



2019 Advisory Committee

- Advisory Member:** Mick Wilson
- Advisory Member:** Justin McMahon
- Advisory Member:** Mick Caruso
- Advisory Member:** Daniel Preston

Website: www.wangarattadjfl.com.au

OPERATIONS

AFL North East Border

Office: Wangaratta Sports Development Centre – Golf Links Lane, Wangaratta VIC 3677

Postal: PO Box 1132, Wangaratta VIC 3676

Phone: (03) 5722 1993

Website: www.aflneb.com.au

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Find us on Team App

General Manager

Alan Sutherland

Work: (03) 5722 1993

Mobile: 0432 966 222

Email: alan.sutherland@afl.com.au

RESULTS

Results must be entered onto the Sports TG website by 6pm on the day of the match. If for some reason they cannot be entered, the final score and details must be emailed to alan.sutherland@afl.com.au by 6pm on the day of the match.

The **HOME TEAM** is responsible for entering results onto the Sports TG website by 6pm on the day of the match. This includes and not limited to editing both Home and Away Teams to match official team sheets.

The **HOME TEAM** is responsible for delivery match day stationary to AFL North East Border (address above) by 5pm on the Wednesday following the match. However, delivery is preferred as early as possible.

WDJFL KEY CONTACT DETAILS

CLUB	POSITION	NAME	PHONE	EMAIL
Benalla Bulldogs	President	Darren Skelton	0417 368 805	banddjfl@gmail.com
	Secretary	Rob Barber	0409 018 869	banddjfl@gmail.com
Benalla Giants	President	Darren Skelton	0417 368 805	banddjfl@gmail.com
	Secretary	Rob Barber	0409 018 869	banddjfl@gmail.com
Benalla U12's	President	Darren Skelton	0417 368 805	banddjfl@gmail.com
	Secretary	Rob Barber	0409 018 869	banddjfl@gmail.com
Bright	President	Kellie Gray	0418 282 608	graykellie74@gmail.com
	Secretary	Lisa Hood	0417 392 695	brightjuniorfootball@gmail.com
Centrals	President	Rob McQuade	0409 236 312	Rob@websterelectrical.com.au
	Secretary	Justin Kelly	0419 107 960	centralsfootball@bigpond.com
College	President	Joe McKenzie	0423 655 179	jandmmckenzie@bigpond.com
	Secretary	Owen Kennedy	0408 571 597	owen.ke@hotmail.com
Imperials	President	Jonathan Koop	0407 767 355	jonathan_koop@yahoo.com.au
	Secretary	Stephen Gemmill	0429 161 634	sgemmill6@bigpond.com
Junior Magpies	President	Andrew McKinley	0433 046 499	andrewmckinley@y7mail.com
	Secretary	Leah Commensoli	0407 056 195	leah.comensoli@hotmail.com
Kangaroos	President	Phil Garoni	0439 119 550	phil.garoni@indigoshire.vic.gov.au
	Secretary	Ellyn O'Brien	0459 130 673	ellynsfabrics@gmail.com
Mansfield	President	Jamie Butterworth	0429 455 233	jbutterworth@rodwells.com.au
	Secretary	Kristie Payne	0438 578 300	admin@alpinecivil.com.au
Saints	President	Greg Doodewaard	0417 551 206	myrtlefordjuniorfootball@gmail.com
	Secretary	Paula Miotto	0438 613 626	myrtlefordjuniorfootball@gmail.com
Tigers	President	Hayden Sharp	0417 655 559	Hayden.Sharp@nhw.org.au
	Vice-President	Kylee Cleal	0499 123 101	wangtigersjfc@gmail.com

AFL NORTH EAST BORDER

Address: Wangaratta Sports Development Centre, Golf Links Lane, Wangaratta VIC 3677

Postal: PO Box 1132, Wangaratta VIC 3676

OPERATIONS MANAGER

Alan Sutherland

WDJFL General Manager

Work: (03) 5722 1993

Mobile: 0432 966 222

Email: alan.sutherland@afl.com.au

TEAM MANAGERS DUTIES EACH WEEK:

Before the game:

1. Teams to be entered by 7pm each Friday prior to the match.
2. Print out three (3) Team Sheets prior to coming to game.
3. Ensure ALL players are listed and correct jumper numbers are alongside player's names.
4. Ensure All 'officials' are named (Christian & Surname) where necessary on Team Sheet.
5. Complete any alterations to team sheets at game, sign and distribute – Provide a copy to the Umpire (Umpires Copy is the official team sheet), copy to the opposition team manager and you retain the third copy.
6. Please ensure any overage or underage players are marked clearly 'OA' or 'UA' next to their name on the team sheet.
7. HOME Team must supply suitable time keeper
8. Provide goal umpire/s with goal umpire cards and remind them of their role to confirm scores with other goal umpire at end of each quarter and the match.
9. EACH Team must supply a boundary umpire and goal umpire.
10. EACH Team to organise water boys/trainers, no more than 4 in total.
11. EACH Team to organise Team Runner.
12. Fill out JLT Insurance match day app.

After the game:

1. Complete Match Report Sheet – ensure all names and scores are accurate.
2. Confirm match scores with team manager after goal umpire cards are returned.
3. HOME Team Manager to collect Match Day Paperwork, including:
 - Match Report Sheets – Home and Away Teams
 - Goal Umpire Scorecards – signed by both goal umpires
 - Umpire Vote Cards
 - Most Valuable Player Vote Cards (this applies to under 12s only as MVP votes are taken from best players in under 14 and under 16s)
 - Both club's team sheets signed by each manager

HOME TEAM DUTIES

1. Ensure ground is marked and surface has been declared safe for play.
2. Provide Vote Cards and envelopes to umpires prior to match
3. Provide goal umpire cards to goal umpires
4. Supply correct size ball and give to umpire

MATCH DAY STATIONARY

Home Team Manager is to ensure all necessary match day paperwork must be delivered to AFL North East Border no later than midday on the Wednesday following the match,

1. Umpires Best and Fairest Votes
2. Both Club Team Sheets signed by both managers
3. Goal Umpire Scorecards – signed by both goal umpires
4. Both match report sheets signed by both team managers
5. Under 12 MVP Vote Card
6. Under 12 and Under 14 Umpire Respect Award

START TIMES & BREAKS

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

Start times for WDJFL matches will be as follows:

- Saturday
 - Under 12 – 8:50am
 - Under 14 – 10:15am
 - Under 16 – 12:05pm
 - (1/4 time break – 5 minutes, 1/2 break – 5 minutes (U12) and 10 minutes (U14 & U16), 3/4 time break – 5 minutes)
- Sunday
 - Under 12 – 10:30am
 - Under 14 – 11:55am
 - Under 16 – 1:45pm
 - (1/4 time break – 5 minutes, 1/2 break – 5 minutes (U12) and 10 minutes (U14 & U16), 3/4 time break – 5 minutes)
- Sunday matches at Bill O’Callaghan Oval (Barr Reserve)
 - Under 12 – 11:00am
 - Under 14 – 12:25pm
 - Under 16 – 2:15pm
 - (1/4 time break – 5 minutes, 1/2 break – 5 minutes (U12) and 10 minutes (U14 & U16), 3/4 time break – 5 minutes)

Times may vary due to multiple games played at the same oval, in particular games to be played in Benalla, in these instances please refer to the online SportsTG website for official start times.



Wangaratta & District Junior Football League

By Laws and Operational Procedures
2019

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.

1. Wangaratta & District Junior Football League By –Laws

- 1.1 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.
- 1.2 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.
- 1.3 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.
- 1.4 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.
- 1.5 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.
- 1.6 All games will be played using the following Sherrin footballs:
 - 1.6.1 Under 12 – Red Size 3 Synthetic
 - 1.6.2 Under 14 – Red Size 4 Leather (synthetic option for wet weather matches)
 - 1.6.3 Under 16 – Red Size 5 Leather (yellow option for wet weather matches)
- 1.7 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.
- 1.8 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”.
- 1.9 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.
- 1.10 WDJFL players can play a maximum six (6) quarters on any weekend. 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.
- 1.11 Umpires (field, boundary or goal) controlling matches are not to be approached by any player, coach, club member or official during or following matches. Any issues clubs may have with umpires must be aired through correspondence sent to the WDJFL Executive.

- 1.12 Guidelines for Pre-season training start dates for each grade are as follows:
- 1.12.1 Under 16 – Training must not commence prior to February 1 annually
 - 1.12.2 Under 14 – Training may commence six (6) weeks prior to round 1, but not before
 - 1.12.3 Under 12 – Training may commence four weeks prior to round 1, but not before.
- 1.13 Any breach of these By-Laws will be referred to WDJFL Management for consideration of sanction in accordance with the WDJFL Schedules of fines.
- 1.14 Clubs maybe subject to further processes under AFLNEB and AFL Vic Rules and Regulations.

2. Rules For Conduct Of All Matches

2.1 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.

2.2 Home and Away games to be Four (4) quarters duration as follows, with no “time on”:

- 2.2.1 Under 12 – 4 x 15 minute quarters
- 2.2.2 Under 14 – 4 x 20 minute quarters
- 2.2.3 Under 16 – 4 x 20 minute quarters

2.3 Home and Away games shall have quarter breaks as follows

- 2.3.1 1/4 time break – 5 minutes
- 2.3.2 1/2 break – 5 minutes (U12) and 10 minutes (U14 & U16)
- 2.3.3 3/4 time break – 5 minutes

2.4 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

2.5 All players must register with the League prior to playing.

2.6 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.

2.7 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
 - 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

2.8 All games must be played with **EQUAL NUMBERS**. 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.

2.9 Start times for WDJFL matches will be as follows:

2.9.1 Saturday matches

2.9.1.1 Under 12 – 8:50am

2.9.1.2 Under 14 – 10:15am

2.9.1.3 Under 16 – 12:05pm

2.9.2 Sunday Matches (excludes Bill O’Callaghan Oval (Barr Reserve 1))

2.9.2.1 Under 12 – 10:30am

2.9.2.2 Under 14 – 11:55am

2.9.2.3 Under 16 – 1:45pm

2.9.3 Sunday matches at Bill O’Callaghan Oval (Barr Reserve)

2.9.3.1 Under 12 – 11:00am

2.9.3.2 Under 14 – 12:25pm

2.9.3.3 Under 16 – 2:15pm

2.10 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.

2.11 Goal umpires are the official scorers of each match. Goal umpires are to meet in the middle of the ground at the conclusion of each quarter to confirm scores. Team Managers are also asked to complete live scoring on match report sheet and confirm scores at each break with opposing team managers.

2.12 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.

2.13 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.

2.14 Votes are to be given for the Best and Fairest Awards for all three (3) Grades:

2.14.1 Under 16 - “The McCormick Medal”

- 2.14.2 Under 14 – “The Ken Farrell Medal”
- 2.14.3 Under 12 – “The Kevin Mahoney Medal”
- 2.15 Leading Goal Kicking Award is to be awarded in under 14 and under 16 competitions.
- 2.16 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.
- 2.17 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.
- 2.17.1 Class ‘A’ Facilities – WJ Findlay Oval, Norm Minns Oval, Pioneer Park (Bright), McNamara Reserve (Myrtleford), Benalla Showgrounds.
- 2.17.2 Class ‘B’ Facilities – Wareena Park, Bill O’Callaghan Oval (Barr Reserve No. 1 Oval), Mansfield
- 2.17.3 Class ‘C’ Facilities – Benalla Gardens Oval
- 2.17.4 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.
- 2.17.5 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.
- 2.17.6 Class ‘C’ Dimensions – Playing arena to remain as per current size
- *In instances where both U12’s teams have a **minimum of 25 players** listed on their game day team sheet, clubs may increase the size of the ground to 140m long (top of the goal squares) x 120m wide (10m wider than usual), and teams can play a **maximum of 22 players** on the field. Where both teams meet the criteria to increase the field size, both clubs must agree to extend the ground size as well as the amount of players on the field up to 22. If coaches/team managers cannot agree than the current league by laws will apply.*
- 2.18 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).
- 2.19 Under 12 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.
- 2.20 Under 12 and Under 14 players are permitted up to two (2) bounces before they have to dispose of the ball.
- 2.21 25m penalties can be applied at the umpire’s discretion in the under 12 competition.
- 2.22 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.
- 2.23 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.

2.24 Breaches of any By-Law/s will be referred to the WDJFL for consideration and penalty.

3. Finals By-Laws

- 3.1 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).
- 3.2 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.
- 3.3 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.
- 3.4 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.
- 3.5 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.
- 3.6 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.
- 3.7 Any breach of By-Law will be referred to WDJFL Executive for consideration and penalty.

4. Wangaratta Player Allocations

- 4.1 A panel of a minimum of 5 individuals selected by AFL North East Border in conjunction with the WDJFL Advisory Group will be appointed by the end of July to an Allocation Panel. AFL North East Border Football Development Manager shall facilitate the process.
- 4.2 AFLNEB Football Development Manager to meet with Auskick Coordinator to explain process and distribute grading forms to Auskick Coaches by July 31st annually. (Refer Auskick Grading Form) Grading Forms are completed and then cross checked by opposing Auskick coaches and the Auskick Committee.
- 4.3 Current year, WDJFL Under 12 coaches grade their specific current bottom age players and return forms to AFL North East Border. (Refer Under 12 Grading Form)
- 4.4 The Allocation Panel will conduct up to 2 training sessions will be conducted to formally assess players in the allocation system in the presence of the relevant WDJFL Clubs.

- 4.5 The Allocation Panel shall convene and will formally allocate players entering Wangaratta based WDJFL clubs based on assessments of their calibrated gradings with further considerations given to all team's ladder positioning, club history, volunteerism, any medical conditions and travel.
 - 4.5.1 Players who have siblings already at an existing club will also be allocated to the same club.
- 4.6 The allocation of players shall be documented and recorded in the WDJFL files.
- 4.7 The Allocation of players shall be announced prior to the end of the WDJFL Finals Series at a specific training session with the WDJFL Clubs in attendance.
- 4.8 In accordance with WDJFL By Laws, no players can register to any WDJFL club without being allocated and officially endorsed and recorded by the League Management.

5. Benalla Allocation Guidelines

- 5.1 A panel of a minimum of 5 individuals selected by Benalla and District JFC in conjunction with AFL North East Border and the WDJFL Advisory Group will be appointed by June 30th to an Allocation Panel. AFL North East Border Football Development Manager shall assist BDJFC facilitate the process.
- 5.2 The BDJFC endorsed Allocation Panel will work with individual Auskick Coaches to ensure (Refer Auskick Grading Form) Grading Forms are completed and then cross checked by opposing Auskick coaches and the BDJFC Committee.
- 5.3 Current year, WDJFL Under 12 coaches grade their specific current bottom age players and return forms to the BDJFC Allocation Panel. (Refer Under 12 Grading Form)
 - 5.3.1 These assessments will be kept confidential and only made available to the BDJFC Committee.
- 5.4 The Allocation Panel shall convene and will formally allocate players entering the WDJFL (BDJFC) based on assessments of their calibrated gradings with further considerations given to all team's ladder positioning, team history, volunteerism, any medical conditions and travel.
- 5.5 Players who have siblings already at an existing team will also be allocated to the same club.
- 5.6 The allocation of players shall be documented and recorded in the WDJFL and BDJFC files.
- 5.7 The Allocation of players shall be announced prior to 28th of February at a specific training session with the BDJFC in attendance.
- 5.8 In accordance with WDJFL By Laws, no players can register to any WDJFL club or team without being allocated and officially endorsed and recorded by the League Management.

6. Bright, Myrtleford and Mansfield

Regulations to manage Myrtleford, Bright and Mansfield player recruitment

- 6.1 Players residing outside designated postcodes require WDJFL management to allocate to a WDJFL club
- 6.2 Postcodes shall be determined by WDJFL management
- 6.3 Any player previously registered as a participant with specific clubs aligned Auskick centre shall be allocated to that club
- 6.4 Any Player entering any WDJFL Club and who does not meet the above categories, regardless of age, must be allocated by WDJFL Management
- 6.5 All team list is to be confirmed and recorded by WDJFL management annually
- 6.6 No Player shall transfer to another WDJFL Club without WDJFL management approval

7. Management of Teams where Clubs Enter Multiple Teams

Management of teams where clubs enter multiple teams in any or all age divisions which includes

- 7.1 A grading/team equalisation period for first year registered players in Under 12's of 3 H&A Rounds
- 7.2 Players may be shifted amongst the club's multiple teams during Rounds 1-3
- 7.3 Players are to be confirmed to a team following Round 3 of their first Under 12 year

8. Player Allocations

To avoid doubt, the following provisions shall apply:

- 8.1 In accordance with WDJFL By Laws, no players can register to any WDJFL club without being allocated and officially endorsed and recorded by the League Management.

9. 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:

- 9.1 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.
- 9.2 No Runners, Trainers or Water Carriers are to stay on the field giving coaching instructions to players.
- 9.3 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.
- 9.4 The League is also against players making over aggressive 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.

10. Swearing Rules

If a player swears at himself and it is audible to the umpire, the following should happen;

- 10.1 If in general play, a free kick will be paid to the opposition.
- 10.2 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.
- 10.3 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.
- 10.4 In the case where a point was scored the free kick will be taken at Centre Half Back.
- 10.5 In the case where a goal was scored the free kick will be taken at the Centre of the ground.
- 10.6 If the player swore after a free kick has been paid then a 50-metre penalty will be paid.
- 10.7 If the same player swears again during the game then they will be sent off for 15 minutes, refer AFL Victoria rules for subsequent swearing offences
- 10.7.1 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.

If a player is sent off 3 times in a season they 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.

11. Communication

All umpires must ensure

- 11.1 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.
- 11.2 All umpires must ensure that they communicate with the goal umpires by giving the all clear when a goal/point is scored by:
- 11.1.1 When a goal is scored you signal with two hands.
- 11.1.2 When a point is scored you signal with one hand.
- 11.3 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.

12. Injured Players

In the case of a player being badly injured and unable to get up off the ground without assistance the following should happen:

- 12.1 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.
- 12.2 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.

13. Quarter Breaks

The official breaks between quarters are as follows and are to be controlled by the umpires:

- 13.1 1/4 time break – 5 minutes, 1/2 break – 5 minutes (U12) and 10 minutes (U14 & U16), 3/4 time break – 5 minutes.

14. Clear Passage

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 your 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.
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 conditions 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 winning 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 that 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 judgment 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, if there is any doubt a player has been concussed, they should take no further part in the game or training.
10. As a coach make a concerted effort to keep informed of sound junior coaching principles and developments.
11. Avoid use of derogatory language, support all efforts to remove verbal and physical abuse from junior sporting activities.
12. Have a Working With Children Check carried out and record your card number and expiry date with the club.
13. If you disagree with an official or umpire raise the issue through the appropriate channels rather than questioning the official's or Umpires judgment and honesty in public and in the heat of the moment. Remember, officials & umpires give their time and effort due to a love of the game and to assist with junior development.
15. Teach your players that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
16. Remember your child learns best by example. Applaud good play by both your team and by members of the opposing team

17. Support your club officials in maintaining the highest standard of behaviour both on and off the field for the betterment of the league, Club and most importantly to provide an appropriate role model for your Junior players.