



# 2025 SFNL FOOTBALL COMPETITION REGULATIONS

FEBRUARY 2025

<b>CONTENTS</b>		<b>Pg</b>
<b>PART A</b>	<b>DEFINITIONS, INTERPRETATION AND VARIATION</b>	<b>4</b>
	1. PRE-AMBLE	4
	2. LAWS OF AUSTRALIAN FOOTBALL	4
	3. PURPOSE OF COMPETITION REGULATIONS	4
	4. INTERPRETATION	4
	5. ALTERATION TO COMPETITION REGULATIONS	5
<b>PART B</b>	<b>ELIGIBILITY, REGISTRATIONS AND TRANSFERS</b>	<b>5</b>
	6. ELIGIBILITY	5
	7. REGISTRATIONS	6
	8. TRANSFERS WITHIN THE LEAGUE (MEN'S FOOTBALL)	7
	9. PENALTY FOR PLAYING NON-PERMITTED PLAYERS	7
<b>PART C</b>	<b>FOOTBALL COMPETITION</b>	<b>8</b>
	10. POINTS ALLOCATION	8
	11. SCORES	8
	12. LADDER	8
	13. MATCH RATIO	9
	14. ADVERSE WEATHER CONDITIONS	9
	15. DRAWN FINAL MATCH PROCEDURE	9
	16. FAILURE TO FULFIL AN ENGAGEMENT (FORFEITS)	9
	17. MATCH NOT ABLE TO PROCEED	11
<b>PART D</b>	<b>FIXTURING</b>	<b>12</b>
	18. SCHEDULE OF MATCHES	12
	19. FIXTURE ALTERATION	13
	20. APPLICATION OF 'TIME ON'	13
	21. GRADING	14
	22. MODIFIED RULES	15
<b>PART E</b>	<b>GROUND</b>	<b>16</b>
	23. PLAYING SURFACE AND POSTS	16
	24. GROUNDS	17
	25. GROUND INSPECTIONS	18
	26. HOME CLUB OBLIGATIONS	18
<b>PART F</b>	<b>MATCH PROVISIONS</b>	<b>19</b>
	27. TEAM SHEETS	19
	28. PERMITTED PLAYING NUMBERS	21
	29. EVENING UP RULE	22
	30. COUNTING PLAYERS	23
	31. INTERCHANGE	24
	32. ORDER OFF	26
<b>PART G</b>	<b>REPORTING</b>	<b>26</b>
	REPORTING PLAYERS AND OFFICIALS	26
	34. INDEPENDENT TRIBUNAL AND MATCH REVIEW PROCEDURES	29
<b>PART H</b>	<b>FINALS</b>	<b>29</b>
	FINALS QUALIFICATIONS	29
<b>PART I</b>	<b>TEAM OFFICIALS</b>	<b>31</b>
	PERSONS ALLOWED INSIDE THE PLAYING ARENA DURING A MATCH	31
	37. COACHING	31

	38. TEAM MANAGER	32
	39. RUNNER	32
	40. TRAINERS	32
	41. MEDICAL STAFF	33
	42. CLUB WATER PERSONS	33
	43. TIMEKEEPERS	33
	44. UMPIRE ESCORTS	35
<b>PART J</b>	45. <b>UMPIRING</b>	<b>35</b>
	CLUB SUPPLIED UMPIRES	35
<b>PART K</b>	46. <b>UNIFORM</b>	<b>37</b>
	CLUB FOOTBALL UNIFORMS	37
<b>PART L</b>	47. <b>FOOTBALLS</b>	<b>39</b>
	FOOTBALLS	39
	48.	
<b>APPENDIX 1</b>	MATCHDAY PREPARATION CHECKLIST AND VOLUNTEER SUPPORT REQUIREMENTS	41
<b>APPENDIX 2</b>	OFFICIAL TEAM MANAGER MATCH DAY CHECKLIST	42
<b>APPENDIX 3</b>	TIMEKEEPER DUTIES	43

## **PART A – DEFINITIONS, INTERPRETATION AND VARIATION**

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

- 1.1 The SFNL Football Competition Regulations shall be read in conjunction with –
- 1.1.1 Rules of the Southern Football Netball League Incorporated ('the Rules').
  - 1.1.2 SFNL By-Laws
  - 1.1.3 Laws of Australian Football
  - 1.1.4 AFL Victoria Rules, Policies and Regulations (where adopted by SFNL)
- 1.2 Where any conflict arises between provisions of these Competition Regulations, By-Laws and the Rules, the Rules prevail.
- 1.3 Any dollar amounts referred to in the Competition Regulations will be subject to GST where applicable.

### **2. LAWS OF AUSTRALIAN FOOTBALL**

- 2.1 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.
- 2.2 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.

### **3. PURPOSE OF COMPETITION REGULATIONS**

- 3.1 The Competition Regulations explain how a Match of Australian Football is played and seek to attain the following objectives:
- 3.1.1 to ensure that the game of Australian Football is played in a fair manner and a spirit of true sportsmanship; and
  - 3.1.2 to prevent injuries to Players participating in a Match so far as this objective can be reasonably achieved in circumstances where Australian Football is a body contact sport.

### **4. INTERPRETATION**

- 4.1 In the interpretation of these Competition Regulations, unless the context requires otherwise:
- 4.1.1 words importing the singular shall be deemed to include the plural and vice versa;
  - 4.1.2 words importing any gender shall be deemed to include the other gender;
  - 4.1.3 headings are included for convenience only and shall not affect the interpretation of these Laws;

- 4.1.4 “including” and similar words are not words of limitation;
  - 4.1.5 any words, terms or phrases defined in the remainder of these Laws shall have the meaning prescribed within the particular Law;
  - 4.1.6 words, terms or phrases not otherwise defined in these Laws shall be given their ordinary meaning; and
  - 4.1.7 a reference to “careless” or “carelessly” may be interpreted as a reference to “negligent or reckless” or “negligently or recklessly” (as applicable).
- 4.2 For the avoidance of doubt:
- 4.2.1 AFL/W or VFL/W Open Age shall be deemed a higher grade than the League’s Open Age teams of any Division.
  - 4.2.2 The State Under 18 Competition shall be deemed a higher grade than the League Under 19’s grade.
  - 4.2.3 The League’s Division 1 shall be deemed a higher grade than the League’s Division 2 and so forth.

## **5. ALTERATION TO COMPETITION REGULATIONS**

- 5.1 The League may, in using reasonable discretion and only in exceptional or extenuating circumstances, alter, vary or waive the requirements set out in these Competition Regulations relating to SFNL football competitions.

## **PART B – ELIGIBILITY, REGISTRATIONS AND TRANSFERS**

### **6. ELIGIBILITY**

#### **6.1 GENERAL**

- 6.1.1 No Player shall be eligible to play for a Member Club in any League Match:
  - (i) who is not a duly registered playing member of that Member Club or the holder of a permit to play.
  - (ii) who is under any disqualification or who has not paid any fine imposed by the League or any other Football League.
  - (iii) Unless they have obtained all required transfers and permits.
- 6.1.2 Any Player issued a permit to play in either the VFL, VFLW or State Under 18 Competition, and who also holds League registration, may only play with one Club in any one weekend including Friday night.

- 6.1.3 Any Player issued a permit to play in either the VFL, VFLW or State Under 18 Competition and also holds League registration may only participate in an official League Match when the League has received notification from the relevant governing body that such Player is available to play for their Member Club and not required by their VFL or State Under 18 Competition club in that particular weekend.
- 6.1.4 Any registered Player drafted by an AFL or AFLW Club, or placed on an AFL or AFLW Supplementary or Rookie List in the current season, is not permitted to play in any SFNL Competition in that season, unless authorised by the League.

## **6.2 WOMEN'S FOOTBALL**

- 6.2.1 Players must be turning 16 years of age during the year that the competition commences for the season in which they wish to register. There is no maximum age for Players.
- 6.2.2 Players under the age of 18 years at the commencement of the season must have Parental / Guardian consent to play in SFNL fixture Matches. The Parental / Guardian consent must be retained by the Club and provided to the League upon official request.
- 6.2.3 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 the SFNL per club for that round without prior consent from the League.

## **6.3 UNDER 19'S FOOTBALL**

- 6.3.1 For a Player to be eligible to participate in a League Under 19 grade Match, he must NOT have reached the age of twenty (20) before the 30<sup>th</sup> June in the year for which he desires to be registered for the League Under 19 competition. Exceptions to this may be made via the SFNL Under 19s Over-Age Policy (Schedule 15 to the SFNL By-Laws).

## **7. REGISTRATIONS**

- 7.1 This regulation should be read in conjunction with the AFL's National Player Registration and Transfer Regulations under Schedule 18 of the SFNL By-Laws.
- 7.2 A Player must complete their annual registration to the official SFNL database and pay the applicable participant fee to be eligible to play in any fixtured Match approved by the League.
- 7.3 The registration must be completed by the individual Player on the SFNL database.
- 7.4 Players registering for the Under 19's require a certified copy of either an extract of birth, a full birth certificate or an official passport that must be retained by the Member Club and presented to the League when requested.
- 7.5 Notwithstanding any of these Regulations, the League may withdraw the ability of a Player to play in the League and in that event, shall notify the Player's Member Club.

## **8. TRANSFERS WITHIN THE LEAGUE**

- 8.1 No more than three (3) Players, who have played the same or more Higher senior grade matches than Lower senior grade Matches in total over the current and previous 3 seasons, will be permitted to be transferred from one Member Club to another Member Club, in any one season unless both Member Clubs involved in the transfer agree that more than three (3) Players can be transferred.
- 8.2 When both Member Clubs agree that more than three (3) Players can be transferred, such transfers that exceed the allowable three (3) Players in Competition Regulation 8.1 needs to be approved in writing by the League.
- 8.3 A Player who transfers from one Member Club to another Member Club, to accept the position at the new Member Club of senior playing coach, WILL NOT be included in the total of three (3) Players mentioned in Competition Regulation 8.1.
- 8.4 A Player who transfers from one Member Club to another Member Club, to accept the position at the new Member Club of assistant playing Coach, WILL BE included in the total of three (3) Players mentioned in Competition Regulation 8.1.
- 8.5 A Player who transfers from one Member Club to another Member Club that has played more Reserves Matches than Senior Matches in total, over the current and previous three (3) Seasons, WILL NOT be included in the total of three (3) Players mentioned in Competition Regulation 8.1.
- 8.6 No more than three (3) Players, who are eligible to play Under 19 Football, will be permitted to be transferred from one Member Club to another Member Club, in any one season unless both Member Clubs involved in the transfer agree that more than three (3) Players can be transferred.

## **9. PENALTY FOR PLAYING NON-PERMITTED PLAYERS**

- 9.1 Any Player, Member Club Official or Member Club Match Day Official who makes any misstatement or misrepresentation or omits any material particulars in the registration process may be dealt with by the Board or CEO. **Penalty refer to SFNL By-Law 27.**
- 9.2 Where it is found that a Member Club has allowed, whether knowingly or not, a Player, Coach or Official to play or officiate in any Matches where that Player, Coach or Official is:
- 9.2.1 not registered with the League;
  - 9.2.2 not permitted to participate with that Member Club;
  - 9.2.3 is under suspension;
  - 9.2.4 not accredited;
- 9.3 shall be dealt with by the League as per **SFNL By-Law 27.**

## **PART C – FOOTBALL COMPETITION**

### **10. POINTS ALLOCATION**

#### 10.1 In Home and Away Matches:

10.1.1 four (4) points will be allotted for a win.

10.1.2 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.

10.1.3 two (2) points for a draw.

10.1.4 zero (0) points for a loss.

10.1.5 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.

### **11. SCORES**

11.1 The scores used by the League 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.

11.2 In the event that the timekeeping cards disagree, the League will investigate the matter and make a final and binding decision.

### **12. LADDER**

12.1 The League shall prepare a weekly ladder for each grade of football and in addition to awarding points for each win, forfeit, walkover, draw or loss, 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.

12.2 All decisions by the League in respect of the calculation of the points and percentages shall be final and binding.

### **13. MATCH RATIO**

- 13.1 In competitions involving an uneven number of Byes for competing teams, the League shall also prepare a Match ratio which reflects the number of wins by each team against the number of Matches played by each team.

### **14. ADVERSE WEATHER CONDITIONS**

- 14.1 Adverse weather conditions to be applied in conjunction with Extreme Weather in the National Community Football Policy Handbook.

### **15. DRAWN FINAL MATCH PROCEDURE**

- 15.1 If the scores are tied at the end of normal time in a final series, the following procedure will apply:
- 15.1.1 all Players will remain on the playing arena.
  - 15.1.2 the team runner may enter the playing arena to marshal the team Players together in readiness to change ends.
  - 15.1.3 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.
  - 15.1.4 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.
  - 15.1.5 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.
  - 15.1.6 at the end of the second period of extra time, the team which has the greater score will be the winner of the Match.
  - 15.1.7 if the scores are still tied after five (5) minutes of the second period has lapsed, then 'golden point' is used to determine a winner. The siren is not to be sounded until the next team scores. The team to score next is declared the winner.
  - 15.1.8 In the event that the time lapses after five (5) minutes of the second period and a team has a set shot for goal with the opportunity of levelling the score (e.g. the team is one or six points behind), the siren is to be sounded. If the scores are levelled, play is to continue until the next team scores as per Competition Regulation 15.1.7.

### **16. FAILURE TO FULFIL AN ENGAGEMENT (FORFEITS)**

- 16.1 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.

- 16.2 Should a Member Club be aware in the week prior to a match that it will be unable to participate in the match, it shall 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.
- 16.3 Where the Member Club has more than 1 team in that competition, the lower graded team will be forfeited first.
- 16.4 A Member Club failing to field a team with a minimum number of Players as determined by the respective Competition Rules within twenty (20) minutes of the appointed starting time of the match shall automatically forfeit the match at that point in time.
- 16.5 If, during the course of a match a Member Club's team is reduced to less than the minimum number of Players in the respective Competition Rules 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 their 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.
- 16.6 Any Member Club failing to fulfil its obligation shall:
- 16.6.1 Pay all umpires expenses relative to the match.
- 16.6.2 Submit to the League a written statement of reasons for non-completion of the match.
- 16.7 The League 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.  
**Refer to By-Law 27.**
- 16.8 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.
- 16.9 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.
- 16.10 Where a game is forfeited that match will not count towards a current suspension being served for the team who has forfeited. The match will count towards a current suspension where the player is on the team receiving the forfeit.
- 16.11 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:
- 16.11.1 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.

16.11.2 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.

16.12 In case of a team forfeiting the following penalties will apply;

16.12.1 Where a club forfeits a game in a Senior Women's, Reserves, Under 19s, or Open Grade competition, the club will be fined **\$250.00**.

16.12.2 Where a club forfeits a game in a Senior Men's competition, the club will be fined **\$1000.00**.

16.13 Where a club forfeits three (3) separate games throughout the season in a single grade, that team will be removed from the competition unless there are compelling circumstances to be considered by the League. In addition, the League may deal with such Member Club as it deems fit as allowed by these By-Laws.

## **17. MATCH NOT ABLE TO PROCEED**

17.1 Where a Match is not able to commence or proceed for any reason other than already provided for in these Regulations, the Field Umpire or the League will have regard to the health and safety of the Players and any other relevant matters in order to determine whether a Match is unable to commence or proceed.

17.2 If a Match is unable to commence or proceed, the League will have sole discretion to decide the result of the Match or whether the game will be rescheduled or not based on the following guiding principles:

17.2.1 The appropriateness and practicality of rescheduling a Match during the Home and Away Season or Finals Series;

17.2.2 If any one Match is cancelled or abandoned in a particular Grade and cannot be rescheduled, the Match will be declared a draw and two (2) premiership points will be awarded to each competing team. During the Final Series, if the Match cannot be rescheduled the highest qualified team for that final will progress to the next round of Finals;

17.2.3 If more than 50% of Matches are cancelled, or abandoned in the same Grade, or Division for the same reason, the fixture round for that Grade, or Division will be declared void and no premiership points, percentages, or best and fairest votes will be awarded, or applied for that Grade, or Division round;

- 17.2.4 If the Match is unable to proceed prior to completing the second quarter, the Match will be declared a draw and two (2) premiership points will be awarded to each competing team; or
- 17.2.5 If the Match is unable to proceed after the completion of half-time, premiership points will be awarded, and scores entered to determine the result of the Match.
- 17.3 Where on-field injury has delayed the game for 30 minutes or more, the match will be deemed 'unable to proceed' and the above will take place to determine the match outcome.
- 17.3.1 Where both clubs and the officiating umpire are in agreement, the game may proceed after the 30-minute delay. This only applies for the final match of the day in Home & Away matches only. Finals will be determined by the League match-day manager.
- 17.4 If a team is directed to recommence play by the Field Umpire or League Official and the team fails, refuses or neglects to recommence play, the team shall be deemed to have forfeited the Match. In that case, **Competition Regulation 16** will apply.

## PART D – FIXTURING

### 18. SCHEDULE OF MATCHES

- 18.1 Unless other arrangements have been approved by the League, the commencement, duration and breaks for Seniors, Reserves and Under 19's or Open Grade Home and Away Matches will be scheduled as (based off three Matches in a day):

Grade	Day	Start	Each quarter duration	¼ time break	½ time break	¾ time break
Seniors	Saturday	2:00pm	20 mins + TO	5 mins	15 mins	5 mins
Reserves		12:00pm	20 mins	5 mins	12 mins	5 mins
Under 19s		10:00am	Under 19s 20 mins	5 mins	12 mins	5 mins
Open Grade Women			OG/Wom. 18 mins	5 mins	12 mins	5 mins

- 18.2 Unless other arrangements have been approved by the League, the commencement, duration and breaks for Seniors, Reserves, Women Under 19s or Open Grade Home and Away Matches will be scheduled as (based off four Matches in a day):

Grade	Day	Start	Each quarter duration	¼ time break	½ time break	¾ time break
Seniors	Saturday	2:20pm	20 mins + TO	5 mins	15 mins	5 mins
Reserves		12:30pm	20 mins	5 mins	12 mins	5 mins
Under 19s		10:40am	Under 19s 20 mins	5 mins	12 mins	5 mins
Open Grade Women		8:55am	OG/Wom. 18 mins	5 mins	12 mins	5 mins

- 18.3 If early Matches (prior to Seniors) are running behind time at half time, the last two (2) quarters are to be shortened accordingly to allow the Matches to finish on time. This provision is not applicable in finals Matches.
- 18.4 Match time frames may be adjusted by the League due to logistical reasons to ensure Matches and days run to schedule.
- 18.5 Request for Matches to be fixtured at night are to be forwarded to the League accompanied with verification the lights at the proposed Match venue have a minimum lux reading of 100 LUX.

## **19. FIXTURE ALTERATION**

- 19.1 The default fixturing of Matches for all Divisions and Grades is outlined under Regulation 18 'Schedule of Matches'.
- 19.2 A Member Club must arrange any change of fixture with the opposing Club prior to discussing any potential changes with the League.
- 19.3 A Member Club desiring to conduct Matches on a day or time other than that published by the League in the official fixture may do so on application to the League, providing the following requirements have been satisfied:
- 19.3.1 the Club has arranged and confirmed the changes with the opposing Club;
  - 19.3.2 that all appropriate licences and permissions to conduct the Match have been received and copies forwarded to the League prior to the game; and
  - 19.3.3 that fourteen (14) days written notice is provided to the League indicating times of commencement of all games and any alterations of venues to the published fixture.
- 19.4 The League has absolute discretion to alter any scheduling of fixtures.

## **20. APPLICATION OF 'TIME ON'**

### **20.1 Home and Away Season**

#### **20.1.1 Seniors**

- 20.1 Time on will ONLY be applied to all Senior Home and Away Matches as follows:
- 20.1.1 When signalled by the Field Umpire by raising one hand above their head;
  - 20.1.2 When a Goal Umpire signals a score is recorded (NOT when they have completed waving their flags);
  - 20.1.3 When the ball goes out of bounds and is signalled by the Field Umpire to throw the ball in.

20.1.4 When there is a lengthy delay in play such as where a team head count is called, a stretcher is on the ground or there is a lengthy delay as deemed appropriate by the Umpire(s) in charge.

#### **20.1.2 Reserves, Women's, Under 19's and Open Grade**

20.2.1 Time On will only be applied in Reserves, Women's, Under 19's and Open Grade Home and Away Matches where a team head count is called, a stretcher is on the ground or there is a lengthy delay as deemed appropriate by the Umpire(s) in charge.

### **20.2 Finals Matches**

#### **20.2.1 Seniors**

(i) As per home and away Regulation 20.1

#### **20.2.2 Reserves, Women's, Under 19's and Open Grade**

(i) Time on will be applied in Reserves, Women's, Under 19's and Open Grade Finals Matches as follows:

(ii) In the second half only;

(iii) When signalled by the Field Umpire by raising one hand above their head;

(iv) When a Goal Umpire signals a score is recorded (NOT when they have completed waving their flags);

(v) If there is a lengthy delay as deemed appropriate by the Umpire for retrieving the ball from over the fence, when there is a head-count or a stretcher called etc.; and/ or

(vi) Ball-ups or the ball going out of bounds will not apply unless there is a lengthy delay as signalled by the Field Umpire (as above).

### **21. GRADING**

21.1 In the event that there are enough teams to field two or more divisions in the Women's, Under 19's or Open Grade competitions, the League may 'Grade' teams in conjunction with the SFNL Football Grading Guidelines & Processes in Schedule 14 to the SFNL By-Laws.

## **22. MODIFIED RULES**

### **22.1 STARTING FORMATION FOR 16-A-SIDE (WOMEN'S AND UNDER 19'S)**

22.1.1 A 5-6-5 playing formation is required at all centre bounces in the Women's and Under 19's competitions, with five forwards (including one [1] forward inside the goal square itself), six midfielders (including the ruck) and five defenders (including one [1] defender inside the goal square itself).

### **22.2 25 METRE PENALTY**

22.2.1 As detailed in the Laws of Australian Football, the defending Player will only be permitted minimal lateral movement on the Mark. If the defending Player blatantly moves off the Mark in any direction prior to "Play On" being called, a 25-metre penalty will apply in all grades of football. The defensive team is unable to substitute the Player on the Mark.

22.2.2 A 25-metre penalty shall replace the 50-metre penalty for all Women's football Matches.

### **22.3 LAST DISPOSAL RULE (ALL GRADES EXCLUDING SENIOR MEN'S & DIVISION 1 & 2 RESERVES)**

22.3.1 Division 3 & 4 Reserves, Women's, Under 19's and Open Grade Football will have the 'last disposal' rule applied whereby 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.

22.3.2 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. This will result in a ball-up 15 metres inside the field of play.

22.3.3 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 result in a ball-up 15 metres inside the field of play.

22.3.4 The last disposal rule will only be applied between the 50-metre arcs. There will be a ball-up ordered if the ball crosses the boundary line inside-50.

### **22.4 NOMINATED RUCK**

22.4.1 Teams will not be required to nominate a competing ruckman from either side; however, should a third player contest the ruck contest a free kick will be awarded against that team.

## **PART E – GROUNDS (REFER TO NATIONAL FACILITIES GUIDELINES)**

### **23. PLAYING SURFACE AND POSTS**

#### **23.1 PLAYING SURFACE**

23.1.1 The Playing Surface shall be:

- (i) oval in shape;
- (ii) preferred 165 metres in length;
- (iii) preferred 135 metres in width;
- (iv) clearly marked with white lines as the boundary lines in accordance with the legal requirements of the Local Government Authority (LGA) from any fence, hard surface or potential hazard;

23.1.2 If the LGA does not provide recommendations as referenced in 23.1.1(iv), then the playing arena must be clearly marked with white lines as the boundary lines which must be at least three (3) meters from any fence, hard surface or potential hazard.

#### **23.2 GOAL POSTS AND BEHIND POSTS**

23.2.1 Two posts, to be called goal posts, shall be a minimum height of nine (9) metres and a maximum height of twelve (12) metres and be placed at each end of the Playing Surface at a distance of 6.4 metres apart.

23.2.2 A further two posts, to be called behind posts, shall be a minimum height of six (6) metres and a maximum height of eight (8) metres and be placed at a distance of 6.4 metres on each side of the goal posts so that a straight line can be drawn on the ground to join each post.

23.2.3 All posts must be painted white and suitably padded.

#### **23.3 PADDING**

23.3.1 Padding must be attached around each goal and behind post as follows:

- (i) 35 millimetres high-density foam padding, covered in canvas or painted;
- (ii) 2.5 metres from the bottom of each goal and behind post;
- (iii) a suitable width to allow the padding to be fixed around each goal and behind post; and
- (iv) the padding must be securely attached around each goal and behind post.

#### **23.4 GOAL SQUARE AND KICK-OFF LINE**

23.4.1 A further area, to be called the Goal Square, shall be marked by drawing two lines at right angles to the Goal Line for a distance of nine (9) metres from each goal post and

connecting the outer end of each line by a straight line. This line is called the Kick-Off Line.

### **23.5 IDENTIFYING AREAS ON THE PLAYING SURFACE**

23.5.1 The following areas shall be marked on the Playing Surface:

- (i) a square, to be called the Centre Square, which shall:
  - a) be located in the centre of the Playing Surface; and
  - b) (ii) not less than thirty (30) x thirty (3) metres and not more than fifty (50) x fifty (50) metres.
- (ii) a Centre Circle three (3) metres in diameter which shall:
  - a) be located in the middle of the Centre Square; and
  - b) (ii) both be divided into two semi-circles, by drawing a straight line parallel to each Goal Line.
- (iii) an Interchange Area, which shall be 15 metres wide;
- (iv) a Goal Square at each end of the Playing Surface;
- (v) the Goal Line and Behind Line; and
- (vi) a Fifty Metre Arc at each end of the Playing Surface with its apex no less than one (1) metre from the centre square marking.
- (vii) a mark shall be set at fifteen (15) metres from the centre of the Kick-Off Line towards the centre of the ground at Kick Ins.

### **23.6 RELOCATION OF CENTRE SQUARE**

23.6.1 Where the League is satisfied that the area within the Centre Square and Centre Circle will prevent the ball-up of the football or is otherwise in an unsuitable condition, it may direct the relocation of the Centre Square and Centre Circle.

### **23.7 SCOREBOARDS**

23.7.1 Electronic scoreboards or scoreboards with clocks must count up and not count down.

## **24. GROUNDS**

24.1 Each Member Club shall play on a ground approved by the League.

24.2 The League has the power to compel any Member Club to bring its ground up to the required standard set out in the Laws of Australian Football.

- 24.3 Official League Match fixtures can only be played at those grounds approved by the League.
- 24.4 Any Member Club that is unable to use the ground originally arranged for a Match, shall in lieu thereof, procure another ground (“the emergency ground”) and notify the General Manager - Operations and the opposing Member Club no later than 5:00 pm on the Wednesday immediately preceding the Match.
- 24.5 The emergency ground must be approved by the League.
- 24.6 Should a Member Club fail to give notice under Competition Regulation 24.4, it shall forfeit the Match.

## **25. GROUND INSPECTIONS**

- 25.1 On Match day, a representative from each Member Club shall make a full inspection of the ground prior to the playing of their first scheduled Match at that venue by completing the online Marsh Match Day Checklist. A traditional hard copy of the form can also be printed from the League website under ‘Club Admin – Forms’ and used as a backup.
- 25.2 The official Ground Inspection Report must be signed to be deemed completed.
- 25.3 Should there be an adverse Ground Inspection Report where it is felt the ground is unsafe, the Home Member Club must immediately contact the General Manager - Operations and report the matter. No play will commence until the General Manager - Operations has been notified and cleared the teams to play.
- 25.4 The League retains the right to take whatever action is deemed necessary to address any issue arising from the ground inspection report, including but not limited to; moving the game to another venue, cancelling the game or re-scheduling the Match to another day or time.
- 25.5 If a Match has commenced, the provisions of Competition Regulation 17 shall be applied.
- 25.6 If the League, during the review of the Match, is not convinced the Match should have been cancelled or abandoned or the reason for the cancellation or abandonment was not in good faith, it reserves the right to award points, percentage or any penalty as it sees fit.
- 25.7 If the League, during a review of the Match, is convinced the game was cancelled, abandoned or not played for good reason and in good faith, it reserves the right to award points or percentage or any penalty as it sees fit.

## **26. HOME CLUB OBLIGATIONS**

- 26.1 The Home Member Club must:
- 26.1.1 enter the Seniors scores live per score (goal or point) via PlayHQ;
- 26.1.2 enter the Reserves, Women’s, U19’s and Open Grade scores quarter by quarter via PlayHQ;

- 26.1.3 confirm and enter final quarter by quarter scores on PlayHQ (online);
- 26.1.4 provide suitable siren;
- 26.1.5 provide a scoreboard which must be manned for each Match;
- 26.1.6 provide a suitable stretcher in an accessible place for use by each team;
- 26.1.7 provide adequate seating arrangements for both teams at the designated coaches' boxes for the coaches, interchange Players and runner.
- 26.1.8 mark a white line on the ground half-way between the fence line and the boundary line in front of the coaches' boxes, or an area set aside for coaches and Club personnel and extending for approximately eight (8) to ten (10) metres parallel to the boundary line.
- 26.1.9 provide Match footballs as per Section 48 of the Competition Regulations.
- 26.1.10 where Clubs charge patrons entry for admission to grounds, the prices will be a maximum of \$8.
- 26.1.11 all players and officials who are listed on a match day team sheet, as well as League officials, officiating umpires, umpire officials, and opposition club members (on presentation of a member card) are exempt from paying entry fees to community ovals during the home and away matches.

## **PART F – MATCH PROVISIONS**

### **27. TEAM SHEETS**

- 27.1 A Team Sheet must be generated and printed from the SFNL database (PlayHQ) for all Matches.
- 27.2 A Team Sheet shall:
  - 27.2.1 list the full names and jumper numbers of the Players in the Team;
  - 27.2.2 jumper numbers are to be in numerical order;
  - 27.2.3 identify the Captain; and
  - 27.2.4 list the name of the Coach, Team Manager, Team Runner and any other Official participating in the Match.
  - 27.2.5 where the club fails to list a player on the teamsheet, a \$100 fine will apply per player per game.

- 27.2.6 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 when the change occurs.
- 27.3 The Team Manager of each Team shall complete and lodge its Team Sheet with a field Umpire no later than 30 minutes before the scheduled commencement of a Match. The Team Manager shall also provide one copy of the Team Sheet to the opposition Team Manager at this time.
- 27.4 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:
- 27.4.1 A Player may be added to the Team Sheet by handwriting First Name, Surname and jumper number.
- 27.4.2 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.
- 27.4.3 Where an emergency Player replaces a Player initially listed on the Team Sheet, the amendment to the Team Sheet must be made through the Field Umpire(s).
- 27.4.4 The opposition Team Manager must also be informed of any change immediately after notifying the Field Umpire(s).
- 27.4.5 No changes to the selected team may be made once the Match has commenced.
- 27.5 Where there is a change of jumper (and number), the Team Runner shall advise the Field Umpire during the next interval or, if the change occurs during the final quarter, at the first available opportunity. Upon being advised, the Field Umpire shall make an appropriate amendment to the Team Sheet at the first available opportunity.
- 27.6 All Team Managers must sign their own and the opposition team sheets where indicated.
- 27.7 In a practice Match, the Team Manager must ensure each Player's name and jumper number are on the Team Sheet.
- 27.8 The Team Manager shall be the only team representative who is permitted to approach the Umpire change rooms.
- 27.9 The official Team Sheet submitted to the Umpire will be used for Finals Qualification and is considered final and binding.
- 27.10 For a Player to have been deemed to have played in a Match, the Player must be correctly listed on the official Team Sheet, be fully attired in the team playing uniform and be positioned inside the Match arena (i.e. on the playing surface, or positioned in the team's designated Coaches Box when not participating in the Match, or at quarter and three quarter time team gatherings on the playing surface).

27.11 Each Member Club shall enter the Best Players and Goal Kickers for all Matches on the online PlayHQ database by 5:45 pm on the day of the Match. **Penalty \$50.00 per Match.**

## **28. PERMITTED PLAYING NUMBERS**

### **28.1 SENIORS**

28.1.1 Exactly twenty-two (22) Players are to be listed on the Seniors Team Sheet.

28.1.2 A maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Seniors Match.

### **28.2 RESERVES**

28.2.1 A maximum of twenty-four (24) Players are permitted on the Reserves Team Sheet.

28.2.2 A maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Reserves Match.

28.2.3 A minimum of fourteen (14) Players is required before play can commence in a Reserves Match.

### **28.3 WOMEN'S**

28.3.1 A maximum of twenty-two (22) Players are permitted on the Women's Team Sheet.

28.3.2 Save for the exception of Competition Regulation 28.3.3, the Women's competition is deemed a 'sixteen (16) a side competition' in which a maximum of sixteen (16) Players are permitted on the playing surface at the same time in a Women's Match.

28.3.3 In exception to Competition Regulation 28.3.2, if both Women's teams agree that they can field eighteen (18) Players, a maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Women's Match.

28.3.4 A minimum of twelve (12) Players is required before play can commence in a Women's Match.

### **28.4 UNDER 19'S**

28.4.1 A maximum of twenty-two (22) Players are permitted on the Under 19's Team Sheet.

28.4.2 Save for the exception of Competition Regulation 28.4.3, the Under 19's competition is deemed a 'sixteen (16) a side competition' in which a maximum of sixteen (16) Players are permitted on the playing surface at the same time in a Under 19's Match.

28.4.3 In exception to Competition Regulation 28.4.2, if both Under 19's teams agree that they can field eighteen (18) Players, a maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Under 19's Match.

28.4.4 A minimum of twelve (12) Players is required before play can commence in a Under 19's Match.

## **28.5 OPEN GRADE**

28.5.1 A maximum of twenty-four (24) Players are permitted on the Open Grade Team Sheet.

28.5.2 A maximum of eighteen (18) Players are permitted on the playing surface at the same time in an Open Grade Match.

28.5.3 A minimum of fourteen (14) Players is required before play can commence in an Open Grade Match.

## **29. EVENING UP RULE (WOMEN'S / UNDER 19'S / OPEN GRADE)**

29.1 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 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.

29.2 There is no evening up rule for Seniors or Reserves.

29.3 If one or both teams have a shortage of Players in the Women's, Under 19's or Open Grade, the numerical strength of each team must be adjusted so that at most, there is a difference of one.

29.4 The team with the numerical advantage can "loan" Players to the opposition, either for a quarter on a rotating basis, or for the Match. However, if the team with the (greater) shortage of Players refuses to accept an offer of "loan" Players from the opposition, the team with the numerical advantage can play with the maximum permitted Players on the field. In addition, if the team with the numerical advantage refuses to lend Players they must play the Match with a difference of one Player only, resulting in additional Players on the interchange.

29.5 Should a Player arrive late, that Player may take the field at any time prior to half time provided the following procedure is adhered to:

29.5.1 The Team Manager shall inform the Officials of the other Team.

29.5.2 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.

29.5.3 Addition to the playing numbers on the field can only be made providing the numbers on the field remain equal for both teams.

29.5.4 Any head count to be performed in line with the Competition Regulation 31.

29.6 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.

- 29.7 The Evening up Rule is not to be applied in the SFNL Finals.
- 29.8 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.
- 29.9 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.

### **30. COUNTING OF PLAYERS**

#### **30.1 REQUEST BY CAPTAIN**

- 30.1.1 The captain or vice-captain of a Team, or Team Runner(s), may at any time during a Match request that the field Umpire counts the number of Players of the opposing Team who are on the Playing Surface.

#### **30.2 PROCEDURE**

- 30.2.1 Where a request is made under regulation 30.1.1, the field Umpire shall:

- (i) stop play at the first available opportunity;
- (ii) call into line within the Centre Square the Players of both Teams who are on the Playing Surface at the time, and count the number of Players;
- (iii) upon completing the count, ensure that each Team has the permitted number of Players on the Playing Surface and then recommence play at the position on the Playing Surface where the field Umpire stopped play; and
- (iv) as soon as practicable after the Match, report to the League that a request has been made to count the number of Players in a Team, and the number of Players actually counted.

- 30.2.2 In circumstances where a Player(s) has been Ordered Off from the Playing Surface (under Competition Regulation 32), the maximum number of Players permitted on the Playing Surface at the same time (outlined in Competition Regulation 28) is less the Player(s) ordered from the Playing Surface.

#### **30.3 PLAYERS EXCEEDING PERMITTED NUMBER**

- 30.3.1 Where a Team has more than 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 Fifty Metre Penalty shall then be imposed from the position where the Free Kick was awarded;
- (iii) the Team shall lose all points which it has scored in that quarter up to the time of the count; and
- (iv) the Field Umpire shall report the circumstances to the League, including the scores at the time.

30.3.2 The League may further determine the matter by way of the penalties outlined in **SFNL By-Law 27**.

#### **30.4 CORRECT NUMBER OF REQUEST WITHOUT MERIT**

30.4.1 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 Fifty Metre (Seniors, Reserves, Under 19's and Open Grade) or Twenty-Five Metre (Women's) Penalty shall then be imposed from the position where the Free Kick was awarded;
- (iii) if a field Umpire is of the opinion that a request was made under Competition Regulation 30.1.1 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 Law 22.2.2; and
- (iv) if Competition Regulation 30.4.1(iii) applies, the Field Umpire shall report the circumstances to the League, including the scores at the time.

30.4.2 The League may further determine the matter by way of the penalties outlined in **SFNL By-Law 27**.

### **31. INTERCHANGE**

#### **31.1 PROCEDURE FOR INTERCHANGE**

31.1.1 Unless regulation 31.2 applies, the Players intending to interchange shall leave and enter the Playing Surface through the designated Interchange Area.

31.1.2 Where a Player does not leave or enter the Playing Surface as specified under regulation 31.1.1, the following shall apply:

- (i) the Field Umpire shall stop play at the first available opportunity;

(ii) the field Umpire shall award a Free Kick to the nearest Player of the opposing Team; and

(iii) a Fifty Metre Penalty (Men's) or Twenty-Five Metre Penalty (Women's) shall then be imposed from the position where the Free Kick was awarded;

## **31.2 USE OF STRETCHER**

31.2.1 Any Player who is injured during a Match and who, in the opinion of a doctor, trainer or Official, requires the assistance of a stretcher, shall be attended by the Team's training staff and a stretcher as soon as possible so as to ensure the health and safety of the Player

31.2.2 Where a stretcher is required, the following procedure shall apply:

(i) upon being advised or noticing that a Player requires a stretcher, the field Umpire shall stop play at the earliest opportunity and unless a doctor considers or it is apparent that it is unsafe to do so, the Player should be removed from the Playing Surface on the stretcher by the shortest possible route and taken directly to their Team's change rooms;

(ii) a Team may replace the injured Player with a Player listed, who must enter the Playing Surface via the Interchange Area; and

(iii) the team may allow the Player who is replacing the injured Player to enter the Playing Surface before the injured Player is removed from the Playing Surface.

31.2.3 Once the injured Player has been removed from the Playing Surface, the field Umpire shall recommence play as follows depending on the circumstances:

(i) where the football was in dispute at the time play was stopped, by throwing up the football;

(ii) where the football was Out of Bounds at the time play was stopped, by directing the boundary Umpire to throw the football in;

(iii) where a Player had possession of the football at the time play was stopped, by awarding a Free Kick to the Player; and

(iv) where a Player had been awarded a Free Kick or a Mark at the time play was stopped, by allowing the Player to dispose of the football.

31.2.4 A Player for whom a stretcher was called shall not resume playing for a period of 20 minutes (excluding intervals between quarters) from the time when the Player left the Playing Surface. After the twenty (20) minute period has expired, the Player may be interchanged in accordance with the procedure set out under Regulation 31.1 provided the Player is able, having due regard to their health and safety, to resume playing in the Match.

31.2.5 Where a stretcher enters the Playing Surface but the Player elects to walk off, all provisions of regulation 31.2 apply, but the Player may go to the Interchange Bench.

## **32. ORDER OFF RULE**

32.1 The Order Off rule shall apply to all Matches.

32.2 Only a field Umpire may order a Player off the ground.

32.3 When a Player has been ordered from the playing arena under Competition Regulation 32.2, they must go immediately to their team's coaches box area, through the designated interchange, and the team runner must report to the timekeepers.

32.4 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.

32.5 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. The Player may be replaced immediately. Under these circumstances the Player is not automatically reported for the incident.

32.6 The fifteen (15) minutes playing time commences when the team runner reports to the timekeepers.

32.7 Indication that the penalty playing time has ended will be given by the waving of a single flag from the Timekeeper Box:

32.7.1 Black flag will be displayed for the offending Player from the home team; or

32.7.2 White flag will be displayed for the offending Player from the away team.

## **PART G – REPORTING**

### **33. REPORTING PLAYERS AND OFFICIALS**

#### **33.1 OBLIGATION TO REPORT**

33.1.1 An Umpire or League Official shall report to the League any Player or Official who commits or engages in conduct which may constitute a Reportable Offence:

(i) during a Match; or

(ii) on the day of the Match and Within the Immediate Proximity of the Arena where the Match is conducted.

### **33.2 REPORTABLE OFFENCES**

33.2.1 Where any of the Reportable Offences listed in section 22.2.2 of the Laws of Australian Football specify that conduct may be intentional or careless:

- (i) any report or notice of report which does not allege whether the conduct was intentional or careless shall be deemed to and be read as alleging that the conduct was either intentional or careless; and
- (ii) the Independent Tribunal or other body appointed to hear and determine the report may find the report proven if it is satisfied on the balance of probabilities that the conduct was either intentional or careless.

### **33.3 REPORTING PROCEDURE**

33.3.1 Where an Umpire reports a Player or Official during the course of a Match, the Umpire shall use their best endeavours to inform the Player or Official of the report:

- (i) at the time of the incident;
- (ii) before the commencement of the next quarter; or
- (iii) where the incident occurs in the final quarter, after the completion of the Match.

33.3.2 The Umpire shall use their best endeavours to inform the person against whom the Reportable Offence has been committed (if applicable).

33.3.3 Apart from informing a Player or Official of the report, an Umpire shall not speak with the reported Player or Official or any other Player or Official about any details of the report that has been made.

33.3.4 During, or after the completion of the Match, the Umpire shall complete a notice of report in the prescribed Player Report Sheet by the League.

### **33.4 NOTICE OF REPORT**

33.4.1 Following completion of the Match and before departing the Match venue, the Team Manager shall make enquiry of the officiating Field Umpires to confirm if there have been any reports made during the Match.

33.4.2 If a report has been made, the Team Manager must confer with the Player to confirm:

- (i) acceptance of the Set Penalty under Competition Regulation 33.5 (where applicable); or
- (ii) advise the Player of their right to challenge the report and proceed to the Independent Tribunal (refer to Schedule 11).

- 33.4.3 In the event the Team Manager does not attend as described in Competition Regulation 33.4.1, the reporting Umpire shall be deemed to have complied with the duty imposed on them by this Competition Regulation.
- 33.4.4 In addition to Competition Regulation 33.4.2, the Team Manager must report to the Field Umpire the decision of the Player (if applicable).
- 33.4.5 The Field Umpire shall lodge a Player Report with their match day paperwork submission.

### **33.5 SET PENALTY**

- 33.5.1 The reporting Umpire has the option to bring a charge, carrying a Set Penalty, before the Independent Tribunal in which they shall advise the Team Manager of this prior to the signing of the Player Report Form.
- 33.5.2 If the reporting Umpire has indicated a Set Penalty may be taken, prior to both Team Managers signing the Player Report Form, the Team Manager must confer with the reported Player to find out if they wish to accept the Set Penalty, or if they wish to proceed to Independent Tribunal.
- 33.5.3 If the Player accepts the Set Penalty, the penalty is imposed effective immediately.
- 33.5.4 If the Player does not accept the Set Penalty, the Member Club must challenge the Set Penalty in writing by email to the General Manager – Operations before 10:00am on the first Monday following the Match. Failure to do so will result in the Set Penalty being enforced.
- 33.5.5 If the Player does not accept the set penalty, then they must appear before the Tribunal. If the Player is found guilty by the Tribunal, the Player will receive a penalty greater than they would have if they had accepted the set penalty.
- 33.5.6 If a Player is found guilty at the Independent Tribunal of an offence after declining the offer of a Set Penalty, the Player's Club will be levied a **penalty of \$250.00**.
- 33.5.7 The opposition Club cannot object to the Umpire's decision to offer a Set Penalty, nor can it challenge the Set Penalty.

### **33.6 ORDER OFF (MULTIPLE CARDS IN A SEASON)**

- 33.6.1 Any Player issued a Yellow or Red Card three times in the current season (including finals) will automatically receive a one match suspension. The one match suspension will be enforced in addition to any other penalty imposed by the Independent Tribunal or Accepted Set Penalty.
- 33.6.2 If a Player has received a one match suspension due to receiving three Yellow or Red Cards during the current season, any further Yellow or Red Cards they receive in the same season, will also result in a further one match suspension.

33.6.3 If a Player receives a suspension, the card for that specific incident will not count towards the three (3) card total in that season.

33.6.4 There is no avenue to appeal any automatic suspensions outlined in 33.6.1, 33.6.2 and 33.6.3.

### **33.7 GRAND FINAL REPORTS**

33.7.1 Any Player reported during an SFNL Grand Final and is found guilty by the Independent Tribunal will have the penalty imposed by the Independent Tribunal doubled by the League.

### **34. INDEPENDENT TRIBUNAL AND MATCH REVIEW PROCEDURES**

34.1 Please refer to Schedule 11 and 12 of the SFNL By-Laws for the powers, requirements and procedures of the Independent Tribunal and Match Review Panel.

## **PART H - FINALS**

### **35. FINALS QUALIFICATIONS**

#### **35.1 GENERAL**

35.1.1 A Player eligible to play in a Senior, Reserve, Women's, Under 19's or Open Grade Finals Match may only play one Match per Finals weekend including Friday.

35.1.2 A Player, excluding an Under 19 Player, who has played a total of ten (10) or more Home & Away Matches in any higher grade(s) CANNOT play in any Finals of a lower grade, unless Open Selection applies (Refer to 36.7 for Open Selection).

35.1.3 Any Member Club that breaches these rules shall be deemed to have lost the Match that the breach occurred in and subject to the penalties under **SFNL By-Law 27**.

35.1.4 Where a Player participates in more than one match on any weekend (including Friday) during the Home and Away season, only the highest grade played will count to finals eligibility. Refer Regulation 4.2.

35.1.5 Teams must be selected online no later than 10am Friday prior to the scheduled final. Any changes made to the team after this time must only occur via the selected 'emergencies' or by League approval.

#### **35.2 SENIORS**

35.2.1 A Player cannot play in a Finals Match for a Member Club in a Senior team unless that Player has played a total of four (4) Senior, Reserves or Under 19's Home and Away Matches in four (4) separate scheduled rounds.

35.2.2 Any Player that has played ten (10) or more Home & Away Matches in the VFL is ineligible to play in any SFNL Finals Series Match in that season.

### **35.3 RESERVES**

35.3.1 A Player cannot play in a Member Club's Reserve grade Finals Match unless that Player has played four (4) Home and Away Matches in four (4) separate scheduled rounds, of which four (4) Matches must have been played in the Reserve grade, unless Competition Regulation 35.7.1 applies.

### **35.4 WOMEN'S**

35.4.1 A Player cannot play in a Women's Final Match for a Member Club unless that Player has played three (3) Home and Away Matches in three (3) separate scheduled Rounds for that club in that season.

35.4.2 Where a Member Club fields multiple teams in a Finals weekend, a Player must have played a combination of at least three (3) Matches for the competing Teams to be eligible (e.g. two Matches in Division 1 and one Match in Division 2).

35.4.3 Any Player that has played nine (9) or more Home and Away Matches with a Team deemed in a higher SFNL grade is ineligible to play in any SFNL Finals Series lower grade Match in that season, unless Competition Regulation 35.4.5 applies.

35.4.4 Any Player that has played nine (9) or more Matches in the VFLW is ineligible to play in any SFNL Finals Series Match in that season.

35.4.5 Any Player included on an official VFLW list can return to play with their SFNL Team in the Finals provided they have qualified under Competition Regulation 35.4.

### **35.5 UNDER 19'S**

35.5.1 A Player cannot play in an Under 19's Finals Match for a Member Club unless that Player has played a minimum of four (4) Home and Away Matches in four (4) separate scheduled rounds for that Team in the current season.

35.5.2 Any Player that has played ten (10) or more Home and Away Matches with a Under 19's team deemed in a higher SFNL grade is ineligible to play in any SFNL Finals Series lower Under 19's grade Match in that season.

### **35.6 OPEN GRADE**

35.6.1 A Player cannot play in a Member Club's Open Grade finals Match unless that Player has played four (4) home and away Matches in four (4) separate scheduled rounds, of which four (4) Matches must have been played in the Open Grade.

35.6.2 Open Selection does not apply to the Open Grade Competition with respect to Seniors/Reserves finals.

### **35.7 OPEN SELECTION**

35.7.1 Any Member Club that field only Senior and Reserve Open Age teams that are both playing in the same round of the finals shall have open selection of Players. However, the Player must have played at least four (4) home and away games for the member Club in four (4) separate scheduled rounds.

35.7.2 Any Member Club that fields more than one Women's, Under 19s or Open Grade team in the SFNL that are all playing in the same weekend (including Friday) of the Finals shall have open selection of Players. Players shall be entitled to move between grades providing they have played the minimum Home and Away Matches for the Member Club in separate scheduled rounds in the current season.

## **PART I – TEAM OFFICIALS**

### **36. PERSONS ALLOWED INSIDE THE PLAYING ARENA DURING A MATCH**

36.1 The only persons allowed to enter the area between the fence and the boundary line during a Match are:

- 36.1.1 Players;
- 36.1.2 interchange Players;
- 36.1.3 Umpires;
- 36.1.4 Trainers;
- 36.1.5 the Runner;
- 36.1.6 Water Carriers; and
- 36.1.7 League Officials.

36.2 Trainers may be stationed at various positions around the playing arena, between the boundary and the fence.

36.3 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.

### **37. COACHING**

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

- 37.1.1 holds a minimum AFL Registered Coach accreditation;
- 37.1.2 is currently registered to Coach.AFL and;
- 37.1.3 has agreed to the AFL coaches Code of Conduct when completing accreditation.

37.2 Any person who Coaches in any Matches authorised or conducted by the League without satisfying the requirements of this regulation may be penalised by the League in accordance with **SFNL By-Law 27**.

- 37.3 The team Coach and Assistant Coaches appointed by the Member Club must sit or stand in front of the designated Coaches box. If standing, they must remain reasonably stationary while play is in progress and behind the designated area.
- 37.4 The team non-playing Coach and Assistant Coaches 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.
- 37.5 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.

### **38. TEAM MANAGER**

- 38.1 A Team Manager shall be appointed to each Team by the Member Club.
- 38.2 The duties of the Team Manager are listed in Appendix 2 of the Competition Regulations.

### **39. RUNNER**

- 39.1 A team Runner may enter the playing arena during the Match provided that the Runner:
- 39.1.1 has not been named in the competing team of the Member Club;
  - 39.1.2 is attired in the approved League uniform including shirt and shorts;
  - 39.1.3 only enters the playing arena for the purpose of delivering a message or instructions of a coach to a Player of the team;
  - 39.1.4 exits the playing arena immediately upon fulfilling their task;
  - 39.1.5 does not encourage or in any way attempt to influence the conduct or performance of any Player or Players present on the playing arena; and/ or
  - 39.1.6 does not communicate, provoke or in any way interfere with any Umpire or any Player from the opposing team during the Match.
- 39.2 A team Runner must report to the official Timekeeper should a Player or Players from their 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.

### **40. TRAINERS**

- 40.1 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 \$200.00.**
- 40.2 No Trainer will be registered unless the person is qualified as per the AFL Trainers Policy under Schedule 23 to the SFNL By-Laws.

- 40.3 A Trainer shall not enter the playing arena unless:
- 40.3.1 they are dressed in the official SFNL trainer's bib;
  - 40.3.2 they are required for medical treatment of an injured Player, the replacement of damaged attire of a Player or other like purpose;
  - 40.3.3 it is prior to the Match commencing, during quarter time, half time, three quarter time intervals or at the conclusion of the Match.
- 40.4 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.
- 40.5 Nothing in this clause shall be construed to prevent a Trainer attending to an injured person.

#### **41. MEDICAL STAFF**

- 41.1 Medical practitioners, or other approved first aid attendants, may enter the playing arena provided it is necessary to attend an injured Player.

#### **42. CLUB WATER-PERSONS**

- 42.1 The maximum number of Water-persons onto the playing arena during a Match is four (4).
- 42.2 Must be at least fourteen (14) years of age.
- 42.3 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.
- 42.4 Water Carriers are not to be positioned or remain stationary in the Coaches Box.

#### **43. TIMEKEEPERS**

##### **43.1 TIMEKEEPER APPOINTMENT**

- 43.1.1 A Timekeeper must be provided by each competing Member Club.
- 43.1.2 No person shall be permitted to act as timekeeper unless they have attained the age of eighteen (18) years of age.
- 43.1.3 Clubs competing in a Finals Match are to supply their own timekeepers unless provided by the League.
- 43.1.4 Each Club must provide a suitable clock that is to be synchronised with the other Club's timekeeper at the commencement of each Match.
- 43.1.5 A Timekeeper must remain in the designated Timekeepers box at all times during the Match.

## **43.2 TIMEKEEPER DUTIES (Refer to Appendix 3)**

43.2.1 Each Timekeeper appointed for a Match shall:

- (i) keep time for each quarter of the Match;
- (ii) record on the official time card the time taken to play each quarter (including start and finishing times);
- (iii) record the Goals and Behinds scored by each Team during a Match;
- (iv) check the scores on the official time card at the end of each quarter and at the end of the Match;
- (v) sound the siren in accordance with the procedures contained in these regulations;
- (vi) 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 Timekeeper is to record this information on the back of the official time card;
- (vii) if a head count is called, make note of the time and the scores at the time it is called on the time card. Do not delete any scores from the time card and continue as per normal.
- (viii) upon completion of the Match, check all details are correct and sign the time card.
- (ix) lodge the completed cards with the Home Club Team Manager.

## **43.3 SIREN WARNINGS**

43.3.1 Matches shall start at the times decided by the League.

43.3.2 Matches shall be played in accordance with the time intervals set out by the League in these regulations.

43.3.3 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.

43.3.4 If the Umpires have not entered the playing arena, a warning siren must be sounded five (5) minutes prior to the start of the Match and third quarter and only.

43.3.5 If both teams have not entered the playing field within five (5) minutes of the commencement of the Match or third quarter, the Timekeeper shall give three (3) short siren warnings.

43.3.6 A warning siren must be made two (2) minutes prior to the scheduled start of all quarters.

43.3.7 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.

#### **43.4 TIMEKEEPERS AND “TIME ON”**

Please refer to section 20 for the Application of “Time On”.

#### **44. UMPIRE ESCORTS**

44.1 Both Clubs must provide an adult over eighteen (18) years of age to act as an Umpire Escort for all Umpires.

44.2 A runner may perform the duty of Umpire Escort.

44.3 The Umpire Escort must perform the following duties:

44.3.1 must be introduced to the Umpires prior to the commencement of the Match.

44.3.2 escort Field and Boundary Umpires from the centre of the ground to their change rooms at the conclusion of the second and fourth quarters.

44.3.3 must be identified by wearing the Official League “Umpire Escort” bib or approved Runner’s uniform at all times whilst escorting the Umpires to and from the playing arena, Umpire change rooms and during quarter breaks.

### **PART J – UMPIRING**

#### **45. CLUB SUPPLIED UMPIRES**

##### **45.1 GENERAL**

45.1.1 Where no official Umpire is appointed to a Match, each participating Club shall provide properly attired and equipped persons of at least sixteen (16) years of age to act as substitutes.

45.1.2 The Home Club will provide the first and each subsequent alternate Umpire as required, and the Away Club will provide the second and each subsequent alternate Umpire as required.

45.1.3 If a team fails to supply a Goal Umpire or Boundary Umpire when required to do so, the Match shall not commence and the Field Umpire(s) shall direct the offending team’s Captain to appoint a registered Player or Players from their team, who are not on the ground, to undertake the vacant Umpire roles as the Match so requires.

45.1.4 Players who are instructed to fill the positions of Boundary (excluding Matches where the last disposal rule will apply) 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.

45.1.5 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 at his/her sole discretion.

## **45.2 TEAMS TO SUPPLY UMPIRES**

45.2.1 All Women's Teams must supply a Goal Umpire for each Match unless arrangements have been made with the SFNL to supply official League Umpires (referred to in the user pay model in Competition Regulation 46.5). A Club supplied Goal Umpire must be fifteen (15) years of age or over.

45.2.2 All Open Grade Teams must supply a Field and Goal Umpire for each Match unless arrangements have been made with the SFNL to supply official League Umpires (referred to in the user pay model in Competition Regulation 46.5). A Club supplied Boundary or Goal Umpire must be fifteen (15) years of age or over.

## **45.3 CLUB SUPPLIED FIELD UMPIRING**

45.3.1 The Club supplied Field Umpire must be registered via the League's Umpire registration platform to be able to officiate in any Home and Away Match.

45.3.2 The Club supplied Field Umpire must wear the approved League uniform.

45.3.3 In conjunction with the official Field Umpire, the Club supplied Field Umpire must ensure the following Match documentation is submitted to the League:

- (i) a fully completed Field Umpire's Match report;
- (ii) the score and time-keepers card records of the Match; and
- (iii) completed vote cards.

45.3.4 Where there is no official Field Umpire, the Club supplied Field Umpire must:

- (i) upload the Match documentation to the appropriate platform has highlighted by the League by 10am the next business day, or:
- (ii) submit the Match documentation to the Home Club who then must upload the paperwork via the appropriate platform by 10am the next business day.
- (iii) It is the responsibility of the Home Club that all match-day paperwork, including Best & Fairest votes, are submitted and remain liable for any outstanding or missing documents. **Penalty \$100 per breach.**

#### **45.4 CLUB SUPPLIED GOAL UMPIRING**

45.4.1 A Club supplied Goal Umpire must have two white flags and must wear the approved League uniform.

45.4.2 The Club supplied Goal Umpire shall record the scores on the scorecards provided by the League 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 scorecards shall be properly completed and signed by the Goal Umpires.

#### **45.5 USER PAYS UMPIRING MODEL**

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

(i) Boundary Umpires at \$80.00 per Umpire per Match.

(ii) Goal Umpires at \$80.00 per Umpire per Match.

45.5.2 Requests must be made to the League two weeks prior to the Match at a minimum and Umpire supply will be subject to availability.

### **PART K – UNIFORM**

#### **46. CLUB FOOTBALL UNIFORMS – REFER SFNL STYLE GUIDE**

##### **46.1 GENERAL**

46.1.1 Each Member Club shall register its uniform and colours with the League on joining the SFNL. Uniform shall consist of playing jumper, playing shorts and playing socks.

46.1.2 No Club shall compete in a football Match in any uniform or colours other than its registered uniform or colours and may only change, modify or alter such registered uniform or colours with the written approval of the League.

46.1.3 Such uniforms should be ordered from the League shall be exclusively supplied by the manufacturer(s) advised by the League.

46.1.4 The Home Team shall wear their registered coloured shorts and the Away Team shall wear white shorts except for Women's Football whereby a team may wear their registered coloured shorts for all games. The complete team must be in the same uniform.

46.1.5 Where the League deems there is a 'clash' of uniform, the Home Team shall wear their registered Home jumper and the Away Team shall wear an approved alternate 'clash' jumper.

46.1.6 Each Player must wear the official League logo and official League Sponsor logo upon the right-hand side of the front of their Member Club football jumper. Member Club

shorts and socks must also be worn and display the official League logo whilst playing any official League fixture. Each Player shall wear their Member Club football jumper, shorts and socks as manufactured by the League's annually nominated exclusive manufacturer(s)/supplier(s) and purchased by their Member Club through the League.

- 46.1.7 If the Umpire of a Match is of the opinion that a Player is not dressed in accordance with the Competition Regulations and as a consequence is likely to cause confusion in identification, they may disqualify the Player from participating in the Match until such time as the Umpire is satisfied that the Player is correctly attired.
- 46.1.8 No Player shall wear lycra or like fabric shorts under their Member Club football shorts unless they are of a neutral colour.
- 46.1.9 No Player will be permitted to compete in any official League Match without a number on the back of the Member Club playing jumper.
- 46.1.10 No two Players in the one team shall have the same number and each number shall be a whole number greater than zero (0) with a maximum of two digits.

## **46.2 SPONSOR LOGOS**

- 46.2.1 The teams of each Member Club shall wear their registered Club coloured jumpers, bearing the League logo and official League Sponsor logo as applicable, at all games.  
**Penalty \$25.00 per garment per game.**
- 46.2.2 Member Clubs may incorporate their sponsors' logos on their jumpers and shorts. Such logos shall be designated as per the current League On-Field Apparel Style Guide in Schedule 10 of the SFNL By-Laws.
- 46.2.3 Member Clubs may apply in writing for logos, outside of the above listed dimensions, which may only be approved at the absolute discretion of the CEO.

## **46.3 FINALS UNIFORMS**

- 46.3.1 Where teams from Member Clubs are deemed by the League to have the same or a similar uniform or colours and they are drawn to play each other during the Final Series then:
  - (i) The team that qualified first in that finals Match will wear its own club uniform.
  - (ii) The team that qualified second in that finals Match will wear a League approved 'clash' jumper.

## **46.4 ON-FIELD OFFICIALS APPAREL**

- 46.4.1 The On-Field Officials consist of Runner, Water Carrier, Trainer and Umpire Escort.

46.4.2 The On-Field Officials for each Member Club shall wear the designated apparel as prescribed in the current League On-Field Apparel Style Guide in Schedule 10, at all Matches. **Penalty \$25.00 per garment per game.**

46.4.3 Any Player or Official in 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.

#### **46.5 PLAYERS' BOOTS, JEWELLERY AND PROTECTIVE EQUIPMENT**

46.5.1 For the purposes of this regulation, protective equipment includes but is not limited to:

- (i) helmets;
- (ii) knee braces;
- (iii) shoulder pads;
- (iv) back supports;
- (v) arm guards; and
- (vi) gloves.

46.5.2 A Player shall not wear any protective equipment in a Match without first obtaining written approval from the League

46.5.3 Approval must be sought prior to the Player participating in a Match and it may only be used during the period of that approval.

46.5.4 A Player shall not wear any protective equipment which has been approved by the League, if the field Umpire is satisfied that such equipment has, during the Match, become dangerous or has increased the risk of injury to other Players. The Player shall be sent from the ground until such issue is rectified. The Player can be replaced.

46.5.5 At any time before or during a Match, a field Umpire may inspect a Players boots or hands or any protective equipment that a Player intends to wear or use during the Match.

### **PART L – FOOTBALLS**

#### **47. FOOTBALLS**

##### **47.1 SPECIFICATIONS**

47.1.1 All footballs used in a League fixture Match must be the League approved brand, embossed with the League logo and embossed with the logo of the League annually approved Ball Sponsor. **Penalty \$250.00.**

## **47.2 SUPPLY AND SELECTION**

47.2.1 Unless the League decides on an alternative procedure, the following shall apply to the supply and selection of footballs for a Match:

- (i) a minimum of two footballs approved by the League to the Field Umpires before the commencement of the Match, one of which must be new, and the other in Match condition;
- (ii) the Field Umpire(s) shall inspect and ensure that the two footballs are suitable to be used during the Match;
- (iii) the field Umpires shall submit the two footballs to the Captain of the Away Team, who shall select the football to be used; and
- (iv) unless the captains of each Team otherwise agree, the football selected by the Captain of the Away Team shall be the football used for the entire Match.

47.2.2 The Field Umpire(s) must be provided with a satisfactory replacement for any Match football, that in their opinion, unfit for play.

47.2.3 If footballs used in a League fixture Match are to be rotated due to adverse weather, or the playing surface condition, this must be done quarter by quarter and from the commencement of those quarters, not during the course of a quarter.

**APPENDIX 1**

**MATCHDAY PREPARATION CHECKLIST AND VOLUNTEER SUPPORT REQUIREMENTS**

	<b>HOME TEAM</b>	<b>AWAY TEAM</b>
<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>	<p><u>Seniors</u> - 1 new and 1 'good' (used) League approved size 5 footballs.</p> <p><u>Reserves, Under 19's and Open Grade</u> – 2 'good' (used) League approved size 5 footballs.</p> <p><u>Women's</u> - 2 'good' (used) League approved size 4 footballs.</p>	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.	

## APPENDIX 2

### OFFICIAL TEAM MANAGER

### MATCH DAY CHECKLIST

---

- ✓ 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, Open Grade, Under 19's and Women's entered into PlayHQ 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.

## APPENDIX 3

---

### Official Timekeeper Duties

1. Each Timekeeper appointed for a Match shall:
2. Remain in the designated Timekeepers box during the Match;
3. Check that the siren and all clocks are in operating order and ensure there is an emergency siren on hand in case of a power failure;
4. Each Club must provide a suitable clock that is to be synchronised with the other Club's timekeeper at the commencement of each match;
5. Synchronise their clock with the other appointed Timekeepers clock at the commencement of each match;
6. Complete the required information on the official Timekeeper card with a biro or non-water based felt tip pen;
7. Keep time for each quarter of the Match;
8. Record on the official timecard the time taken to play each quarter (including start and finishing times);
9. Record the Goals and Behinds scored by each Team during a Match;
10. Check the scores on the official timecard at the end of each quarter and at the end of the match;
11. Sound the siren in accordance with the procedures contained in these instructions and the Football Competition Regulations;
12. 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 Timekeeper is to record this information on the back of the official timecard;
13. If a head count is called, make note of the time and the scores at the time it is called on the timecard. Do not delete any scores from the timecard and continue as per normal;
14. Upon completion of the match, check all details are correct and sign the timecard;
15. Lodge the completed cards with the Home Club Team Manager or Ground Manager on duty.

### Home and Away Matches – Duration of Quarters and Breaks

Grade	Each quarter duration	¼ time break	½ time break	¾ time break
Seniors	20 mins plus time-on	5 mins	15 mins	5 mins
Reserves	20 mins straight (no time on)	5 mins	12 mins	5 mins
Under 19's	20 mins straight (no time on)	5 mins	12 mins	5 mins
Thirds	18 mins straight (no time on)	5 mins	12 mins	5 mins
Women's	18 mins straight (no time on)	5 mins	12 mins	5 mins

There is no time on for Reserves, U19's, Thirds or Women's during the Home and Away season unless directed by the controlling Field Umpire for an excessive stoppage.

As per Football Competition Regulation 17.4, if early matches (prior to Seniors) are running behind time at half-time, the last two (2) quarters are to be shortened accordingly to allow the matches to finish on time. To be instructed by the controlling Field Umpire only.

## Siren Warnings

Matches shall start at the times decided by the League.

Matches shall be played in accordance with the time intervals set out by the League in these regulations.

<b>Start of Match</b>	<b>Number of Occasions</b>
When the Umpires enter the playing field prior to the start of the match the siren shall sound until the Umpire signals recognition of the siren	1
A warning siren must be sounded five (5) minutes prior to the official start time (only if the Umpires have not entered the playing arena)	1
If both teams 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.	3
A warning siren must be made two (2) minutes prior to the scheduled start of the match	1
Scheduled starting time (start of Match)	1
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	1
<b>Start of Second Quarter</b>	
A warning siren must be made two (2) minutes prior to the scheduled start of the second quarter	1
Scheduled starting time (start of quarter)	1
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	1
<b>Start of Third Quarter</b>	
When the Umpires enter the playing field prior to the start of the third quarter the siren shall sound until the Umpire signals recognition of the siren	1
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)	1
If both teams 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.	3
A warning siren must be made two (2) minutes prior to the scheduled start of the third quarter	1
Scheduled starting time (start of quarter)	1
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	1
<b>Start of Final Quarter</b>	
A warning siren must be made two (2) minutes prior to the scheduled start of the fourth quarter	1
Scheduled starting time (start of quarter) Once	1
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	1

## APPLICATION OF 'TIME ON'

### **Home and Away Season:**

Time on will be applied in all Senior Home and Away Matches as follows:

When signalled by the Field Umpire by raising one hand above their head;

When a Goal Umpire signals a score is recorded (NOT when they have completed waving their flags);

When the ball goes out of bounds and is signalled by the Field Umpire to throw the ball in.

When there is a lengthy delay in play such as where a team head count is called, a stretcher is on the ground or there is a lengthy delay as deemed appropriate by the Umpire(s) in charge.

### Order Off Rule

**YELLOW CARD** - Player ordered from the field and must remain off the playing arena until fifteen (15) minutes actual playing time has elapsed. The Player may be replaced immediately.

**RED CARD** - Player ordered from the field 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.

The fifteen (15) minutes playing time commences when the team runner reports to the timekeepers.

Indication that the penalty playing time has ended will be given by the waving of a single flag from the Timekeeper Box:

- a) black flag will be displayed for the offending player from the home team; or
- b) white flag will be displayed for the offending player from the away team.

### Head Count

Where a Team has more than the permitted number of players on the Playing Surface, the following shall apply:

- a) 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).
- b) Play would then resume where it was suspended originally.