not permitted to re-enter the playing arena for the remainder of the match including breaks.
- 9.3.10** Where a player is reported (Red Card) the umpire will complete the official Report Form after the match regarding the Intention, Impact, Location and Point of Contact in a case of physical contact, and Intent and nature of abuse in the case of the abuse of an umpire or other person, which will determine whether a mandatory penalty will be given.

The Umpire will offer the mandatory penalty to the player, who is to be accompanied by the Team Manager, immediately after completing the Report Form., and a copy of the form will be handed to the Team Manager.

If the penalty is not offered, or not accepted if offered, the player will be required to appear at the Tribunal on the Monday night following the match.

The League will review the report on the evening of the match and will advise the club immediately whether a mandatory penalty, if accepted, will stand or the player will be required to appear at the Tribunal on the Monday evening immediately following the match.

The Reporting System is included at Schedule V to these By Laws.

Any YJFL appointed Umpire who fails to order-off a reported player shall face disciplinary action at the instance of the Board or of the Umpires Manager.

9.4 Order Off Rule - Officials

- 9.4.1** The order off rule is to apply, and an Order Off Form is to be lodged by the Field Umpire in all instances of an official being ordered off.

9.4.2 The umpire shall determine the length of time an official ordered from the ground must remain off the playing arena by displaying either a **RED CARD** to indicate the remainder of the game or a **YELLOW CARD** to indicate the equivalent of one quarter of the game being played.

9.4.3 Officials ordered off from the field may be replaced. Any Officials ordered off for a second time in a game shall be ordered off, for the remainder of the game and is automatically reported.

9.4.4 Officials reported by an official League field, boundary, or goal umpire are to be ordered from the playing arena by the field umpire for the remainder of the game, including quarter, half- and three-quarter-time breaks, in which they have been reported.

A reported official is required to appear before the Independent Tribunal on the Monday evening immediately following the match.

9.4.5 If an official refuses to leave the playing arena when ordered off, the field umpire shall inform the Coach or other relevant team officials. If following advice to the other team officials the official does not leave the playing arena, the match will be abandoned, and full points awarded to the opposing team. The League will determine the % points to be awarded.

9.5 Melees

A player or players who contribute to the formation of melees are, at the discretion of the Umpire/s, liable to be ordered from the field.

9.6 Alcohol

Consumption of alcohol by person or persons in any form at Yarra JFL scheduled matches is strictly prohibited and can result in loss of premiership points, fines and disqualifications of individuals, teams or clubs from the Yarra JFL.

9.7 Suspended Players and Officials

9.7.1 Where a player or official is suspended by the Independent Tribunal or Conduct Investigation Tribunal, the player is not eligible to receive an award for finishing in the top ten of a YJFL Best and Fairest Award and the official cannot coach or act as an official for any representative team during the period of suspension.

9.7.2 Where a player or official is suspended by the Independent Tribunal or the Conduct Investigation Tribunal the player or official shall not be permitted to enter any YJFL playing arena on match days during the

period of suspension including during quarter, half- and three-quarter-time breaks.

10 RULES FOR UNDER 8, UNDER 9, UNDER 10 MIXED AND UNDER 10 GIRLS COMPETITIONS

10.1 Under 8 Competition

The competition to be the Introductory phase of the Yarra Junior Football League competition. Players must be at least 7 years old by 30 April of the year they commence playing.

10.1.1 Player numbers.

Twelve players per side on the ground at any one time, plus up to four interchange players. Under 8 teams are to have balanced numbers. Where one team is short on players, the opposition will loan players to ensure equality of team numbers on the field.

Interchange of players to be only at quarter, half, and three-quarter time breaks, except in the case of injury when a replacement may be made immediately.

10.1.2 Ground Size:

80 metres x 60 metres approximately which is designed to fit two games per oval.

10.1.1 Zones.

Three equal zones to be marked with cones or discs, with four players from each team per zone. The Umpire will pay a free kick to the opposition if a player does not adhere to their zone.

10.1.2 Match Length

There will be four 10-minute quarters with breaks of five, five and five minutes, with the match to be completed within one hour.

10.1.3 Competition details

There will be no recorded scores, ladders or finals. Scores will not be displayed on a scoreboard. There will be no recording of best players and goal kickers permitted. No League representative teams will be selected at this level.

10.1.4 Contact

Modified tackling* is permitted, but bumping is not permitted. Players cannot bump or push an opponent, knock/steal the ball out of their opponent's hands or smother the opponents kick.

*Modified Tackling – A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees. The tackle may be from either side or from behind, providing the tackle from behind does not thrust the player with the ball forward (i.e. push the player in the back). If the player in possession of the ball is taken to the ground in the act of tackling, they will receive a free kick. If the umpire feels the player drops to the ground deliberately in order to receive a free kick, they will be penalised for holding the ball.

10.1.5 Umpiring

The Field Umpire, provided by the home team, shall wear a plain white shirt and be equipped with a whistle. Each team will provide a goal umpire.

10.1.6 Bouncing the ball

A player may bounce the ball once before disposing of it.

10.1.7 Marking the ball

A mark is awarded, irrespective of the distance the ball has travelled, to any player who catches it from a kick, or makes a reasonable attempt to catch it.

10.1.8 Kicking off the ground

No deliberate kicking off the ground is permitted; when detected a free kick will be paid to the opposition.

10.1.9 Out of Bounds

From a kick where the ball goes out of bounds a free kick is awarded against the player who last kicked the ball. From hands or body, or if there is doubt, the umpire shall call a ball-up 10 metres in from the boundary.

10.1.10 Stealing smothering, shepherding and barging.

No stealing or smothering of the ball, shepherding or barging is permitted.

10.1.11 Penalties.

No distance penalties apply at this level. Players can be ordered off at the umpire's discretion.

10.1.12 Commencement of play

Play shall be started by a ball-up between centremen at the 3-metre centre circle.

10.1.13 Team Officials

Coaches

Only one coach is permitted on the ground. The purpose of the coach being on the ground is to direct players to stay in their positions and zones. Coaches are to wear League Blue Bib identification

Trainer

A Trainer may not be used to coach players and may remain on the field only the length of time taken to treat an injured player or to provide water. After attending to players Trainers must return to their position behind the boundary line. They are not to remain on the field. The League Green Bib identification must be worn by Trainers

Runner

A Runner is not permitted in Under 8 matches.

10.1.14 At the End of the Game

At the end of the game all Players and Coaches are to gather together on the ground to be addressed by the Umpire, and all will leave the ground together - a visual demonstration of the spirit in which the game is played. Coaches are to instruct players to shake hands before/after game.

10.2 Under 9 Mixed and Under 10 Girls Competition

The competition to be the Development phase of the Yarra Junior Football League competition. Players must be at least 7 years old by 30 April of the year they commence playing.

10.2.1 Player numbers

Fifteen players per side on the ground at any one time, plus up to five interchange players. Under 9 mixed and Under 10 Girls teams are to have balanced numbers. Where one team is short on players, the opposition will loan players to ensure equality of team numbers on the field.

Interchange of players to be only at quarter, half, and three-quarter time breaks, except in the case of injury when a replacement may be made immediately.

10.2.2 Ground Size:

100 metres x 80 metres approximately.

10.2.3 Zones

Three equal zones to be marked with cones or discs, with five players from each team per zone. The Umpire will pay a free kick to the opposition if a player does not adhere to their zone.

10.2.4 Match Length

There will be four 12-minute quarters with breaks of five, five and five minutes with the match to be completed within one hour and fifteen minutes.

10.2.5 Competition details

There will be no recorded scores, ladders or finals. Scores will not be displayed on a scoreboard. There will be no recording of best players and goal kickers permitted. No League representative teams will be selected at this level.

10.2.6 Contact

Modified tackling* is permitted, but bumping is not permitted. Players cannot bump or push an opponent, knock/steal the ball out of their opponent's hands or smother the opponents kick.

*Modified Tackling - A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top

of the shoulders and on/above the knees. The tackle may be from either side or from behind, providing the tackle from behind does not thrust the player with the ball forward (i.e. push the player in the back). If the player in possession of the ball is taken to the ground in the act of tackling, they will receive a free kick. If the umpire feels the player drops to the ground deliberately in order to receive a free kick, they will be penalised for holding the ball.

10.2.7 Umpiring

The Field Umpire, provided by the home team, shall wear a plain white shirt and be equipped with a whistle. Each team will provide a goal umpire.

10.2.8 Bouncing the ball

A player may bounce the ball twice before disposing of it.

10.2.9 Marking the ball

A mark is awarded, irrespective of the distance the ball has travelled, to any player who catches it from a kick, or makes a reasonable attempt to catch it.

10.2.10 Kicking off the ground

No deliberate kicking off the ground is permitted; when detected a free kick will be paid to the opposition.

10.2.11 Out of Bounds

From a kick where the ball goes out of bounds a free kick is awarded against the player who last kicked the ball. From hands or body, or if there is doubt, the umpire shall call a ball-up 10 metres in from the boundary.

10.2.12 Stealing, smothering, shepherding and barging

No stealing, smothering of the ball, shepherding or barging is permitted.

10.2.13 Penalties

10 metre penalties can be applied at the umpire's discretion if they feel a player has been hindered in any way. Players can be ordered off at the umpire's discretion.

10.2.14 Commencement of play

Play shall be started by a ball-up between centremen at the 3-metre centre circle.

10.2.15 Team Officials

Coaches

Only one coach is permitted on the ground. The purpose of the coach being on the ground is to direct players to stay in their positions and zones. Coaches are to wear League Blue Bib identification

Trainer

A Trainer may not be used to coach players and may remain on the field only the length of time taken to treat an injured player or to provide water. After attending to players Trainers must return to their position behind the boundary line. They are not to remain on the field. The League Green Bib identification must be worn by Trainers

Runner

A Runner is not permitted in Under 9 matches.

10.2.16 At the End of the Game

At the end of the game all Players and Coaches are to gather together on the ground to be addressed by the Umpire, and all will leave the ground together - a visual demonstration of the spirit in which the game is played. Coaches are to instruct players to shake hands before/after game.

Under 10 Competition

The competition to be the Transition to Competition phase of the Yarra Junior Football League competition.

10.2.17 Player numbers

Eighteen players per side on the ground at any one time, plus up to six interchange players. Under 10 teams are to have balanced numbers. Where one team is short on players, the opposition will loan players to ensure equality of team numbers on the field.

10.2.18 Ground Size

Up to Full size. However, where a large ground is used the coaches should agree to reduce the size of the ground using portable goal posts.

10.2.19 Zones

There will be no zones in the Under 10 competition.

10.2.20 Match Length

There will be four 15-minute quarters with breaks of four, twelve and seven minutes with the match to be completed within one hour and thirty minutes.

10.2.21 Competition details

Scores are allowed to be kept and may be displayed on a scoreboard. There will be no published scores, ladders or finals. All match paperwork is to be submitted to the League for grading purposes. There will be no recording of best players and goal kickers permitted. No League representative teams will be selected at this level.

10.2.22 Contact

Full tackling is permitted in the Under 10 competition.

10.2.23 Umpiring

A Club Supplementary Umpires will be provided by the home team, unless an official umpire is provided by the League. The Supplementary Umpire must attend a YJFL Supplementary Umpire Training session, and wear a YJFL green Supplementary Umpire

polo shirt, and be equipped with a whistle. Each team will provide a goal umpire and a boundary umpire.

10.2.24 Bouncing the ball

A player may bounce the ball twice before disposing of it.

10.2.25 Marking the ball

A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 10 metres.

10.2.26 Kicking off the ground

No deliberate kicking off the ground is permitted; when detected a free kick will be paid to the opposition.

10.2.27 Out of Bounds

The ball going out of bounds will result in a boundary throw in unless it is on the full in which case a free kick will be awarded to the opposition

10.2.28 Penalties

25 metre penalties can be applied at the umpire's discretion if they feel a player has been hindered in any way. Players can be ordered off at the umpire's discretion.

10.2.29 Team Officials

Coaches

Coaches are not permitted on the playing arena during Under 10 matches and must coach from the coaches' box. Coaches are to wear League Blue Bib identification

Trainer

A Trainer may not be used to coach players and may remain on the field only for the length of time taken to treat an injured player or to provide water. After attending to players Trainers must return to their position behind the boundary line. They are not to remain on the field. The League Green Bib identification must be worn by Trainers.

Runner

A Runner is permitted in Under 10's under the provisions of By Law 5.3.

11. WORKING WITH CHILDREN REQUIREMENTS

11.1 No person may act in the capacity as a Club President, Vice President, Secretary or Treasurer or in the capacity as Coach, Assistant Coach, Team Manager, Runner or Trainer unless that person has:

- (a) Obtained a Working With Children check (WWC), or;
- (b) Lodged an application for a Working With Children check (WWC);
- (c) Sworn member of Victoria Police (who has not been suspended from duty) or a Teacher registered with the Victorian Institute of Teaching.

12. UNAUTHORISED MEDIA STATEMENTS

12.1 No Club shall permit any of its officers, players or members to make any statement to the media (including radio, television and all newspapers) in connection with any Policies or acts of the Board or in relation to any incidents relating to any games conducted by the League without the prior approval of the Board. To do so shall render the Club concerned liable to:

- (I) a fine at the discretion of the League;
- (II) suspension from the League;
- (III) expulsion from the League in accordance with the Rules of the League.

12.2 All Clubs, Officials and Registered Players must abide by the League's media policy set out in Schedule P.

13. PENALTY FOR PLAYING NON-PERMITTED PLAYERS

13.1 Any Club that allows a player to play in home and away matches or finals series matches where the player is not eligible or not registered in the current season shall be liable to:

- A fine as set out in Schedule Q; and
- Loss of all premiership points obtained in matches in which the player played and the awarding of those points to the appropriate opposing teams, or in the case of a finals match shall be deemed to have lost the finals match
- At the discretion of the Board, the Disqualification of the team and/or player from the competition.

14. CODES OF CONDUCT - POLICIES

14.1 All affiliated Clubs, Registered Players and Officials are subject to and bound by all Codes of Conduct and Policies issued by the League from time to time.

15. FINES FOR BREACHES

15.1 Unless otherwise specified in these by-laws, any infringement of the By-Laws shall as a rule be subject to a penalty of one unit, unless otherwise specified, at

the discretion of the League. Offences of which automatic fines apply are set out in Schedule O.

- 15.2** The nominal value of each penalty unit shall be determined by the Board from time to time and may be adjusted by the Board at any time.
- 15.3** The nominal value of one penalty unit applicable from 1st April 2009 until otherwise directed by the Board shall be \$10.00.

16 INDEPENDENT TRIBUNAL

- 16.1** Once a report by an umpire is received by the League that relates to the conduct of a registered player or Official, or a referral is made by the Board, the Secretary of the Tribunal shall make arrangements to convene a hearing of the report/referral by the Tribunal.
- 16.2** The Secretary of the Tribunal shall as soon as practicable notify all interested parties of the time, date and venue of the Tribunal hearing.
- 16.3** The Tribunal hearing will be conducted in accordance with the guidelines contained in Schedule E.

17. CONDUCT INVESTIGATION TRIBUNAL

- 17.1** Once a Complaint by an Affiliated Club or a report by an umpire is received by the League, the Secretary of the CIT shall make arrangements to convene a hearing of the Complaint or report by the CIT.
- 17.2** The Secretary of the CIT shall as soon as practicable notify all interested parties of the time, date and venue of the CIT hearing.
- 17.3** The CIT hearing shall be conducted in accordance with the guidelines contained in Schedule F.

18. APPEALS BOARD

- 18.1** A Notice of Appeal must be in the form of Schedule H.
- 18.2.** Once a Notice of Appeal is received by the League, the Secretary of the Appeals Board shall make arrangements to convene a hearing of the Appeal by the Appeals Board.
- 18.3** The Secretary of the Appeals Board shall as soon as practicable notify all interested parties of the time, date and venue of the hearing of the Appeal.
- 18.4** The hearing of the Appeal shall be conducted in accordance with the guidelines contained in Schedule G.

19. VALIDITY OF HEARING

- 19.1** Where there is any procedural irregularity in the manner in which a matter has been brought before the Tribunal, the CIT or the Appeals Board, the Tribunal, CIT or the Appeals Board may still hear and determine the matter unless it is of the opinion that the irregularity has caused or may cause injustice if the matter was heard.

20. AGGRESSIVE PLAYER RECRUITMENT

It shall be an offence for a Club Official and/or Team Official to engage in the aggressive recruitment of players. A Club Official and/or Team Official who is found guilty of engaging in aggressive recruitment of players shall be considered to have engaged in conduct prejudicial to the interests of the League and shall be dealt with as the Board deems fit pursuant to Rule 6.1.3., or otherwise.

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*For a full list of schedules please see your club or visit the League website at www.yarrajfl.org.au

YARRA JUNIOR FOOTBALL LEAGUE

MATCH PAPERWORK

- TEAM SHEET / UMPIRES MATCH REPORT (COMBINED FORM)

Team Sheet is created on-line in the Footy Web System – 2 Copies Printed
The opposition Team Manager must sign both copies of the Team Sheet prior to any players signing it.

One copy (signed by the players) is to be handed to the Umpire not later than half time. The other copy (signed by the players) is to be provided to the Opposition Team Manager.

The copy handed to the Umpire is to be collected after the game.

- SCORE CARDS - TWO

One for the Goal Umpire one for your Timekeeper.

BOTH CARDS TO BE HANDED TO THE FIELD UMPIRE AT THE CONCLUSION OF THE MATCH

- Interchange card/sheet to be handed to the Field Umpire at the conclusion of the match.
- Fifteen (15) minutes before the scheduled starting time of the match the Field Umpire will accompany the home side captain into the visitors' room for the purpose of tossing the coin for the choice of ends.
- Players boots must be checked before the match.
- At the conclusion of the match, the Field Umpire shall complete the Match Report/Team Sheet Form supplied by each Club and forward to the Administration Manager of the League.
- On this form he shall report any breach of the Rules, a list of which is to be found on the match report/team sheet Form.

ALL CLEAR AFTER MATCH

Within fifteen (15) minutes of the termination of a match, Team Managers shall ascertain from the officiating Umpire whether there were any reports made or whether the match was 'All Clear'.

YARRA JUNIOR FOOTBALL LEAGUE

MATCH FOOTBALLS – SIZES

Match Footballs (Sherrin) are used in each Age Group, as follows:

Colts	Size 5 Match Ball – Full Size
Under 15	Size 5 Match Ball – Full Size
Under 14	Size 4 Match Ball (Leather)
Under 13	Size 4 Match Ball (Leather)
Under 12	Size 3 Synthetic
Under 11	Size 3 Synthetic
Under 10	Size 2 Synthetic
Under 9	Size 2 Synthetic
Under 8	Size 2 Synthetic
Youth Girls Under 18	Size 4 Match Ball (Leather)
Under 16 Girls	Size 4 Match Ball (Leather)
Under 15 Girls	Size 4 Match Ball (Leather)
Under 14 Girls	Size 4 Synthetic
Under 13 Girls	Size 3 Synthetic
Under 12 Girls	Size 3 Synthetic
Under 11 Girls	Size 3 Synthetic
Under 10 Girls	Size 2 Synthetic

YARRA JUNIOR FOOTBALL LEAGUE CODES OF CONDUCT

Coaches

- 1. Abide by the Laws of the Game, Club Rules and League Rules**
- 2. Teach the Rules: Rules are mutual agreements which nobody should break**
- 3. Group players competitively**
- 4. Avoid overplaying talented players**
- 5. Maximise fun: Place winning in perspective**
- 6. Stress safety always**
- 7. Consider maturity levels: Devise training programs to suit all**
- 8. Develop team respect: For opponents, umpires and coaches**
- 9. Recognise the importance of proper injury treatment**
- 10. Keep up to date with Coaching developments**
- 11. Attain Coaching accreditation**
- 12. Avoid derogatory language based on gender or race**
- 13. Shall not engage in the aggressive recruitment of players. (Aggressive recruitment is to be determined on the facts of each particular case. As a guide only, aggressive recruitment will be considered to have occurred where there is contact on more than one occasion with a player (parent/guardian) and/or inducement is offered to a player to change Clubs).**

Players

- 1. Play by the laws and rules**
- 2. Don't argue**
- 3. Control your temper**
- 4. Be a team player**
- 5. Be a good sport**
- 6. Treat all players fairly**
- 7. Cooperate with your coach and teammates**
- 8. Play for fun and improvement**
- 9. Avoid ugly remarks based on race or gender**

SCHEDULE D

Parents

- 1. Encourage participation but do not force them**
- 2. Teach that honest effort is the victory, not the winning**
- 3. Encourage to play by the rules**
- 4. Never ridicule mistakes or losses**
- 5. Remember, involvement is for their enjoyment, not yours**
- 6. Remember, they learn best by example. Applaud both teams**
- 7. Recognise positively the recreational contribution of voluntary officials**
- 8. Never publicly disagree with officials. Raise issues privately**
- 9. Support all efforts to remove verbal, racial and physical abuse**
- 10. Support your club officials to foster high standards of behaviour for your Club/League**

YARRA JUNIOR FOOTBALL LEAGUE

GUIDELINES FOR THE CONDUCT OF FINALS

Canteen to be run by Ground Tenant Club.

Clean up of rooms after games to be undertaken by Tenant Club.

Marking of ground, scoreboard and goal post padding to be undertaken by Tenant Club.

Siren of good condition and emergency bell to be supplied by Tenant Club.

Approved Time Clock capable of recording "Time On" to be supplied by Tenant Club.

UMPIRES

1. Field Umpires will be supplied by the League for all matches. Two field Umpires will officiate in Under 14's, 15's and Colts matches. Boundary Umpires will be appointed to as many Semi Final matches as possible and to all Preliminary and Grand Final Matches.
2. An adult Goal Umpire complete with white coat and flags to be supplied by the participating Clubs for First and Second Semi-finals matches only.
3. League appointed Goal umpires will officiate in Preliminary and Grand Final matches.

Notes:

1. The proposed interval between the finish of the first game and the second game has been planned to allow for a team that just completed their match to immediately vacate the rooms - this permits the second team to enter the room and prepare for their match with no interruption.
2. New footballs will be supplied by the League for use in each finals game. A spare Football is to be provided by each Team. (Refer Item 6 below).
3. **Use of Footballs – At the discretion of the Ground Manager two footballs may be used on the following basis: One ball for quarters 1 and 3, second ball for quarters 2 and 4.**

EACH TEAM PARTICIPATING ARE TO PROVIDE:

1. An adult timekeeper.
2. Note: There is no automatic 'Time-On' in Finals.

Length of Quarters in finals:

Under 10s, 11s, 12s and 13s – 17 minutes

Under 14s, 15s and Colts - 23 minutes

Under 11 Girls, 12 Girls and U13 Girls, U14 Girls – 15 minutes

Under U15 Girls and Youth Girls– 20 minutes

SCHEDULE I

3. Refreshment to League appointed Boundary and Field Umpires at quarter, half and three-quarter time. (**First named Club**).
4. Unsigned team sheet to be supplied to Match Manager on arrival, for his signature, prior to completion. Team sheet then to be filled out and given to Match Manager prior to commencement of game. The Match Manager to be provided by the Tenant Club.
5. Official tops to be worn by team runners and trainers. These are the only officials allowed into the playing area. Official coaches top must be worn by Coach and Assistant Coach.
6. A football of good condition is to be supplied to the Match Manager, to be used as spare, suitably identified for return after match. A pump is to be available in case of emergency.
7. Teams are requested to be in attendance at least 30 minutes prior to the start of their scheduled match.
8. **Presentations** - On completion of each Grand Final presentations will be made All players and Match Officials from each team are expected to take part. This presentation will be carried out either on the ground or in the change rooms, depending upon conditions.
9. **ESCORT OF UMPIRES - BOTH TEAMS ARE TO PROVIDE UMPIRE ESCORTS IN FINALS MATCHES**

NO DRAWN GAMES.

In the event of the scores being level at the final siren ending a final series match, the following procedure will be followed: -

1. A 4 Minute break will be taken before the commencement of extra time to allow the Coach to address his team on the field.
2. The end to which a team has been kicking prior to the end of the game will be changed to the opposite end and play recommenced with a centre bounce.
3. After 5 minutes play without time on being added the siren will be sounded and teams will change ends. After a further 5 minutes play, without time on, the siren will be sounded to end the game.
4. In the event of the score still being level when the siren sounds after the 10 minutes additional time has been played, the procedure will be followed again until a result is known. (Step 2 & 3)

YARRA JUNIOR FOOTBALL LEAGUE

FINALS - INSTRUCTIONS TO CLUBS

FIRST NAMED CLUB:

1. Black or coloured shorts to be worn.
2. Provide one Time Keeper.
3. Provide one spare football in very good condition.
4. Provide Umpire Escort
5. Note all other conditions as listed in 'Guidelines for the conduct of Finals'
6. Unsigned Team sheets must be presented to the League representative or Match Manager for initialling prior to the game and before any player has signed the Team Sheet.

SECOND NAMED CLUB:

1. White shorts are to be worn
2. Provide one Time-Keeper.
3. Provide Umpire Escort
4. Provide one spare football in very good condition.
5. Provide a responsible person to operate the score board.
6. Note all other conditions as listed in 'Guidelines for the conduct of Finals'
7. Unsigned team sheets must be presented to the League representative or the Match Manager for initialling prior to the game and before any player has signed the team sheet.

YARRA JUNIOR FOOTBALL LEAGUE

FINALS – INSTRUCTIONS TO CLUBS

INSTRUCTION TO TIMEKEEPERS - TIME ON.

PLEASE NOTE THAT THERE IS NO AUTOMATIC TIME-ON IN FINALS

A. LENGTH OF QUARTERS DURING FINALS:

Under 11 Girls, 12 Girls, 13 Girls and U14Girls	15mins
Under 10s, U11s, U12s and U13s	17mins
Under 15 Girls and Youth Girls	20mins
Under 14s, U15s and Colts	23mins

B. TIME ON shall only be applied when indicated by the field Umpire. This may be in circumstances where:

1. There is any undue delay in getting the ball back when it is out of play.
2. A player wilfully wastes time.
3. A player goes over an opponent's mark and does not come back immediately when asked to do so.
4. When more than one opponent stands on the mark.
5. Play is delayed unduly.

NOTE: TIME-ON IS NOT AUTOMATIC AFTER A GOAL OR POINT HAS BEEN SCORED

C. TIME-ON HOW INDICATED

The Field Umpire shall signal to the timekeepers to add "Time On" or to stop adding "Time On" by blowing his / her whistle and raising the arm above the head (arm will be in a vertical position).

The time to be added on shall be the time that elapses between the two whistles. Should the timekeepers fail to hear the second whistle, they shall stop adding "Time On" when they see that the ball is in play.

TIMEKEEPERS PLEASE NOTE:

Watch the Field Umpire closely during play for his signals regarding time on.

Where the Umpire has mistakenly heard the siren to sound the end of playing time or the siren sounds mistakenly prior to the end of a quarter the Timekeepers must alert the Field Umpire as soon as possible of the error. The game shall restart with a ball up in the position where the ball was when the game was halted or if the field umpire cannot determine that position then a ball up in the centre of the ground shall occur as if a goal had been scored.

YARRA JUNIOR FOOTBALL LEAGUE

Ground Inspection Report

Date report completed: _____

Club: _____

Location: _____

YES

NO

Goal Area

Is the goal post padding present?

Is the padding:

In good condition (at least 25mm thick)?

Made from impact absorbing material?

As supplied by Council

Are all goal and behind posts secure?

Cricket Pitch Area

Is there sufficient soil covering the pitch?

Is synthetic covering for the pitch in good condition and appropriately secured?

Is there a smooth surface created by the grading of the pitch edge?

Is the turf wicket sufficiently watered to soften surface?

Does the turf have grass cover to soften the surface?

Boundary Area

Is the boundary line at least three (3) metres from any fence?

Are all drains properly covered by grates?

Is there any wire or other material protruding from any fence?

SCHEDULE L

Is there any wire or other material protruding from any signage?

Has appropriate material been used for all ground markings?

Sprinklers

Are any sprinkler heads protruding?

Are rubber protective covers in place on all sprinkler heads?

Has any potholes surrounding sprinklers be adequately filled?

Playing Surface

Have all potholes been adequately filled?

Are all drainage trenches adequately filled?

Is the surface even?

Is the surface clear of debris/garbage i.e. cans, rocks, bottles etc

Has the ground been prepared correctly for an Australian Rules football match / Yarra JFL requirements?

General

Are the rooms free of debris? (syringes, glass, rubbish, etc)

Are the weather conditions safe for the game to commence? (lightning, etc)

Are there any other factors which may be dangerous to the players?

I, the undersigned, have undertaken the above inspection prior to the first game being conducted at the playing venue.

Signature

Print Name

A copy of the form must be completed for each home game and retained on file by the Club. The form must be provided upon the request of the Yarra Junior Football League if required.

SCHEDULE Q

YARRA JUNIOR FOOTBALL LEAGUE INC.

OFFENCES TO WHICH AUTOMATIC FINES APPLY

OFFENCES WHICH ENTAIL FINES	Penalty Unit	Code
Non-attendance at designated League meeting	6	A
Unregistered or Ineligible Player	10	B
Late entry of match scores on line	5	C
Team sheet incorrectly completed	5	D
Failure to hand team sheet to umpire at half time	5	E
Duplication of number OR no number on jumper OR incorrect jumper	2	F
Incorrect shorts OR socks	1	G
No timekeeper, no goal umpire, no boundary umpire		
No interchange steward Each	5	H
Unsatisfactory boundary OR goal umpire	3	I
Goal umpire OR Interchange steward failing to wear a white coat	2	J
A boundary umpire failing to wear a white top (By Law 5.7.1)	2	K
A runner failing to wear League Identification Apparel	5	L
A trainer failing to wear League Identification Apparel	5	M
Late start (5 minutes or more)	2	N
Late appearance: Quarter - Half - Three-Quarter - Time Break	2	O
Interchange area on incorrect side of oval	2	P
Goal area not roped off (applies to unfenced grounds)	4	Q
Inadequate ground markings	5	R
Unsatisfactory siren OR bell (NB! no vehicle horn is permitted)	5	S
Failure to provide Escort for umpire at half-time OR at match end	5	T
Failure to supply two reasonable standard footballs	4	U
No representation for all clear (match reports to be signed)	4	V
Late payment of accounts or dues per day	1	W
Failure by home club to provide adequate seating	2	X
Failure of interchange players to be seated (By Law 8.3.6)	2	Y
Failure to provide drink/orange for umpire - 1/2 or 3/4 time	1	Z
Coaches area not roped off per By Law 4.3.10	7	AA
Non authorised persons inside coaching area	10	AB
Coach failing to wear League identification	5	AC
Failure to display scores	5	AE
Non-compliance with By Law 8.5 (Evening up of player numbers)	6	AF
Late Withdrawal of Team (after 5.00pm Friday prior to game)	10	AG
Non compliance with By Law 6.4.3 (Playing two games in same Age group In the same round)	10	AH
Failure to mark ground with second line at unfenced grounds (By Law 4.3.9)	7	AI
Failure to update on line team sheet by midnight on the day of the match	5	AJ

The nominal value of one penalty unit applicable from 1st April 2017 until otherwise directed by the Board is \$20.00+GST

SCHEDULE S

PLAYER OFFENCES

Any of the following types of conduct is a Reportable Offence:

- (a) Intentionally, recklessly or negligently making contact with or striking an Umpire;
 - (b) Attempting to make contact with or strike an Umpire;
 - (c) Using abusive, insulting, threatening or obscene language towards an Umpire;
 - (d) Behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire;
 - (e) Disputing a decision of an Umpire;
 - (f) Use of an obscene gesture;
 - (g) Intentionally, recklessly or negligently:
 - (i) kicking another person;
 - (ii) striking another person;
 - (iii) tripping another person whether by hand, arm, foot or leg;
 - (iv) engaging in time wasting;
 - (v) charging another person;
 - (vii) throwing or pushing another Player after that Player has taken a Mark, disposed of the football or after the football is otherwise out of play;
 - (viii) engaging in rough conduct against an opponent which in the circumstances is unreasonable;
 - (ix) engaging in a melee, except where a Player's sole intention it to remove a teammate from the incident;
 - (x) spitting at or on another person; or
 - (xi) bumping or making forceful contact to an opponent from front-on when that Player has their head down over the football;
- NOTE:
- a Player can bump an opponent's body from side-on but any contact forward of side-on will be deemed to be front-on;
 - a Player with their head down in anticipation of winning possession of the football or after contesting the football will be deemed to have their head down over the football for the purposes of this law.
- (h) attempting to kick another person;
 - (i) attempting to strike another person;
 - (j) attempting to trip another person whether by hand, arm, foot or leg;
 - (k) intentionally shaking a goal or behind post when another Player is preparing to Kick or is Kicking for Goal or after the Player has Kicked for Goal and the football is in transit;
 - (l) wrestling another person;
 - (m) using abusive, insulting, threatening or obscene language;
 - (n) failing to leave the Playing Surface when directed to do so by a Field Umpire;
 - (o) wearing boots, jewellery and equipment prohibited under Law 9 (of Laws of Australian Football);
 - (p) any act of misconduct.

SCHEDULE T

JUMPER CLASHES

Where clubs competing in a match have a jumper clash as listed below T, the Away club must wear an alternative jumper.

PONRPJFC	Ivanhoe
Balwyn	Richmond
Heidelberg	Balwyn
Richmond	Balwyn
Banyule	Beverley Hills
Fitzroy	Banyule
Fitzroy	Beverley Hills
Preston	Warrandyte
Hawthorn Citizens	Boroondara Hawks
Beverley Hills	Whitehorse Colts
Warrandyte	Parkside
Preston Bullants	Parkside
Surrey Park	Ivanhoe
Richmond	Kew Comets (Colts only)
Templestowe	Brunswick
Hawthorn Citizens	Boroondara Hawks
Bundoora	Doncaster
Whitehorse Colts Girls	Kew Comets

Girls

Whitehorse Colts Girls	Kew Comets
Camberwell	Park Orchards
Camberwell	Ivanhoe
Ivanhoe	Park Orchards
Heidelberg	Richmond
Richmond	Balwyn
Heidelberg	Balwyn
Warrandyte	Parkside
Fitzroy	Banyule
Fitzroy	Beverley Hills

SOCIAL NETWORKING POLICY

1. Any Person who is found to have engaged in, or is suspected of engaging in the unacceptable use of Facebook, Twitter, YouTube or any other social networking site, including blogs, in connection with the game of Australian Football in relation to the Yarra Junior Football League in any way may be dealt with by the Yarra Junior Football League as it deems fit, notwithstanding the behaviour did not occur on the playing field.
2. Without limiting the operation of this Rule, unacceptable use may involve the Person:
 - i. Criticising umpires, players, officials or any other person involved in the Yarra Junior Football League;
 - ii. Engaging in but not limited to, the following misuses of technology: harassing, teasing, intimidating, racially vilifying or threatening another person by sending or posting inappropriate and hurtful e-mail messages, instant messages, text messages, phone messages, digital pictures or images, or Web site postings (including social network sites e.g. Facebook or blogs) and the sending, receiving and or possession of naked or sexually explicit images of a person;
 - iii. Engaging in any other behaviour which the Yarra Junior Football League reasonably determines, in its absolute discretion, to have breached this policy.
3. In addition, it is important to note:
 - i. It is not relevant that the Person making the remarks was not aware that the content could or would be made publicly available.
 - ii. Members must also be aware that postings from their individual accounts, whether done by themselves or another person will remain the responsibility of the account owner.
 - iii. All members of the Yarra Junior Football league and individual clubs must be aware that in certain circumstances where a crime has been committed, they may also be subjected to a criminal investigation by Police over which the league and/or club will have no control.
4. **Procedure**
 - a. Yarra Junior Football League and/or club officials or members who feel that they have been the victims of such misuses of technology should save and store the offending material on their computer, mobile phone or other device. They should then print/ save a copy of the material and immediately report the incident to the relevant club representative who will forward the evidence to the Yarra Junior Football League.
 - b. All reports of cyberbullying and other technology misuses will be investigated fully in accordance with Yarra Junior Football League rules and regulations and may result in a notification to Police where the

SCHEDULE U

Yarra Junior Football League or the club is legally obliged to do so. If there is evidence, charges will be laid.

5. Penalties

- a. Any proven charges may lead to a suspension for a registered player or club official. In deciding the final penalty, consideration will be given to the seriousness of the act, the impact on the victim, the impact on the club and/or the Yarra Junior Football League and the prior good history or otherwise of the player or official. Players charged with these types of offences for a second or subsequent time and where a suspension has been previously imposed will face deregistration.
- b. Any player or official presented before the tribunal for the first or subsequent time on a cyberbullying offence must be aware that the penalties available to the tribunal members will cover the complete range including deregistration.
- c. In the case of a non-playing club member being proved to have engaged in harassment or bullying, the club employing, engaging or otherwise associated with the person at the time of the conduct shall be deemed to be vicariously liable for the conduct of the person and shall pay to the Yarra Junior Football League a fine or bond to be determined by the Yarra Junior Football League.

SCHEDULE V

REPORTABLE OFFENCES

Application

This document provides some guidelines as to the different categories of Reportable Offences and the appropriate sanctions and courses of action in respect of such offences.

These guidelines are designed to be used by the match day umpire and will be reviewed by the League Review Panel (the Panel). Members of this panel will include the League's General Manager, Operations Manager, Board Member responsible for Conduct and other Board Members as required.

The Panel will confirm the suitability of an automatic suspension in place of a tribunal hearing or refer the player to the Tribunal or add a penalty where a bad record has to be taken into account (see (c) Impact of a Bad Record on Classifiable Offences).

Where a player's acceptance of an Automatic Suspension results in a 1 Match Suspended Sentence, that Suspended Sentence shall be in place for a full 12-month period.

SCHEDULE V

Classifiable Offences

(a) Which Reportable Offences are Classifiable Offences?

Classifiable Offences are those Reportable Offences (specified in the table below) which may be graded by a Panel in order to determine an appropriate base sanction for that offence.

Classifiable Offences
Striking
Kicking
Kneeing
Stomping
Charging
Rough Conduct
Forceful Front-On Contact
Headbutt or Contact Using Head
Eye-Gouging / Unreasonable or Unnecessary Contact to the Eye Region
Scratching
Tripping

(b) Grading Classifiable Offences

The Panel may grade Classifiable Offences in accordance with the table below. Note, where a Classifiable Offence occurs behind play, the Panel may at its absolute discretion determine that the offence ought to be referred directly to the Tribunal on the basis that it is a Classifiable Offence which attracts a base sanction that the Panel finds inappropriate (see Direct Tribunal Offences).

SCHEDULE V

Conduct	Impact	Contact	Base Sanction	Accept Automatic Penalty
Intentional	Severe	All	Tribunal	N/A
	High	High/Groin	Tribunal	N/A
		Body	3 Matches	2 Matches
	Medium	High/Groin	3 Matches	2 Matches
		Body	2 Matches	1 Match
	Low	High/Groin	2 Matches	1 Match
		Body	1 Match	Suspended Sentence
	Careless	Severe	All	Tribunal
High		High/Groin	3 Matches	2 Matches
		Body	2 Matches	1 Match
Medium		High/Groin	2 Matches	1 Match
		Body	1 Match	Suspended Sentence
Low		High/Groin	1 Match	Suspended Sentence
		Body	1 Match	Suspended Sentence

1 Conduct (Intentional, Careless)

Intentional conduct:

A Player intentionally commits a Classifiable Offence if the Player engages in the conduct constituting the Reportable Offence with the intention of committing that offence.

Careless conduct:

A Player's conduct will be regarded as Careless where it constitutes a breach of the duty of care owed by the Player to all other Players. Each Player owes a duty of care to all other Players, Umpires and other persons (as applicable) not to engage in conduct which will constitute a Reportable Offence being committed against that other Player, Umpire or

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other person (as applicable). In order to constitute such a breach of that duty of care, the conduct must be such that a reasonable Player would not regard it as prudent in all the circumstances. Further, a Player will be careless if they breach their duty to take reasonable care to avoid acts which can be reasonably foreseen to result in a Reportable Offence.

2 Impact (Low, Medium, High or Severe)

In determining the level of impact, regard will be had to several factors.

Firstly, consideration will be given to the extent of force and in particular, any injury sustained by the Player who was offended against.

Secondly, strong consideration will be given to the potential to cause injury, particularly in the following cases:

- intentional head-high strikes, such as those with a swinging clenched fist, raised forearm or elbow;
- high bumps, particularly with significant head contact and/or Player momentum;
- any head-high contact with a Player who has his head over the ball, particularly when contact is made from an opponent approaching from a front-on position;
- forceful round-arm swings that make head-high contact to a Player in a marking contest, ruck contest or when tackling;
- spear tackles; and
- driving an opponent into the ground when his arms are pinned.

The absence of injury does not preclude the classification of impact as Severe.

Thirdly, consideration will be given not only to the impact between the offending Player and the victim Player, but also any other impact to the victim Player as a result of such impact.

In addition, consideration will be given to the body language of the offending Player in terms of flexing, turning, raising or positioning the body to either increase or reduce the force of impact. The absence of injury does not preclude the classification of impact as Severe.

Low impact (which is the minimum impact required for a Classifiable Offence to constitute a Reportable Offence) requires more than just a negligible impact. Most Reportable Offences require at least low impact and a collision or incident involving negligible force will not ordinarily result in a charge.

3 Contact (High/Groin, Body)

High contact is not limited to contact to the head and includes contact above the

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shoulders. Contact to the Groin includes contact to the crease or hollow at the junction of the inner part of each thigh with the trunk together with the adjacent region and including the testicles.

Where contact is both High and to the Body, the Match Review Panel will classify the contact as High.

(c) Impact of a Bad Record on Classifiable Offences

A one match additional penalty will be added to the base sanction of a Classifiable Offence for a bad record, being where a Player:

- has been suspended for one or more matches in the past 12 months (as at the date of the offence) for any other Classifiable Offence(s);
- has received one or more reprimands in the past 12 months (as at the date of the offence) for any Classifiable Offence(s); or
- has been suspended for a total of two or more matches in the past 24 months (as at the date of the offence) for any Classifiable Offence(s).

For the avoidance of doubt:

- if a one match additional penalty has been added to the base sanction, the total penalty can be reduced by one match if the Player submits an early guilty plea (accepts Automatic Suspension); and
- the Low-level Offences referred to in that section will not be affected by the above bad record provisions.

(d) Reductions in base sanction for an early guilty plea (accepting Automatic Suspension)

The base sanction for Classifiable Offences will be subsequently decreased where a Player submits an early guilty plea. As per the classification table:

- an early guilty plea in respect of a Classifiable Offence with a base sanction of two or three matches will result in a one match reduction in the suspension; and
- an early guilty plea in respect of a Classifiable Offence with a base sanction of one match will result in a one match suspended sentence.

(e) No reduction for Good Record

Players will not receive a reduced base sanction for a good record.

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Direct Tribunal Offences

(a) Which Reportable Offences are Direct Tribunal Offences?

Direct Tribunal Offences are those Reportable Offences (specified in the table below) which are referred by a Panel (or otherwise) directly to the Tribunal for determination without grading (i.e. without an assessment of the offence using the Classification Table):

Direct Tribunal Offences
Intentional Contact with an Umpire
Striking an Umpire
Spitting on or at an Umpire
Spitting on Another Person
Attempting to Strike an Umpire
Behaving in an Abusive, Insulting, Threatening or Obscene Manner Towards or in Relation to an Umpire
Any Classifiable Offence or Low Level Offence which attracts a base sanction that a Panel finds inappropriate
Any Other Act of Serious Misconduct which the Panel considers appropriate to refer to the Tribunal

(b) Determination of Direct Tribunal Offences?

The Tribunal will determine Direct Tribunal Offences (as with any other Reportable Offence) in accordance with section 2.

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Low-level Offences

(a) What Reportable Offences are Low-level Offences?

Low-level Offences are the following low-level Reportable Offences which do not require classification:

Low-level Offences
Attempt to strike, kick, trip
Careless contact with an Umpire
Spitting at another Player
Melee
Instigator of Melee
Staging
Wrestling
Making unreasonable or unnecessary contact with an injured Player
Obscene gesture
Disputing decision
Pinching
Interfering with Player kicking for goal
Shaking goal post
Time wasting
Prohibited boots, jewellery, equipment
Not leaving playing surface
Any other act of low-level misconduct which is not a Classifiable Offence or Direct Tribunal Offence

(b) Sanctions for Low-level Offences?

Low-level Offences attract the base sanctions (with a reduced sanction for an early guilty plea) as set out in the table below.

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First Low-level Offence		Second & Subsequent Low-level Offences	
Base Sanction	Accept Automatic Penalty	Base Sanction	Accept Automatic Penalty
1 Match	Suspended Sentence	2 Matches	1 Match

A reference to second and subsequent Low-level Offences is a reference to a second or subsequent Low-level Offence occurring at any time in the previous 12 months (as at the date of the current offence). The second or subsequent Low-level Offence need not be the same offence as the first Low-level Offence. For the avoidance of doubt, a prior offence other than a Low-level Offence will not count as a first offence for the purposes of the above table.

Auditory Offences

In the case of auditory offences, the umpire may grade the offence in accordance with the following matrix:

(a) Auditory

Comments were	Loud = 3	Medium = 2	Soft = 1	
Comments were	Directed at the umpire (you) = 4	Directed at another player or person = 2	In the vicinity of umpire or player = 1	
Comments were	Threatening & obscene = 4	Threatening = 3	Abusive / Obscene = 2	Insulting = 1
Attitude of player when informed of report				
Unrepentant = 3	No response = 2	Apologetic = 1	Unknown = 0	

(b) Prescribed Penalty Offer

Auditory Points	Grading Level
16+	Grade 6 - Tribunal
14 - 15	Grade 5 - 4 Matches
10 - 13	Grade 4 - 3 Matches
7 - 9	Grade 3 - 2 Matches
5 - 6	Grade 2 - 1 Match
3 - 4	Grade 1 - Reprimand

(c) Impact of a Bad Record on Auditory Offences

A one match additional penalty will be added to the base sanction of an Auditory Offence for a bad record, being where a Player:

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- has been suspended for one or more matches in the past 12 months (as at the date of the offence);
- has received one or more reprimands in the past 12 months (as at the date of the offence); or
- has been suspended for a total of two or more matches in the past 24 months (as at the date of the offence).

For the avoidance of doubt:

- i. if a one match additional penalty has been added to the base sanction, the total penalty can be reduced by one match if the Player submits an early guilty plea; and
- ii. the Low-level Offences referred to in that section will not be affected by the above bad record provisions,

(d) Reductions in base sanction for an early guilty plea (accepting Automatic Suspension)

The base sanction for Auditory Offences will be subsequently decreased where a Player submits an early guilty plea. As per the prescribed penalty offer table above:

- an early guilty plea in respect of an Auditory Offence with a base sanction of two, three or four matches will result in a one match reduction in the suspension; and
- an early guilty plea in respect of an Auditory Offence with a base sanction of one match will result in a reprimand.

(e) No reduction for Good Record

Players will no longer receive a reduced base sanction for a good record.

Reportable Offences

The *Laws of the Game* sets out a non-exhaustive list of specific Reportable Offences in Law

19.2.2 as well as providing for various categories of permitted contact which shall not constitute a Reportable Offence (for example legally using a hip, shoulder, chest, arms or open arms, providing the football is no more than five metres away, and contact which is incidental to a marking contest where a Player is legitimately marking or attempting to mark the football).

The *Laws* define certain offences such as Charging and Engaging in a Melee, however they

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provide that in interpreting Reportable Offences, words, terms or phrases which are not defined in the *Laws* shall be given their ordinary meaning. The following provides some further guidance in relation to what constitutes particular Reportable Offences.

(a) **Striking, Kicking**

Striking and kicking are interpreted in accordance with their commonly understood meaning. A strike would usually be by hand or arm and would generally not apply to other contact using the body. A kick is generally applied to contact by foot or leg.

A strike or kick, as opposed to an attempt to strike or kick, requires more than negligible impact. Where a strike, for example, does not make more than negligible contact, it is still open to the Match Review Panel to charge a Player for Attempting to Strike where it is satisfied that notwithstanding the result, the intention was to connect with greater force.

(b) **Classification of Certain Strikes**

For the purpose of these Guidelines all Persons should note that the following factors are considered when determining the classification of a Striking offence:

- **Intent:** Notwithstanding any other part of these Guidelines, the fact that an act of striking occurred behind the play or off the ball or during a break in play or with a raised forearm or elbow is usually conclusive that the strike was intentional.
- **Impact:** Notwithstanding any other part of these guidelines, any Careless or Intentional strike which is of an inherently dangerous kind and/or where there is a potential to cause serious injury (such as a strike with a raised elbow or forearm) will usually not be classified as “Low Impact” even though the extent of the actual physical impact may be low. Such strikes will usually be classified at a higher level commensurate with the nature and extent of the risk of serious injury involved.

(c) **Misconduct**

Misconduct has a wide meaning and generally is any conduct which would be regarded as unacceptable or unsportsmanlike by other participants in the match or where it had the effect or potential to prejudice the reputation of any person, club or the Controlling Body or to bring the game of football into disrepute.

Serious misconduct offences will be referred directly to the Tribunal. However any other act of Misconduct will be subject to a Low-Level Offence to be determined by the Match Review Panel.

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(d) **Forceful Front-On Contact**

Bumping or making forceful contact to an opponent from front-on when that opponent has his head down over the ball is a Reportable Offence. Unless Intentional, such actions will be deemed to be Careless, unless:

- the Player was contesting the ball and did not have a realistic alternative way to contest the ball; or
- the bump or forceful contact was caused by circumstances outside the control of the Player which could not reasonably be foreseen.

Note: A Player can bump an opponent's body from side-on but any contact forward of side-on will be deemed to be front-on. A Player with his head down in anticipation of winning possession of the ball or after contesting the ball will be deemed to have his head down over the ball for the purposes of this law.

(e) **Rough Conduct**

Rough Conduct is interpreted widely in relation to any contact which is unreasonable in the circumstances. It is a Reportable Offence to intentionally or carelessly engage in rough conduct against an opponent which in the circumstances is unreasonable.

Without limiting the wide interpretation of Rough Conduct, particular regard shall be had to the following officially recognised forms of Rough Conduct.

1. Rough Conduct (High Bumps)

A Player will be guilty of Rough Conduct where in the bumping of an opponent (whether reasonably or unreasonably) the Player causes forceful contact to be made with any part of his body to an opponent's head or neck. Unless Intentional, such conduct will be deemed to be Careless, unless:

- the Player was contesting the ball and did not have a realistic alternative way to contest the ball; or
- the forceful contact to the opponent's head or neck was caused by circumstances outside the control of the Player which could not be reasonably foreseen.

In the interests of Player safety, the purpose of the rule dealing with high bumps is to reduce, as far as practicable, the risk of head injuries to Players and this purpose needs to be kept firmly in mind by all Players and will guide the application of the rule.

For the purpose of these guidelines, head clashes may be considered a reasonably foreseeable consequence arising from a bump. Accordingly, Players who elect to bump, resulting in a head clash, may be liable for a sanction if the level of impact is above the threshold required to constitute a Reportable Offence.

In determining the level of impact (if any) of a bump which causes a head clash, regard may be had to one or more the following:

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- whether the degree of force applied by the Player bumping was excessive for the situation;
- whether the Player being bumped was actively involved in the passage of play;
- the distance the Player applying the bump has run to make contact;
- whether the Player being bumped is in a position to protect himself;
- whether the Player bumping jumps or leaves the ground to bump; and
- any alternatives available to the Player instead of applying a bump.

2. Rough Conduct (*Bumps to the Body*)

It should be noted that even if the rule relating to high bumps does not apply (for example in the case of a bump to the body), a Player may still be guilty of Rough Conduct if his conduct was unreasonable in the circumstances. In determining whether any bump was unreasonable in the circumstances, without limitation, regard may be had to whether:

- the degree of force applied by the person bumping was excessive for the situation;
- the Player being bumped was in a vulnerable position; and
- the Player could reasonably expect the contact having regard to his involvement in play or ability to influence the contest.

3. Rough Conduct (*Dangerous Tackles*)

The application of a tackle may be considered Rough Conduct which is unreasonable in the circumstances. In determining whether the application of a tackle constitutes a Reportable Offence and whether the offence is Careless or Intentional, without limitation, regard may be had to the following factors, whether:

- the tackle consists of more than one action, regardless of whether the Player being tackled is in possession of the ball;
- the tackle is of an inherently dangerous kind, such as a spear tackle or a tackle where a Player is lifted off the ground;
- the Player being tackled is in a vulnerable position (for example their arms are pinned) with little opportunity to protect himself; or
- an opponent is slung, driven or rotated into the ground with excessive force.

4. Rough Conduct (*Contact Below the Knees*)

Under the *Laws of The Game*, it is prohibited to make contact with an opponent below the knees. Players who keep their feet are vulnerable to serious injury from opponents who lunge, dive or slide toward them and make contact below the knees. It is the purpose of these guidelines to protect such Players from the risk of foreseeable injury. A Player may be guilty of Rough Conduct if he makes contact below the knees of an opponent and does so in a manner which is unreasonable in the circumstances. It is not a defense that the Player who made the prohibited contact was contesting the ball or was first to the ball. The primary responsibility of

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Players with respect to contact below the knees is to avoid the risk of foreseeable injury. In determining whether any contact below the knees is unreasonable in the circumstances, regard may be had to:

- the degree of momentum and/or force involved in the contact;
- whether the Player causes contact below the knees by sliding with his foot, feet, knee or knees in front of him;
- whether the opposition Player was in a position that was vulnerable to contact below the knees (for example, standing over the ball or approaching from the opposite direction); and
- whether the Player making contact had any realistic alternative ways of approaching the contest or situation.

It should be noted that even where the contact is not made below the knees of the opposition Player but to another part of an opponent's body, a Player may still be guilty under the general definition of Rough Conduct for making unreasonable contact by sliding or dropping in to an opponent with their knees or feet first.

(f) ***Instigator of a Melee***

Instigator of a Melee is defined as where the Player's conduct results in retaliatory action which leads to a melee. The offence of Instigator of Melee is in addition to the offence of Engaging in a Melee which may have the effect of a Player being found guilty of both offences.

(g) ***Staging***

A Player will be reported for staging. Staging can include excessive exaggeration of contact in an unsportsmanlike manner. Staging shall be a Reportable Offence as it may:

- affect umpires' decision-making;
- incite a melee; and/or
- not be in the spirit of the game (unsportsmanlike);

(h) ***Tripping***

In determining whether a trip is above the level of impact to constitute a Reportable Offence, regard will be had to how fast the opponent was moving, whether the trip was by hand or by foot/leg and whether contact was made with a swinging motion.

2019 Girls Altered Rules

The following are the main rule alterations used in Girls Football in the YJFL

Area	Altered Rules
Number of Players	<ul style="list-style-type: none"> • Maximum of 16 players on the field • 8 on the bench • 24 players in total • Under 10 teams to play 15 per side modified rules (By-Law 10.2) • Girls may play up to 3 (three) years above their age group.
Minimum Number of Players	<ul style="list-style-type: none"> • 11 players needed to start an official game
Player Number Equalisation	<ul style="list-style-type: none"> • If one team has fewer than 16 players, both teams MUST play with EQUAL numbers on the field.
Playing Time	<ul style="list-style-type: none"> • 4 x 18-minute quarters for Under 15, 16 & Youth Girls(U18) • 4 x 12 and a half minute quarters for Under 11, 12 & 13, 14 • 4 x 12-minute quarters for Under 10 (5 min breaks)
Quarter Breaks	<ul style="list-style-type: none"> • Quarter time - 4 minutes • Half Quarter time - 12 minutes • Three Quarter time – 7 minutes
Centre Square Numbers	<ul style="list-style-type: none"> • 4 players allowed in the square for a centre bounce
Jewellery	<ul style="list-style-type: none"> • NONE to be worn under any circumstances • Taped jewellery is not allowed • Please REMIND players prior to game • Process for non-compliance <ul style="list-style-type: none"> ○ Umpire stops play; issues Yellow Card to player ○ Offending player off field for 10 minutes ○ Player CAN NOT be replaced ○ Free kick to opposition team ○ Further Yellow Cards incurred by the player should incur a Red Card
Match Rules	<ul style="list-style-type: none"> • No INTENTIONAL kicking off the ground at all • Allowed to take the ball from the ruck • Kicks must be over 10 metres • 25 metre penalties apply

For Under 10 Girls, please refer to Under 9 Rules – By Law 10.2

SEASON DATES

The 2019 season will commence with Round 1 on Sunday 7th April 2019. There will be 14 rounds, with a three-week Finals Series concluding with the Grand Finals on Sunday 1st September 2019.

An **Event Calendar for 2019** is attached and is also on the League Web Site.

Key Dates

February 6	Umpires Come and Try Night – Bulleen Park
February 19	Club Coaching Coordinator/Football Manager Meeting – Bulleen Park
March 1	Initial Team Entries Due
March 15	Final Team Changes Due
March 26	U8 and U9 Mixed and U10 Girls Coach Information Night
March 27	Supplementary Umpire Training
April 2	Season Launch
April 3	Supplementary Umpire Training
April 7	Round 1
April 28	ANZAC Round (Participating Clubs wear ANZAC Jumpers)
May 1	Supplementary Umpire Training (if required)
May 19	Under 8s Day – Bulleen Park
May 26	Under 9s Day – Bulleen Park
May 26	Indigenous Round (Participating Clubs wear Indigenous Socks)
June 16	Daniher Foundation Sockit2MND (Participating Clubs wear MND Socks)
June 23	Love the Game Round (Club promotional packs will be available)
August 11	Under 10 Lightning Premiership / Final Round Home and Away
August 18	Semi Finals
August 25	Preliminary Finals
August 27	League Presentation Night
September 1	Grand Finals (including League's Grand Final Breakfast)
November 20	Annual General Meeting

COLBROW MEDICS 2019

For the 2019 Home and Away season Colbrow Medics will provide First Aid services across all fixtured venues throughout the YJFL.

The League will provide all coordination with Colbrow for this provision, with Colbrow invoicing the League directly.

All costs will be covered by the League directly charging each player a levy of \$33.50 at the time of registration.

Match Day Issues

Should any issues arise on Match Day in relation to this service, contact should be made directly with Colbrow's operations centre.

The contact details are as follows:

Colbrow Medics Operations Centre

1300 550 123

Follow up of incidents

The League will be provided copies of all incident reports dealt with by Colbrow Medics. This information will be collated as part of a trend analysis study undertaken by the YJFL, University of Melbourne and the AFL.

To assist the study will require follow up with the family of the injured player.

A series of questions will be asked of the family in order to accurately track the outcome of the incident.

UMPIRES

2 Field Umpires will be appointed for **most** matches from Under 14 upwards. Boundary Umpires and some Goal Umpires will also be appointed where available.

Importantly, each of your teams should always be prepared to provide one Boundary and one Goal Umpire for each match.

If an umpire does not arrive in time for the scheduled start of a match please:

- Contact one of the Umpire Managers listed below
- Start the match with parent umpires as agreed to by both teams

Umpire Management

The Umpire management structure for 2019 is as follows:

Umpire Manager	David Hannan	0457 958 009
Umpire Coach - Bulleen	Julian Murphy	0437 512 042
Umpire Coordinator	John Taylor	0419 346 762
Umpire Coach - Ashburton	Alex Christie	0449 555 088

Supplementary Club Umpires.

This scheme will continue in 2019 for the Under 10 Mixed age group. Depending on 2019 umpire registrations, some Under 10 matches may have League supplied umpires. Clubs will be notified prior to the game if the League may be providing an umpire.

Please see the document **Supplementary Club Umpires 2019 at Attachment 5** that outlines how the scheme operates. Training sessions will be organised for Supplementary Club Umpires. The date will be:

- 27 March 2019 at Bulleen Park
- 3 April 2019 at Bulleen Park
- 1 May 2019 at Bulleen Park (if required)

Approved By Laws Changes

- 3.5 U15 Girls – Youth Girls Replace: '20 minutes' with '18 Minutes'
U11 Girls – U14 Girls Replace: '15 minutes' with '12 and a half minutes'
- 5.2.1 Replace: 'Level 1 accreditation course' with 'Level 1 Foundation Course'
- 5.2.5 Replace: 'Blue Q' with 'Everproof'
- 6.4.1 Add: 'Where a team has one or more Byes in a season, the number of games required will be Reduced on a pro rata basis'
- 7.2.2 Add: 'Girls teams may wear coloured shorts if they wear a clash jumper dissimilar to the home team's jumper'
- 8.1.3 Add: '16 in female teams' after minimum 18 players.
- 10.3.1 Remove: 'Interchange of players to be only at quarter, half and three quarter- time breaks, except in the case of injury when a replacement may be made immediately'

Approved Changes to Girls altered Rules

Replace: 'No full possession in the ruck- players must tap the ball' with 'Allowed to take the ball from the ruck.'

Remove: 'Players are allowed no more than two bounces before disposal'

Approved Schedules to the By Laws changes

Schedule Q Change: (after 7.00pm Friday prior to game) to (after 5.00pm Friday prior to game)

Schedule Q Add: *Penalty value to read* \$20.00 +GST

Schedule I for Female teams- Under 11 Girls to Under 14 Girls

Change: "17 mins" to "15 mins"

for Female teams Under 15 Girls to Youth Girls

Change: "23mins" to "20 mins"

MATCH DAY SNAP SHOT

MATCH DAY APPAREL/ OFFICIALS

Clubs are required to purchase Official's Bib's for the following positions:

Coach- Blue Bib
Assistant Coach- Red Bib
Runner- Yellow Bib
Team Manager- Teal Bib
Trainer- Green Bib
Water Carrier- White Bib
Umpire Escort- Orange Bib
Ground Manager- Light Blue Bib
Goal Umpire- White coat and Flags

Boundary umpire- to wear white top and have a whistle
Time Keeper- to be supplied with time clock

Pre Game Requirements

Team Sheets

- Select Player & Team Officials and print 2 Team Sheets via Footy Web System
- Have Opposition Team Manager sign the Team Sheet before the players do.
- Players to sign both team sheets prior to game
- Both Team Sheets to be taken to Umpire's Room at half time
- One copy is to be given to the opposition Team Manager and one copy to the Umpire
- After the match, Team Managers are to return to the Umpire's room (with Goal Umpire and Time Keeper cards) to confirm result and collect copy of their Team Sheet from the umpire.
- NB: Players late to the must sign each club's copy of the Team Sheet.
- Team Sheets are to be retained by the Team Manager for the season

Team and Match Officials

- Ensure all team and match officials are allocated appropriate bibs and apparel
- Ensure all team and match officials are allocated

Match Balls

- The home team is to provide two footballs, of a size required for the grade, in good match condition- i.e. Properly inflated
- All footballs must be Sherrin and branded with YJFL Logo

In Game Requirements

Record Keeping

- Record details of all goal kickers (not required for Under 8s, Under 9s, & Under 10s)
- Strike out the name of any player who appears on the Team Sheet and is not playing
- Hand write the name of any late inclusions (Player must sign)
- **Deliver the signed Team sheets to the match umpire/s during the half time break**
- **Collect copy of Opposition Team sheet**

Post Game Requirements

Collect Paperwork

- Collect match paper work from the Time Keeper and Goal Umpire
- Document final scores
- Hand match paperwork to umpire to confirm result and match score
- Obtain details of any send off or report
- Collect own Team sheet from Umpire

Update Footyweb

- Using Pre Game Button-
 - Remove/ Add players to the team list (if required)
- Using Post Game Button
 - Enter match scores (home team only)
 - Enter goal kickers**
 - Enter 6 best players**
- **Under 8s & Under 9s must enter a nil all result in order for the game to be counted against players in FootyWeb. U10s to enter match scores.**
- **Match scores to be entered online by 6pm Sunday night**
- **Online Team Sheets to be updated on FootyWeb by Midnight of matchday.**