



WANGARATTA & DISTRICT JUNIOR FOOTBALL LEAGUE INC.

BY-LAWS

This document includes the following:

- Rules for conduct of all matches
- Finals By-Laws
- Process for Allocation of Auskick players
- Umpiring rule clarification sheet league rules
- Codes of Conduct

These operations rules are designed to allow a club Secretary/General Manager easy access to the procedures for the normal day to day activities and to the responsibilities involved in running of the club; from the League prospective.

These rules do not replace either the Wangaratta & District Junior Football League Constitution, or the Handbook issued by the AFL Victoria Country in any way; however is to be read in conjunction with both. Were these rules and those of AFL Victoria may be contradicted, AFL Victoria Country Rules shall take precedence

It is also ensures that the Rules & Regulations are adhered to and that operations are made as simple and time saving as possible.





Wangaratta & District Junior Football League <u>By –Laws</u>

- 1. The Rules and Regulations of AFL Victoria Country shall apply to all matters not otherwise specifically provided for in these By-Laws. All games will be played under the Rules of the Australian Football League (AFL), AFL Victoria Country and these By-Laws.
- 2. All Clubs fielding teams in the League shall register their colours. By arrangement, when competing affiliated clubs wear the same or similar colours, home club will wear own jumpers and competing club to provide alternate colours. New teams affiliating to wear colours nominated for approval. Should this situation arise during a finals series, club finishing highest on the ladder at the end of the home and away season is to wear their own jumper.
- 3. The League does not and will not affect any insurance at all for Players and Officials of the Clubs, other than the Insurance provided by with the AFL Victoria Country Club and Players Registration. The league will not accept any responsibility whatsoever for any medical expenses or any other expenses or liability that might be incurred by players or officials. The League will not be responsible for costs to cover Ambulance if called for the transport of players or officials.
- 4. Coaches are not permitted on the playing arena during the progress of game unless to attend an injured player and then only with the permission of an official of the opposing club, an official of the League or a field umpire in charge of the match.
- 5. In accordance with AFL Victoria Country rules and guidelines all coaches are bound by the AFL NEB ACFCA Coaches Code of Conduct signed on completion of Level 1 Coaches accreditation, regardless of whether or not the coach has completed such a course.
- 6. All games will be played using the following Sherrin footballs:
 - Under 12 Red Size 3 Synthetic
 - Under 14 Red Size 4 Leather (synthetic option for wet weather matches)
 - Under 16 Red Size 5 Leather (yellow option for wet weather matches)
- 7. With the exception of "skin coloured" fabric, no coloured garment such as bike shorts are to be worn under football shorts. Breaches will be subject to penalty at the discretion of the WDJFL Executive.
- 8. To be eligible to play in the Under 12 Division, Wangaratta and surrounding area residents will be allocated to a Wangaratta based club and remain tied to the Club until their age eligibility ceases or unless be subsequently registers with that club and then attains a clearance as per the AFL Victoria Country Rules.
- 9. Only players allocated to the Club by the executive are to be registered to the Club, and any unallocated player seeking registration should seek the approval of the WDJFL executive prior to applying for registration. Such approval may be sought by the club on the players' behalf. No player shall be eligible to play with any club until they are registered with that club.





- 10. The allocation of players to Wangaratta based clubs shall take place in accordance with the "Process for Allocation of Auskick Players" in the attached Appendix.
- 11. Clubs are responsible to make contact with players allocated to them following advice to the club of the allocation. Clubs are not to allow players allocated to other clubs to train with them.
- 12. Any new players, at either Under 12, Under 14 or Under 16 level, that have not been allocated to any club are to be referred to AFL North East Border and ultimately the Committee of Management for allocation.
- 13. W&DJFL Under 16 Players playing in higher age group competitions shall take place in accordance with the Permit Agreements listed in the Appendix and are to be enforced in accordance with the "Area Agreements" which will be reviewed on an annual basis and circulated to Clubs.
- 14. Umpires umpiring in the W&DJFL shall be appointed by each of the two competing clubs during the home and away rounds (one from each club) and they shall in accordance with By-Law 1 follow AFL, AFL NEB and AFL Victoria Country rules and additionally the W&DJFL rules as detailed in "Rules of Conduct of All Matches", "Finals Rules" and "Umpiring Rules Clarification Sheet League Rules".
- 15. Clubs through their President and committee are to be accountable for the education and control of all club officials, players, parents and spectators, in accordance with AFLNEB, AFL Victoria Country and W&DJFL codes of conduct. Breaches to such code of conducts may result in penalty to player(s), club officials or clubs at the discretion of the Committee of Management.
- 16. WDJFL players can play a maximum six (6) quarters on any weekend in accordance. A player having been granted a permit to participate in another competition shall be considered to have played 4 quarters in the other competition and therefore may only play in 2 WDJFL quarters on that weekend.
- 17. Any breach of these By-Laws will be referred to WDJFL Executive for consideration and penalty.





RULES FOR CONDUCT OF ALL MATCHES

- 1. To be eligible to play in a given age group, the nominated player must not be greater than the respective age group in which he chooses to participate, as at the first day of January in the respective year of competition. Any variance to this will be at the discretion of the League Executive. Any representations for consideration to vary this rule, will be considered on a case by case basis and must be forwarded in writing to the League Executive and be endorsed by both the parent(s)/guardian(s) of the player and the respective club (through the club president). To be eligible to play in the under 12 competition, players must be turning either 11 or 12 in the year they wish to play or be in grade five of primary school education.
- 2. Home and Away games to be Four (4) quarters duration as follows, with no "time on":
 - Under 12 4 x 15 minute quarters
 - Under 14 4 x 20 minute quarters
 - Under 16 4 x 20 minute quarters

(1/4 time break - 5 minutes, 1/2 break - 10 minutes, 3/4 time break - 5 minutes)

- 3. Rules of the AFL, Laws of Australian Football to be adhered to. Any rule modification for the League to be instigated at AGM or meeting held prior to the commencement of the season and will be included in the "Umpiring Rules Clarification Sheet League Rules". Appendix 3
- 4. All players must register with the League prior to playing.
- 5. Team sheets in alphabetical order must be filled out and handed to the umpire prior to the game. These team sheets must be signed by the team manager of both competing teams. Any player playing who has received an overage request permit must be marked 'OA' while players playing up an age group must be marked 'UA'. If a player isn't on the team sheet but has played he will have been deemed to have not played in the match.
- 6. The following information from each age group must be sent by the following Wednesday to AFL North East Border by the home side following each match:
 - Match Report Sheets
 - The team sheets of both the home side and the away side
 - Team managers from both home and away sides must sign the team sheets
 - Any overage player must be marked 'OA' while any players playing in a higher age group must be marked 'UA'.
 - If a player isn't on the team sheet but has played he will have been deemed to have not played in the match
 - o Hume Bank Umpire Respect Awards (under 12 & under 14 only)
 - Goal umpire scorecards (filled in)
 - If clubs fail to adhere to these requirements, the following penalties will apply:
 - First offence \$50.00 fine
 - Second offence Loss of two (2) premiership points
 - Third offence Loss of four (4) premiership points





- 7. All games must be played with <u>EQUAL NUMBERS</u>. During the home and away games teams must loan players to "make up" numbers to ensure equal number of players for each team. Clubs are to rotate players playing for the opposing club to ensure equal representation. Where both teams are either short on numbers or alternatively have an abundance of player the number of players on the ground is to be agreed by the opposing coaches, bearing in mind the size of the ground, players fatigue etc.
- 8. Start times for WDJFL matches will be as follows:
 - Saturday
 - o Under 12 9:00am
 - o Under 14 10:30am
 - Under 16 12:30pm
 - Sunday
 - o Under 12 10:30am
 - Under 14 Midday
 - Under 16 2:00pm
 - Sunday matches at Bill O'Callaghan Oval (Barr Reserve)
 - o Under 12 11:00am
 - Under 14 12:30pm
 - Under 16 2:30pm

Any changes to the draw are to be agreed by the clubs involved and submitted to the executive for approval not later than seven (7) days prior to the scheduled game day.

- 9. Send-off rule is to be used; a player sent off three times during the season will automatically be suspended for 1 week. If a player is reported, then in accordance with AFL Victoria Country rules the player or club with the agreement of the opposing club can elect to take the AFL Victoria Country Set Penalty or go through the normal tribunal formality.
- 10. Coaches are not to stand out on the ground coaching during the game and are to use the runner to relay messages to the players. The coach can however enter the ground to attend to an injured player, with the permission of an official of the opposing club, an official of the League or a field umpire in charge of the match. The number of personnel permitted in the arena is to be limited to 5 personnel per team who must stand a minimum of 5 metres from the boundary line or where provided, next to the boundary fence and/or in the coaches box.
- 11. Votes are to given for the Best and Fairest Awards for all three (3) Grades:
 - Under 16 "The McCormick Medal"
 - Under 14 "The Ken Farrell Medal"
 - Under 12 "Under 12 Best & Fairest"
- 12. Leading Goal Kicking Award is to be awarded in all three (3) Grades.
- 13. All Match Results are to be entered onto the league approved Website by 7.00pm on the day of the match. All reports to include Christian names. Failure to do so can result in penalty at the discretion of the Committee of Management.





- 14. All under 14 and under 16 games to be played on full sized grounds, that is, the available grounds are not to be reduced in size. Under 12 playing arenas will be approximately 120m long and 100m wide. Portable goal posts will be used at both ends of the ground.
 - Class 'A' Facilities WJ Findlay Oval, Norm Minns Oval, Pioneer Park (Bright), McNamara Reserve (Myrtleford), Benalla Showgrounds.
 - Class 'B' Facilities Wareena Park, Bill O'Callaghan Oval (Barr Reserve No. 1 Oval), Mansfield
 - Class 'A' Dimensions Playing arena to be shortened by 10m from the top of each goal square and narrowed to within 25m of each side of the centre square.
 - Class 'B' Dimensions Playing arena to be shortened by 10m from each existing goal line and narrowed to within 25m of each side of the centre square.
- 15. Players that are playing up an age group are not to take the field at the expense of an eligible player from that age group unless they are injured and there are no other eligible players to replace him. A player may apply in writing to the League Executive to play permanently in a higher age group competition and, if approved, cannot return the competition in which they moved out of. Any written request must be endorsed by both the parent(s)/guardian(s) of the player and the respective club (through the club president).
- 16. Under 12 and Under 14 players cannot deliberately kick the ball off the ground at any time, and will result in the umpire awarding a free kick against the player. The Umpire to decide if kick was accidental or not.
- 17. Under 12 and Under 14 players are permitted up to two (2) bounces before they have to dispose of the ball.
- 18. 25m penalties can be applied at the umpire's discretion.
- 19. Sling Tackles, Swearing and Unduly Rough play will be monitored by umpires and will result in offending players being sent from the ground in accordance with AFL Victoria Country Rules.
- 20. Players must be played in the teams ahead of players who qualify for lower age groups, breaches of this By-Law will be referred to the WDJFL for consideration and penalty.
- 21. Breaches of any By-Law/s will be referred to the WDJFL for consideration and penalty.





FINALS BY-LAWS

- 1. All finals games (Under 12, Under 14 and Under 16) are to be of the same duration as home and away games. In the event of injury to a player or other extreme circumstances the game may be stopped by the officiating umpires who will advise the timekeeper if time on is to be added (time clock stopped).
- 2. Players must play at least five (5) games at the age levels during the respective season to be eligible to play in the finals. If a player is or has been injured or has extenuating circumstances during the season and cannot register five (5) games due to injury, the player and club must advise, in writing, the League Executive as soon as practical after the injury or relevant circumstances. The League Executive must advise in writing that this rule will be waived for the player.
- 3. The maximum number of players permitted to participate in any final shall be 22. The League Executive, at their discretion may choose to vary this number. However, in any case the League Executive will only provide 22 medallions to each competing team on Grand Final day.
- 4. Participating teams are to do Match Report on finals games the same as during the home and away season, and handed in straight after the games to the League executive or an official, nominated by the league executive, to handle the matter.
- 5. Final Five to be played, game days and times to be established at the League meeting prior to commencement of the finals series. Submissions for games to be played at venues other than Wangaratta grounds should be submitted in writing to the League prior to the aforementioned meeting for consideration. Ladder position will not be taken into account in scheduling any or all finals matches; this will be at the total discretion of the League executive.
- 6. No drawn finals games: In the event of a draw after normal time has elapsed, the teams will be allowed to be addressed by their coach Three (3) minutes. Players will then swap ends and play two five (5) minute halves, players MUST swap straight over with no coaches, officials or persons allowed onto the playing arena except for a runner at the change of ends. If at the end of the second five (5) minute half the siren will not sound and the game will continue until the first score is registered.
- 7. Any breach of By-Law will be referred to WDJFL Executive for consideration and penalty.





PROCESS FOR ALLOCATION OF AUSKICK PLAYERS

- 1. An appointed WDJFL Sub Committee shall be appointed to manage the allocation of players to relevant WDJFL club. The sub Committee shall be facilitated by an AFL North East Border Football Development Manager
- 2. The WDJFL Sub Committee shall allocate players entering the WDJFL to individual clubs based on an assessment of their height and ability following consultation with Auskick Coaches
- 3. Players who have siblings at an existing WDJFL club, shall be allocated to that club
- **4.** The allocation shall endeavour to evenly balance out playing numbers at each club with consideration to height and ability
- 5. The allocation of players shall be announced prior to the end of the WDJFL Home & Away series
- **6.** No correspondence regarding the allocation of players shall be received by families or individuals prior to the allocation process being completed
- 7. Only correspondence from club presidents will be received following the allocation process.
- 8. Players can not register with a WDJFL Club without being allocated by the Executive.
- 9. Breaches of these By-Laws will be referred to WDJFL Executive for consideration and penalty.





UMPIRING RULE CLARIFICATION SHEET-LEAGUE RULES

Emphasise the following rules so that we are all paying free kicks and making decisions based on the same information:

- 1. Umpires are to address both teams prior to the start of each game to introduce themselves, wish the team good luck and emphasise the rules on swearing, slinging players and unduly rough play resulting in yellow cards and being sent from the ground for 15 minutes of playing time.
- 2. No Runners, Trainers or Water Carriers are to stay on the field giving coaching instructions to players.
- **3.** The League does not condone players being slung or dumped at any time; the players are to be cautioned about this prior to the game. Offending players will be yellow carded and sent from the ground for 15 minutes of playing time.
- 4. The League is also against players making over aggressing tackles on players in an attempt to hurt them and this will also result in a free kick being awarded to the opposition. Players are to be made aware of this prior to the game.

5. Swearing Rules

- a) If a player swears at himself and it is audible to the umpire, the following should happen;
 - **I.** If in general play, a free kick will be paid to the opposition.
 - **II.** If the player was shooting at goal and the field umpire has not signalled all clear, the score will not be registered and a free kick will be paid to the opposition from the position that the kick was taken.
 - **III.** If the player was shooting for goal and the field umpire has signalled all clear, the score stands and a free kick will be paid to the opposition.
 - **a.** In the case where a point was scored the free kick will be taken at Centre Half Back.
 - **b.** In the case where a goal was scored the free kick will be taken at the Centre of the ground.
 - iv. If the player swore after a free kick has been paid then a 50-metre penalty will be paid.
- **b)** If the same player swears again during the game then they will be sent off for 15 minutes, refer VCFL rules for subsequent swearing offences
- c) If a player swears at an umpire, an opposition player or a spectator then they will be automatically be sent off the ground and cannot be replaced.
- d) If a player is sent off 3 times in a season the will receive an automatic 1-week suspension. Please try to ensure that you when someone is accused of swearing that you have the right player.

6. Communication

- a) Would all umpires please ensure that they communicate with the players and tell them the reason that you are paying a free kick as well as indicate by using the correct signal.
- **b)** Would all umpires please ensure that they communicate with the goal umpires by giving the all clear when a goal/point is scored by:
 - I) When a goal is scored you signal with two hands.
 - **II)** When a point is scored you signal with one hand.





- 7. As not all grounds have a circle marked and we do not experience a lot of injuries in ruck contests we feel that we do not need to enforce this rule.
- **8.** In the case of a player being badly injured and unable to get up off the ground without assistance the following should happen:
 - a) If the general play moves away from the area the game continues until the next mark, free kick or ball up occurs and then is stopped until the injured player is removed from the field.
 - **b)** If the general play comes back to the area then the umpire shall stop the game until the player is removed and a ball up will occur in that position of the ground.
- **9.** The official breaks between quarters are as follows and are to be controlled by the umpires:
 - a) Quarter time and three quarter time 5 Minutes Half Time 10 Minutes
 - **b)** It is the responsibility of the central umpires to ensure that all coaching staff, players and equipment are kept well back from the boundary line during the game to ensure that players are not injured should they come over the boundary line during the course of the game.





CODES OF CONDUCT

PARENTS AND SPECTATORS:

- **1.** Encourage children to participate if they are interested. However, if a child is not willing do not force them.
- 2. Focus upon the child's efforts and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to their ability by reducing the emphasis on winning.
- **3.** Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
- 4. Encourage your child always to play by the rules.
- 5. Never ridicule or yell at your child for making a mistake or losing a competition.
- 6. Remember your child should be involved in football for their enjoyment, not yours.
- **7.** Remember you child learns best by example. Applaud good play by both your team and by members of the opposing team.
- **8.** If you disagree with an official or umpire raise the issue through the appropriate channels rather than question the official's judgement and honestly in public. Remember, most officials give their time and effort for your child's enjoyment.
- **9.** Support all efforts to remove verbal and physical abuse from junior sporting activities.
- **10.** Recognise the value and importance of volunteer coaches. They give their time and resources to provide recreational activities for your child and deserve your support.
- **11.** Support your club in maintaining the highest standard of behaviour both on and off the field for the betterment of the league and your family. Offer your assistance to the team that your child is playing in so that every opportunity is being provided for the very best supervision and support. Your involvement will give both yourself and your child far more satisfaction.
- **12.** Avoid use of derogatory language on gender or race.

JUNIOR PLAYERS:

- **1.** Abide by the rules of the game and the rules set down by your coach, club and league.
- 2. Never argue with an official or umpire. If you disagree, have your captain, coach or manager approach the official during a break or after the game.
- **3.** Control your temper, Verbal or physical abuse of officials, umpires, spectators or other players, deliberately distracting or provoking an opponent is not acceptable or permitted.

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AFL North East Border





- 4. Work equally hard for yourself and your team. Your team's performance will benefit, so will you.
- 5. Be a good sport. Applaud all good plays whether they are by your team, opponent or the other team. Be proud to walk off the ground after each game knowing that you have given your best effort and never involve yourself in an argument with opposing players, umpires or officials.
- 6. Treat all players, as you would like to be treated. Do not interfere with bully or take unfair advantage of another player. Your involvement to play is for fun and enjoyment and that winning is only part of it.
- 7. Co-operate with your coach and team mates and respect the ability of your opponent. Without them there would be no game.
- 8. Play for the "Fun of It" and not to just please parents and coaches.
- **9.** Avoid use of derogatory language based on gender or race.

JUNIOR COACHES

- **1.** Be familiar with the Laws of Australian Football and abide by the rules and condition of your league and club.
- 2. Teach your players that rules of the game are mutual agreements which no player should evade or break.
- **3.** Group players according to age, height, skill and physical maturity whenever possible in any competitive practice session.
- **4.** Avoid over-playing the talented players. The 'just average' players need and deserve equal time, if not more.
- 5. Remember that the players involved play for fun and enjoyment and that wining is only part of it, Emphasise the importance of the learning and development of skills and positive attitudes, never ridicule or yell at your players for making mistakes or losing a competition.
- **6.** Ensure the equipment and facilities meets safety standards and are appropriate for the age and ability of the players.
- **7.** The scheduling and length of practice times and competitions should take into consideration the maturity level of the player.
- **8.** Develop team respect for the ability of opponents, as well as for the judgement of umpires and opposing coaches.
- **9.** Follow the advice of a qualified person when determining when an injured player is ready to play or train again.





- **10.** Make a personal commitment to keep yourself informed of sound junior coaching principles and developments.
- **11.** Attain coaching accreditation and to become an active member of the local branch of the Australian Football Coaches Association.
- **12.** Avoid using derogatory language based on gender or race.