

Southern Football Netball League Women's Football – Guidelines Document

This document will set out the official guidelines governing SFNL Women's Football. These guidelines should be read in conjunction with the SFNL By-Laws.

Any matter not referred to in the document will be addressed in the SFNL By-Laws available online at www.sfnl.com.au.

These guidelines may be updated from time to time at the discretion of the SFNL, pending Board approval.

DEFINITIONS

SEWF – 'South East Women's Football' – A collective group consisting of AFL South East, Eastern Football League and Southern Football Netball League, administering women's football competitions, including the regional divisional competitions.

SFNL – 'Southern Football Netball League' - The SFNL women's competition will be recognised as a sub division of the SEWF

VFLW – Women's State League competition.

1. PLAYER ELIGIBILITY

- 1.1 Players in the SFNL must be of the female gender as verified by the appropriate Victorian State Government documentation.
- 1.2 Players in the SFNL must be 16 years of age as of 1st January for the season in which they wish to register.
- 1.3 A player shall be eligible to play in official matches for the SFNL after the completion of the online registration and subsequent approvals.
- 1.4 Players under the age of 18 years as of the 1st January each season must have Parental / Guardian consent.
- 1.5 Players must seek a transfer from their club to play at a different club regardless of if that club nominates for the ensuing season.
- 1.6 Any player found to have participated in a match authorized or conducted by the SFNL without the appropriate permit / transfer granted may be dealt with by the League.
- 1.7 Any club that allows a player to play in any home and away games or finals series where that player is:
 - a) not registered with the SFNL; or
 - b) not permitted to play with that club; or
 - c) is under suspension; or
 - d) is not qualified under SFNL regulations shall be liable to:
 - a fine for breach not exceeding \$500; and/or
 - Disqualification from the competition; and /or
 - Loss of 4 premiership points for each match in which the player played and the awarding of those points to the appropriate opposing teams as SFNL deems fit. SFNL may also

deal with the player concerned as it deems fit.

1.8 No person shall be qualified to play for a club in any match played under the auspices of the SFNL:

- a) who is not for the time being a duly registered playing member of such club or holder of a permit to play;
- b) who is under any disqualification or who has not paid any fine for breach imposed by any competent authority. A record of such disqualification or fine for breach (as far as known) shall be kept by the League and shall be available for inspection by all officials at any time.
- c) unless she is the holder of all required clearances and permits.

1.9 A reported player may continue to play with her club until her case is heard by the Tribunal and any suspension that may be given shall commence from the date of the Tribunal's decision, unless the league rules otherwise. The suspended player is not permitted to play in any division of the SEWF or VFLW competition whilst under suspension.

1.10 Any player or club representative who makes any misstatement or misrepresentation in applying for:

- a) registration;
- b) a clearance approval

may be dealt with by SFNL by way of:

- a fine for breach not exceeding \$500.00; and/or
- disqualification from the competition; and/or
- loss of 4 premiership points for each match in which the player played and the awarding of those points to the appropriate opposing teams.

2. PERMITS

2.1 Youth Girl players wanting to play in the SEWF must request their SEWF or Development League club to apply for a '2. Local Interchange Permit'; this allows the permitted player to play for both clubs for the duration of the permit.

2.2 Youth Girl players must not apply for:

- a) Match Day Permits
- b) Temporary Transfers

2.3 SEWF players wanting to play in another state out of the official SEWF season should apply for a Transfer. No interstate interchange agreements exist and permits are not allowed

2.4 Interstate players wanting to play in the SEWF must also apply for a Transfer. No interstate interchange agreements exist and permits are not allowed.

3. FOOTBALL COMPETITIONS

3.1 All SFNL divisions shall consist of a maximum of 25 players with a maximum of 16 players from one team being permitted on the field at any time during a quarter.

3.2 A team must consist of a minimum of 12 players before play can commence, and the evening up rules apply as per regulation 4.

3.3 *Promotion and Relegation*

- a) The team winning the premiership in any division may be promoted to the next higher division.
- b) The team finishing on the bottom of the ladder in any division may be relegated to the next lower division.
- c) SEWF may decide not to promote a premiership team, or not to relegate a team that finished on the bottom of the ladder if it was deemed

- detrimental to the competition for that team to be promoted or relegated.
- d) The promotion or relegation of a team that was not the premiership team or did not finish on the bottom of the division will be by determined by SEWF in consultation with the club involved.
- 3.4 A club joining the League shall be entitled to participate only in the division determined by SEWF.

4. Evening Up Rule

- 4.1 SFNL 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 equalize 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. If both teams have full sides, an 16 a side game shall be played.
- 4.2 Where one team has between 12 and 16 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 4.6.
- 4.3 If a team begins with less than 12 players the match will be forfeited, however a match must still occur as a scratch match.
- 4.4 If during a match, a team's playing numbers drop to below 12 players a forfeit will occur and the match must continue with an equal number of players on the field for both sides.
- 4.5 If players are not offered to the team with less than 16 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.
- 4.6 If players are not offered, the team refusing to offer players will have their interchange bench capped at 3 players. The players on the field and the 3 interchange are the only players permitted to participate in the match.
- 4.7 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.
- 4.8 Late Arrivals - Should a player arrive late, that player may take the field at any time provided the following procedure is adhered to:
- a) The Team Manager shall inform the Officials of the other Team.
 - b) The opposition team is to be informed when the players are ready to take the field that the playing numbers of each side are to be increased.
 - c) Addition to the playing numbers on the field can only be made providing the numbers on the field remain equal for both teams.
 - d) Any head count to be performed inline with the SFNL By-Laws.
- 4.9 Loss of players during the match due to injury or illness - Should a player be removed from the field due to injury or illness and the team has no interchange players, as soon as practicable but no later than at the next quarter break teams should even the playing numbers. In this circumstance a player should be offered to the opposition to top up, if the team has players on the interchange or a player can be removed and guideline 4.6 does not apply.
- 4.10 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.
- 4.11 Any dispute regarding this rule will be referred to SFNL 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 penalized as SFNL deems fit.
- 4.12 The Evening up Rule is not to be applied in Finals.
- 4.13 Where a player is ordered off the field by the Field Umpire and there is no replacement available. There is no requirement to even-up the playing numbers on the field.

5. FORFEITS

- 5.1 Should any Member Club not be ready to start a match within twenty (20) minutes of the appointed starting time, the opposition Member Club will be deemed to have won the match.
- 5.2 Should a Member Club be aware in the week prior to a match that it will be unable to participate in the match, it must give written notice of such inability to the secretary of the opposing Member Club and the General Manager - Operations by the business day prior to the date fixed for the match.
- 5.3 A Member Club failing to field a team with a minimum of twelve (12) Players within twenty (20) minutes of the appointed starting time of the match shall automatically forfeit the match at that point in time.
- 5.4 If, during the course of a match a Member Club's team is reduced to less than 12 Players the match shall be forfeited as a consequence and the team sheets shall immediately be signed on the ground by the two Team Managers in the presence of the Field Umpire, who shall endorse the team sheets with his signature, date and time. The Field Umpire shall forward the team sheets to the League office in the usual manner, marked to the attention of the General Manager - Operations.
- 5.5 Any Member Club failing to fulfil its obligation shall:
- a) pay all umpires expenses relative to the match.
 - b) submit to the CEO a written statement of reasons for non-completion of the match.
 - c) deliver a team sheet to either the senior Field Umpire on the day the match was scheduled to have been played, or to the General Manager - Operations by 9:00 am on the next business day following the scheduled match.
- 5.6 Aside from failing to fulfil its obligation, a Member Club may also forfeit a match if:
- a) When required by the CEO, it fails to give notice of a suitable replacement venue for a match to the CEO and the opposing Club by 5.00pm on the Thursday preceding the date of the scheduled match.
 - b) it refuses to play when so ordered by the Field Umpire unless either both team captains have agreed that the playing arena is unsuitable for play, in which event contact must be made with the General Manager - Operations or, if the match is a Finals match, the CEO has determined that the playing arena is unsuitable for play.
- 5.7 The CEO will review the reasons for the Member Club not fulfilling its obligation and, if he/she thinks necessary, may impose a penalty allowed by these By-Laws.
- 5.8 Where no result has been achieved in a match, the team of the Member Club not responsible for such a result shall be awarded a forfeit.
- 5.9 Where a Member Club receives a forfeit, it shall be entitled to lodge an official team

sheet for the match in question, whereupon the Players named on the list will be recorded as having played in the round, provided that the team sheet is lodged with the General Manager - Operations on the next business day.

- 5.10 Where a team receives a forfeit due to the other team not being able to fulfil its obligations to play, that team shall be granted the four (4) match points and the scores shall be calculated as follows:
- a) When a team forfeits a scheduled match it shall be credited the lowest 'FOR' points scored in that grade on that day and be debited with the highest 'AGAINST' points scored in that grade on that day.
 - b) Their opponent shall be credited the highest 'FOR' points scored in that grade on the day and be debited the lowest 'AGAINST' points scored in that grade that day.
- 5.11 In addition, the Board Executive may disqualify a Member Club who has failed to fulfil its engagement from further premierships matches or otherwise deal with such Member Club as it thinks fit as allowed by these By-Laws.

6. FIXTURE CHANGES

- 6.1 Clubs desiring to conduct matches on a day or time other than that published by the League in the official fixture may do so providing the following requirements have been satisfied:
- a) a Fixture Change Request is forwarded via email to the Operation Manager 10 business days prior to the fixture match indicating any alterations to time of commencement, venues or day of the published fixture, including confirmation of the change from the opposition;
- 6.2 request for matches to be fixtured at night are forwarded to SEWF office accompanied with verification the lights at the proposed venue have a minimum lux reading of 100 LUX.

7. ELIGIBILITY OF PLAYERS

7.1 To Participate in SFNL Finals Matches

- a) To be eligible to play in the clubs second SEWF team finals matches a player must have played in three home and away matches for that particular division during the current season.
- b) Any player playing 7 or more matches with a club's first SEWF team in the home and away matches is ineligible to play with that club's second SEWF team in the finals series.

Rule 7.1 b and c are disregarded where any club fields both SEWF teams in a finals series match on the same day, or the same weekend.

- c) Any player included on an official VFL list can, provided she has qualified under the Rules described in rule 7, return to play with the SEWF in the finals.
- d) Any player that plays 7 or more games in any season in the VFLW Competitions is ineligible to play any SEWF finals in that season.
- e) SEWF players are not permitted to play more than one SEWF game during the finals series in a weekend.
- f) Players that play a second game on the same weekend during the home and away season due to lack of numbers must be noted with an asterisk and SEWF should be informed in writing as to why this

- occurred by Monday 12pm following the scheduled match.
- g) Where a player participates in more than one SEWF match on any weekend during the home and away season, only one match shall count towards finals eligibility qualification. The game that counts shall be the highest grade or age group played.
 - h) All Players shall be entitled to free movement between grades, where the Member Club fields more than one team in the SEWF provided that only two (2) Players, who have played in eight (8) or more games in a higher grade, shall be permitted to play in a lower grade during the subsequent Home and Away matches.

7.2 Eligibility of players to play between the SEWF and VFLW Competitions

- a) In the event that a bye occurs in a VFLW division, no more than 3 players that played in the VFLW in the previous fixture game can play in a lower division for that round without prior consent from SFNL.
- b) A VFLW player is only eligible to play in a SEWF team during a VFLW bye weekend, if they have previously played 1 game for that SEWF division prior to the bye in the current season.

8. MATCH TIME FRAMES

- 8.1 Each match shall consist of four 20 minute quarters for all divisions $\frac{1}{4}$ and $\frac{3}{4}$ time breaks are 5 minutes and $\frac{1}{2}$ time break is 16 minutes.
- 8.2 Time on shall be called for interruption of play due to injury as determined by the umpire.
- 8.3 The umpire may, at their discretion, indicate time on for any other reason.
- 8.4 Match time frames may be adjusted by the SFNL due to logistical reasons to ensure games days run to schedule.

9. EQUIPMENT

- 9.1 The home team shall supply two official SFNL Sherrin match balls (Size 4), in good condition. The endorsed SFNL sponsor logo must appear on the match ball when applicable.

10. UNIFORM

- 10.1 Metal boot studs, bobby pins, jewellery and piercings and not permitted to be worn at any time on the field of play.
- 10.2 A player on the field of play who is not wearing the correct uniform as per the above Regulation shall be sent from the ground until the item is removed. The player can be replaced in this time.

11. UMPIRES

- 11.1 Teams must supply a goal and boundary umpire for each match unless arrangements have been made with the SFNL to supply official league umpires. Club supplied goal and boundary umpires must be 15 years of age or over.
- 11.2 If a team fails to supply a boundary umpire or goal umpire, the game shall not commence and the umpire shall direct the offending team's captain to appoint players from their team, who are on the ground, to fulfil these positions. Players who are instructed to fill the positions of goal or boundary umpire shall not take part in the match. If a team fails to comply with the request of the umpire to supply a goal or

boundary umpire, that team shall forfeit the match.

11.3 The goal umpires shall record the scores on the cards provided by SFNL and check the scores on the cards between quarters and at the conclusion of the match. Any discrepancy between the scores shall be rectified as soon as possible in consultation with the field umpire. The cards shall be properly completed and signed by the goal umpires.

11.4 Clubs are also responsible for supplying goal umpires with a set of flags and, a pen and goal umpire cards. Club boundary umpires shall, as a minimum, be attired in in league approved uniform, as sourced from SFNL.

11.5 *Official Powers*

- a) Only umpires appointed by the SFNL shall have the power to report players, clubs and officials in accordance with such of the Laws of Australian Football, adopted by SEWF from time to time and for any breach of these Regulations.

12. ORDER OFF / REPORTING / TRIBUNAL PROCEDURE – AS PER SFNL BY-LAWS

13. 25 METRE PENALTY

13.1 A 25 metre penalty shall replace the 50 metre penalty as referred to in section 18 of the Laws of Australian Football.