

# S & DJF

Association

 **Bendigo Bank**  
Bigger than a bank.

Maffra & District  
**Community Bank®**  
branch

## 2019 By-Laws





## RULES FOR CLUBS

1. Maximum of twenty-five (25) players per team on the day.
2. All players must be independently numbered.
3. All teams must abide by the Code of Conduct (includes players, coaches and spectators).  
**Note:** Clubs who breach the Code of Conduct will be placed on a **BOND** for a period of time and an amount (up to **\$500**) specified by AFL Gippsland with forfeiture of the bond if a second offence occurs.
4. **ORDER OFF RULE** – Indicated by the umpire throughout the match to the player/official by displaying a red or yellow card. **This player/official may also be reported.**  
**Yellow Card** – A player yellow carded will remain off the ground for fifteen (15) minutes of match time. After the fifteen minutes of match time has elapsed, the player (or another player) may return to the field.  
**Red Card** – A player red carded will be reported by the umpire and the player will remain off the ground for the remainder of the match. This player may be replaced by another player after twenty (20) minutes of match time. A report can be completed by the umpire for a player attracting a yellow or red card. The player will have the right to appeal to the tribunal.

## UMPIRES MUST RECORD SEND OFFS ON THE CODE OF CONDUCT SHEET

Team managers from both teams must confer with the umpire/s following the match to ensure all send offs are recorded by the umpire/s, or to confirm there are no reports. Team sheets, timekeeper cards and goal umpire scorecards are to be finalised and signed off and accompany any other match day administration. Swearing will result in a send-off.

5. All players must be registered on their respective club's website. All clearances must be completed and players registered before they can play. All coaches, water persons, runners, trainers, and Club goal and boundary umpires must be registered as officials on the team sheet prior to the match. (Refer to AFL Rules for clarification on who shall be registered on the Club website).
6. Under 10 coaches only are permitted to remain on the field during a match. Any report of these coaches disobeying the Code of Conduct will result in the coach performing his/her duties from the boundary line.
7. In all age groups, one (1) water person at a time may be permitted on the field during a match. In addition to the water person, in Under 12, 14 and 16 matches one (1) runner (delivering messages) and one (1) trainer (medical assistance) is permitted on the field during a match. Team officials shall not loiter on the ground or provide coaching on the ground. Water, messages and medical assistance shall be delivered and the official is to leave the playing field in a timely manner or when ordered by the field umpire. A player requiring a stretcher is to be brought to the attention of the field umpire so the match can be stopped until the player has been treated. Team officials may be given a red or yellow card and/or reported by the field umpire for continuously breaching these instructions during a match.
8. Goal umpires shall remain impartial when conducting their duty i.e. no coaching throughout the match.
9. There shall be one (1) timekeeper from each Club and they must remain situated together for the duration of the match and record all scores and send offs and the length of time a player is sent off. Both timekeepers are to record a send-off.

## UNBECOMING CONDUCT

1. Each Club shall provide contact details of their Incident Officer to AFL Gippsland prior to season commencement. Procedure for filing a complaint: a.  
Register the complaint with the Club's Incident Officer.  
b. The Incident Officer will investigate the complaint. If another Club is involved, that Club's Incident Officer will be contacted and resolution should be sort in the first instance between the two Club Incident Officers. All resolutions agreed upon shall be documented detailing the agreed outcome of the matter.  
c. If the two Club Incident Officers cannot reach resolution, the complaint will be referred to AFL Gippsland for further investigation and if necessary, elevated to the AFL Gippsland Investigation Officer for resolution or a recommendation to refer the matter to the AFL Gippsland tribunal.

## MATCH DAY RULES

1. All grounds must be marked to include boundary line, goal squares, centre circle and centre square (centre square and circle not required for U10 or U12 matches), with a lawn mower, white marker or round up. The line in front of the coach's area is to be approximately 1.5 to 2 metres behind the boundary line.
2. Both teams shall play the same number of players. The team with the greater number of players must lend players to the opposing team and the names of the loan players must be recorded on the team sheet of the team the player was loaned to. Twelve (12) players is the minimum number for a team. If there is not twelve (12) players at the match scheduled start time the match is forfeited to the team with the correct numbers. Failure to assist other teams will result in a fine.
3. Each team manager shall give a copy of their team sheet to the umpire before the commencement of the match. At the end of the match each team manager shall ask the umpire if the match has the "all clear" i.e. they ask the field umpire/s "Are there any reports from today's match?" When the umpire is finished with the team sheets, they shall be returned to the home team manager. The HOME TEAM MANAGER will collect a copy of the team sheet of both teams which will include player's names, numbers, loaned players, six (6) best players and all goal kickers.



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The Home team (first named team on the draw) will ensure all match day details are electronically sent to AFL Gippsland on match day and followed up with hard copies on the first business day post-match.

#### 4. QUARTERS AND MODIFIED RULES

Under 10 – 4 x 12 minute quarters played under S&DJFA modified rules.

Under 12 – 4 x 15 minute quarters, no deliberate kicking off the ground and no centre square rule for home and away and finals matches. Centre square rule applies for finals matches.

Under 14 – 4 x 18 minute quarters.

Under 16 – 4 x 20 minute quarters.

5. Changes to scheduled matches may be arranged by mutual agreement of both teams. The Club requesting the change is to notify AFL Gippsland by phone or email a minimum of seven (7) days prior to changed match day.

#### 6. FOOTBALLS TO BE USED FOR MATCHES

Under 10 – correct sized dimple ball                      Size 3

Under 12 – correct sized dimple ball                      Size 4

Under 14 – correct sized leather ball                      Size 4

Under 16 – good quality full sized leather football. It is the responsibility of the home team to supply the match ball. The umpire/s have the right to reject a ball if deemed inappropriate.

7. Only skin coloured bike shorts ('skins') shall be worn under football shorts. **RULES AND BYLAWS**

Rules and bylaws of the S&DJFA AFL Vic Country Gippsland Region are binding on all clubs.

It is extremely important that Clubs and Administrators are made aware that the "**win at all costs**" attitude for juniors can be detrimental to both the development of the player and the image of our game at the very important junior level.

To assist with junior player development, AFL Gippsland endorses the following:

- a. Maximum participation of as many children as possible.
- b. That football is a pleasurable experience without unnecessary pressure.
- c. That the opportunity exists for all players to have maximum skill development.
- d. That the promotion of self and team discipline occurs.
- e. That players are provided with as near as possible an injury free environment.

These bylaws shall be read in conjunction with the Code of Conduct adopted by the S&DJFA.

#### **PLAYER REGISTRATIONS**

1. All players must be registered with the Sporting Pulse website by first registering as a new, ongoing or transferring player through their Club website. Their details are then automatically added onto the Club website in the member's registration list. This allows AFL Victoria to view all Club's registration list and action transfer requests. All players must be free from any encumbrance (clearance and Auskick).

#### **CONDUCT**

2. Each Club shall be aware of and enforce the "Code of Conduct" for junior coaches, junior players and spectators.

3. Clubs who commit breaches of any applicable "Code of Conduct" may be put on a Bond for a time and an amount up to \$500 specified by AFL Gippsland with forfeiture of the bond if a second offence occurs.

#### **PLAYER SAFETY**

4. a. Clubs shall be responsible for the safety of their players.
- b. Club officials shall remain at the Clubrooms until all players have left to ensure they leave the venue safely.
- c. Players shall not be left unsupervised for any extended period of time.
- d. Clubs are responsible for players before and after the match and while they are at the ground.

5. Safety padding is mandatory on goal and behind posts.

6. Ground inspections must be performed prior to the commencement of the day's play. If there are multiple matches on the one ground for the day, only one (1) report is required to be completed before commencement of the first match of the day. The report shall be filled in by the first named team and this report shall be held for seven (7) years unless completed electronically in which case JLT sports will hold them for this period. Ground inspection reports shall be submitted by completing the JLT AFL Match Day electronic form via the App. If access to the app is not available, paper copies may be completed in lieu of the electronic form. This method shall be an interim measure only, and Clubs shall be responsible for arranging access to the JLT AFL Match Day app for submitting future reports.

7. It is recommended that all players wear an appropriate mouthguard.

8. Any injury must be reported as per AFL Trainer's guidelines:

- a. A player suffering a reported injury must not resume playing without providing written permission from a parent or guardian or a medical certificate stating the player is fit to resume playing. (A copy must also go to AFL Gippsland).



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- b. When a player is concussed they are not permitted to commence playing without obtaining a medical clearance from a doctor. A copy of the medical clearance is to be received by the Club Secretary before the player plays their next match.
9. Under 10 and Under 12 players must wear a helmet during play at all times.
10. The use of a line in front of the coach's box at least 1.5 metres back from the boundary line is to prevent coaches, team officials and interchange players from standing on the boundary line. All grounds shall be marked to include boundary line, goal squares, centre circle and centre square (centre square and circle not required for U10 or U12 matches), with a lawn mower, white marker or round up.
11. Only necessary coaching staff, team officials and interchange players are permitted behind the coaching box line.
12. The only officials who may cross the line drawn 1.5 to 2 metres in front of the coaches' box during play are the water persons, runners and trainers.
13. No balls shall be kicked in the change rooms unless it is a properly constructed area and under supervision. **TIMES**
14. Matches shall commence as follows:
  - a. At time stated on the draw.
  - b. Both teams must agree to change match time.
  - c. AFL Gippsland must be notified of match time change seven (7) days prior to the match. AFL Gippsland will then notify the Club if the change is acceptable. This ensures umpire appointments are also amended.
15. Breaks between quarters are as follows for all age groups – ¼ time three (3) minutes, ½ time ten (10) minutes and ¾ time five (5) minutes.

## SPECTATORS

16. No alcohol shall be consumed at any match or function of the Sale and District Junior Football Association.
17. A spectator who behaves in an unbecoming manner shall be made aware of the "Code of Conduct" and if the behaviour continues, shall be asked to leave the ground pending police action.

## COACHES AND OFFICIALS

18. All Club coaches and Club officials (e.g. President, Secretary, Directors, etc) shall be registered as OFFICIALS on the Club website they are representing. All coaches shall be accredited to level one status or have proof they are attending a level one course in the current year they are going to coach or they cannot coach a team.
19. One (1) runner, one (1) trainer and one (1) water person is allowed for each team.
20. Any coach or team official who is reported shall face the AFL Gippsland sanctioned tribunal.

## AREA AGREEMENTS AND PERMITS

21. To be issued separately.

## UMPIRES

22. All field umpires shall be supplied by AFL Gippsland. Not including specified finals matches, boundary and goal umpires shall be supplied by the Clubs. All umpires (field, boundary and goal) for the Preliminary and Grand Finals shall be supplied by AFL Gippsland.
23. At any match officiated, the umpire/s will have the right to send a team official off the field as they see fit within the rules of the AFL. Failure of the team official to abide by this will result in the umpire issuing a red or yellow card. If this occurs the team official cannot be replaced during the send-off period.

## PLAYER AGES

24. To be eligible to play in the respective age groupings the following limits apply:
  - a. Under 10 – To be eligible to be registered players must have obtained seven (7) years of age at April 30th in the year of competition. League can apply higher minimum ages of registration when competition ages are higher than Under 10 years of age.
  - b. Under 12 - Players must be under twelve (12) years old as at 1<sup>st</sup> January of the current year.
  - c. Under 14 - Players must be under fourteen (14) years old as at 1<sup>st</sup> January of the current year.
  - d. Under 16 - Players must be under sixteen (16) years old as at 1<sup>st</sup> January of the current year.
  - e. Girls may play AFL football until they reach fourteen (14) years old as at 1<sup>st</sup> January of the same year.

**NOTE: Clubs can apply to the League Operations Coordinator for an overage permit. This player may have special circumstances that require an extra year of development in an age group they no longer qualify for.**



### PLAYER NUMBERS

25. a. There must be a minimum of fifteen (15) players registered to any S&DJFA team and there must be equal player numbers per team on the ground at all times (except for players sent off) e.g. 14 per side, 16 per side. U14's need only 12 players to form a side. b. Maximum number on a team shall be twenty-five (25).
- c. Equal participation of players on the team sheet shall be encouraged.
- d. Coaches shall loan players to opposing teams with less players and the team with less players shall accept loan players. If play commences with even numbers the match shall continue with that number of players until the match concludes. (Injuries excluded).
26. The minimum number of players per match is twelve (12) players. If a team has less than twelve players the following applies:
- a. the team with less than twelve players is considered to have forfeited the match to the opposing team. **THE S&DJFA DISCOURAGES FORFEITS AS AN OPTION.**
- b. A scratch match should then be played.
- c. Coaches shall loan players to opposing teams with less players and these players shall be accepted.
27. a. Any player may play up an age group at any time of the season including finals.
- b. A player must have played four (4) matches or more to qualify for all finals.
- c. A player may play all finals in an age group one level higher than his/her, own only to bring team numbers to 18/22 players.
- d. If a player who is playing in an age group higher than his/her own, plays more games in the higher age group than the age group he/she is eligible to play in the current season, they will not be allowed to play finals in the lower age group.
- Under 10's playing up in under 12's are exempt from point D if both teams competing on the day agree to this clause.
28. Any Club that has more than one team in the same age group shall select teams with evenly skilled players by the third (3<sup>rd</sup>) round by moving players between teams. Failure to do this will result in AFL Gippsland investigating the Club as to why teams are not as even as possible.

### PAPERWORK

29. Team Managers are to provide the opposition and umpire/s with a copy of their team sheet prior to the match commencing. These may be initially electronically produced and pen amended as necessary on the day. Post-match, the first named team manager shall ensure that both team sheets, the goal umpire's and timekeeper's cards and umpire match reports in envelopes are sent to AFL Gippsland.

### MODIFIED RULES

#### **UNDER 10**

- a. No scores, no ladders and no finals permitted. No representative (Interleague) teams. No recording of best players and no recording of goal kickers permitted.
- b. The ground size dimensions should be 120m x 80m and divided into three (3) equal zones. The zones will be identified by markers (cones) or lines on the ground.
- c. Each zone is to be identified by three different colours of wrist band worn by each player. These colours will identify to their coach which zone they are playing in for that quarter. Backs must stay in the back zone. Centres must stay in the centre zone. Forwards must stay in the forward zone. Colours are as follows:
- |           |        |
|-----------|--------|
| Backline: | Purple |
| Centre's: | Orange |
| Forwards: | Pink   |
- d. Protective head gear (helmets) shall be worn by all players during play.
- e. A dimple ball size three (3) shall be used for all matches.
- f. Four (4) twelve (12) minute quarters shall be played, with no time on.
- g. Team sheet player's names only on Sporting Pulse website.
- h. Players per team will be 12, 15 or 18 and teams shall have equal players.
- i. Interchange may take place at any time, but all players must play at least half the match.
- j. Rotate players every quarter to provide opportunities in several positions, i.e. players to change from one zone to another and interchange on to the field.
- k. When the ball is transitioned from the back zone to the forward zone, it must be touched by a player in the mid zone. Failure for this to occur will result in a free kick awarded to the opposition team at the point at which the ball entered the end zone.
- l. Only players who are positioned as forward zone players may score.
- m. A player is only allowed to bounce the ball once before kicking or handballing.
- n. Kicking the ball off the ground deliberately is not permitted.
- o. A mark shall be awarded no matter how far the ball travels.
- p. At the start of play or 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 ball-ups.
- q. When the ball goes out of bounds, a free kick is awarded against the player who last kicked the ball. If there is doubt, or if the ball came off hands or body, the umpire shall call a ball-up five (5) metres in from the boundary. Full possession at the ball-up is not permitted.
- r. Players are allowed to shepherd, smother and tackle normally but no opponent shall be slung in the act of the tackle. Players are not allowed to steal the ball from an opponent.

- s. One (1) coach from each team is allowed on the ground during play for the sole purpose of providing immediate feedback to players. The coach must not pressure, instruct or make comment about officiating umpires or opposition players. At the end of the match, all players and coaches should gather on the ground and shake hands.
- t. A 10m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way. The order-off rule is to be applied at the umpire's discretion. Bad language, poor sportsmanship or disputing an umpire's decision should be actively discouraged.

#### **UNDER 12**

- a. Protective head gear (helmets) shall be worn by all players during play.
- b. Kicking the ball off the ground deliberately is not permitted.
- c. A dimple ball size four (4) shall be used for all matches.
- d. Four (4) fifteen (15) minute quarters shall be played, with no time on.
- e. No centre square for home and away matches. All finals matches officiated by an AFL Gippsland appointed boundary umpire the centre square rules applies.

#### **UNDER 14**

- a. A leather ball size four (4) shall be used for all matches.
- b. Four (4) eighteen (18) minute quarters shall be played, with no time on.

#### **UNDER 16**

- a. A full-size leather or dimple ball shall be used for all matches.
- b. Four (4) twenty (20) minute quarters shall be played, with no time on.

#### **GENERAL RULES**

30. All players shall wear football shorts, jumpers and socks applicable to their Club, white shorts to be worn for all away matches. All team officials must have fluoro bibs or tops on as part of uniform. Umpires have the right to send off players and officials for wearing incorrect uniforms.
31. Any player using audible abusive language shall be red or yellow carded and sent off by the field umpire.
32. If the swearing is audible abuse at a person and the umpire deems it reportable with a red card, the player is sent off for the remainder of the match. The player can be replaced after twenty (20) minutes. The umpire shall also be given the option given the seriousness of the charge, taking into account the circumstances and level of breach, of completing the report form and bring the player before the AFL Gippsland tribunal.
33. The S&DJFA adopts the AFL Laws of the Game relating to the suspension of reported players and officials.
34. Any player suspended during the season, red carded or for two yellow carded send offs shall be ineligible for the S&DJFA's Best and Fairest Player Award.
35. The following consequence will follow a player or official being awarded a yellow or red card:  
Yellow card – sent off field of play for fifteen (15) minutes (and may be reported).  
Red card – sent off the field of play for the remainder of the match and will be reported. This player may be replaced after twenty (20) minutes of match time.
36. Any send-off shall be recorded on match day by the field umpire/s and shall also be recorded on the timekeeper's cards. The umpire's form detailing the send-off and the timekeeper's cards shall be sent to AFL Gippsland.
37. Clubs may impose an in-house suspension of a player, official, administrator or a parent for inappropriate behaviour.

#### **CLUB BOUNDARY UMPIRE DUTIES**

Unless determined otherwise by the relevant controlling body, the duties of a boundary umpire include without limitation:

1. Judging whether a football is out of bounds or out of bounds on the full and signalling to the field umpire when that has occurred.
2. Throwing the ball back into play when it has gone out of bounds when directed to do so by the field umpire.
3. Determining whether a player has incorrectly entered the centre square in contravention of AFL laws, including notifying the field umpire of centre square infringements.
4. Bringing the football back to the centre square after a goal has been scored.
5. Assist the goal umpire to determine a score.
6. Bringing the ball back into play:  
When the boundary umpire signals that the ball is out of bounds, the field umpire shall immediately sound a whistle to indicate that the football is out of play. When directed by the field umpire, the boundary umpire shall bring the football into play by throwing the football over his or her head towards the centre of the playing surface. The field umpire may recall any throw in by the boundary umpire that in their opinion does not allow any opportunity for the ball to be contested.
7. There shall be no coaching from boundary umpires (remain impartial).

#### **CLUB GOAL UMPIRE DUTIES**

Unless determined otherwise by the relevant controlling body, the duties of a goal umpire include without limitation:

1. Judging whether a goal or behind has been scored.
2. Signalling (hand and flags) that a goal or behind has been scored upon being given the "All clear" or "touched all clear" by the field umpire.
3. Recording the goals and behinds scored by each team during the match.
4. Assisting boundary umpires to determine if the ball is out of bounds or out of bounds on the full.



5. There shall be no coaching from goal umpires (remain impartial).

Behind or out of bounds?

Where a goal umpire considers that a behind has been scored and a boundary umpire considers the football has gone out of bounds or out of bounds on the full, the decision of the goal umpire shall prevail.

Comparing score

At the end of each quarter and at the end of the match, the goal umpires shall compare score for which they have recorded. If the scores are different or cannot be agreed upon or corrected by the goal umpires, the scores recorded by the timekeepers will be taken into account and a score agreed upon. If the matter still remains unresolved, or the timekeepers have not recorded the scores, the matter shall be referred to the relevant controlling body (AFL Gippsland) for determination.

Goal umpire unsure

If a goal umpire is unsure whether the ball has crossed the goal or behind line or is out of bounds, they shall seek the assistance of the field and boundary umpire. If the correct decision cannot be determined following consultation the goal umpire shall give the lesser score (behind or no score).

**TIMEKEEPER INSTRUCTIONS**

Each team shall appoint a timekeeper and ensure they are familiar with the starting time and length of quarters for the match their team is playing in. Also:

1. Keep time for each quarter of the match.
2. Check and adjust their timepiece prior to the start of the match with the timekeeper of the other team.
3. Record on their timekeeper cards (supplied by each team) goals and behinds for each quarter, these may be required as a check by the goal umpires.
4. Sound sirens at required intervals.
5. Record send-offs for your team on your card.
6. Sign cards of both teams and hand them to the home team manager.

Length of quarters

Under 10 – 4 x 12 minute quarters, no time on.

Under 12 – 4 x 15 minute quarters, no time on.

Under 14 – 4 x 18 minute quarters, no time on.

Under 16 – 4 x 20 minute quarters, no time on.

Quarter time intervals

¼ time – three (3) minutes

½ time – ten (10) minutes

¾ time – five (5) minutes

Sounding the Siren:

- Twice at two minutes, and once at one minute, prior to the start of each quarter.
- Once briefly as the field umpire holds the football above their head to commence each quarter.
- Continuously to indicate the end of each quarter until acknowledged by the field umpire.

**INCIDENT OFFICER**

Each Club is to appoint an Incident Officer.

The Incident Officer's role is to coordinate any problems within the Club and deliver a decision within the Club without having to go to the next level (AFL Gippsland).

If the problem cannot be resolved, the Incident Officer must contact AFL Gippsland to take over the investigation.

If a problem arises between two Clubs then the same occurs and if it cannot be resolved AFL Gippsland Investigation Officer will take over the investigation.

**"MERCY" RULE**

All coaches within the competition will do their utmost to ensure that all matches are a fair and even contest. The mechanisms needed to achieve this will be decided on and used at the discretion of the participating coaches, who upon reaching agreement on the standard of the match, will then implement measures to attain the desired outcome.

Coaches can provide an even and fair competition by endeavouring to ensure that opposing players are evenly matched. Another way is to rotate players during the course of the match.

AFL Gippsland shall have the right to monitor all matches and approach any Club President or coach and remind them of their responsibilities to abide by the "MERCY" rule in the best interest and spirit of the competition.



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AFL Gippsland will monitor final scores at the end of each round and check if a problem exists. If it does, they will speak to the Club President/Secretary or Delegate and recommend appropriate action to address the problem. If the problem is not addressed AFL Gippsland has the power to apply reasonable and appropriate penalties.

### **“CALLED” MATCHES**

In the Under 12 and Under 14 matches, if the margin equals or exceeds 60 points at  $\frac{1}{2}$  time or  $\frac{3}{4}$  time, the match will be “called” and deemed to be over.

In the Under 16 matches, if the margin equals or exceeds 75 points at  $\frac{1}{2}$  time or  $\frac{3}{4}$  time, the match will be “called” and deemed to be over.

In either situation, an official from both Clubs will approach the field umpire/s at the break and advise them that the match is over.

The umpire/s will cast their vote on best players and the goal umpires will note on their score cards that the score at that particular time is the final score.

The remainder of the game will be played as a ‘friendly’ game where coaches can do what they can to make the game fun and enjoyable with emphasis on giving the less experienced players the opportunity to play an active role in the match or swap players between teams.

The winning margin for percentage purpose shall not exceed 60 points in the Under 12s and Under 14s, and 75 points in the Under 16s regardless of the final score.

This bylaw will **not** be in force for S&DJFA finals.



## CODE OF CONDUCT ADOPTED BY THE S&DJFA

### (Rating – Rule)

A breach of a grade 1 code of conduct rule would result in a \$50 fine, grade 2 breach - \$100 fine. For each time the same rule is breached, the fine multiplies by 2. So, for a 2nd breach of a grade 1 rule = \$100 fine, 3rd breach = \$200. Incidents should be investigated by the clubs incident officer, if a clubs incident officer feels the breach is serious and that it cannot be dealt with between the clubs, they should report it to AFL Gippsland who will investigate the matter further

#### PLAYERS

1	<b>Play by the rules:</b>	They are for good of all.
1	<b>Never argue with an official:</b>	If you disagree, discuss the matter with your coach after the match.
3	<b>Control your temper:</b>	Verbal abuse of officials or other players or provoking an opponent is not acceptable.
N/A	<b>Be a team player:</b>	Work equally hard for yourself and your team.
N/A	<b>Be a good sport:</b>	Applaud all good play by your team, opponent or other team.
1	<b>Treat all players fairly:</b>	Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
N/A	<b>Cooperate willingly:</b>	Cooperate with your coach, teammates and opponents. Without them there would be no game.
N/A	<b>Play for fun:</b>	Play for the fun of it and not just to please the parents and coaches.

#### COACHES

1	<b>Be reasonable in your demands:</b>	Consider your player's needs.
1	<b>Avoid over-playing the talented players:</b>	Provide an equal opportunity for all players.
1	<b>Stress safety always:</b>	Ensure safety policies are comprehensive.
1	<b>Consider maturity levels:</b>	Match up programs with maturity levels.
1	<b>Develop team respect:</b>	For opponents and officials.
3	<b>Recognise the importance of injury:</b>	Seek and follow expert advice.
1	<b>Keep informed:</b>	With sound principles of coaching children.
1	<b>Teach sporting behaviour:</b>	Create opportunities to teach appropriate sports behaviour.
2	<b>Get priorities:</b>	Skill learning and appropriate behaviour before winning.
1	<b>Teach fair play:</b>	Help children understand their responsibilities.

#### PARENTS AND SPECTATORS

- 3 -Encourage participants do not coerce.
- 2- Expect participants to always play by the rules.
- 2- Never ridicule mistakes or losses.
- N/A - Remember that exemplary behaviour teaches best.
- 3- Never publicly disagree with officials. If you disagree, raise the issue privately and appropriately.
- 5 - Actively discourage racial abuse.
- 3 -Recognise the importance and value of volunteer coaches.
- 2 - Remember that participants play for fun and not for the entertainment of spectators.
- 5 - Condemn the use of violence in any form and by any person.
- 3 - Encourage players to follow the rules and the official's decision.
- 3 - Demonstrate exemplary behaviour at all times.



**GROUNDS**

01 Sale Main Oval	Palmerston St Sale 3850
02 College Main Oval	Cunninghame St Sale 3850
03 College Island Oval	Cunninghame St Sale 3850
04 College Gate Oval	Cunninghame St Sale 3850
05 Maffra Morison Street	Morison St Maffra 3860
06 Maffra No 2 Stadium Oval	Morison St Maffra 3860
07 Maffra No 3 Campbell Street	Morison St Maffra 3860
08 Heyfield Main Oval	Gordon St Heyfield 3858
09 Heyfield Oval No 2	Gordon St Heyfield 3858
10 Newry Main Oval	Boisdale-Newry Rd Newry 3860
11 Nambrok Main Oval	Hall Rd Nambrok 3847
12 Rosedale Main Oval	Duke St Rosedale 3847
13 Rosedale No 2 Oval	Duke St Rosedale 3847
14 Stratford Main Oval	McAlister St Stratford 3862
15 Sale City Main Oval	Guthridge Pde Sale 3850
16 Sale City No 2 Oval	Guthridge Pde Sale 3850
17 Sale City Back Oval	Guthridge Pde Sale 3850
18 Briagolong Oval	Stratford - Briagolong Rd Briagolong 3862
19 Yarram Main Oval (Southern Suns)	Buckley St Yarram 3971
20 Woodside Oval	South Gippsland Highway Woodside 3874
21 Boisdale Briagolong Main Oval	Main St Boisdale 3862
22 Maffra Main Oval	Maffra-Newry Rd Maffra 3860
23 Apex Park (Pax Hill)	Gilmour St Traralgon 3844
24 Old Trafford Oval (TEDAS)	Whittakers Rd Traralgon 3844
25 Jack Canavan Oval (West End)	Douglas Pde Traralgon 3844
26 Duncan Cameron Reserve (Southside)	Bank St Traralgon 3844
27 Bairnsdale Main Oval	MacArthur St Bairnsdale 3875
28 Traralgon Rec Reserve	Whittakers Rd Traralgon 3844



Maffra & District Community Bank Branch  
Sale & District Junior Football Associations  
2019 By-Laws

**CALLING PROCEDURE TO AFL GIPPSLAND**

Club Member > Club Secretary > AFL Gippsland > AFL Victoria

It would be appreciated by AFL Gippsland if this calling procedure could be followed. You will find most queries can be answered by either your Club Secretary or AFL Gippsland and do not have to come to AFL Victoria. This procedure also ensures that your region is aware of local/regional issues.

Thank you.

**Nick Cullis**

**League Operations Coordinator – Sale & District Junior Football Association**