



**SEYMOUR DISTRICT JUNIOR
FOOTBALL NETBALL LEAGUE**

**FOOTBALL BY LAWS
9 April, 2021**

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The Rules & Regulations of the Victorian Country Football League (V.C.F.L.) govern Seymour District Junior Football Netball League Inc.

By-Laws of the Seymour District Junior Football Netball League should be read in conjunction with and in addition to the Above **Rules**.

1. INTRODUCTION

The Seymour District Junior Football Netball League belongs to the players, not the clubs, not the Executives, not the Umpires, nor the parents. But always to the players.

Junior football continues to grow within the SDJFNL Inc, especially in the younger age levels, despite some unhealthy pressures placed on players in all age groups.

It is the league's responsibility to bring these potential problems to the notice of all club administrators and team officials who, in turn, must realise that the success of their own club or team will depend entirely on how well they keep these pressures to an absolute minimum.

Secondly, Club administrators and officials must never bring the game into disrepute by behaving in an inappropriate and unsportsmanlike manner in front of the players, clubs, and the League, have a responsibility to strongly discipline any person displaying unacceptable behaviour.

Like the players, team officials must realise that the Umpires decision is FINAL and that the game is bigger than the individual.

Parents need to be as supportive and encouraging in sport, as they are in other areas of the child's life.

Junior sport relies heavily on the contributions made by the parents, or the competition cannot be staged, however - all parents should be aware that the game is staged for the players.

2. RESPONSIBILITIES OF THE COACH

When accepting the role of coaching a junior team, the Coach accepts the Responsibilities of more than just teaching boys/girls the SKILLS and TACTICS of our great Australian game.

It is important that EVERY coach fully understands these responsibilities.

These responsibilities can be put into *FOUR* distinct areas.

THE PLAYER

The player sees the Coach as "the Club", in terms of Discipline, football knowledge and development of skill and team play.

Every player comes to your club and team to have an opportunity to PARTICIPATE in the game.

They do not come to learn to swear, to fight or to break the rules, so the example you set them in terms of DIRECTIONS and GUIDANCE, will obviously affect their behaviour, both on and off the field.

Remember that 99% of the players try to the best of their ability and this ability can be improved by careful ASSESSMENT of their SKILLS, far more effectively than ranting and raving or threatening them. The remaining 1% can always be dealt with in more constructive ways- such as the selection table.

The League cannot have different standards for players and officials, i.e. if players are penalised for swearing and abusing opposition players or officials, the SAME **PENALTY** must apply to officials, such as **Coaches**, if we are to continue to provide players with a game of football in the **RIGHT** environment.

When differences of opinion arise, take time to think it out and use the Appropriate channels set up by the League or your Club instead of creating a Situation that sets a bad example for junior football and one that you may Regret later.

THE PARENT & SUPPORTERS

A responsible club will watch and listen for any signs of offensive and unsportsmanlike behaviour from parent or spectators and take **DECISIVE ACTION** by making it's position, and that of the League, quiet clear. At the first sign of offensive behaviour, it should be quickly nipped in the bud.

THE CLUB

Places the responsibility for the care of the players in the hands of the Coach, as he is normally the head official of that particular age group and has the most consistent and direct contact with the players

THE LEAGUE

Provides the administrative framework necessary to enable Clubs to participate in a competition recognised and endorsed by the VCFL.

- a. The League is made up of delegates from all affiliated clubs and is a liaison between clubs and VCFL.
- b. All matches shall be played under the laws of play recognised by the A.F.L. and/or any other recognised football authority, with the exception of "Time On"
- c. Sides will play even numbers of players on the ground, where 18 players are not available from either side
- d. If a club/team disbands after the start of the season and have disbanded without completing a full round of matches, all Percentages, Goal Kicking and Umpire votes shall be squashed for that part of the series where all clubs of the league have not had the opportunity to play said club or team

3. TRIBUNALS

Refer to VCFL Handbook, Appendix 1 – Suggested League Independent Tribunal "Running Sheet" for proceedings of the SDJFNL Tribunal.

4. REPORTS AND CHARGES

- a. The League shall acquire and use report sheets as provided by the VCFL annually
- b. On receiving a report against a player, the SDJFNL Inc shall give at least two days notice to all parties concerned, including details of the report or charge and the time, date and place of the hearing. The hearing shall be within five (5) days following the alleged offence. In the case of the charged person/s, aggrieved person/s, advocates and witnesses, notification shall go to the Club or Clubs to which they belong. Clubs involved shall then be responsible for producing charged person/s, aggrieved person/s and named witnesses who are players of their respective Clubs and advocates, (if any) at the hearing. Should

they fail to do so, the case may proceed in their absence.

c. The Umpire (or official) who made the report and/or laid the charge should attend the hearing. As an affidavit or Statutory Declaration cannot be cross examined, it shall be admitted as prime facia evidence of guilty only if supported by corroborative evidence of an attending witness at the Tribunal.

d. On receipt of a report or charge, the Secretary shall notify members of the Tribunal. The Tribunal must sit in response to all in accordance with such notification. It may, at its discretion adjourn the hearing. Should the adjournment be decided upon because the charged person/s does not appear, they shall be placed under suspension until the next sitting of the tribunal. This procedure shall, if necessary be repeated until a judgment is passed. Should the person/s charged appear and the case is adjourned for some other reason, they shall not be placed under suspension during such adjournment. Nothing in the foregoing is to be interpreted as preventing the Tribunal, upon finding of guilt, imposing suspension of player as a penalty.

e. Each charged person shall be entitled to an Advocate who shall not be a member of the Legal Profession or the Police Force.

5. PROTESTS AND DISPUTES

a. The Tribunal shall deal with all protests and disputes between Clubs. Protests or disputes may or may not be urgent. They are defined as urgent if, while in abeyance, they have any effect on any Clubs next engagement.

b. Notification of a protest or dispute must reach the Secretary of the SDJFNL Inc **not later than 4:00pm on the following Tuesday.**

c. In the event of a Dispute over differences in the goal umpires scorecards, if the timekeepers' scorecards agree with one of the goal umpires, this shall be final.

6. UNREGISTERED OR INELIGIBLE PLAYERS

Refer to Rule 1.3 VCFL Handbook.

A bye does not constitute a game in relation to suspension. (refer VCFL Rules and definitions)

7. ELIGIBLE PLAYERS

A player is eligible to play in an age group only if they are of that age group after December 31. A player born before January 1st shall be deemed too old for the age group.

- Players shall be under 9 on January 1st to be eligible to play in Under 9s
- Players shall be under 11 on January 1st to be eligible to play in Under 11s
- Players shall be under 13 on January 1st to be eligible to play in Under 13s
- Players shall be under 15 on January 1st to be eligible to play in Under 15s

The SDJFNL may grant players a permit to play in a lower age group subject to the following criteria being met; The players shall have a physical or intellectual disability with supporting medical evidence.

AGE GROUPS

The SDJFNL shall have four (4) age groups U9, U11, U13 & U15 age groups and may be changed, at the discretion of the league, at a Special General Meeting and on application and approval from the AFL Goulburn Murray Commission.

8. REGISTRATION OF PLAYERS

At the start of each season all new players are to register through Footyweb, and all returning players are to re-register with their Club prior to playing.

9. GROUNDS and MATCH TIMINGS

a. Matches shall be played upon such grounds as approved by the Executive Committee.

b. Length of quarters:

Age Group	Quarter Length
U9	12 minutes
U11	15 minutes
U13	15 minutes
U15	20 minutes

10. MATCHES AND PREMIERSHIPS

a. The four leading teams in each age grade shall play a Final Series in such manner, as the League Delegates shall determine. The successful Club in the last of such matches shall be the Premier Team.

b. Teams shall consist of unlimited interchange players, not more than 18 of who shall take part in a match at any time. Interchange may take place at any time in the duration of the match, except where directed by the league.

11. AWARDS

a. SDJFNL Inc awards trophies to the Fairest and Best player in the League and to the runner-up player in each age level. Field Umpires votes are tallied to calculate the winner of this award.

b. Umpires must complete the Fairest and Best vote card with the player's name as listed on the team sheet, jumper number and the team represented by that player.

c. Umpires must seal "Fairest and Best" votes in envelopes provided by Home

Club and sign voting card across the seal of the envelope.

d. All votes will be opened by the statistician and perused to see that these conditions are met. Any vote not meeting these requirements shall be deemed INVALID and that vote not counted. The decision of the Statistician shall be final.

12. FORFEITS

a. Refer to AFL Victoria Handbook Rule 19.0 Percentage When Club Forfeits.

Arrangements may be made between the two Clubs to play a practice match under normal SDJFL Rules and Conditions.

b. Surplus players from a team are permitted to play with opposing team when opposing team has fewer than 20 players. In a match played under this rule Premiership points will be counted and all players will be eligible for Fairest and Best Award points.

c. In order for a match to commence a team must contain a minimum of 12 players of the correct age before players from a lower age group can be substituted. If a team consists of less than 12 players the match will be deemed a forfeit and a practice match can be played.

d. To make up required numbers, players may take their place in the team at any time before the completion of the match, provided that the names of such additional players are added to the team sheet prior to them taking the field. Umpires have been instructed not to commence the third quarter until both sides have supplied their Team Sheets.

13. FINALS

VENUES

a. Finals Venues will be decided by the SDJFNL Committee, at the beginning of each season, on a rotation basis.

b. All Grand Finals to be hosted by Euroa, Seymour, St Mary's and Tabilk on a rotation basis at each clubs respective ground, Kings Park, Memorial Oval and Avenel. These clubs will not be a part of the rotation for the other three finals.

FINALS UMPIRES

a. The League uses SDJFNL Umpires for all finals.

b. Boundary Umpires for finals shall be capable and experienced (Boundary) Umpires. They must be over 14 years of age.

c. Field Umpires receive payment for the Finals at the rate defined at Delegates Meeting.

d. All Clubs will be rostered to provide Boundary and Goal Umpires for finals they are not participating in.

e. All participating teams must supply their own Timekeeper.

FINALS EQUIPMENT

a. The league will supply balls for all finals. Winning Grand Final teams may keep the ball.

FINALS ELIGIBILITY

a. A player must play a minimum of 33% of home and away matches in the current season in the SDJFL Inc competitions, to be eligible to play in a Finals Series (to be rounded down to the nearest whole game, six games)

b. The tally of games may be gained with the SDJFNL Inc Club of which he is a member at the time of the Finals, or with another SDJFNL Inc Club from which he may have transferred in the same season.

c. Eligibility shall be confirmed from League Statisticians records.

A DRAW IN FINALS

In the event of a draw in the U12, U14 and U16 finals, teams will play an additional 2 x 5 minute quarters, with no break between quarters. If still drawn after this, teams are to change ends and play until a score is registered. That score will decide the outcome of the game.

18. ORDER OFF RULE

Refer to AFL Victoria Hand Book Rule 1.0
Order Off Rule.

19. CLUB RESPONSIBILITIES

Ensure that Umpire Report Sheets have been completed by the Umpire, if a player has been sent off more than once.

Ensure that Timekeeper has recorded all send off infringements.

Notify League Statistician; prior to 7pm on the day of the match, of any send off infringements.

NOTE

Any Reported Player will be subject to penalty in accordance to the VCFL Rule 12 Set Penalties. The statistician will notify clubs if a player receives an automatic suspension.

Players receiving an automatic suspension for being ordered off the Field on three occasions will be ineligible to win Best & Fairest.

20. RUNNERS AND WATER CARRIERS

a. Only one runner per team is permitted. They may deliver messages, but not interfere in the play. They should only remain on the field long enough to deliver the messages and return to the coaching area immediately. Failure to do so can result in the Umpire requesting the club to replace the Runner.

- b. Please note that in U11s, two persons are allowed on the ground to coach, ONLY UNTIL THE END OF THE FIRST ROUND OF MATCHES. After the first round of matches, the U11s must comply with above by-law.
- c. All team runners must wear suitable identification. The runner must wear a fluoro green bib or T-shirt, to be recognised by the umpire.
- d. All water carriers must wear a fluoro orange bib or T-shirt, these people are not permitted to instruct or inform players and may only offer water to players or game officials and then must leave the playing field, (note maximum of 2 water carriers per team).
- e. Runners and water carriers club's name or abbreviation must be clearly visible on them.
- f. Multiple breach of the above by law, may result with the offending person being banned from the playing arena by the Umpire, SDJFL President or his nominated representative for the remainder of the match. (a fine may also apply)

21. TRAINERS

- a. Trainers may be placed around the ground. A maximum of two (2) qualified trainers should be on ground at any one time, except in an emergency.
- b. All Trainers must be suitably attired in white and identifiable as a trainer.
- c. Trainers CANNOT coach from the sidelines, or interfere physically or verbally with opposition players. The officials should never manhandle any opposition players, but may restrain their player should a confrontation occur.
- d. Coaches are not permitted inside the boundary line while a game is in progress, except to attend to an injured player where there is insufficient help from a trainer etc. The executive committee will discipline any coach disregarding this rule.

22. AFFILIATED CLUBS AND COLOURS

Players competing in League Home and Away matches shall adhere to the following:

- a. Clubs may have as part of their uniform, shorts of the colour of their choice. The colour must first be approved by the executive committee and will not be worn until approval is obtained. Once approval is given, coloured shorts may be worn.
- b. Each of the Clubs shall register its uniform with the League. No Club shall be allowed to register its uniform, which in the opinion of the Executive Committee is similar to uniforms already registered.
- c. Club colours are as follows:

ALEXANDRA: Thin vertical red, white and black striped jumper, white shorts and black socks with red, white and black hoops at the top.

BROADFORD: Blue and white vertical striped jumper, blue shorts and blue socks.

EUROA: Black and white vertical striped jumper, black shorts and black socks.

- HEATHCOTE: Red jumper with black panel and white cross, red or black shorts and red, white and black socks.
- ST MARY'S: Green jumper with gold collar and cuffs, gold or yellow shorts and green socks with gold or yellow tops.
- SEYMOUR: Red jumper with red & blue front, with yellow lions head & stripes, blue shorts and red socks with blue tops.
- TABILK: Navy blue jumper with white initials, navy blue shorts and navy blue socks.
- YEA: Black jumper with diagonal yellow sash. Black shorts and black socks with yellow stripes.

23. PLAYERS

TEAM NUMBERS & SHARING PLAYERS

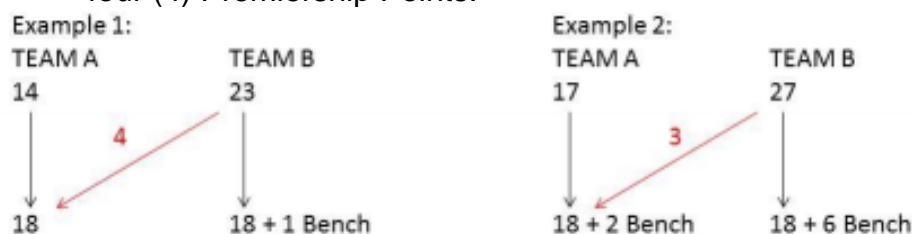
The League expects all team officials to understand and adhere to the spirit of this rule, which is: To enable maximum participation for the players from all Clubs, in doing so supporting every player to reach their full potential at all stages of their development.

a. If both teams have 18 or more available players on the day, the game must be played with 18 players on the ground plus any available interchange players.

b. If both teams have less than 18 players available on the day, both teams must play with an even number of players on the field.

c. If Team A has less than 18 available players on the day and Team B has greater than 18 available players on the day then:

1. Coaches and/or Team managers from Team A must request enough players be loaned from Team B to enable each team to field 18 players. This request must be made within a reasonable timeframe prior to the start of the match. Failure by Team A to comply will result in forfeiting four (4) Premiership Points.
2. Coaches and or Team managers from Team B must share players with Team A upon request. Failure to comply will result in forfeiting four (4) Premiership Points.



3. Shared players may be rotated at half time
4. Loaned players must be listed on the opposition team sheet, with a note that they are from the opposing Club. Such players will be eligible fairest and best votes as cast by the umpires together with any goals kicked. These votes and goals will be credited as if the player were opkaying with their own Club.

d. Where an imbalance is caused due to injury there is no requirement for player numbers to be evened up for the remainder of the game.

- e. Where a player is ordered off the field by a field umpire, there is no requirement to even up the playing numbers on the field.
- f. Where a team with less players denies players from the opposing team, then that opposing team may take the field with two (2) additional players up to 18 players (i.e. if Team A has 14 players and does not request to accept loan players from Team B, then Team B may enter the field with 16 players). Consequently, any team refusing to accept loan players will forfeit four (4) Premiership points.
- g. Where a team has requested the loan of players and is denied by the opposing team and then take the field with less than 18 players, the opposing team must also take the field with the same number of players. Consequently, any team refusing to supply loan players will forfeit four (4) premiership points.
- h.k The player sharing rule shall not be applied in finals. The game must be played with 18 players on the ground plus any available interchange players.

COUNTING OF PLAYERS

The field umpire shall have the power, at the request of either captain, to stop the game and move all the players into line at any time for the purpose of counting them.

MINIMUM GAME TIME.

Any player listed on a teamsheet is to be given a minimum of two quarters game time during the home and away season.

24. UMPIRES

- a. An important administrative function of the club is to provide umpires to control the game. Players and officials should give umpires the utmost Respect and support. Like players, coaches and everyone else concerned with the game; they are contributing each week to enable a game to be played.
- b. Umpires in a small league will have wide ranging abilities, attitudes. It is in the interest of our competition for the clubs to ensure that all umpires are kept informed of any alterations in our rules.
- c. Umpires are an essential part of our game and should be supported and respected. Abuse of an umpire will not be tolerated under any circumstances.
- d. Coaches do not under any circumstances, have the right to terminate a game by taking their team off the field. Coaches may, of course, remove individual Players if they fear for the welfare of a particular player.
- e. The umpire is in total charge of the game and the only official with the authority to commence or finish the playing time

UMPIRE AGES

- a. Under 13 Umpires are to be at least 15 years of age.
- b. Under 15 Umpires are to be at least 17 years of age.

UMPIRE RESPONSIBILITIES

- a. Player's boots etc MUST be checked before the game, (this is to save time On the field)
- b. In each match the home club shall provide one suitable, and appropriate Sized, ball. The field umpire must decide, prior to the game, that the ball is in Good condition and suitable for play.
- c. Goal Umpires shall be attired in a white coat.
- d. Boundary umpires must wear a white shirt and be equipped with a whistle.
- e. Boundary Umpires and Goal Umpires CANNOT coach from the sidelines or Interfere, physically or verbally with opposition players. THE officials should never manhandle an opposition player, but may restrain their player should a Confrontation occur.
- f. Within 15 minutes, Team Managers must ascertain from the officiating Umpire if any reports have been made or the match was "all clear."

28. MATCH PAPERWORK

All matchday paperwork is to be posted to the League Statistician directly following the match. If paperwork is not received by Friday following the game a fine of \$20 will be imposed on the offending club.

Four (4) TEAM SHEETS

- * 1 x opposing team
- * 1 x your club's register/records
- * 1 x the umpire (top copy)
- * 1 x the time keeper

TWO (2) SCORECARDS

1 for each Goal Umpire.

TWO (2) TIME KEEPING SHEETS

- * 1 for each Timekeeper

NOTE: All sheets are to be handed to home team at end of game.

ONE (1) UMPIRES VOTE CARD (Blue)

- * 1 per game

If two umpires officiate then a joint decision is to be made. The home club is to provide an envelope to seal the votes and it is to be signed on the back by the umpire/s.

ONE (1) UMPIRES REPORT SHEET

- * To be provided by the home team for all games.

For umpires to officially report all misdemeanors that may occur during a game, both on and off the field.

ONE (1) Matchday Checklist

29. SDJFNL LIFE MEMBERS

- Max Fothergill 1980
- Cliff Stoman 1980
- Herb Baehr 1983
- Ken Daniels 1991
- Lyn Daniels 1991
- Colin Winnell 1999
- Michael Peel 2000
- Col Sealer 2002
- Shaun Wood 2002
- Noreen Dowell 2008
- Elizabeth Jones 2009
- Graham Stokes 2012

30. MISCELLANEOUS

a. Kicking in Danger Rule" to still apply to the Rules of the SDJFNL inc.

At the Umpires discretion he may impose a penalty to any player in Under 12, if they kick the ball off the ground.(This encourages them to pick the ball up).

b. The synthetic all-weather ball can be used in all Under 12 and Under 14 wet weather games, including finals.

c. A size 4 synthetic, all weather ball is used for Under 12 games. A full sized ball is used for other age levels.

d. Clubs are to ensure that only the Coach, Assistant coach or team manager (Not Both), 1 runner, 2 trainers and 2 water carriers and the team members of age groups participating, be allowed inside ground enclosures during a match.

f. SDJFNL Umpires will enforce 25 metre penalties in conjunction with the AFL Rules of the Game Rule 18.3 VCFL Handbook Local Conditions. Umpires may call TIME ON for injury and extraordinary circumstances.

g. Football boot stops with metal pieces exposed are not permitted in the SDJFNL.

h. Club song is not to be sung on the ground, disregard for this rule will attract a \$100 league fine.

Appendix 1 – COVID By Laws

Governing Principals

- That the health and safety of the community remains the highest priority
- That whilst balanced competition is important, that the opportunity to participate whenever possible be of higher priority
- That where possible the Home & Away and Finals shall be conducted within the traditional timeframes
- Equality in the draw be ignored for opportunity to participate whenever possible
- That a premiership be awarded once a minimum of **8** Home & Away games be achieved
- That a minimum viable season which triggers a finals series be the maximum number of games possible and not influenced by traditional fixture requirements and expectations
- That a Finals Series be played with a minimum of 1 week (1 v 2) and up to a traditional final's series of 4 weeks
- Should any scenario occur which is not covered within these By Laws then the matter shall be referred to the League Executive to determine at their absolute discretion

1. Positive COVID TEST

- 1.1 Player/Official immediately notify AFL Goulburn Murray Region Manager.
- 1.2 AFL Victoria Region Manager notify AFL Victoria Country Manager
- 1.3 AFL Victoria notify Public Health Authority
- 1.4 Club always follows advice of the Public Health Authority
- 1.5 Public Health Authority to instruct AFL Victoria of Return Strategy

Subject to changes in the Federal or State Government COVID Restrictions and AFL Victoria Protocols, a season may be impacted which shall trigger the implementation of the following By Laws.

2. Impact of a COVID Interruption on a Single Round

- Should an entire Round of matches be abandoned, no points or percentage shall be awarded to any team
- The season shall recommence with the next scheduled round.
- The season shall continue until the original finals are scheduled to commence

3. Impact of a COVID Interruption on a consecutive Rounds

- Should consecutive Rounds of matches be abandoned, no points or percentage shall be awarded to any team for the abandoned Rounds
- The season shall recommence with the next scheduled round.
- The season shall continue until the original finals are scheduled to commence

4. Impact of a COVID Interruption on a Multiple Rounds

- Should multiple Rounds of matches be abandoned, no points or percentage shall be awarded to any team
- The season shall recommence with the next scheduled round.

- The season shall continue until the original finals are scheduled to commence
- 5. Impact of a COVID Interruption on individual matches within any Round**
- Should individual matches within any Round be abandoned, team shall be awarded 2 points each and the average weekly percentage
 - The individual games shall not be rescheduled
 - The season shall continue until the original finals are scheduled to commence
- 6. Return to Play following a COVID Interrupted Round or Match**
- If 1-3 consecutive Rounds have been abandoned, then the season may recommence at the next scheduled round at the discretion of the league
 - If 4-6 consecutive Rounds have been abandoned, then the season shall recommence at the next scheduled round following a minimum of 7-day training period at the discretion of the league
 - If more than 6 consecutive Rounds have been abandoned, then the season shall recommence at the next scheduled round following a minimum 14-day training period at the discretion of the League
 - Should the recommencement following any period of abandonment occur during the scheduled Finals Series, then the Finals shall be adjusted at the direction of the League Executive in consultation with the Region Commission and AFL Victoria
- 7. Impact of a COVID Interruption on an individual FINALS matches**
- League Executive may reschedule FINALS matches at their absolute discretion
 - Where time does not permit for a FINALS game to be rescheduled, should an individual FINALS match, excluding the GRAND FINAL be abandoned, the team with a higher ladder position shall be deemed the winner by virtue of higher ranking
- 8. Impact of a COVID Interruption on a GRAND FINAL**
- League Executive may reschedule the GRAND FINAL matches at their absolute discretion
 - GRAND FINAL must be completed by **29 August, 2021**
 - Where time does not permit for the GRAND FINAL to be rescheduled and the GRAND FINAL be abandoned, the team who entered the Grand Final first by way of victory in the Second Semi or if not applicable, by a higher ladder position, shall be deemed the winner
- 9. Final Qualifications in a COVID interrupted Season**
- Should a season be impacted on by COVID the League Executive may determine FINAL Qualifications limits at their absolute discretion at any stage during the season
- 10. Consequence of a suspension in a COVID interrupted Season**
- All suspensions MUST be served in accordance with the AFL Victoria Country Rules and suspensions apply to games played and not dates

11. Matters not covered by COVID By Laws

- Should any scenario occur which is not covered within these By Laws then the matter shall be referred to the League Executive to determine at their absolute discretion