



# **AFL North East Border**

## **Albury Wodonga Junior Football League Regulations, Policies and Procedures**

# Albury Wodonga Junior Football League Rules and Regulations

## 1.0 Season

At all times the word 'season' shall mean the current season of the League (unless specific mention is made to another season or seasons), and each season shall commence on the first day of January and end on the thirty first day of December of that year.

## 2.0 Player Registration – Age

**2.1** All players must be correctly registered with their respective team and club before being eligible to compete in the AWJFL competitions.

**2.2** AWJFL Player Age Range – Players must be turning 11 to 16 in the year of competition unless given special consideration permission in writing from AFLNEB.

**2.3** Proof of Age - if at any time proof of a player's age is questioned; the Board may demand that the player's club provide proof of the player's age to the League Manager within seven (7) days of such demand.

- a. The player shall be ineligible to compete in any team in the AWJFL competitions until such proof of age is provided to the League Manager.
- b. Acceptable forms of proof of age are:
  - Birth certificate (or extract)
  - Baptism certificate iii)
  - Baby health card
  - A statutory declaration signed by the player's teacher or school official
  - A statutory declaration signed by a player's parent or guardian.

## 3.0 Non- Registered Players

Should a team win a match with a non-registered or uncleared player, the team must forfeit the match and premiership points to the opposing team; percentages will not be counted under this rule.

## 4.0 Transfer and Clearances

**4.1** Players who have been previously registered with a club or team must obtain a clearance/transfer before being eligible to play for the new club or team.

**4.2** Refer to Rule 1.0 Clearances – Players AFL VC Handbook which provides the guidelines for the movement of players between clubs.

## 5.0 Team Officials

Team officials shall consist of a coach plus four (4) other persons, making a total of five (5). Only those acting as team officials are permitted inside the oval boundary fences during play. All personnel, including players on the bench, must remain at least two (2) metres clear of the boundary line.

**Runners** must leave the playing field immediately after delivering a message. They may not coach, barrack or in any way deliberately obstruct play or interfere with a player or official from the opposing team.

**Water Carriers** must be under 18 years of age and competent to perform the task. One (1) Water Carrier is permitted to enter the field of play to deliver water to players in the Under 12 competition. Two (2) Water Carriers are permitted to enter the field of play to deliver water to players in the Under 14's and Under 16's. Water Carriers are **not permitted** to pass messages or give instructions to players, or disrupt play.

## 6.0 Playing Time for Matches

**6.1** Home and Away Matches

- a. Under 12 – 15 minute quarters
- b. Under 14 – 15 minute quarters
- c. Under 16 – 20 minute quarters

**6.2** Breaks in Matches

- a.  $\frac{1}{4}$  and  $\frac{3}{4}$  time – 3 minutes
- b.  $\frac{1}{2}$  time – 4 minutes

**6.3** Finals Matches

- a. Playing time as per by-law 6.1 a) to c)
- b. The Board will determine  $\frac{1}{4}$ ,  $\frac{1}{2}$  and  $\frac{3}{4}$  time breaks.

## **7.0 Draw in Finals Series Matches**

In the event of a draw in a final series match including the Grand Final, extra time will be played on the following conditions:

- 7.1** There will be an interval of five (5) minutes between the end of regular time and the commencement of extra time. The timekeeper will sound the warning siren three (3) times at the three (3) minute mark and twice at the four (4) minute mark. Clubs not having dispersed and moved to position at the sound of the four (4) minute sirens will be reported to the AWJFL by the field umpires. The timekeeper will sound the siren again at the five (5) minute mark to recommence play.
- 7.2** Extra time will consist of two (2) halves each of five (5) minutes duration plus time-on and must commence as soon as possible following completion of regular time.
- 7.3** Teams will maintain the same ends as at the completion of regular time and will exchange ends after the first 5 minute period.
- 7.4** In the event that scores are level following the first two (2) periods of extra time then this sequence will be repeated until a result is determined.
- 7.5** Coaches and other Club staff other than those permitted to enter the arena during normal time, will only enter the field to address players during the interval between the end of regular time and the commencement of extra time.

## **8.0 Competition Structure**

- 8.1** The Board of Management shall determine the structure for competitions in the AWJFL.
- 8.2** Separate competitions will be conducted each season to determine the premiership in the following age groups:
  - a. AWJFL – Under 16 Elwyn Langford Cup
  - b. AWJFL – Under 14 Bill Schultz Cup
  - c. AWJFL – Under 12 Toon Family Cup

## **9.0 Team Nominations**

All team nominations must be received by the AWJFL board four (4) weeks prior to the commencement of round 1.

## **10.0 Nominating Multiple Teams in an Age Group**

In the event that a club wishes to enter multiple teams into the same age group the following rules shall apply.

- 10.1** When entering more than one (1) team in any age group, clubs must enter teams of equal ability and competitiveness.
- 10.2** Clubs may adopt their own processes to assess player ability and determine each team.
- 10.3** Any movement of players between teams within the same age group is bound by rule 10.4.
- 10.4** A Fixed Player List will be used to manage the movement of players from one team to another team in the same age group. A minimum of eight (8) names for each team must be submitted to the AWJFL Management Board by round eight (8). These eight (8) players will make up the base number of each team. The remaining players available can play for either team, but once a player plays more than 10 games for any one team, they are then deemed to be a permanent member of that team and may no longer move between the two (2) teams.

## **11.0 Underage/Overage Players**

Submission must be forwarded to the AWJFL Board seeking approval for a player to play up or down an age group, either on a temporary or permanent basis. No player will be allowed to play outside of their age group without first seeking and gaining approval from the AWJFL Board. All applications for Underage/Overage Players considered by the AWJFL Board are subject to approval by AFLNEB under Rule 4.0 – Over Age Player Policy, of the AFLNEB By Laws.

### **11.1 Overage Players on Medical Grounds**

The AWJFL Board may consider applications from a Club for a player with evidence submitted, usually in the form of a doctor's certificate, to support the application. Refer to Rule 4.0 (4.1) – Over Age Player Policy.

### **11.2 Overage Players on Non-Medical Grounds**

The AWJFL Board may consider applications from a Club for a player where there is no medical evidence, instead using all other supporting documentation provided by the Club. Refer to Rule 4.0

(4.2) – Over Age Player Policy.

### **11.3 Underage Players**

Where a Club considers it appropriate that a player play in an age group which exceeds the player's age, the application, together with all supporting documentation, must be submitted by the Club to the AWJFL Board for consideration.

### **11.4 Underage Players – Team Numbers**

Where a Club has been granted permission for an underage player to play up an age group, the team sheet shall be limited to 22 players. In these instances, game preference must be given to an age appropriate player over an underage player.

### **11.5 Underage/Overage Players Breaches**

Where a club has not been granted permission for a player to play up or down an age group and plays outside his/her designated age division, the player or players shall be deemed ineligible.

## **12.0 Permit Players**

**Purpose Statement** - Permit players are only to be used to ensure a team achieves a maximum number of 20 players in which case, if using a permit player no more than 20 players may appear on the team sheet.

**12.1** Registered players must be given preference over any permit player.

**12.2** If a team has at least 1 permit player, they shall not be allowed to have more than 20 players on the team sheet.

**12.3** A maximum of 4 permit players shall be allowed on any team sheet.

**12.4** A player may play a maximum of 10 permits in total, including finals, in any one season.

**12.5** Permits may be issued in more than 1 league but must not exceed 10 in total.

**12.6** Permits shall not be issued to any player after June 30<sup>th</sup> unless they have played on an eligible permit with that team prior to June 30<sup>th</sup>.

**12.7** Permit players shall only play in the one team on the one day.

**12.8** AFL Victoria Country and League finals eligibility criteria shall apply.

## **13.0 Qualifications for Finals' Matches**

**13.1** Players must have been properly registered with their club/team and have played a minimum of three (3) home and away competition matches for the team in the current season to be eligible to compete in AWJFL Finals' matches.

**13.2** Players must satisfy the conditions of Bylaw 13.1 to qualify for finals in the higher grade.

**13.3** Should a player qualify to participate in finals in more than one team/age group, the club must determine in which team/age group the player will participate.

If a player who has qualified to participate in finals in more than one team/age group, has played in the higher grade five (5) games or more, without playing in the lower grade on the same day they will be ineligible to play in the lower grade in finals.

**13.4** In finals clubs that have two (2) teams playing in the same age group on the same day may select players in either team as it sees fit, with the exception of players who have been nominated on the 'fixed players' list or have played more than eight (8) games for one team as per Bylaw 10.4.

**13.5** Should an ineligible player, i.e. one who has not qualified as per Rule 13.1 participate in a finals match the league executive shall determine the appropriate penalty.

**13.6 Permit Players** - Permit players are permitted to play AWJFL Finals provided that they have played at least 5 Home & Away games in the team of the grade in which they have been selected to play finals and have met any additional league eligibility requirements. Please refer to the AWJFL's governing body area agreements which are set prior to the start of each season.

**13.7** If a match is forfeited during the home and away series no player from the forfeiting team can count that match as a qualifying match for finals.

The team that is forfeited against shall submit a team sheet listing players who would have played to the League Secretary on the match day and those players shall have that match counted towards qualifying matches for finals. Under this rule a player's name may appear on only one team sheet for that round of matches

#### **14.0 Under 12 Division**

**14.1** Clubs may field more than 1 team in the under 12 Age Group as per By Law 10.

**14.2** No player shall register or participate with an AWJFL Club unless he/she turns a minimum of 11 years of age in the year of competition.

**14.3** No players still eligible for under 10 Auskick will be eligible to participate in any AWJFL competition.

**14.4** Squad numbers will not be limited however a maximum of 24 players may be nominated on the team sheet of that round to participate.

**14.5** Matches played under 'AFL Junior Policy: AFL Junior Match Program 11 – 12 Year Old's as modified by the AWJFL Board.

#### **14.6 Purpose**

- a. To provide children in this age group with a fun, safe and positive experience through a well structure match program that considers the level of maturity in their motor, cognitive, social and emotional skills.
- b. The consolidation of basic game skills is still the focus at this age level rather than competition and winning, while further developing technical and tactical concepts. These concepts include positional skills and basic performance enhancing techniques.

#### **14.7 Spirit of the game**

- a. *Prior to the commencement of play:*
  - i. All players, coaches and umpires will gather on the ground and shake hands; and
  - ii. The umpire and coaches will ensure all players are aware of the rules of the game and procedures to be followed in the conduct of the game.
- b. *The spirit of the game is to give all available players a game of football. Therefore:*
  - i. Where difficulty occurs fielding full numbers, both coaches must agree to even up player numbers;
  - ii. Excess players should be given to an opposition team unable to field required numbers;
  - iii. Coaches should consider modifying the numbers per side to ensure all players participate.
- c. *The umpire should at all times:*
  - i. Endeavour to apply the rules of the game while awarding free kicks to players in preference to calling for ball-ups;
  - ii. Understanding the spirit of AFL Junior match rules for this age group is to enable all players to gather possession and give the player in possession of the ball every opportunity to kick or handball. For this reason, restrictions are placed upon body contact.
  - iii. Attempt to involve all players as the opportunities arise, particularly when indicating which player is to receive a free kick after the ball has been kicked out of bounds and by ensuring the effective rotation of players through all positions; and
  - iv. Enforce the full possession rule at all ball-ups where a player contesting a ball up must knock, palm or punch the ball to a teammate or open ground, and may not play the ball again until it has been touched by another player or it has hit the ground.

#### **14.8 The game – Premiership Points Competitions**

- a. To be delivered in a well conducted league with appropriate development structures based on the alternative premiership conditions outlined in the AFL Junior Match Program for 13-14 years youth competition.

The Laws of Australian Football apply with some modifications

#### **14.9 The ball**

A synthetic or leather size 3 football made specifically for this age group should be used.

#### **14.10 Playing ground and officials**

- a. The playing field will be approximately 140m x 100m.
- b. All AWJFL venues with the exception of John Foord Oval (Corowa) and Birallee Park (Wodonga Raiders) are to use full length of oval with restricted width of 100m with markers to follow the natural shape of existing boundary.

- c. John Foord Oval and Birallee Park to use portable goals set at 140m apart (70m from centre of ground) with restricted width of 100m with markers to follow the natural shape of existing boundary.
- d. The AWJFL will supply all clubs with sufficient goals and cones to adjust field dimensions for this age group.
- e. 1 or 2 field umpires and 2 goal umpires are needed. There are no boundary throw-ins, so no boundary umpires are required.

#### **14.11 The Team**

18 players participate (an interchange of up to 6 players).

- a. Interchanges may take place at any time, but all players must play at least 3 quarters of a match.
- b. Rotate players every quarter to give them opportunities in several positions.

#### **14.12 Playing time**

4 x 15-minute quarters with no time on.

#### **14.13 Bumping**

As per the Laws of Australian Football.

#### **14.14 Tackling**

- a. A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees. The tackle may be from either side or from behind, providing the tackle from behind does not thrust the player with the ball forward.
- b. A player in possession of the ball, when held by an opponent applying the wrap around tackle, should be given a reasonable chance to dispose of the ball by kick or by handball, or by attempting to kick or handball. If he or she fails to do so, a free kick shall be awarded to the tackler for holding the ball.
- c. The field umpire shall conduct a ball-up when the player with the ball has it held to the body by an opponent, unless the player has had a reasonable time to dispose of it prior to being tackled. In that case, a free kick shall be awarded to the tackler for holding the ball.
- d. The field umpire shall allow play to continue if the ball is knocked out of a player's hands by an opponent.
- e. A player, who is held by an opponent when not in possession of the ball, shall be awarded a free kick.
- f. No player shall be deliberately slung, dumped or thrown to the ground in any tackle.

#### **14.15 Barging**

No barging or chopping past opponents is allowed. A free kick is awarded. Fending off with an open hand to the body, provided it is not above the shoulders or in the back, is allowed.

#### **14.16 Mark**

Any player catching a ball directly from the kick of another player shall be awarded a mark provided the ball has travelled at least 10 metres.

#### **14.17 Bouncing the ball**

Bouncing is optional, but no more than 2 bounces are permitted.

#### **14.18 Distance run**

While a player in possession of the ball is moving, the player must bounce the ball within 15 metres, irrespective of whether that player is running in a straight line or otherwise. As above, only 2 bounces are permitted before a player must dispose of the ball.

#### **14.19 Kicking off the ground**

Not permitted unless accidental.

#### **14.20 Distance penalty**

A player can be awarded 25 m advancement towards their goal if after a mark or free kick the umpire is of the opinion an opposing player hinders that player. This could include acts such as overstepping the mark, wasting time, and using abusive language and behaviour.

#### **14.21 Order Off rule – U12's**

The Order Off Rule as specified in the AFL VC Handbook will be applied with the exception to the time spent off the ground for a Yellow Card offence.

- a. A Player ordered off the Playing Surface under a **Yellow Card**, shall remain off the Playing Surface for a period equivalent to one quarter of football which is 15 minutes of actual match playing time and cannot be replaced within that time. At the conclusion of the mandatory period of time the player is permitted to return to the field through the interchange area. E.g. if sent off at the 10-minute mark in a 15-minute quarter then they can return or be replaced after the 10-minute mark of the next quarter.

#### **14.22 Coaches**

- a. The coach is not allowed on the ground. Messages may be delivered to a runner. However, the runner must follow the procedure of going directly to the player involved, delivering the message and returning directly to the coaching bench
- b. At the end of the game, all players and coaches should gather on the ground and shake hands. The umpire should also take this opportunity to address the players.

#### **15.0 Area / Day Match Permits**

- 15.1** For permit player conditions refer to AWJFL Rule 12.0 and AFL Victoria Country local Area Agreements as stated in the yearly AWJFL handbook.
- 15.2** Permit breaches shall be addressed under AFL Victoria Country ineligible player regulations Rule 1.3 – Penalty for playing ineligible or unregistered players.
- 15.3** Player ineligibility shall be the responsibility of the club playing the permit player.

#### **16.0 Match Results and Match Results Forms**

- 16.1** The Coach (or Team Manager) of the Home team is to collect all match details (i.e. Umpire's Match Report sheet, score cards, Best and Fairest voting {in a sealed envelope}, and team sheet detailing scores, goal kickers and 6 best players for each team) and deliver same to the Club Secretary or designated person who will complete the online entry of results for all matches conducted at that venue on that day.
- 16.2** The completed and entered match results, including permits and completed registration forms, for all games conducted at that ground are to be delivered to the League Manager as soon as practicable following the matches.
- 16.3** All reports of player or official misconduct by umpires should be advised to the League Manager on the same day as the match was played.
- 16.4** The League Manager will finalise the ladder for each competition and
  - a. submit results and ladders to the Border Mail for publication.
  - b. ensure results and ladders are accurate on the website.

#### **17.0 Player Registration**

All players must register online through SportsTG with registration the responsibility of the player's family. Registrations will not be rolled over from the previous season.

All player transfers are processed as per AFL National Player Transfer Regulation Rule 3.1 and will require a completed clearance form.

#### **18.0 Ground Admission Charges**

The AWJFL may charge admission fees to finals' matches. Admission fees will be determined each season by the Board of Management.

#### **19.0 Protests Regarding Match Results**

- 19.1** Protests must be entered within 48 hours of the completion of a match and a sum of \$40 must be lodged with the protest. The onus of proof that the protest was lodged within 48 hours of completion of the disputed match resides with the protesting club.
- 19.2** Protests must be made in writing and directed to the League Manager.
- 19.3** A sum of \$20 will be forfeited to the League if a protest is deemed to be frivolous.
- 19.4** If, in the opinion of the League Chairman and Manager, grounds for the protest are disclosed, the dispute will at once be referred to the Board of Management [see Item 4 Discipline of AWJFL Rules], which will decide the question at issue.
- 19.5** If, however, in the opinion of the League Chairman and Manager the protest is irregular or

involves the jurisdiction of the AWJFL over the Clubs, a meeting of the AWJFL Committee will be called as soon as possible to hear evidence.

- 19.6** The League in such cases reserves to itself the right to determine whether any protest lodged with it shall be forwarded to the Investigating Officer (appointed by the Board of Management for the specific purpose), provided that the majority of at least two (2) votes be cast in favour of the decision; otherwise the matter must be referred to the Investigating Officer.
- 19.7** The two clubs interested shall be permitted to take part in the discussion but not vote.
- 19.8** No protest may be withdrawn without the consent of the League.
- 19.9** In the event of being entered, the club losing shall pay a forfeit of \$40, or part thereof, at the discretion of the League, and the match shall be replayed unless by order of the League.
- 19.10** In the case of an appeal from the decision of the League or the Investigating Officer a further deposit, as determined under AFL VC Rules, will be lodged.

## **20.0 Interchange Rule**

Interchange rules as specified in the AFL VC Handbook will be applied with the following exceptions:

- a. All competitions shall have an interchange bench of no more than 6 players when all players listed are registered to that club.
- b. All competitions shall have an interchange of no more than 2 players when permitted players are listed.

## **21.0 Order Off rule**

The Order Off Rule as specified in the AFL VC Handbook with the exception to the time spent off the ground will be applied to all AWJFL matches. Bad language, poor sportsmanship and disputing umpiring decisions should be actively discouraged.

### **21.1 Yellow Card**

A field umpire has the authority to order off the field any player or official who commits "a yellow card" offence (order off - cool off), for behaviour detrimental to football. The "yellow card" offence will require the field umpire to order off the field an offending player or official for a period of one (1) quarter of playing time. No replacement is permitted.

- a. In the event that a player or official is issued with two "yellow card" offences in the one (1) game, then the offender shall be reported for misconduct and consequently be deemed to have committed a red card offence.
- b. If a player or official is ordered off for a "yellow card" offence and fails to immediately leave the field as directed by the field umpire, then the offender shall be reported for misconduct and consequently be deemed to have committed a "red card" offence. The player may not return to the field and will automatically be on report for misconduct. This player can be replaced by another player after the elapsed playing time of one (1) quarter has passed.

### **21.2 Red Card**

A field umpire has the authority to order off the field any player or official who commits a 'red card' offence. The offending player or official shall take no further part in the match and will be reported for misconduct by the umpires. This player can be replaced by another player after the elapsed playing time of one (1) quarter has passed.

- 21.3** The umpire will escort the sent off player to the interchange gate citing red or yellow card and both team managers must note the players number and the game time.

### **21.4 Repeated Order Off Penalties in a Single Match or Across the Season**

An automatic one-match suspension will be incurred by any player or official receiving:

- A second red card in a season;
- A yellow card after receiving a red card in a prior game; or,
- A third yellow card in three separate games; and
- Any subsequent order offs (yellow or red cards) will incur an automatic two-match suspension.
- The penalty will then be double for each subsequent send off.

- 21.5** For under age matches, field umpires may order a player off the ground for one (1) quarter without reporting him. Note: This would only apply when a player has not committed a reportable offence but has breached the law and given away a free kick in a deliberate or undisciplined manner or



behaves in a manner detrimental to the image of the game. The intention of this rule is to provide the player with a cooling off period.

## **22.0 Equalisation**

These Equalisation Rules apply to all AWJFL home and away matches but not in the final's series. Some aspects of equalisation are compulsory, whilst others will be by agreement of both competing Clubs. The league expects all team officials to understand and adhere to the 'spirit' of this rule, which is, the team that has the greater number of players available shall lend as many players as possible to equalise numbers with the other team so that all players available to participate in that match shall have the opportunity to play in as much of that match as possible.

**22.1** Fourteen (14) players to a team is the minimum number required to field a team.

**22.2** A team can borrow up to two players to make the 14.

**22.3** A game, which commences with the minimum number of 14 players per team, is considered legal for premiership points and best and fairest votes and goal kickers will be recorded as normal.

**22.4** If a team cannot field 14 players the game will be forfeited and four premiership points will be awarded to the team that does not forfeit. If a 'scratch match' is then played there will be no percentage, no best and fairest votes and no goal kickers recorded.

**22.5** If neither team can field 14 players, the game is a forfeit and no premiership points will be awarded.

**22.6** If either team has less than 18 players then there must be even numbers on the ground at the start of the match.

**22.7** Clubs are encouraged to discuss any player shortages and make decisions in the best interests of the players. This could include loaning players to have even numbers on both sides, both on the field and on the bench. If players are offered, but not accepted, then the team with the greater number of players is not required to reduce playing numbers, i.e. the evening up rule does not apply.

**22.8** Daily loan of players - When players are loaned, the Team Manager of both teams shall note on the Team Sheet the players name with 'on loan' against their name. Players may be loaned on a quarter by quarter rotating basis or for the whole match as appropriate.

**22.9** Once a game commences, if the numbers of either team are reduced due to injury or "order-off" rule the game is to proceed.

**22.10** No interpretation of these rules should allow the team loaning players to be disadvantaged.

**22.11** Excess players (above the agreed starting number) will form an extended interchange bench.

**22.12** Equalisation Policy does not apply in finals.

**22.13** It is the responsibility of clubs to ensure all coaches have read and adhere to this policy.

## **23.0 Re-arrangement of Matches**

Any club wishing to rearrange a League fixture must first obtain the permission of the League Manager, and the mutual agreement of the other participating club.

## **24.0 Number of Players**

A team must field a minimum of 14 players or forfeit the match.

## **25.0 Representative Players**

All players selected to represent the AWJFL in any representative matches must be registered AWJFL players

## **26.0 Working with Children Checks - WWCC**

The Albury Wodonga Junior Football League is committed to ensuring the safety and welfare of its junior participants with the aim to minimise the risk of harm to children by ensuring clubs adhere to screening procedures when employing people in positions (paid or voluntary) whose usual duties involve, or are likely to involve, contact with children (those under the age of 18 years).

Please note that for the purposes of working or volunteering at an AWJFL club, the only exemption that applies is if the person is under 18 years of age themselves. As such, personnel who would normally fall under another exemption category must still obtain a WWCC to perform their role at the club.

Clubs are required to:

1. Working with Children Checks - Request as a minimum requirement the following people obtain a WWCC:

- All Board member's and Committee member's i.e. President, Vice President, Secretary, Treasurer, as well as Canteen Manager / Supervisor;
  - Child Safety Officer;
  - Coaches / Assistant Coaches;
  - Team Manager of a team;
  - Runners;
  - Trainers;
  - Coaching Coordinator;
  - Any adult attending an overnight trip with a junior team;
  - Other members of the junior club who are involved in regular contact with children that are not directly supervised by a person who has completed a WWCC.
2. Check any person's referees (verbal or written) and interview a person about his/her suitability for the role and his/her suitability for working with children for both paid and voluntary positions they have not previously held with the club.

## **27.0 Enquiries**

All enquiries to the League Manager are to be directed through Club Secretaries, Presidents or League delegates.

**Information is available on the official web site at**

[www.awjfl.com.au](http://www.awjfl.com.au)