



**EASTERN
EYRE
FOOTBALL
LEAGUE**

**COLTS COMMITTEE BY-LAWS 2010
JUNIOR COLTS**

As Adopted by EEFL Executive Committee

EASTERN EYRE COLTS COMMITTEE BY -LAWS 2010

JUNIOR COLTS

To play SANFL rules with the following modifications

1 Play 4 x 10 minute quarters, no time on.

Start 10.30am, off by 11.15pm.

If no reserve game, start 12 noon, finish 12.15pm.

2 (a) Minimum of 12 players per side, 10 minutes before start to qualify for points in minor round.

(b) To start the game with even numbers on the ground in minor round only.

3 Age: under 12 on 1st January.

4 Maximum 22 players on team sheet.

5 Host club to provide a central umpire.

All clubs to supply 2 boundary umpires each game (in appropriate attire)

6 No kicking off the ground one bounce allowed, must handball or kick to another player before regaining possession.

7 Ruckmen not to grab ball at bounces or boundary throw-ins. Only tap or palm.

8 In the event of a forfeit, the winning team shall receive 2 points and a 5 goal win for percentage, with Best & Fairest votes to be counted.

9 Two premierships points + 5 goals to 0 occurs when

(a) At any stage of the game a coach can forfeit a game.

(b) If at half time a team is 5 goals or more ahead,

Game to continue with two evenly mixed teams. Medal votes to be taken from full game.

10 In the event of a mixed game, names on team sheets to show players home club.

Maximum of 4 players can play for another club with agreement of both coaches involved on the day. Players must play a minimum of 3 quarters. Players from the Bye team ineligible for medal votes.

11(a) Full name of all players on team sheets.

(b) Maximum of 2 club officials to be on the ground at any time.

12 Maximum penalty for a free kick is 15 metres.

13 Send-off Rule:

(a) Maximum time off is 5 minutes playing time to be controlled by the Central umpire & Team manager with timekeeper to record the time that the player is off of the ground.

(b) A player sent off, not to be replaced for duration of penalty.

(c) A player sent off for a second time, shall be reported and take no further part in the game.

(d) Abusive language directed at an umpire will be reported and player sent off.

(e) General swearing: The send-off rule will apply at umpire's discretion.

(f) Central umpire to escort player to bench and inform coach of duration of penalty & reason.

14 Colt's committee to instruct commissioners to continue with suspended sentences.

15 Blood Rule:

(a) In the event of the blood rule being invoked, player shall leave ground at closest point, but must return through the interchange gate. Play shall recommence once replacement player is in position.

(b) When there has been a serious injury (stretcher etc.) and the game has been stopped by the umpires the time clock is to be stopped, and the game must still be finished by 11.15am.

Adjustments to be made accordingly by the timekeepers.

16 All Finals:

(a) All teams permitted to play with 18 players on the ground.

(b) If scores are level at full time, 2 minutes each end will be played.

(c) If scores are level after extra time, siren will be held until a score is registered.