



ELLINBANK & DISTRICT FOOTBALL LEAGUE

BY - LAWS

MARCH 19, 2014
PO BOX 141, WARRAGUL. 3820

ELLINBANK & DISTRICT FOOTBALL LEAGUE

BY-LAWS (Adopted 19 March 2014)

[illegible]

Contents

1. Membership
2. Annual Fees
3. Voting
4. Life Members
5. Fines
6. Sub-Committees of the Board
7. Umpires & Match Day Officials
8. Disqualified Players
9. Player Uniforms
10. Registration
11. Grounds
12. Tribunal
13. Disputes & Mediation
14. Home & Away Games
15. Finals Eligibility
16. Finals Matches
17. Team Lists
18. Best & Fairest
19. Junior Specific By-Laws
20. Overage Permits
21. Player Points System
22. Matters Not Provided For

1. Membership

1.1 To affiliate with the Ellinbank & District Football League a club must field seniors, reserves, under 18, under 15 $\frac{1}{2}$ & under 13 sides.

1.2 If a club fails to enter a team under section 1.1 as a result of entering a team in an alternative competition, the board will have the discretion to fine or deduct points from all competing grades registered with the offending club. If imposed the deducted points shall be awarded to the opposing club in each grade.

1.3 A club failing to enter a team under section 1.1 as a result of genuinely being unable to field the required registered numbers for the subject team will be fined, (refer section 5). The club must demonstrate, to the satisfaction of the board that every effort has been made to field the subject team.

1.4 The board shall have the discretion to fine or deduct points from teams in all competing grades registered with the offending club if a club forfeits any grade of football. The board shall inform the offending club of its decision within three (3) days of the forfeit of any game. When imposed the deducted points shall be awarded to the opposing club in each grade.

1.5 All teams must be registered with the board prior to the 1st February each year. A minimum of 10 registered players within a particular age group will constitute a team.

2. Annual Fees

2.1 The board shall determine the annual club membership fees at the Annual General Meeting and clubs shall make payment in accordance with a presented payment schedule. The board shall also determine annually the gate admittance fees for both the home and away and finals fixtures.

3. Voting

3.1 Clubs are entitled to one vote at General or Special meetings.

3.2 Except where specified in the constitution, all normal decisions shall be determined by a simple majority. The vote shall be determined by a show of hands unless a secret ballot is demanded by two or more clubs.

4. Life Members

4.1 The board shall have the power to award annually not more than two (2) life members, who in the board's opinion have rendered outstanding service to the league and game.

4.2 Players will be considered for life membership when they have achieved playing 300 senior games and have also demonstrated a commitment to the league and /or club such as participation in representative games, club coaching or committee involvement, other contributions to the league or club.

4.3 Administrators and others will be considered for life membership if they have demonstrated extensive service to the league and / or outstanding service in the area of administration of the EDFL.

5. Fines

5.1 Clubs not represented at a general or special meeting will be fined \$200.

5.2 A fine of \$100 applies for non-compliance of payment times of monies due to the league.

5.3 Fines imposed by the independent tribunal are to be paid to the league within thirty (30) days of the tribunal decision.

5.4 A fine of \$500 per year shall be paid by a club failing to field a team under section 1.3. A fine, as determined by the board, may be imposed on a club who breach sections 1.2 or 1.4.

5.5 Other fines may also be applied by the board for match day indiscretions such as official team sheet indiscretions, late starting times, incorrect or poor ground markings, incorrect goal post padding, etc. The board may impose a maximum fine of \$100 for each indiscretion.

5.6 Clubs with incorrectly attired players, goal umpires, red coat officials, runners, trainers or water boys shall be fined \$50 for each indiscretion.

5.7 A club with a player found to wearing a different number to that indicated on the official team sheet shall be fined \$100 for each indiscretion.

5.8 A club found guilty of playing an ineligible or unregistered player shall be fined \$200 for each game in which the player participated and loss of points if the team in which the unregistered player played has won.

5.9 The following penalties will be imposed for a proven breach of the player points system:

- In the event of a win for the breaching side; loss of premiership points, nil score points for, plus a \$1,000 fine.
- In the event of a loss for the breaching side; nil score points for, plus a \$1,000 fine.

5.10 Fines imposed by the board must be paid within thirty (30) days of notification.

5.11 Where a violation of any rule has been made by a club and for which penalties are not provided, the board shall have the power to impose such penalty as the board so determines.

6. Sub-Committees of the Board

6.1 The board shall appoint annually:

- An independent tribunal,
- An investigations officer,
- Three (3) Accident Fund Trustees and an Accident Fund Manager,
- Independent sub-committees for the East and West Divisions.

6.2 In addition, the board shall have the power to appoint and constitute other sub-committees from time to time for such purposes and with such responsibilities as the board shall determine. The appointed sub-committees will make recommendations for consideration by the board.

7. Umpires & Match Day Officials

7.1 Field umpires for all matches shall be obtained from a registered panel, except where it has been agreed that designated club umpires are to be used.

7.2 Goal umpires and boundary umpires shall be obtained from a registered panel for senior grade games only.

7.3 In all other grades each club must provide goal and boundary umpires.

7.4 Registered panel field, goal and boundary umpires, together with designated club field umpires, will have the power to report players.

7.5 Club appointed goal and boundary umpires shall not have the power to report players except where a player disputes the appointed umpire's decision or unduly interferes with, or uses abusive, threatening or insulting language or behaviour towards the umpire during the progress of a game. Such reports to be lodged and dealt with similarly to those of panel umpires.

7.6 All registered panel umpires and designated club field umpires must have the appropriate umpire's accreditation.

7.7 Each club must provide a goal umpire for all matches other than the seniors, Club goal umpires must be attired in a white coat and have a minimum of two (2) white flags at least 60 centimetres square. Any club having goal umpires incorrectly attired will be fined, (refer section 5).

7.8 Goal umpires must compare each other's cards at the end of each quarter. If the scores do not agree the goal umpires must consult with the time keepers in an endeavour to reach agreement. If no agreement can be reached they must report at once to the field umpires who will settle the matter before recommencement of play.

7.9 Each club must provide a time keeper for all games. The time keepers shall record the time that each competing team appears on the ground and the starting and end times of each quarter. They shall also record the scores as a check if required by the goal umpires.

7.10 Each club must appoint a "Red Coat" official for all games whose duty it will be to record any players reported or sent off the field. They must also escort the umpires from the ground at half time and at the completion of the game. Red Coat officials must wear the "red coat" provided by the league.

7.11 Appointed club runners for all grades must be registered and wear the official EDFL runner's attire. Any club with an incorrectly attired runner will be fined, (refer section 5).

7.12 Appointed club trainers and water boys must be predominantly dressed in white. Any club with incorrectly attired trainers or water boys will be fined, (refer section 5).

7.13 All club coaching staff, team managers, runners, trainers and bench personnel must be registered with AFL Vic.

8. Disqualified Players

8.1 No disqualified player will be eligible to play with a club in the EDFL during the term of the disqualification.

9. Player Uniforms

9.1 Each club must wear a registered club uniform as approved by the board.

9.2 White shorts must be worn by visiting clubs in all senior, reserve and under 18 games.

9.3 A fine will be imposed on any club with a player incorrectly attired, (refer section 5).

9.4 Players must play in the numbers allocated to them on the official team sheet. A fine will be imposed on a club where it is found that a player played in a different number to that indicated on the official team sheet, (refer section 5).

9.5 Sponsors logo's may be included on club jumpers and shorts following approval from the board, but must be restricted to the following location and sizes:

- Front of jumper – a maximum of two (2) logo's no more than 10cm x 5cm in size.
- Back of jumper – one (1) logo no more than 30cm x 10cm in size.
- Shorts – a maximum of two (2) logo's no more than 7.5 x 7.5 cm in size.

10. Registration

10.1 To be eligible to play with a club a player must be registered by lodging a completed AFL Vic registration or renewal form each year prior to playing his / her first game with the club.

10.2 To be eligible to play in the under 18's a player must be under 18 on January 1st of the year in question.

10.3 To be eligible to play in the under 15 1/2's a player must be under 15 1/2 on January 1st of the year in question.

10.4 To be eligible to play in the under 13's a player must be under 13 on January 1st of the year in question.

11. Grounds

11.1 Each club must provide a ground and adequate change room facilities approved by the board.

11.2 All clubs must provide an appropriate score board with figures not less than 30 centimetres in size, located a minimum of 1.5 meters above the natural ground level.

11.3 Interchange lines must be marked on the ground between the two (2) coach's boxes. The interchange lines must be marked with a distance of 15 metres between the lines. Any player leaving the ground other than through the marked interchange lines cannot take any further part in the game. The "red coat" officials must report any interchange infringements.

11.4 Any club with an incorrectly marked ground will be fined, (refer section 5).

12. Tribunal

12.1 The board at the annual meeting, or subsequent meeting, shall appoint an independent tribunal of not more than fifteen (15) members. Any three (3) of the appointed members will form a quorum for a sitting tribunal.

12.2 Any player or club appearing before a tribunal shall have the right to be represented by one club advocate, who shall have the right to present the case and question witnesses.

12.3 The tribunal shall meet at a time and place it deems most suitable and the expenses of the appointed members and any meeting costs shall be borne by the league. Expenses of the affected players / clubs shall be borne by those parties.

12.4 The tribunal shall have full power to deal with and impose penalties in all cases brought before the tribunal.

12.5 Any player / club, (accused or witness), who fails to appear at a meeting of the tribunal after being notified, without showing just cause, shall be dealt with by the tribunal. The player /club may be subject to a penalty as determined by the tribunal.

12.6 Umpires and an umpire's advocate are required to be present at all tribunal meetings where a report has been made by an umpire.

12.7 The procedure for tribunal meetings shall be as set out in the rules provided by AFL Vic.

12.8 Any junior player sent from the ground on two (2) occasions within any six (6) game period shall have the option of appearing before the EDFL independent tribunal, or taking an automatic one week suspension in the next home and away game or finals match in which the players' team is participating. If a player offends a third time within any following six (6) game period the automatic suspension increases to two (2) weeks, (or tribunal hearing). If the player offends for a fourth time within a following six week period the automatic suspension increases to four (4) weeks, (or tribunal hearing).

12.9 The decisions of the independent tribunal shall be final and binding. No appeal shall be allowed except where provided for in the rules of AFL Vic.

13. Disputes and Mediation

13.1 All disputes submitted to the board, (under Clause 10 of the EDFL constitution), which are initiated by a club / player must be submitted in writing and accompanied by a bond of \$500. Protests / disputes in respect to home and away matches must be submitted to the board within five (5) days from the date of the match. In respect to finals matches, submission must be within 48 hours of the match.

13.2 The required \$500 bond shall be liable to be forfeited if the protest / dispute is demonstrated to be frivolous.

13.3 The board may refer the matter to the independent tribunal if considered appropriate.

13.4 The board or the complainant may request that the matter be dealt with by an approved independent investigator appointed by the board. The costs of the investigator shall be borne by the complainant if the case is dismissed, or shall be shared by both the complainant and offending parties if the case is upheld.

14. Home & Away Games

14.1 The competition shall play for a premiership and shall consist of a series of home and away matches as determined by the board. In all matches four (4) points shall be awarded for a win and two (2) points for a draw. All clubs shall adhere to the programme of matches as drawn up by the board and any club failing to complete an engagement on the day fixed shall be dealt with by the board as determined.

14.2 In the event of clubs tying in points at the end of the home and away fixture, the relative positions shall be determined by the proportion of points kicked for and against during the home and away fixture.

14.3 The following starting times, length of quarters and designated break times shall apply for the indicated grades during the home and way fixture, (starting times may be varied during finals as the board considers necessary and participating finals teams will be advised accordingly):

- Seniors Start: 2.10pm Quarters: 4 x 20 min plus time on
Breaks: 5 mins, 15 mins, 5 mins
- Reserves Start: 12.35pm Quarters: 4 x 18 min, no time on
Breaks: 3 mins, 8 mins, 3 mins
- Under 18 Start: 11.00am Quarters: 4 x 18 min, no time on
Breaks: 3 mins, 8 mins, 3 mins
- Under 15_{1/2} Start: 9.40am Quarters: 4 x 15 min, no time on
Breaks: 3 mins, 5 mins, 3 mins
- Under 13 Start: 8.30am Quarters: 4 x 12 min, no time on
Breaks: 2 mins, 5 mins, 3 mins

Note: A club/s must have the approval of the board to vary the above start times, i.e.: night games, specific purpose games, etc. A minimum of 2 weeks' notice must be given to the board for all game time change proposals. The participating clubs in these games may be requested by the board to provide a risk management plan, security, police presence, other crowd control measures, etc.

14.4 Clubs shall be fined under section 5 of these by-laws for late starting times unless an appropriate reason is given.

14.5 In the event of a club failing to keep its engagement in any grade, the offending club shall forfeit the match and also pay the umpires fees if applicable, unless written notification stating the reasons is provided to the board before 12 noon on the Tuesday immediately preceding the engagement.

14.6 Any club found guilty of playing a player who is not eligible under the rules of this league shall lose all matches in which the offending player participated and shall also be subject to a fine, (refer section 5). The points so lost shall be credited to the opposing team.

14.7 At the completion of each match, the home team shall collect all official time keeper's cards, goal umpires score cards, official team sheets, umpires vote cards, overage permit player forms, etc. and delivered or posted to the league secretary prior to 12 noon of the Sunday following the match.

15. Finals Eligibility

15.1 A player must play a minimum of four (4) matches with a club to be eligible to play with that club in the finals.

15.2 A player must have played a minimum of four (4) reserve grade games and not more than half the number of home and away games, plus one (1), in the seniors to be eligible to play in the reserve grade finals, unless the club has it's seniors and reserves participating in the finals on the same weekend, whereby open selection will apply.

15.3 Where a club is participating in the senior and reserve grade finals on the same weekend and open selection applies, a player can only play one (1) game on the subject weekend.

15.4 A junior player need not play four (4) reserve grade games to be eligible to play in the reserve grade finals, however the player becomes ineligible to play reserve grade finals once he has played half the number of senior grade home and away games, plus one (1).

15.5 TAC Cup players an VFL listed home club players must play a minimum of four (4) games in the grade for a club to be eligible to play finals for a club in that grade.

15.6 If a player plays in the reserves and seniors on the same day during the home and away fixture, the reserve grade game will not count as a qualifying game for reserve grade finals.

15.7 For the purpose of section 15, a player shall be deemed to have played if he is named on the official team sheet.

16. Finals Matches

16.1 At the conclusion of the home and away fixture, the four (4) leading clubs shall play off for the premiership.

16.2 On the first day of the finals the team finishing first will play the team finishing second, (second semi-final), with the winner progressing to the grand final and the loser being relegated to the preliminary final.

16.3 On the second day of the finals the team finishing third will play the team finishing fourth, (first semi-final), with the winner progressing to the preliminary final and the loser being eliminated from the finals series.

16.4 On the third day of the finals series the loser of the second semi-final will play the winner of the first semi-final, (preliminary final), with the winner progressing to the grand final and the loser being eliminated from the finals series.

16.5 On the fourth day of the finals series the winner of the second semi-final will play the winner of the preliminary final, (grand final), with the winner being declared the premier team.

16.6 In the event of a draw in any grade during the finals series, including the grand final, the competing teams will play five minutes of extra time to each end of the ground, and if necessary play repeated five minutes of extra time to each end, until a result is achieved.

16.7 All finals matches shall be played on grounds as decided by the board.

16.8 The premiership teams shall receive a premiership flag, a premiership cup and the mounted grand final football, all at the expense of the league.

17. Team Lists

17.1 The secretary or team manager of each competing team shall furnish a signed official list on which is clearly indicated the correct names and jumper numbers of the teams players participating in the match. Such list, when signed by the secretary or team manager, must be placed in the umpires rooms prior to the commencement of the second quarter of the subject match. Any player recorded on the signed official team list shall be deemed as having played in the match provided he was present and ready to take the field if required.

17.2 Players are to be listed in alphabetical order. A team with players having the same christian and surnames must also include the players AFL Vic's registration number.

17.3 The board may impose a fine on a club for an official team sheet indiscretion, (refer section 5).

17.4 The maximum number of players in each grade shall be:

- Seniors - Eighteen (18) on the field, plus three (3) interchange.
- Reserves - Eighteen (18) on the field, plus four (4) interchange.
- Under 18 - Eighteen (18) on the field, plus unlimited interchange.
- Under 15 ¹/₂ - Eighteen (18) on the field, plus unlimited interchange.
- Under 13 - Eighteen (18) on the field, with unlimited interchange.

18. Best & Fairest

18.1 When more than one (1) player receives an equal winning total of umpire's votes, all players shall be awarded best & fairest medals.

18.2 A player who is found guilty of any offence by the EDFL independent tribunal, (regardless of the penalty), or who chooses to take a prescribed penalty for a reported offence, shall be ineligible to win the best & fairest award in any grade during the subject season.

19. Junior Specific By-Laws

19.1 The following match day rules will be specific to the under 13 age group:

- A player may only bounce the ball once before correctly disposing of the ball to a team mate by hand or foot.
- When the ball goes out of bounds from a kick or handball or intentional knock, a free kick shall be awarded to the nearest opposition player of the umpire's choice. If the ball is deflected out of a hand or there is doubt as to which player kicked, hand balled or knocked the ball out of bounds, the umpire shall call for a ball up a minimum of five metres inside the boundary line.
- A free kick shall be awarded to the opposition if a player with the ball is slung to the ground with undue or unnecessary force.
- A player is not permitted to deliberately kick the ball off the ground. A free kick shall be awarded to the nearest opposition player.
- A player will be penalised a 30 metre penalty, (not 50 metres).
- All weather synthetic balls, of the recommended size for the specific age group, will be used in all under 13 games.

19.2 Leather footballs are to be used in the under 15 $\frac{1}{2}$ and under 18 age groups. However, in the under 15 $\frac{1}{2}$ age group the two coaches may agree to use an all-weather synthetic ball due to adverse weather or ground conditions. If both coaches do not agree, a leather ball of the recommended size for the specific age group must be used.

19.3 Teams must play with equal numbers, with no less than 12 and no more than 18 on the ground, except in the under 13 competition where they must also play with equal numbers, but may play with no less than 10 and no more than 18 on the ground.

19.4 Teams with less than ten (10) players will have deemed to have forfeited the match.

19.5 Where a team has difficulty fielding numbers, both coaches and team managers must agree to equate the playing numbers before the game commences. Opposition teams with sufficient numbers shall provide players to teams with struggling numbers, (with a minimum of 10 players), to equate player numbers and allow an official game to proceed.

20. Overage Permits

20.1 No player is permitted to play in any junior age group below their age level unless an overage permit has been granted to the subject player by the board.

20.2 An overage permit may be granted to a player who has a proven debilitating physical, gender or mental condition. Lack of size, skill or ability will not be grounds for the issue of a permit under this category. Application under this category must be accompanied by copy of the player's birth certificate, the parents written consent, an appropriate medical certificate outlining the debilitating condition and written support of the subject club.

20.3 An overage permit may be granted by the board to a player who meets the following criteria:

- The player must be no older than 12 months over the age group age limit.
- The player must have less than average ability.
- The player will be assessed and reviewed on a weekly basis during the season.
- If additional players are registered by a team following the granting of an overage permit for the subject team, one or more overage permits may be revoked, commencing with the last permit issued.

NOTE: Following review of an overage permit application made under this subsection and any other available player history information, the board may require further assessment of the player by requiring the player to play a minimum of 2 games in the players correct age group, (including the reserves if the overage permit application is to play in the U18's), prior to approving or denying the application.

20.4 An overage permit form will be provided to all clubs. The form must be completed weekly to enable an overage permit player to participate in a match and must be signed by the opposing club coach and the umpire/s prior to the game. The completed form must be provided to the home club for submission to the league secretary with the other match day documentation.

20.5 Overage permit players must be indicated with a "P" beside their name on the official team sheet and will not be eligible to be awarded EDFL best & fairest votes.

20.6 An overage permit granted under sections 20.2 & 20.3 may be revoked by the board at any time.

21. Player Points System

21.1 Clubs shall have a maximum of 30 points allowed to take the field in their senior team each week.

21.2 The following points allocations apply:

- Existing one point players with an EDFL club, players returning to their former or original EDFL club and players eligible to compete in the EDFL under 18's shall be allocated one point.
- All AFL Vic players transferring to your club, including from other EDFL clubs, VAFA players and Vic Metro players shall be allocated two points.
- All state league players, (VFL, SANFL, WAFL, NSW, ACT, NTFL, AFLQ and TAC cup players), shall be allocated 3 points.
- All AFL players shall be allocated 4 points.

21.3 The following deductions / concessions shall be applied:

- A playing coach will be classified as a one point player regardless of his playing history. In the event of a club having a non-playing coach, one identified playing assistant coach will be classified as a one point player regardless of his playing history.
- If a player allocated 2, 3 or 4 points as outlined in section 21.2 plays for an EDFL club for a second consecutive year, deduct one point.
- If a player allocated 3 or 4 points as outlined in section 21.2 plays for an EDFL club for a third consecutive year, deduct a further one point.
- If a player allocated 4 points as outlined in section 21.2 plays for an EDFL club for a fourth consecutive year, deduct a further one point.
- A player shall revert to a basic one point player if he returns to the EDFL club at which he was either first or last registered as an EDFL player. The player will return to the higher points level if he transfers to another EDFL club.
- If a player has not played at any level for two complete football seasons, the player will automatically be a basic one point player.
- "Play" means being named on a match day team sheet. Clubs must list 21 players on the senior grade team sheet each week, with points allocated to all 21 players.

21.4 Penalties will be applied, (see section 5), for breaching the points system, (exceeding 30 points).

21.5 Any player providing false or misleading player history information shall be liable to penalties including, but not limited to, deregistration, suspension or fine. Any club official found to be complicit in the submission of false or misleading player history information may be liable to disqualification or fine. The loss of competition

points may also be imposed. All penalties shall be determined by the board or the EDFL independent tribunal.

21.6 An independent review panel shall be appointed by the board to hear cases where a player or club is dissatisfied with the points assessed to a player and wishes to appeal for reconsideration of the points allocated.

22. Matters Not Provided For

21.1 These by-laws are to be read in conjunction with the AFL Vic. Rules & Regulations.

21.2 Any matter not provided for in these by-laws shall be determined by the EDFL board or the EDFL independent tribunal, whichever the case may be, at a properly constituted meeting of that particular body. Its interpretation / decision shall be binding.