

WALLAN JUNIOR FOOTBALL CLUB

PARENTS & PLAYERS HANDBOOK



EST 1985

Celebrating 30 years in 2015

Wallan Junior Football Club

Code of Conduct

The following Code of Conduct applies to all Committee members, officials, players and supporters of the Wallan Junior Football Club.

The Code of Conduct sets out the minimum standards of conduct for those participating in club activities, both on and off the field.

1. Remember that children play sport for their enjoyment, not yours.
2. Encourage children to participate – do not force participation upon them.
3. Focus on the child's efforts and self esteem rather than whether they win or lose.
4. Encourage children to always participate according to the rules.
5. Never ridicule or yell at a child for making a mistake or for the team losing a game – supporters are there to support not downgrade.
6. Remember that children learn best by example – applaud the efforts of all players in both teams.
7. Don't use ugly remarks based on race, religion, gender or ability – you'll let down your family and yourself if you do – & many such comments are actually now illegal.
8. Support all efforts to remove verbal and physical abuse from sporting activities.
9. Show appreciation of volunteer coaches, officials and administrators, without whom your child could not participate.
10. Respect umpires' decisions and teach children to do likewise, never publicly criticise umpires.
11. Remember consumption of alcohol is unacceptable at junior sport.
12. Committee members, officials, players and supporters shall conduct themselves at all times in a manner that will positively promote and foster the image of the Club within the community.
13. Players and officials are encouraged to wear club clothing at club functions and activities.
14. Players and Committee members are encouraged to attend fundraising and social functions, and where possible, assist in the organisation of these events.
15. Players need to play by the rules – the rules of your club and the laws of the game.
16. Players should never argue with an umpire or other official – without these people, you can't play football.
17. Players must control your temper - verbal abuse of officials and sledging other players doesn't help you enjoy or win any games.
18. Remember be a team player – It's a team game, treat it that way. Play for your own enjoyment and to improve your skills.
19. All members must not take part in any form of bullying including the use of social media.
20. Should a player be unable to fulfil a playing, training or other commitment in any way, they must contact the appropriate Coach or official and provide a reason for non-attendance.
21. Alcohol must not be consumed by any person under 18 years of age at any Club activity or function.

By registering our child with the Wallan Junior Football Club we agree to abide by the principals of this Code of Conduct. We support the Club in it's undertakings and encourage the Club to take any necessary disciplinary actions including the suspension and banning where warranted of any players, parents and or spectators for repeated or serious breaches of these Codes of Conduct.

PLAYERS NAME: _____
(print name) (signature)

PARENT/GUARDIAN'S NAME: _____
(print name) (signature))

DATE: ____ / ____ / 2015

Northern Football League Schedule 17 Version 2

The Northern Football League is justifiably proud of the long history that Australian Football has played within this State since the mid-nineteenth century. There have been many significant achievements and created lifelong memories for hundreds of thousands of people. To ensure that Australian Football plays a significant part of our future, the football community must continue to develop ways to preserve the traditions and values of our game.

One of the critical components of our game is the passion that people show for the team & club that they support. Whilst this passion is usually harnessed and used to support our game, it sometimes can boil over to create negative situations. We must all work together in the attempt to eliminate this negative passion.

Codes of Conduct are an integral component of sporting activities and the following codes compliment the good work of many football bodies over several years and the Australian Sports Commission requirement.

All Members of The Northern Football League shall adopt Member specific codes and The Northern Football League encourages Members to be vigilant in enforcing such codes whether via support for those who constantly abide by the codes and/or harsh penalties for those who fail to act in accordance with the codes.

Mandatory & Enforceable Codes of Conduct for Coaches, Players, Parents, Supporters and Officials

The Northern Football League fully supports the codes of conduct as introduced by the AFL and AFL Victoria. All clubs are to enforce a Code of Conduct within their club for officials, players, and members. A member by default extends to family members of players of all age groups.

The following are suggested items that should form part of a Club Code of Conduct:

Player's Code of Conduct

- Play by the rules – the rules of your club and the laws of the game.
- Never argue with an umpire or other official – without these people, you can't play football.
- Control your temper - verbal abuse of officials and sledging other players doesn't help you enjoy or win any games.
- Be a team player – It's a team game, treat it that way.
- Treat all players as you would like to be treated – fairly.
- Co-operate with your coach, the umpires and team-mates.
- Play for your own enjoyment & to improve your skills.
- Don't use ugly remarks based on race, religion, gender or ability – you'll let down your coach, team-mates and family if you do – & many such comments are actually now illegal.

Members Code of Conduct

- Remember that you are there for the participants to enjoy the game.
- Encourage participation, but don't force it.
- Teach that enjoyment is more important than winning.
- Never ridicule mistakes or losses – supporters are there to support not downgrade.
- Lead by example and respect all players, coaches, umpires and spectators – physical or verbal abuse will not be tolerated.
- Recognise all volunteers who are giving up their valuable time.
- Never publicly criticise umpires – raise personal concerns with club officials in private.
- Don't use ugly remarks based on race, religion, gender or ability – you'll let down your family and yourself if you do – & many such comments are actually now illegal.

By registering our child with the Wallan Junior Football Club we agree to abide by these principles. We support the Club in it's undertakings and encourage the Club to take any necessary disciplinary actions including the suspension and banning where warranted of any players, parents and or spectators for repeated or serious breaches of these Codes of Conduct.

General Supporters

The NFL accepts that it is difficult for Clubs to control the behaviour of supporters who may not necessary be a member of their Club. All effort is to be made by Club officials to approach any supporter who is displaying a poor attitude towards players, umpires, or other supporters and attempt to change the behaviour of such supporters. In the event of such supporters being from an opposing Club, officials of the opposing Club should be approached to engage with the supporters.

NO SMOKING

In Victoria, from 1 April 2014, smoking will be banned at areas commonly used by children and young people for recreational and sporting activities.

Under the Act smoking will be banned:

- at or within 10 metres of children's playground equipment that is an outdoor public place
- at or within 10 metres of a skate park that is an outdoor public place
- at or within 10 metres of a sporting venue that is an outdoor public place during an organised underage sporting event, including training or practice sessions and during breaks or intervals in play
- in an outdoor area of a swimming pool complex that is a public place.

**Children At Play
Please Don't Smoke Here.**

1. FIXTURES & LADDERS

These can be obtained from the website www.nfl.org.au and follow the links.

The first four rounds are grading matches. Please note that after this, teams may change divisions and the fixture may also change. Ladders are reliant on results being updated and are usually updated by the Tuesday following the games

Unofficial results are posted on the NFL website on the Sunday night following the game. These results are then verified once the NFL receives official timekeepers/scorers cards. Should any errors be detected, they will be rectified the following day.

2. COACHES

All coaches in the WJFC are volunteers and give up their own valuable time to do so; we therefore ask that you support them. While styles may vary from coach to coach – all coaches aim for the same result – to improve the players skills and understanding of the game. Coaches should not be approached with complaints AT ALL. It is recommended that you follow the club policy regarding lodging complaints.

Any adult who coaches in the WJFC has completed or is completing an approved Coaches Course and has a current Working with Children Card.

3. UMPIRES

The umpires are an important part of the game, and while we may not like their decisions at times, verbal or other abuse of umpires is unacceptable behaviour and sets a bad example to the children.

Parents and Players at all levels are expected to conduct themselves in a manner which does not bring discredit to themselves or the WJFC.

We trust all participants will wish to contribute positively to the playing environment of the children, but it is fair to warn there are severe penalties for those who infringe the code.

4. REGISTRATION

No person may play in any matches authorised or conducted by the NFL, other than practice matches, unless that person has completed successfully an application to register with the Wallan Junior Football Club.

5. FEES

Fees for the 2015 season will be as follows:

Early Bird Special - Registration **payments paid in full on or before 3rd May 2015** or payment plan commenced

Single player - \$160

Family - \$270

Jumper deposit - \$50

Registration fees paid after May 3rd 2015

Single player - \$200

Family - \$300

Jumper Deposit - \$50

NOTE: Jumper deposit will be refunded upon your child ceasing playing football with Wallan Junior Football Club (WJFC) and return of the jumper. Jumpers must be returned on or prior to Presentation Day or the Jumper Deposit will be forfeited.

6. TRAINING

All children registered to play with WJFC are expected to attend all or as many training sessions as possible.

These sessions are held on various evenings during the week. Parents will be advised of their child's training nights as soon as possible after registration.

Parents are encouraged to attend and help out at training sessions when able. There is a level of dedication required by parents of players. There will also be travel required to attend different grounds within the NFL region for games.

7. NORTHERN FOOTBALL LEAGUE (NFL)

7.1 REGISTRATION

The registration stays valid until the player moves into senior football or until they obtain a clearance and it is processed by the NFL.

7.2 CLEARANCES

If players wish to move from one club to another, they must first obtain a clearance from the WJFC and the NFL. The new club must complete a request for transfer. The player or club must receive a receipt of clearance before the player is eligible to compete for another team. Please note each clearance can take up to 10 days working days from the date of submission to be processed. Clearances will not be giving for players who have unpaid registration fees, outstanding fines, unreturned club property eg. Jumper or unpaid jumper deposit and any other outstanding monies.

7.3 MATCH DAY PLAYERS AND OFFICIALS

Prior to the commencement of each match, each team of a Club shall prepare a "team list" of all players, on-field officials, runners, drink carriers and trainers, who are actively involved with the team on that day. All players are to be in numerical order. This list must contain an accurate statement of the players and their numbers allotted for that day. No two players are permitted to play in the same team wearing the same number. Each player on the team list must sign their usual signature beside their name, not a nickname. The team list shall be completed on the official form provided on the NFL website.

7.4 EVENING-UP OF PLAYER NUMBERS (U/9 – U/17 COMPETITIONS)

Where one team has between 14 and 18 players and the second team has more players than the first team, both teams shall field the same number of players, therefore an equal number of players shall take the field.

Up to and including under-12 teams, clubs must loan or accept the number of players required to even up the teams.

Exceptions to this rule apply in certain circumstances –

- If a club does not have jumpers available of a suitable and appropriate size for the age group to facilitate the loan of players, there is no requirement to even-up playing numbers on the field.
- In the Under-13, 14, 15, 16 and 17 age groups, if players are not offered to the team with less than 18 players, then playing numbers must be reduced so that both teams field the same number of players. If players are offered, but not accepted, then the team with the greater number of players is not required to reduce playing numbers, i.e. the evening up rule does not apply.
- The Evening-Up Rule is not to be applied in finals.

7.5 NFL FINES

NFL imposes fines for misdemeanours. Any player turning up to play without the correct uniform will be fined by the NFL if they take the field incorrectly dressed. Parents/Guardians are responsible for payment of any fines imposed on their child/children or themselves by the NFL. For a full list of fines please refer to the NFL website, Schedule 20,

<http://www.nfl.org.au/index.php?id=35>

Failure to pay any NFL imposed fines will result in the child being illegible to play finals until the fines are paid in full and not eligible to receive trophies on Presentation Day.

7.6 FINALS QUALIFICATION

All players are required to sign the team sheet before EVERY game to ensure they play enough games to qualify for the finals, should their team make it.

7.7 FINALS ELIGIBILITY

Players must play at least three (3) matches with the affiliated Junior Club in the division and grade in which he/she competes in the home and away matches to qualify to play in the finals series.

7.8 ORDER OFF YELLOW and RED CARDS

Schedule 21 of the NFLBY-LAWS contains the Order Off Rule – Yellow/Red Cards, <http://www.nfl.org.au/index.php?id=35>

7.9 SOCIAL MEDIA POLICY

Information Technology is rapidly advancing and as it does it provides various forums such as “Big Footy” and “Facebook” in which anyone can record comments anonymously. The NFL recognises that it cannot prohibit people from using social media forums; however, such forums when referencing the NFL Community or individuals within the NFL Community, should be used as per the guidelines outlined in the NFL Social Media Policy at Schedule 23. Where comments are considered to be prejudice to the values of the NFL, action may be taken in accordance with the NFL Social Media Policy

8. NFL OFFICIALS – ROLE DESCRIPTIONS

8.1 TEAM MANAGERS

A team manager must be appointed for each team. The team manager is usually a volunteer parent and assists the team in many ways to ensure that game day goes as smoothly as possible, or alternatively, arranges a roster of team parents to ensure this happens. Tasks include, organizing helpers for the various jobs needed on game day. These range from timekeeper, scorers, boundary runners, water boys/carriers, etc.

The Team Manager is required to wear the Team Manager armband. The Team Manager is responsible for ensuring all activities or NFL rules associated with the actual playing of the game (other than coaching) are adhered to. This includes ensuring all players have the correct uniform on game day i.e. socks with NFL logo, white shorts for away games and black shorts for home games.

It is also important that all children sign the game day sheet to ensure qualification for finals series. There are three copies of the team sheet, one is to go to the umpires before the game, one copy is to be handed to the Registrar to retain and one copy retained by the team manager. The copy handed to the Registrar must include best players and goal kickers.

The team manager must be aware of the start times of all quarters and ensure that the Coach has the players ready to start. The Team Manager together with the Coach completes the Umpire’s performance reports following the game. Reports should be constructive including positives and negatives, and be completed every game regardless of result. Reports are to be handed to the Registrar at the end of the match.

Umpires complete match reports after all games. The Team Manager must attend the umpire’s room after the game to collect the report. If the Team Manager does not attend the umpires are instructed to leave the report in the Umpire’s room.

As the Team Manager, you will need to compile a quick reference list of local phone numbers for Doctors, Hospitals, Dentists and Medical Centres for use at all games. Ensure this list is given to visiting teams as well for use if the situation arises.

If there are any reported players, ensure all details are handed to the appropriate club officials as soon as possible and that players involved are informed

The security of the player's belongings should be considered prior to players taking the field. No club can fully guarantee the safety of items that remain in the change rooms during a game. It may be a good idea to remind players and parents of this problem and this is their responsibility to secure valuables such as mobile phones, jewellery and expensive clothing or leave these things at home.

Duties of the Team Manager

BEFORE THE GAME

- o Organise parents to fulfil all roles required for the conduct of the match including briefing parents on role descriptions, issuing uniforms and filling the water bottles.
- o Ensure players are all wearing correct uniforms.
- o Ensure all players are wearing mouth guards.
- o Give a copy of the team sheet signed by all players and officials to the Umpire.
- o Check goal post pad's are fitted correctly and are in a safe condition prior to commencement of match.
- o Ask all players secure valuable items and know not to leave them in the change room area.

DURING THE GAME

- o Ensure water is provided to the Field Umpires during quarter time breaks if requested.
- o Ensure the change rooms are kept clean and tidy including the showers area.

AFTER THE GAME

- o Complete the Team Sheet with the goal kickers and scores and ensure that the coach compiles the best players for the match and place in the Team Managers folder for return to the Registrar on game day (Not relevant for Under 9, 10, 11 & 12s).
- o Ensure the score cards are completed and signed by both Goal Umpires and passed to the Field Umpires upon completion of the match.
- o Obtain the all clear from Field Umpires and collect the Field Umpires reports and any Incident Reports. If any reports are made inform the WJFC Executive Committee upon completion of the match.
- o Ensure change rooms are swept out, all players belongings are collected and all rubbish is placed in bins provided.
- o Ensure all equipment (t-shirts, water bottles and goal flags) are collected from the team officials and placed back in the Team Managers kit.

DUTIES AT HOME GAMES

Team Managers must ensure the umpire's rooms are adequate in terms of cleanliness and security and that they have drinks available during breaks.

Before the start of the game, the Team Manager is to present two footballs to the umpire to choose the preferred football for the match.

8.2 WATER CARRIERS

Water carriers must be dressed in NFL Yarra Valley Water bib. The minimum age for water carriers in the junior competition is 12. Each team is permitted to have no more than a combined total of six trainers and water carriers.

During general play a water carrier can deliver water to his players at one end when the ball is at the opposite end (i.e. backline when ball is in forward line) provided they move off the ground immediately after delivery, and don't encroach within 100 metres of the play. They are not to go in to the centre square at any time or inside the 50m when there is a kick in from the goals.

Water carriers are NOT permitted to act as runners.

Water carriers are not allowed within 15 metres of the coaches boxes at any time during matches. Any water carrier who interferes with the conduct of play in such a manner that the umpire must stop play shall result in a free kick and 50 metre penalty being awarded to the opposing team.

Water carriers can deliver water after a goal has been scored and before the ball is bounced in the centre to restart play.

Under no circumstances is a water carrier permitted to remain on the ground when not physically providing players with drinks.

Water Carriers are not required for Under 9 & 10

Fine for breach: In accordance with Schedule 20

8.3 RUNNERS

The runner is to be dressed in a fluoro design NFL runner's top. The club name must be on the upper back of the runner's shirt. The minimum age of a runner is 18. They are only permitted on the ground to relay messages from the Coach. No coaching by the runner is allowed. If a runner is deemed to be on the ground too much, the umpire may order them from the ground.

Runners are not required for Under 9 & 10.

8.4 MEDIC/TRAINER

Medics must be dressed in the white bib provided by the NFL. The minimum age of trainers is 15. Each team is permitted to have a maximum of six trainers and water carriers combined.

The duties of the trainers are to attend to injured players on the ground. If any injury appears serious, qualified medical assistance should be obtained immediately. Trainers are responsible for having a stretcher available for each game. If a stretcher is required, signal the runner or Ground Manager and they will bring it out to you. In the event of a serious injury, only the runner or Ground Manager is allowed to offer assistance.

It is a requirement that at least one level one accredited trainer is in attendance at all matches. All other trainers are required to complete a recognized senior first aid course (e.g. Sports first aid, St Johns or Red Cross).

They are to stand 15 meters from the coaches box, generally near the interchange area and are only to enter the coach's box to treat a player

It is also recommended that the phone numbers of each player's parent/guardian are available and that any relevant medical condition of players is known.

Trainers can deliver water, however they must also adhere to the rules that apply to a water carrier.

A trainer is NOT permitted to act as a runner or coach the players.

Parents are not permitted to enter the ground to attend to their injured child during a match

8.5 TIMEKEEPER

The minimum age for timekeepers is 18. Each side must appoint a timekeeper to keep time of each quarter on time cards.

The timekeeper will need to keep a record of scores for use by the controlling body in the event of the goal umpires cards not agreeing.

The timekeeper will be required to sound a bell or siren at the start and finish of each quarter. There will be NO TIME ON added in any junior competition.

The timekeeper will record the jumper number of any player sent off the field with a red or yellow card.

The duration of quarters shall be as follows:

Under 17, 16, 15, 14 – 20 minute quarters with NO TIME ON

Under 15 & 12, Girls, 13, 12, 11, – 15 minute quarters with NO TIME ON

Under 10 & 9 – 12minute quarters with NO TIME ON

The duration of breaks is as follows:

¼ time – 5 minutes

½ time – 10 minutes

¾ time – 5 minutes

8.6 UMPIRE ESCORTS

a) Escort the umpires from the umpires change rooms onto the ground for commencement of the game and after half time. From the ground at half time and completion of the match to the umpires change rooms.

b) Where the club is the home club, offer umpires cool drinks between each quarter;

c) Remain in the centre of the ground with the umpires during quarter time and three quarter time breaks;

d) Show courtesy at all times;

e) Be over the age of 18 years; and

f) Wear approved League Green Escort Bib at all times whilst officiating as an umpires escort.

Fine for breach: In accordance with Schedule 20

8.7 BOUNDARY UMPIRE

The boundary umpire is required to wear a white shirt and white shorts/skirt/tracksuit pants where possible.

From Under 15's up boundary umpires are required to be at least 15.

For Under 11's to Under 14's the boundary umpires are required to be at least the same age as the grade in which they are officiating.

The boundary umpire is required to follow the game and report when the ball is out of bounds. They will then be required to throw the ball into play. If the field umpire determines that a boundary umpire in any match is unable to perform his/her duties competently, the field umpire shall request a replacement boundary umpire. If a competent replacement cannot be found, the field umpire may direct a player from the offending team to throw the ball into play.

Boundary Umpires are not required for Under 9 & 10

8.8 GOAL UMPIRE

The goal umpire is required to wear a white coat and carry flags for signalling goals and points scored. Goal umpires are required to be 15 or over.

Before the match goal umpires ensure details of the match have been entered on the scorecard supplied by the NFL. During the match they stand behind the goal line and stay in line with the flight of the ball. The goal umpire must wait for the field umpire to give the all clear before giving decisions. Both goal umpires are to wave flags for each score. Enter the score on the scorecard and check scores with the other goal umpire during the breaks and after the match.

The scorecard must be handed to the Team manager after the game.

Club supplied goal umpires are not permitted to barrack or comment on the play. If the field umpire is of the opinion that a club supplied goal umpire is making deliberately wrong or incompetent

decisions, he/she may demand the offending club to replace the goal umpire before recommencing the match.

8.9 INTERCHANGE STEWARD

Be positioned throughout the match at or near the interchange area.

Monitor and approve the interchange of players made by each team during a match.

When a player is stretchered from the field of play the Interchange Steward must record the time the player leaves the ground. The player can't return to play for a period of 20 minutes from this time excluding intervals between quarters.

Yellow Card, a player given a yellow card by the Field Umpire must leave the ground by the interchange area, both the Time Keeper and Interchange Steward should note the time the player crosses the interchange line and this is the start of the 15 minute penalty.

The Interchange Steward and Time keepers must also note the time the player returns to the field of play.

An Interchange Steward isn't required for Under 9 & 10

9. AGE GROUPING

Under 9 - Players must be 7 years of age as at January 1st in each year be to eligible to be registered with the NFL in the Under 9 competition.

Under 10 – eligible players born 2005

Under 11 – eligible players born 2004

Under 12 – eligible players born 2003

Under 13 – eligible players born 2002

Under 14 – eligible players born 2001

Under 15 – eligible players born 2000

Under 16 – eligible players born 1999

Under 17- eligible players born 1998

Consideration will be given to players moving to a higher age group –

1. For family reasons, eg siblings playing in the same team, however these sibling must not be playing more than two years above their age group, as per NFL by-laws
2. Other requests

Each request will be considered on an individual basis.

Consideration must be giving to the balance of numbers in the team the child wishes to move to and the team the child wishes to move from.

The Executive committee will make these decisions on a case by case basis considering the benefit of the whole club not just the individual each season.

10. SEASON

Practice matches are planned for Sunday March 15th and March 22nd

Please view club website and Team App for more details

The season will commence on Sunday April 12th 2015 and will consist of 14 rounds, with two (2) weekends off during the season. These weekends will fall Queens Birthday June 7th and July 5th in school holidays.

The first week of the finals series will be held August 2nd

Second week of the final series will be held August 9th

Grand final will be held August 16th

11. UNIFORMS

WJFC game day uniform consists of:

WJFC Playing Jumper – supplied by the club

NFL black and white shorts –available for purchase at the club.

Black shorts for games played at home and white shorts for games played away from Wallan Youth Girls Black shorts only

NFL socks – available for purchase at the club

Football boots – supplied by the players

Mouth guards – supplied by the players, strongly recommended by the club

Head Protection – supplied by the club on a first in first served basis, if all club helmets are already in use the players must supply their own helmet.

N.B. If players are wearing shirts/jumpers under their football jumper, they must be all black or black and white stripes as per the jumpers themselves.

If players are wearing athletic shorts (skins) extending below the uniform shorts, they must be white, beige or black in color.

12. SECURITY OF PLAYERS BELONGINGS

The security of belongings should be considered prior by each player and his or she parents prior to the players taking the field. No Venue can fully guarantee the safety of items that remain in the change rooms during a game. It is not the responsibility of the Team Manger to secure player belongings.

13. INTERCHANGE OF PLAYERS

All players leaving the field as a result of being interchanged by the Coach, being sent off by the Umpire under the blood rule or red/yellow card, must leave through the interchange gates, unless assisted by the medic due to an injury on a stretcher. All replacement players must enter the field through the interchange gates.

If a player is taken from the field on a stretcher or carried from the field the player shall not resume playing for a period of 20 minutes (excluding intervals between quarters) from the time when the player left the arena. After the 20 minute period has expired, the player may be interchanged in accordance with the procedure set out under rule 7.2 provided the player is able, having due regard to his or her health and safety, to resume playing in the match.

14. FOOTBALL SIZES

Under 9/10	Size 2 Synthetic
Under 11	Size 3 Synthetic
Under 12 & 15 Girls	Size 3 Synthetic
Under 12	Size 3 Leather
Under 13/14	Size 4 Leather
Under 15/16/17	Size 5 Leather

15. RULES FOR FEMALE FOOTBALL – Under 15

Centre Bounce

A maximum of 3 players from each team are permitted in the centre square

Mouth Guards

Mouth guards are compulsory. No mouth guard – Yellow card

Jewellery

No jewellery under any circumstances. Taped jewellery is NOT allowed – Jewellery – Yellow Card

Match Rules

1. No kicking off the ground.
2. No full possession in the ruck – players must tap the ball
3. Players are allowed only 2 bounces before disposing of the ball
4. Marks are paid over 10 meters
5. Female teams are to wear home shorts to all games.
6. All player exemptions will be considered for the growth of the female competition.

Team Numbers on Match Day

1. Maximum of fifteen (15) players per team on the field
2. Up to 6 players on the bench
3. Teams must have 11 of their own players to play an official match
4. If a team doesn't have 15 players, the opposition must play with the same number of players. They can also loan them players if both teams agree.
5. A back and forward pocket and a midfielder are removed from the usual 18 player structure to accommodate 15 players
6. Black home shorts worn to both home and away games, no white away shorts.

16. RULES FOR UNDER 10

Ground size, 2/3rds the size of larger grounds as directed by the NFL

The playing field will be marked with 3 zones

18 players per team on the ground, however the even up rule does apply

12 minute quarters

The coach is permitted on the field during play to encourage and help keep players in their zones

No runner, water carrier, interchange steward or boundary umpire

17. RULES FOR UNDER 9s (Tackers) COMPETITION

Players

12-15 a side

Twelve a side means: 4 forwards, 4 centres, 4 backs and interchange

Fifteen a side means: 5 forwards, 5 centres, 5 backs and interchange

Interchange

Interchange may take place at any time

Ground Size/Use of Zones

100m x 80m, three equal zones

Match Length

Four 12minutes quarters

Contact - Modified tackle/No bump

Players cannot bump/push an opponent, knock/steal the ball out of their hands or smother an opponent's kick

Players can perform a modified tackle. A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees. The tackle may be from either side or from behind, providing the tackle from behind does not thrust forward the player with the ball.

Bounce ball only once

A player is only allowed to bounce the ball once.

Marking

A mark is awarded irrespective of the distance the ball travelled to any player who catches it or shows control.

Out of Bounds

From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt, the umpire shall call a ball-up 5m or 10m in from the boundary.

Kick off the ground

Not permitted unless accidental.

Stealing, Smothering, Shepherding, Barging

No stealing, smothering, shepherding or barging

Scoring

Only players who are positioned in the Forward Zone players may score

Start of Play and Restarting After a Goal

When all players are in position, a ball up is conducted between two centre players of similar height as nominated by the Umpire. Alternate players for subsequent bounces.

No Match Points

No match points are awarded in this competition.

Scoreboard

No score shall be displayed on match day or in any other way advertised

Umpires

The NFL will supply umpires for this competition. If for some reason the umpire does not show up to the game, the home team is to supply the umpire. This person must be the registered umpire for the team.

Coaches

Teams are permitted to have ONE coach on the ground to assist with the education of footballers in the under 9 competition.

Goal Umpire

Each team shall supply one goal umpire.

Boundary Umpires

No Boundary umpires, as there are no boundary throw ins.

Runners

No team runners to be used in the under 9 competition.

Water Carriers

Water Carriers are not permitted on the playing field during play.

Adverse Weather

The two coaches should come together to decide whether the conditions are inappropriate for the under 9 football to be played

Ineligible

Players who have not turned seven years of age on or before the 1st of January each year shall be ineligible to play in the under 9 competition.

18. ALCOHOL

The consumption of alcohol is not permitted at any matches by spectators, players or club/venue officials. However alcohol can be sold at club functions from the bar in accordance with the Greenhill licence and NFL By-laws

The WJFC welcomes you to the club and hopes you will enjoy the family atmosphere that we promote strongly. WJFC is an alcohol free venue and all junior football games are alcohol free.

19. WORKING WITH CHILDREN CHECK

All club officials, including committee members, coaches and game day officials must obtain and provide WJFC with a copy of their current Working with Children Check.

You can apply for a Working with Children Check or a renewal of a Working with Children Check at the following link, <https://online.justice.vic.gov.au/wwccu/onlineapplication.doj>

20. ADDITIONAL CLUB INFORMATION

The WJFC committee will be endeavouring to have a 'Boots for all' system in place by season start, which will enable players to 'trade in' boots that no longer fit and possibly get another pair for the next season.

21. CONTACTS ADDRESSES

WJFC web address, http://www.foxsportspulse.com/club_info.cgi?client=1-3913-48151-257085-16969252

Email address, office@wallanjfc.com.au

Go WALLAN!!



Updated 7/3/15



JUNIOR STRUCTURE FOR SEASON 2015

Rules and Regulations	Under-9	Under-10	Under-11 & Under-12
PHASE	INTRODUCTORY	DEVELOPMENT	COMPETITION
Players (min-max)	12-15 a side	18 a side	18 a side
Maximum ground size/use of zones	100m x 80m 3 equal zones	2/3rds of a full size ground. 3 equal zones	Full size No zones
Match length	4 x 12 min	4 x 12min	4 x 15min
Competition details	<ul style="list-style-type: none"> - No scores, ladders or finals permitted - No recording of best players and goal kickers permitted - No representative teams 	<ul style="list-style-type: none"> - No scores, ladders or finals - No recording of best players and goal kickers permitted - No representative teams 	<ul style="list-style-type: none"> - Scoring, ladders, finals permitted - No recording of best players and goal kickers permitted - No representative teams
Contact	<ul style="list-style-type: none"> - Modified tackle/no bump - Players cannot bump/push an opponent, knock/steal the ball out of their hands or smother an opponent's kick 	<ul style="list-style-type: none"> - Modified tackle/ bump - Players cannot bump/push an opponent, knock/steal the ball out of their hands or smother an opponent's kick 	Tackling is permitted, as per the Laws of Australian Football (no sling tackle permitted)
Ball size	Synthetic size 2	Synthetic size 2	Synthetic /leather size 3
Umpiring	1 field, 2 goal Association/club	1 field, Association 2 Goal, Club	1 field, 2 goal and 2 boundary
Coaching Position	On-Field	On-Field	Sideline
Bounces	1 Bounce	1 Bounce	Unlimited
Marking	A mark is awarded, irrespective of the distance the ball has travelled, to any player who catches it or shows control	A mark is awarded, irrespective of the distance the ball has travelled, to any player who catches it or shows control	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 10 metres
Out of bounds	- From a kick, a free is awarded against the player who last kicked the ball	- From a kick, a free is awarded against the player who last kicked the ball	Boundary throw in

	- From hands, or if there is doubt, the umpire shall call a ball-up 10m in from the boundary	- From hands, or if there is doubt, the umpire shall call a ball-up 10m in from the boundary	
Kick off the ground	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental
Stealing, smothering, shepherding, barging	No stealing, smothering, shepherding or barging	No stealing, smothering, shepherding or barging	Permitted as per Laws of the Game
Penalties	10m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way. Players can be ordered off at the umpire's discretion	10m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way. Players can be ordered off at the umpire's discretion	25m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way. Players can be ordered off at the umpire's discretion

 **Rules and Regulations to be implemented in 2015**

 **Existing Rule/Regulation**

JUNIOR GROUND LOCATIONS

Team	Ground	Address
Bundoora Park	Bundoora Park Oval	Snake Gully Drive, Bundoora
Diamond Creek	Coventry Oval	Elizabeth St, Diamond Creek
	Marngrook Oval	Main St, Diamond Creek
Eltham	Central Park	Panther Place, Eltham
	Susan Street Reserve	Susan St, Eltham
Epping	Epping Recreational Reserve	Corner of High St and Park St, Epping
Greensborough	Anthony Beale Reserve	St Helena Rd, Greensborough
Hurstbridge	Ben Frilay Oval	Greys sharps Rd, Hurstbridge
Keon Park	J.C. Donath Reserve	Harmer St, Reservoir
Kinglake	Kinglake Memorial Oval	Corner of Kinglake-Whittlesea Rd and Extons Rd
Lalor	Lalor Reserve	Sydney Cres, Lalor
Lalor Stars	W.A. Smith Reserve	Darebin Drive, Lalor
Laurimar	Laurimar Reserve	Painted Hills Rd, Doreen
Mernda	Mernda Recreation Reserve	Schotters Rd, Mernda
Mill Park	Redleap Reserve	Redleap Ave, Mill Park
Montmorency	Montmorency Park Oval No.2	Para Rd, Montmorency
Northcote	McDonnell Park	Cnr Wilmoth St and Clifton St, Northcote
North Heidelberg	Shelley Reserve	Shelley St, Heidelberg Heights
Panton Hill	Cracknell Reserve	Bishops Rd, Panton Hill
Research	Research Park	Main Rd, Research
Reservoir	Crispe Park	Gloucester St, Reservoir
South Morang	The Lakes Reserve	The Lakes Blvd, South Morang
Thomastown	Main Street Reserve	Main St, Thomastown
Wallan	Greenhill Reserve	Cnr Duke St and Northern Highway, Wallan
Watsonia	A.K. Lines Reserve	Cnr Grimshaw St and Greensborough Hwy, Watsonia
West Ivanhoe	Seddon Reserve	Green St, Ivanhoe
West Lalor	Huskisson Avenue Reserve	Huskisson Ave, Lalor
West Preston	Preston Nissan Oval at J.E. Moore	Gilbert Rd, Reservoir

	Park	
Whittlesea	Whittlesea Showgrounds	Yea Rd, Whittlesea
Yarrambat	Yarrambat War Memorial Park	Ironbark Rd, Yarrambat

Please note some clubs have more than one home ground, please confirm which ground and the address of the venue your child is playing at.

Examples of some of the clubs that have two home ground include, Diamond Creek, Eltham, Mill Park and Mernda