



SOUTHERN FOOTBALL NETBALL LEAGUE

**2019 WOMEN'S FOOTBALL  
COMPETITION REGULATIONS  
MARCH 2019**

#OWNTHESOUTH

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## **SOUTHERN FOOTBALL NETBALL LEAGUE ADMINISTRATION**

### **1. PRE-AMBLE**

- 1.1 The SFNL Football Competition Regulations must be read in conjunction with –
- (i) SFNL By-Laws
  - (ii) Laws of Australian Football
  - (iii) AFL Victoria Rules and Regulations
- 1.2 Where any conflict arises between provisions of these Competition Regulations, By-Laws and the Rules, the Rules prevail.

### **2. INTERPRETATION**

- 2.1 These Competition Regulations shall be read in conjunction with the By-Laws and Rules of the Southern Football Netball League Incorporated ('the Rules').
- 2.2 Any dollar amounts referred to in the By-Laws will be subject to GST where applicable.

### **3. DEFINITIONS**

SEWF – 'South East Women's Football'

SFNL – 'Southern Football Netball League'

VFLW – Women's State League competition.

### **4. LAWS OF AUSTRALIAN FOOTBALL**

- 4.1 All football games shall be played in strict accordance with the "Laws of Australian Football" as determined by the AFL, unless otherwise advised by the SFNL.
- 4.2 Where discretion is available under the AFL "Laws of Australian Football" for controlling bodies to nominate rule variations, the Board shall notify each Member Club of the "Laws of Australian Rules Football" applicable to the SFNL in each season.
- 4.3 The Regulations of the SFNL Men's Football Competition are contained in Schedule 17 of the By-Laws.

### **5. ELIGIBILITY**

- 5.1 Players in the SFNL must be of the female gender as verified by the appropriate Victorian State Government documentation.

- 5.2 Players in the SFNL must be 16 years of age as of 1st January for the season in which they wish to register. There is no maximum age for players.
- 5.3 A player shall be eligible to play in an official match for the SFNL after the completion of the online registration and subsequent approvals.
- 5.4 Players under the age of 18 years as of the 1st January each season must have Parental / Guardian consent that needs to be retained by the Club and provided to the League when requested.
- 5.5 Players must seek a transfer from their Club to play at a different club regardless of if that Club nominates for the ensuing season as per the AFL National Player Transfer Regulations.
- 5.6 Any player found to have participated in a match authorised or conducted by the SFNL without the appropriate permit / transfer granted may be dealt with by the League.
- 5.7 Any club that allows a player to play in any Home and Away games or SFNL Finals Series where that player is:
- 5.7.1 not registered with the SFNL;
  - 5.7.2 not permitted to play with that Club;
  - 5.7.3 is under suspension;
  - 5.7.4 is not qualified under SFNL regulations;
- shall be liable to:
- (i) a fine for breach not exceeding \$500; and/or
  - (ii) Disqualification from the competition; and /or
  - (iii) 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.
- 5.8 No person shall be qualified to play for a Club in any match played under the auspices of the SFNL:
- 5.8.1 who is not for the time being a duly registered playing member of such club or holder of a permit to play;
  - 5.8.2 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.

5.8.3 unless they are a holder of all required clearances and permits.

5.9 A reported player may continue to play with their 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 SFNL, SEWF or VFLW competitions whilst under suspension.

5.10 Any player or Club representative who makes any misstatement or misrepresentation in applying for:

5.10.1 registration;

5.10.2 a clearance approval

may be dealt with by SFNL by way of:

(i) a fine for breach not exceeding \$500.00; and/or

(ii) disqualification from the competition; and/or

(iii) loss of 4 premiership points for each match in which the player played and the awarding of those points to the appropriate opposing teams.

## **6. REGISTRATIONS**

6.1 Every player must be registered in strict accordance with the 'Laws of Australian Football' as determined by the AFL or modified by AFL Victoria or the League.

6.2 A player must be registered with the SFNL prior to the commencement of the first game they play for the Club each season.

6.3 The registration must be entered and confirmed on the SFNL database.

## **7. PERMITS**

7.1 Youth Girl players wanting to play in the SFNL must request their SFNL or aligned Junior Football 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.

7.2 Youth Girl players must not apply for:

7.2.1 Match Day Permits; and/ or

7.2.2 Temporary Transfers.

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

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

## **8. FOOTBALL COMPETITION**

### **8.1 POINTS ALLOCATION**

8.1.1 In Home and Away matches:

- (i) four (4) points will be allotted for a win.
- (ii) four (4) points for a team in whose favour a forfeit or walkover is ruled. The forfeit or walkover will be recorded as a win for that team.
- (iii) two (2) points for a draw.
- (iv) zero (0) points for a loss.
- (v) zero (0) points for a team who has caused a forfeit or walkover. The forfeit or walkover will be recorded as a loss for that team.

### **8.2 SCORES**

8.2.1 The scores used by the General Manager - Operations to calculate the points and percentages for each Divisional ladder shall be based upon the scores contained in the goal umpires' cards. Should the scores on the cards not match, the timekeeping cards will also be used to assist in calculating points and percentages.

8.2.2 In the event that the timekeeping cards disagree, then the General Manager - Operations will investigate the matter and make a final and binding decision.

### **8.3 LADDER**

8.3.1 The General Manager - Operations shall prepare a weekly ladder for each Division and in addition to awarding points for each win, forfeit, walkover, draw or loss he/she shall also prepare a percentage table comparing the total points scored by each team against the total points scored against each team and in the event that selection for the finals series is between teams with the same number of points, the team with the highest percentage will be entitled to participate in the finals series ahead of a team with lower percentage. Should the percentage of the teams be the same then the team with the highest points 'For' (being the points scored by the team throughout the season) will be entitled to participate. Should the points 'For' of the teams be the same, then the team with the lowest points 'Against' will be entitled to participate.

8.3.2 All decisions of the General Manager - Operations in respect of the calculation of the points and percentages shall be final and binding.

#### **8.4 MATCH RATIO**

8.4.1 In competitions involving an uneven number of byes for competing teams, the General Manager - Operations shall also prepare a match ratio which reflects the number of wins by each team against the number of matches played by each team.

#### **8.5 PROMOTION AND RELEGATION**

8.5.1 The promotion and relegation of the SFNL Divisions 1 and 2 are outlined as follows:

- (i) There will be three (3) weeks of grading in each division to assist teams in finding their most appropriate level of football.
- (ii) The team winning the premiership in any division may be promoted to the next higher division.
- (iii) The team finishing on the bottom of the ladder in any division may be relegated to the next lower division.
- (iv) The SFNL 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.
- (v) 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 SFNL in consultation with the club involved.

8.5.2 A club joining the League shall be entitled to participate only in the division determined by the SFNL.

### **9. PLAYING TIMES**

#### **9.1 FIXTURING**

9.1.1 The default scheduling of the Senior Women's competition will be Sunday 12:00pm.

9.1.2 Clubs must arrange changes with the opposing Club prior to discussing any potential changes with the League.

9.1.3 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:

- (i) a fixture change request is made in writing to the General Manager – Operations ten (10) business days prior to the fixtured match;
- (ii) indicating any alterations to the time of commencement, venues or day of the published fixture; and
- (iii) confirmation of the change from the opposition.

9.1.4 Request for matches to be fixtured at night are to be forwarded to SFNL office accompanied with verification the lights at the proposed venue have a minimum lux reading of 100 LUX.

## 9.2 MATCH TIME FRAMES

9.2.1 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 15 minutes.

Grade	Start	Duration	$\frac{1}{4}$ time break	$\frac{1}{2}$ time break	$\frac{3}{4}$ time break
Women's	12:00pm	20 mins	5 mins	15 mins	5 mins

9.2.2 Time on will only apply where a team count is called, a stretcher is on ground, a yellow or red card is issued, or for any other interruption of play as determined appropriate by the umpire.

9.2.3 Match time frames may be adjusted by the SFNL due to logistical reasons to ensure games days run to schedule.

## 9.3 DRAWN FINAL MATCH PROCEDURE

9.3.1 If the scores are tied at the end of normal time in a final series, the following procedure will apply:

- (i) all Players will remain on the playing arena.
- (ii) the team runner may enter the playing arena to marshall the team Players together in readiness to change ends.
- (iii) coaches must remain off the playing arena and must not address their Players, except where the opposing team has a playing coach and then, the non-playing coach may enter the arena to address their Players.
- (iv) the Field Umpire will confer with the Goal Umpires and when they verify that the scores are tied, the Players of the two teams will change ends.
- (v) Two (2) periods of five (5) minutes plus time-on will then be played with the teams changing ends at the end of the first period of extra time.



- (vi) at the end of the second period of extra time, the team which has the greater score will be the winner of the match.
- (vii) if the scores are still tied, then all Players will remain on the playing arena.
- (viii) the team runner may enter the playing arena to marshall the team Players together in readiness to change ends.
- (ix) coaches must remain off the playing arena and must not address their Players, except where the opposing team has a playing coach and then, the non-playing coach may enter the arena to address their Players.
- (x) the Field Umpire will confer with the Goal Umpires and when they verify that the scores are still tied, the Players of the two teams will change ends.
- (xi) the Field Umpire will bounce the ball and the team that scores first will be the winner of the match.

## **10. PERMITTED PLAYING NUMBERS**

### **10.1 TEAM NUMBERS**

- 10.1.1 All SFNL teams shall consist of a maximum of twenty-five (25) players participating in a match with a maximum of sixteen (16) players from one team being permitted on the field at any time during a quarter.
- 10.1.2 A team must consist of a minimum of twelve (12) players before play can commence, and the evening up rules apply as per Competition Rule 10.2

### **10.2 EVENING UP RULE**

- 10.2.1 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, a sixteen (16) a side game shall be played.
- 10.2.2 Where one team has between twelve (12) and sixteen (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 10.2.6.
- 10.2.3 If a team begins with less than twelve (12) players the match will be forfeited; however, a match must still occur as a scratch match.



- 10.2.4 If during a match, a team's playing numbers drop to below twelve (12) players a forfeit will occur, and the match must continue with an equal number of players on the field for both sides.
- 10.2.5 If players are not offered to the team with less than sixteen (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 and the evening up rule does not apply.
- 10.2.6 If players are not offered, the team refusing to offer players will have their interchange bench capped at three (3) players. The players on the field and the three (3) interchange are the only players permitted to participate in the match.
- 10.2.7 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.
- 10.2.8 Should a player arrive late, that player may take the field at any time provided the following procedure is adhered to:
- (i) The Team Manager shall inform the Officials of the other Team.
  - (ii) 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.
  - (iii) Addition to the playing numbers on the field can only be made providing the numbers on the field remain equal for both teams.
  - (iv) Any head count to be performed in line with the SFNL By-Laws.
- 10.2.9 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 10.2.6 does not apply.

10.2.10 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.

10.2.12 The Evening up Rule is not to be applied in the SFNL Finals.

10.2.13 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.

10.2.14 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.

### **10.3 PLAYERS EXCEEDING PERMITTED NUMBER**

10.3.1 Where a team has more than the permitted number of Players on the playing surface, the following shall apply:

- (i) the score for the team that infringes will revert to their score at the last break, i.e. if the team infringes in the second quarter their score will revert to the quarter time score or if they infringe in the first quarter their score will revert to zero.
- (ii) a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team; and
- (iii) a Twenty-Five-Metre Penalty shall then be imposed from the position where the Free Kick was awarded.

### **10.4 CORRECT NUMBER AND REQUEST WITHOUT MERIT**

10.4.1 Where a count reveals that the opposing Team has the permitted number of Players on the Playing Surface, the following shall apply:

- (i) a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team;
- (ii) a Twenty-Five-Metre Penalty shall then be imposed from the position where the Free Kick was awarded; and
- (iii) if a field Umpire is of the opinion that a request was made primarily to delay play or such request did not have sufficient merit, the field Umpire shall report the Player who requested the count for Time Wasting under Reportable Offence Law 19.2.2o.

## **11. FINALS ELIGIBILITY OF PLAYERS**

- 11.1 A Player must have played at least three (3) matches with their Club or Team in that particular division during the current Home and Away season to be eligible to play in the SFNL Finals.
- 11.2 Any Player playing seven (7) or more Home and Away matches with a Club's SEWF team is ineligible to play with the Club's SFNL Division 1 or 2 team in the SFNL Finals Series.
- 11.3 Any Player included on an official VFLW list can, provided they have qualified under Regulations described in Competition Regulation 11, return to play with the SFNL in the finals.
- 11.4 Any player that plays 7 or more games in any season in the VFLW Competitions is ineligible to play any SFNL Finals series match in that season.
- 11.5 SFNL players are not permitted to play more than one SFNL game during the Finals Series in a weekend including Friday.
- 11.6 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 the SFNL should be informed in writing as to why this occurred by Monday 12pm following the scheduled match.
- 11.7 Where a player participates in more than one SFNL match on any weekend during the Home and Away season, only one (1) match shall count towards SFNL Finals eligibility qualification. The game that counts shall be the highest grade played.
- 11.8 All Players shall be entitled to free movement between grades, where the Member Club fields more than one team in the SFNL 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.

## **12. ELIGIBILITY OF PLAYERS TO PLAY BETWEEN THE SFNL AND VFLW COMPETITIONS**

- 12.1 In the event that a scheduled bye occurs in the VFLW competition, no more than three (3) players that played in the VFLW in the previous fixtured match are eligible to play in a lower division for that round without prior consent from SFNL.
- 12.2 A VFLW player is only eligible to play in an SFNL team during a VFLW bye weekend, if they have previously played one (1) match for that SFNL team prior to the bye in the current season.

## **13. PLAYING AN INELIGIBLE PLAYER**

- 13.1 A Club playing an ineligible player in a finals game will:
  - 13.1.1 Forfeit the match in the event of it scoring more points than the opposing team; and
  - 13.1.2 Be subject to a fine to be set by the League.

## **14. ORDER OFF RULE**

- 14.1 The Order Off rule shall apply to all matches.
- 14.2 Only a field umpire may order a Player off the ground.
- 14.3 When a Player has been ordered from the playing arena under Competition Rule 14.2, they must go immediately to their team's coaches box area, through the designated interchange, and the team runner must report to the timekeepers.
- 14.4 A Player ordered from the field under a red card must remain off the playing arena for the remainder of the match but can be replaced by another Player after fifteen (15) minutes actual playing time has elapsed. Under these circumstances the Player is also reported for the incident.
- 14.5 A Player ordered from the field under a yellow card must remain off the playing arena until fifteen (15) minutes actual playing time has elapsed and can return or be replaced after that fifteen (15) minutes has elapsed. Under these circumstances the Player is also reported for the incident.
- 14.6 A Player ordered from the field under a green card must remain off the playing arena until fifteen (15) minutes actual playing time has elapsed. The Player may be replaced immediately. Under these circumstances the Player is not reported.
- 14.7 The fifteen (15) minutes playing time commences when the team runner reports to the timekeepers.

## **15. FOOTBALL TEAM OFFICIALS**

### **15.1 PERSONS ALLOWED INSIDE THE PLAYING ARENA DURING A MATCH**

- 15.1.1 The only persons allowed to enter the area between the fence and the boundary line during a match are:
- (i) players;
  - (ii) interchange players;
  - (iii) umpires;
  - (iv) trainers;
  - (v) no more than four (4) selection committee including the team coach;
  - (vi) the team runner.
- 15.1.2 Members of a selection committee in the area between the boundary line and the fence must remain seated and stationary while play is in progress in any match.
- 15.1.3 Trainers may be stationed at various positions around the playing arena, between the boundary and the fence.

15.1.4 Coaching huddles are not permitted inside the centre square prior to the commencement of the game or during quarter time or three-quarter time breaks.

## **15.2 COACHING STAFF**

15.2.1 A person cannot be appointed as a coach of a football team by a Member Club unless that person:

- (i) is a qualified as a level one accredited coach; and
- (ii) has signed the SFNL coaches charter of behaviours.

15.2.2 Any person who purports to coach in any matches authorised or conducted by the League without satisfying the requirements of these Competition Regulations may be penalised by CEO in accordance with By-Law 36.

15.2.3 The team coach and assistant coaches appointed by the Member Club must sit or stand in front of the coach's box. If standing, they must remain reasonably stationary while play is in progress.

15.2.4 The team non-playing coach and coaching staff may only enter onto the playing arena prior to the match commencing, during quarter time, half time, three quarter time intervals and at the conclusion of the match.

15.2.5 Coaches are not permitted to enter the centre square prior to the match or during quarter breaks while the Umpires are there, unless the coaches are going to their position for the game.

## **15.3 RUNNER**

15.3.1 A team runner may enter the playing arena during the match provided that the runner:

- (i) has not been named in the competing team of the Member Club.
- (ii) is attired in the approved League uniform.
- (iii) only enters the playing arena for the purpose of delivering a message or instructions of a coach to a Player of the team.
- (iv) exits the playing arena immediately upon fulfilling their task.
- (v) does not cajole, encourage or in any way attempt to influence the conduct or performance of any Player or Players present on the playing arena.
- (vi) does not communicate, provoke or in any way interfere with any umpire or any Player from the opposing team during the match.

15.3.2 A team runner must report to the official timekeeper should a Player or Players from his/her team be ordered from the playing arena by the Field Umpire to inform the timekeeper of the Player/s number and team and to communicate with the timekeeper regarding the time when the Player is entitled to re-enter the match or be replaced.

#### **15.4 TRAINERS**

15.4.1 Each Member Club must have a minimum of one (1) accredited trainer present during the full course of each match in which a team is fielded by the Member Club. **Penalty \$200**

15.4.2 No trainer will be registered unless the person is qualified as per the AFL Trainers Policy which is a schedule to the By-Laws.

15.4.3 A trainer shall not enter the playing arena unless:

- (i) he/she is dressed in the official trainer's bib;
- (ii) he/she is required for medical treatment of an injured Player, the replacement of damaged attire of a Player or other like purpose;
- (iii) it is prior to the match commencing, during quarter time, half time, three quarter time intervals or at the conclusion of the match.

15.4.4 A trainer shall not communicate, provoke or in any way interfere with the umpire or coaching staff, runner, trainers or any Player from the opposing team during any match.

15.4.5 Nothing in this clause shall be construed to prevent a trainer attending to an injured person.

#### **15.5 MEDICAL STAFF**

15.5.1 Medical practitioners, members of St. John Ambulances or other approved first aid attendants may enter the playing arena provided it is necessary to attend an injured Player.

#### **15.6 CLUB WATER-PERSONS**

15.6.1 The maximum number of Water-persons onto the playing arena during a match is four (4).

15.6.2 There may be any combination equalling the maximum number allowable and must be at least fourteen (14) years of age.

15.6.3 No water-person shall enter the playing arena with the sole purpose of providing refreshment to Players and umpires unless the water-person is wearing the League approved water-person bib.

## **15.7 UMPIRE ESCORTS**

15.8.1 Both Clubs must provide an adult over eighteen (18) years of age to act as an Umpire Escort for all Umpires. Such person must discharge the following duties:

- (i) escorting all Umpires from their change rooms to the centre of the ground prior to the commencement of the first and third quarters.
- (ii) remaining within the centre square during quarter time and three-quarter time intervals.
- (iii) must be introduced to the Umpires prior to the commencement of the match.
- (iv) must be identified by wearing the Official League "Umpire Escort" bib at all times whilst escorting the umpires to and from the playing arena, umpire change rooms and during quarter breaks.

## **16. TEAM MANAGERS**

### **16.1 TEAM SHEETS**

16.1.1 Each Member Club shall appoint a Team Manager.

16.1.2 The Team Manager is to generate all Team Sheets from the SFNL database (SportsTG) for all matches.

16.1.3 All players selected on the official Team Sheet must also be assigned a jumper number and a playing position online by 12:00pm the day before the match.

16.1.4 The Team Manager shall provide one copy of the Team Sheet to each the Field Umpire(s) and opposition Team Manager on the original of a written and accurate official League team sheet no later than 30 minutes prior to the scheduled commencement of a match containing:

- (i) names, jumper numbers and registration numbers of all Players. Jumper numbers to be in numerical order;
- (ii) names of coaches, trainers and club provided umpire/s;
- (iii) name of the runner, water-persons, timekeeper and umpire escort; and
- (iv) name of the team manager.



- 16.1.5 A Club may replace a player originally listed on its team sheet with an emergency player before the commencement of play of a match providing the following is adhered to:
- (i) A player may be added to the Team Sheet by handwriting First Name, Surname and jumper number.
  - (ii) A player may be deleted from the team sheet by crossing a line through the name and jumper number. All such changes are to be replicated on the online team sheet immediately following the match as per post-match requirement.
  - (iii) Where an emergency player replaces a player initially listed on the official League team sheet, the amendment to the official League team sheet must be made through the Field Umpire(s).
  - (iv) The opposition Team Manager must also be informed of any change immediately after notifying the Field Umpire(s).
  - (v) No changes to the selected team may be made once the game has commenced.
- 16.1.6 All Team Managers must sign their own and the opposition team sheets where indicated.
- 16.1.7 In a practice match, the Team Manager must ensure each Player's name and jumper number are on the team sheet.
- 16.1.8 The Team Manager shall be the only team representative who is permitted to approach the umpire change rooms.

## **16.2 GROUND INSPECTION**

- 16.2.1 The Team Manager must conduct a ground inspection with opposition Team Manager using the JLT Match Day Checklist App. A traditional hard copy of the form can also be printed from the League website under 'Club Admin – Forms' and used as a backup.
- 16.2.2 The official JLT Ground Inspection Report must be signed to be deemed completed.

## **16.3 LIVE SCORING**

- 16.3.1 The Home team must enter all Women's team scores quarter by quarter via LiveScore.

## **16.4 UMPIRE REPORTS**

- 16.4.1 The Team Manager must report to the Field Umpires to confirm if there have been any reports made during the match.
- 16.4.2 If a report has been made, the Team Manager must confer with the player to confirm:

- (i) acceptance of the set penalty (where applicable); or
- (ii) their right to challenge and proceed to Independent Tribunal.

16.4.3 Report to the Field Umpire the decision of the player (if applicable) and sign the official SFNL Player Report sheet. A carbon copy of this sheet shall be retained by your Club.

16.4.4 A player named as a witness is required to attend the Independent Tribunal.

## **16.5 RESULTS**

16.5.1 Home team to confirm and enter final quarter by quarter scores on SportsTG (online).

16.5.2 Home and Away teams to enter their own goal kickers and best players online by 5:45pm on game day.

16.5.3 All players listed on the official Team Sheet must match the online team sheet. That is, any player hand-written on or crossed off the Team Sheet, must be updated online immediately following the match.

## **17. TIMEKEEPERS**

### **17.1 TIMEKEEPER APPOINTMENT**

17.1.1 A timekeeper must be provided by each competing Member Club.

17.1.2 No person shall be permitted to act as timekeeper unless they have attained the age of eighteen (18) years of age.

17.1.3 Clubs competing in a finals match are to supply their own timekeepers unless provided by the League.

17.1.3 Each Club must provide a suitable clock that is to be synchronised with the other Club's timekeeper at the commencement of each match.

### **17.2 TIMEKEEPER DUTIES**

17.2.1 The timekeeper shall:

- (i) record all playing times.
- (ii) maintain an official timekeeper's card and record on it the scores and the starting and finishing times of each quarter of play of the football match and extra time as directed by the Field Umpire.
- (iii) check the scores on the official timekeeper's card at the end of each quarter and at the end of the match.

- (iv) be supplied by the home team with a suitable siren device with which the timekeeper shall signal a two-minute warning prior to the commencement of play at the start of the game and prior to the commencement of play after half time, signal the commencement of play at the start of each quarter and signal the conclusion of play at the end of each quarter.
- (v) record the card colour, the playing number and club of any Player ordered from the field, such information to be confirmed by the team runner. The information is to be recorded on the back of the timekeeper's card.
- (vi) if a head count is called, make note of the time and the scores at the time it is called. Do not delete any scores from the card and continue as per normal.
- (vii) place his/her signature on the timekeeper's card, after checking all the details, upon completion of the match and submit to the Club Team Manager.

### **17.3 SIREN WARNINGS**

- 17.3.1 Matches shall start at the times decided by the League.
- 17.3.2 Matches shall be played in accordance with the time intervals set out by the League.
- 17.3.3 A warning siren must be sounded ten (10) minutes prior to the official start time – only if the Umpires have not entered the playing arena.
- 17.3.4 When the Umpires enter the playing field prior to the start of the match and prior to the start of the third quarter, the siren shall sound until the Umpire signals recognition of the siren.
- 17.3.5 If both team have not entered the playing field within five (5) minutes of the commencement of the match, the Timekeeper shall give three (3) short siren warnings.
- 17.3.6 When time has elapsed on the clock indicating the end of the quarter, the Timekeeper must continue to sound the siren until the field Umpire signals recognition by raising both hands above their head.
- 17.3.7 A warning siren must be made two (2) minutes prior to the scheduled start of the second quarter.
- 17.3.8 A warning siren must be made five (5) minutes prior to the scheduled start of the third quarter; providing the Umpires have not entered the playing arena.
- 17.3.9 A warning siren must be made two (2) minutes prior to the scheduled start of the fourth quarter.

### **17.4 TIMEKEEPERS AND "TIME ON"**

17.4.1 The field Umpire indicates 'Time On' by blowing the whistle with raised arms. The Timekeeper must stop the time clock. When the field Umpire blows their whistle once again, and raises their arm, then the time clock should be re-started.

## **18. UMPIRING**

### **18.1 CLUB PROVIDED UMPIRES**

18.1.1 Teams must supply a Boundary and Goal Umpire for each match unless arrangements have been made with the SFNL to supply official League umpires (referred to in 18.2). A Club supplied Boundary or Goal Umpire must be fifteen (15) years of age or over.

18.1.2 Club supplied umpires shall be subject to approval of the official Field Umpire who may dispense with the services of any one or all of them during the match.

18.1.4 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.

18.1.5 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.

18.1.6 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 the League.

18.1.7 If a team fails to supply a Boundary or Goal Umpire, the game shall not commence and the umpire shall direct the offending team's captain to appoint a player or players from their team, who are on the ground, to fulfil the vacant positions.

18.1.8 Players who are instructed to fill the positions of Boundary or Goal Umpire shall not take part in the match. If a team fails to comply with the request of the umpire to supply a Boundary or Goal Umpire, that team shall forfeit the match.

18.1.9 Club supplied Boundary Umpires must wear the approved League uniform and Goal Umpires must wear a white coat and have two white flags supplied by the Club.

### **18.2 USER PAYS UMPIRING MODEL**

18.2.1 A Club may make a request to the League to supply following –

- (i) Boundary Umpires \$65.00 per match.

(ii) Goal Umpires \$60.00 per match.

18.2.2 Requests must be made two weeks prior to the match at a minimum and will be subject to availability.

## **19. MODIFIED RULES**

### **19.1 25 METRE PENALTY**

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

### **19.2 OUT OF BOUNDS**

19.2.1 In the Senior Women's competition, the 'last touch' regulation will apply. A Free Kick shall be awarded against a player who: kicks or handballs the football over the boundary line without the football being touched by another player; For the purposes of defining a kick, a kick shall be an intentional action, not accidental. When the ball comes off the foot or lower leg of a player without the intent of the player being to kick the ball, it will be deemed accidental contact and will not be determined as a kick by the umpire and therefore will result in a boundary throw in.

19.2.2 Where a player who does not have possession stops the football being touched by an opposition player by shepherding the ball across the boundary line where the ball could have otherwise been touched by the player being blocked, then the umpire will not award a free kick but will instead order a boundary throw in.

19.2.3 The last touch regulation will only be applied between the 50-metre arcs, with the ball to be thrown in after it crosses the boundary line inside-50.

### **19.3 5-6-5 FORMATION**

19.3.1 A 5-6-5 playing formation is required at all centre bounces, with five forwards (including one inside the goal square itself), six midfielders (including the ruck) and five defenders lining up in "traditional playing positions".

## **20. UNIFORM**

20.1 Metal boot studs, bobby pins, jewellery and piercings and not permitted to be worn at any time on the field of play.

20.2 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.

## **21. HEADGUARDS AND SURGICAL APPLIANCES**

- 21.1 No Player shall wear a headguard or surgical appliance in a match without first obtaining written approval from the General Manager - Operations. Approval must be sought prior to the Player participating in a match and it may only be used during the currency of that approval.

## REGULATIONS SUMMARY

Regulations		SFNL Women's Football
<b>Regulations</b>	Maximum Players Eligible to Play	Twenty-five (25) Players
	Players on Field	Sixteen (16) Players
	Players on Bench	Up to nine (9) Players
	Minimum Players to Play	Twelve (12) Players
	Maximum Ground Size	Full Size
	Match Length	4 x 20 mins
	Breaks	5 mins; 10 mins; 5 mins
	Ball Size	Sherrin Leather (Red or Yellow) Size 4
<b>Operations</b>	Competition Details	Scoring, ladders & finals permitted. Recording of best players and goal kickers permitted.
<b>Laws</b>	Tackling	Tackling is permitted as per the Laws of Australian Football. No sling tackle permitted.
<b>Umpiring</b>	Field Umpiring	Two (2) Field Umpires supplied by the League and Clubs invoiced.
	Boundary and Goal Umpiring	Two (2) Boundary and two (2) Goal Umpires supplied by Clubs or user pays via League.
<b>Regulations</b>	Coaching Position	Sideline or designated coaches' box.
<b>Laws</b>	Bounces	Unlimited
<b>Laws</b>	Marking	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 15 metres.
<b>Laws</b>	Out of Bounds	Throw-in inside 50. Last touch between 50 arcs.
<b>Laws</b>	Kick off the Ground	Permitted as per the Laws of the Game.
<b>Laws</b>	Stealing, smothering, shepherding, barging	Permitted as per the Laws of the Game.
<b>Laws</b>	Penalties	25m penalty can be applied at the umpire's discretion if they feel a

		player has been hindered in any way as per section 18 of the Laws of the Game. Players can be ordered off at the umpire's discretion.
<b>Laws</b>	Distance Over Which A Mark Is Paid	10 meters
<b>Operations</b>	Finals Structure	Three (3) weeks top four (4).
<b>Operations</b>	Age Limit	Players of the SFNL Women's League must be 16 years of age as of 1st January for the season in which they wish to register.
<b>Operations</b>	Evening Up Rule	See appendix.
<b>Operations</b>	Player Transfers	Transfers to occur in line with the 'AFL National Player Transfer Regulations'.
<b>Operations</b>	Player Movement (Multiple Teams)	Player movement will be allowed. However, restrictions will be put in place to prevent players who have spent the majority of their time in higher divisions dropping back to a development league
<b>Operations</b>	Finals Qualification	Set criteria



- ✓ Timekeeper supplied with Official Timekeeper cards and copy of Timekeeper Duties.
- ✓ Team Sheet completed.
- ✓ Players uniform – correct club strip:
  - ✓ skins white or skin coloured with away shorts.
  - ✓ skin coloured or matching colour skins with home shorts.
- ✓ Umpire Escort has keys to the Umpires room, is correctly attired and has been introduced to the Umpires and familiar with duties.
- ✓ Match footballs to Umpires for approval.
- ✓ Runner and Water carriers correctly attired and familiar with duties.
- ✓ Stretcher is accessible and known to Trainers.
- ✓ Live Scoring completed.
- ✓ Umpires provided with refreshments in their change rooms and at the end of the 1<sup>st</sup> and 3<sup>rd</sup> quarters out on the ground.
- ✓ Copy of the official team sheet to the Umpires at opposition Team Manager no later than 30 minutes prior to the scheduled start time of the match.
- ✓ Timekeeper card signed by timekeeper and collected.
- ✓ Scores, goals and best players for all teams, Senior, Reserve, Thirds, Under 19's and Women's entered into SportsTG before 5:45pm.
- ✓ Player Reports confirmed with players/Umpires and paperwork signed.
- ✓ All paperwork signed and handed to the Field Umpire at the end of the match.

## MATCHDAY PREPARATION CHECKLIST AND SUPPORT STAFF REQUIREMENTS

	HOME TEAM	AWAY TEAM
<b>Match-day Housekeeping</b>	Check all <u>change rooms</u> are clean and tidy. Make sure all <u>toilets</u> are clean and have ample supply of toilet paper. Provide <u>drinks</u> for the Umpires in their rooms and also at each break during the match.	Ensure all match day equipment is available for the players and officials as required.
<b>Tribunal Advocate:</b>	Is notified of all reports.	Is notified of all reports.
<b>Match Footballs: (Team Manager)</b>	<u>Footballs</u> – 2 ‘good’ SFNL approved size 4 leather balls.	Supplied by home team.
<b>Trainer:</b>	Accredited & Registered with SFNL. Is in correct uniform, with medical supplies and has copy of ‘Trainer Duties’. Aware of stretcher location.	Accredited & Registered with SFNL. Is in correct uniform, with medical supplies and has copy of ‘Trainer Duties’.
<b>Doctor/Physio:</b>	Correct uniform and awareness of rules and regulations pertaining to Doctor/Physio.	Correct uniform and awareness of rules and regulations pertaining to Doctor/Physio.
<b>Runner:</b>	Correct uniform and awareness of rules and regulations pertaining to a Runner.	Correct uniform and awareness of rules and regulations pertaining to a Runner.
<b>Water carrier:</b>	Must be aged 14 years and over and in correct uniform. Awareness of rules and regulations pertaining to a Water person.	Must be aged 14 years and over and in correct uniform. Awareness of rules and regulations pertaining to a Water person.
<b>Timekeeper:</b>	Table, chairs, siren, time clock, order-off flags. Awareness of duties of timekeeper.	Time card and pen.
<b>Umpire Escort:</b>	Umpire escort bib, Umpire change rooms keys. Awareness of Umpire Escort Duties.	Umpire escort bib, Umpire change rooms keys. Awareness of Umpire Escort Duties.
<b>Club Field Umpire:</b>	Accredited and Registered, Official SFNL Uniform, notebook & pencil, whistle, order off cards. Awareness of rules and regulations pertaining to a Club Field Umpire. Knowledge of Laws of Australian Football.	Accredited and Registered, Official SFNL Uniform, notebook & pencil, whistle, order off cards. Awareness of rules and regulations pertaining to a Club Field Umpire. Knowledge of Laws of Australian Football.
<b>Club Boundary Umpire:</b>	Correct uniform, whistle. Awareness of duties of Club Boundary Umpire.	Correct uniform, whistle. Awareness of duties of Club Boundary Umpire.
<b>Club Goal Umpire:</b>	Correct uniform, 1 set white flags, goal Umpire card & pen. Awareness of duties of Club Goal Umpire.	Correct uniform, 1 set white flags, goal Umpire card & pen. Awareness of duties of Club Goal Umpire.
<b>Scoreboard attendant:</b>	Scoreboard, names & numbers. Awareness of duties of Scoreboard attendant.	