



**EASTERN  
EYRE  
FOOTBALL  
LEAGUE**

**COLTS COMMITTEE BY-LAWS 2010  
SENIOR COLTS**

As Adopted by EEFL Executive Committee

## EASTERN EYRE COLTS COMMITTEE BY -LAWS 2010

### SENIOR COLTS

To play SANFL rules with the following modifications;

1 Play 4 x20 minute quarters, no time on.

Start 11.20am, off by 12.50pm sharp.

If no reserve game' start 12.55pm, finish 2.25pm.

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 16 on 1<sup>st</sup>.January.

4 Maximum 22 players on team sheet.

5 All clubs to field a central umpire for each game.

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

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

7 Full name of all players on team sheet.

8 In the event of a forfeit, the team shall receive 2 points and a 10 goal win for percentage, with Best & Fairest votes to be counted.

9 Two premierships points + 10 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 10 goals or more ahead.

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

10 Maximum of 4 players can play for another club with agreement by both coaches that are involved on the day. (If more players are used the game is forfeited)

Players must play minimum 3 quarters. Players from bye team ineligible for medal votes.

#### 11 Send-off Rule:

(a) Maximum time off is 10 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 during the game 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 umpires discretion.

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

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

#### 13 Blood Rule:

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

6; 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 12.50pm.

Adjustments to be made accordingly by the timekeepers.

#### 14 All Finals:

(a) All teams permitted to play with 18 players on the ground. If there are excess players in the opposition team and both coaches agree they can be borrowed for the finals.

(b) If scores are level at full time, 5 minutes each end will be played.

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