



# BY LAWS

SOUTHERN GIPPSLAND JUNIOR FOOTBALL COMPETITION

These By-Laws are to be read in conjunction with the Constitution of AFL Gippsland Inc. and the AFL Vic Country Handbook. The AFL Vic Country Handbook with amendments is re-issued annually.

The following By-Laws have been adopted by the Southern Gippsland Junior Football League (“SGJFC”) and where these by-laws are silent on a given issue, the rules as outlined in the current version of the AFL Vic Country Handbook will apply.

Changes to these By-Laws can be made by a properly constituted special general meeting, in accordance with the AFL Gippsland’s Constitution.

## 1. Player Registration

- 1.1** (a) All players in the Under 10 competition must be 10 years or younger by the end of the calendar year (see **1.4** re minimum age level).  
(b) All players in the Under 12 competition must be 12 years or younger by the end of the calendar year.  
(c) All players in the Under 14 competition must be 14 years or younger by the end of the calendar year.  
(d) Girls are eligible to play in all junior grades.  
(e) All players must be registered with a club via the SportingPulse website and complete a Clearance/Registration form signed by the player, parent/guardian and club official, to be retained by club and produced if requested, all queries directed to League Coordinator.

- 1.2** The SGJFC Committee has the discretion to request proof of date of birth for any player. When requested, the birth certificate or official birth extract must be supplied within 14 days unless the SGJFC Committee agrees otherwise.

### 1.3 Minimum Age Entry Levels

To be eligible for AFL Victoria Country Football League and SGJFC registration all registered players must have obtained seven (7) years of age as at 30 April.

### 1.4 Ineligible Players

Clubs playing ineligible players lose all points for the game in which ineligible players could take the field. Points so lost will be credited to the opposing side in those matches.

## 2. Clearances

- 2.1** (a) Any player wishing to be cleared from his registered club must do so by using the AFL Vic Country Clearance/Registration form with his parent/guardian and registered club secretary’s signatures.  
(b) Any player who has played football with any affiliated club must obtain a clearance from the club before playing with a new club, such clearance to be applied for on the SportingPulse website by the new club, as per National Transfer Regulations.

## 3. Finals

- 3.1** Finals games are to be played at the home ground of the highest placed Under 14s team.

- 3.2** A player must play a minimum of four (4) games to be eligible to play in the finals series. Clubs can check with AFL Gippsland League Coordinator to clarify eligibility queries.
- 3.3** In the event of a draw at the end of full time the two teams shall swap ends and play a further five (5) minutes. After this time they shall again swap ends, without a break, and play a second lot of five (5) minutes. If scores are still level then the umpires will direct the teams change ends again, without a break, and play until there is a score (goal or behind). The team scoring shall be declared the winner.
- 4. Competition**
- 4.1 Objective – “Participation”**  
All clubs shall endeavour to field teams in all competition grades. Clubs are required to obtain approval prior to the season commencing if they are unable to field players for all scheduled age levels. All teams can be supplemented by opposing teams on the day they oppose each other, provided the players are of eligible age and both clubs agree to the arrangement. The overriding objective should be to provide as many players as possible, with the opportunity to participate on game day.
- 4.2 Club-to-Club Player “Day Permit”**
- (a) Rule 4.2 is designed so that clubs who have players rostered off from normal club games (due to having too many players) are permitted to loan players to a club that regularly struggles to field a full side. The club requesting the loan players must at all times give their own registered players preference to be on the ground unless injury or fatigue requires them to voluntarily come to the interchange bench.
- (b) Players from the club having excess players cannot individually initiate an opportunity to play under Rule 4.2. All players seeking to play under Rule 4.2 must have prior approval from their home club and then from the club they intend to play for. The steps to be complied with to legitimately play under rule 4.2 are as follows:
- (i) A player playing on a club-to-club player Day Permit must be clearly notated on the team sheet of club he/she is representing on the day. The team sheet should clearly show the player’s name, registered club and quoting they are on permit.
- (ii) A player on a club-to-club player Day Permit can be reported and suspended.
- (iii) A player playing on a club-to-club player Day Permit becomes the responsibility of the club he/she is playing for and any misbehaviour or reference is reflected in the game, tribunal reports, etc. of the club the player represents on the day.
- (iv) Players permitted to play on a club-to-club player Day Permit shall not replace available registered players of the club requesting players. They must only replace another club-to-club Day Permit player unless injury or fatigue results in a registered player voluntarily coming to the interchange bench.
- 4.3 Fixture**  
The SGJFC Committee shall prepare a draw for the forthcoming season

prior to the season commencing and give the member clubs adequate opportunity to comment on the draw.

#### 4.4 Matchday Times

League home and away games and finals shall commence at a time designated by the SGJFC Committee, as follows:

<b>Under 10s</b>	:	9:15 AM
<b>Under 12s</b>	:	10:15 AM
<b>Under 14s</b>	:	11:30 AM
<b>Youth Girls</b>	:	1:00 PM

4.5 Each quarter shall be of ten (10) minutes for Under 10s, twelve (12) minutes for Under 12s and fifteen (15) minutes for Under 14s. Quarters may be shortened if agreed to by both coaches. Breaks between quarters to be three (3) minutes at quarter time and three-quarter time and five (5) minutes at half time. Timekeepers are to signal a minute warning prior to resumption of the quarter.

#### 4.6 Interchange Players

- (A) A game shall consist of equal numbers per side and final scores will be official.
- (B) Players may be interchanged at any time during the game provided players exit and enter via the interchange lines.
- (C) In the Under 10, 12, 14 & Youth Girls competition there is no limit to the number of interchange players.

### 5. Club Requirements

#### 5.1 Risk Management Procedures

All clubs must carry out a Risk Management checklist, as per AFL Vic Country rules, prior to the start of the first match of the day, which can be accessed by downloading the JLT Insurance app as follows:

- iPhone and iPad users – click on the App Store button, click on the “Search” function in the top right-hand corner, type in “AFL Match Day” and select “Install”.
- Android users – click on the Play Store button, click on the “Search” function in the top right-hand corner, type in “JLT AFL Match Day”, select “Free”, select “Install”.
- Or access and print from Alberton FNL website.

The club is to retain a copy of the JLT paperwork for seven years.

#### 5.2 Club Officials

All clubs must provide a Coach, Team Manager, Trainer and Timekeeper.

#### 5.3 Official Areas

Coaches boxes and Interchange area are for officials and players only – refer to Junior Football Matchday guide.

#### 5.4 Team Runners

Team Runners are to wear a shirt with the word “Runner” clearly marked on the back.

#### 5.5 Matchday Score Entries

*It is the duty of the Home Club to electronically log scores and game details of both home club*

***and** away club onto the Sporting Pulse website **by 4.00pm** on the day of play.*

### 6. AFL Vic Country Heat/Cold Policy

- Heat – When temperatures exceed 34 degrees there is an extreme risk of heat related injury to children and adolescents. Matches and training sessions scheduled at times when the above conditions prevail should be postponed until a more suitable time or cancelled.
- Cold – No determined temperature guide for cold conditions, due to variance of wind chill. Coaches and officials must be alert to the onset of signs of hypothermia.

### 7. Mercy Rule

**7.1** *Once the score differential between teams reaches **60 points** for Under 14 & Youth Girls and **40 points** for Under 12s, no further scores shall be registered for the game. Both coaches shall be expected to take immediate action to even up the sides, and the game shall continue. Scoring and goal kicking shall cease to be recorded. This will be reflected in the electronic reporting of the match.*

Totally one-sided games do not provide any benefits to the players on the team, the coaches or the parents. A key concern is for players who may drop out of football through lack of interest and sides who may have their ability to remain in the SGJFC compromised. If a one- sided game is anticipated or quickly develops, the two coaches should consider options that will limit the imbalance and make a more productive contest for all. Remember that, if your team is winning by a large margin, the chances are that many of your children, particularly in defence, will not be actively involved in the game. Your ability as a coach is not defined by the winning margin against a struggling side.

#### 7.2 Mercy Rule Guidelines

*One-sided contest anticipated or develops:*

- Utilise the team line-up to give less proficient players in dominant sides the opportunity as an on-ball or forward-line player. Players benefit from the chance to experience new roles and expand on their talent base.
- If you have excess numbers, utilise the bench to interchange dominant players. It will benefit your team when input is shared across the playing group.
- If the above two options have not stemmed a one-sided contest,

coaches should be utilising the option of swapping dominant players from winning sides with the opposition. This will create a more even contest, challenge both sides in a positive manner and provide social skills amongst children who normally view each other as the opposition. It will be incumbent on coaches to promote and teach their players the benefits behind this option.

*One-sided contest – Opposition short on numbers*

- Encourage your more proficient players to fill in for them. This will create an opportunity for the development of experience and talent throughout your own team.
- Encourage any players filling in for the opposition to do their best otherwise that side may refuse the offer and request playing the match at the reduced number of players leading to more time on the bench for your own players.
- It is advisable for the better players to spend several quarters with the opposition.

*General*

- The game will not stop in any manner, all goal kickers will be recorded no matter what team they are on, the umpire or the timekeeper do not have anything to do with this rule.

**8. Area Agreements**

Each season Area Agreements exist between the SGJFC, Alberton Football Netball League, Gippsland Football League (“GFL”) and West Gippsland Football Netball Competition (WGFNC). These agreements exist to allow Under 14 players from the SGJFC to play at Under 16 level in either the AFNL or the GFL. Prior to an Under 14 player being permitted to play at Under 16 level an approved Permit Form must be completed and signed by the player, the player’s parent or guardian and the registered player’s club official. However, clubs should be mindful that the intention of the rule is for Under 14 players to fill in for Under 16 sides which are short of numbers.

**9. Equipment**

- *Boots* – Screw-in studs ARE permitted to be worn by players. However, as it is rare than an umpire checks players boots, all coaches are reminded to be aware of what their players are wearing and are therefore responsible for the checking of any “unsafe” footwear.
- *Footballs* – All footballs shall be size 3 for Under 10s, size 4 for Under 12s/Youth Girls and size 5 for Under 14s and will be of the wet weather type.

**10. Umpires**

*Field Umpire:* Each club to provide (must be primarily dressed in white)

*Goal Umpire:* Each club to provide (must wear a white coat to be easily identifiable)

*Boundary Umpire:* Each club to provide an adult if possible, otherwise one of the field umpires will conduct the boundary throw in.

**10.1** Each club is to ensure that the umpires have seen a copy of these Junior Match By-Laws and that the umpires meet before the game to discuss their

understanding of the rules. This is to ensure a consistent approach.

- 10.2** When each team supplies an umpire, that umpire is to operate in his team's defensive half of the ground.
- 10.3** The field umpire/s may inspect each players equipment and may prohibit players from taking the field, if in the umpire/s opinion, the players apparel may cause unnecessary harm to another player.
- 10.4** The umpire shall have the authority to order off any player, club official or team official from the playing area for any offence, misconduct or other cause which is deemed not in the best interest of the game. A red card and yellow card system will apply as per the AFL Vic Country handbook and all clubs should make themselves and their volunteer umpires familiar with the process, clubs to supply own cards.
- 10.5** Penalties for on-field infringements shall be 10 metres for Under 10s, 15 metres for Under 12s and 25 metres for Under 14s.
- 10.6** The field umpire can overrule a goal and boundary umpire's decision if, after consultation and in the opinion of the field umpire, an incorrect decision has been made.
- 10.7** Each team may report on umpires to the AFL Gippsland League Coordinator.
- 10.8** Goal umpires shall keep accurate scores and shall check with each other between quarters and at the end of the game.
- 10.9** Boundary umpires shall have a whistle to signal the ball out-of-bounds.
- 10.10** Timekeepers shall work together to keep accurate time of the matches.
- 10.11** All umpires (central, boundary and goal) are to remain impartial during the course of the game and are urged not to support or barrack during the course of the game.
- 10.12 Ordering Player from the Field of Play**
- (a) In ordering a player from the field, a field umpire will notify the coach and team manager of the total time the player is sent off.
  - (b) The team manager shall formally record the player's name and number and will notify the player's coach when each player may return to the ground.
  - (c) Umpires to be issued league rules, regulations, penalties and conduct requirements for the betterment of the game. Issuing of such is the responsibility of each member club.
  - (d) Another player cannot replace a player under time suspension during that period.

**11. Meetings**

Meetings must be attended by up to two (2) delegates per club.

**12. Administration**

*Each club is to pay an Administration fee of \$250 which will be used for administrative costs and to help purchase trophies and associated SGJFC costs.*

**13. Youth Girls**

*Youth Girls Rules and Regulations are provided on the Southern Gippsland Junior Football Competition Match Day Guide / Rules and Regulations.*