



SHEPPARTON TOYOTA DISTRICT JUNIOR FOOTBALL LEAGUE INCORPORATED

U10, U12, U14 & U16 BY LAWS
(Updated as at 20 April 2021)

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1 REGULATIONS CONCERNING PLAYERS AND OFFICIALS

1.1 The following conditions of play and regulations and rules concerning players and officials, shall apply unless altered from time to time by the executive in which event the altered provisions shall apply. Clubs shall be limited to the number of registered players annually to assist in the distribution of players across clubs, whilst creating opportunity to participate regularly.

Clubs entering 1 team into either Under 14's or Under 16's shall have:

1. A maximum of 25 registered players per age group
2. A minimum of 18 registered players per age group

Clubs entering 2 teams into either Under 14's or Under 16's shall have:

1. A maximum of 50 registered players per age group
2. A minimum of 43 registered players per age group

**Clubs entering more than 2 teams shall seek endorsement from the league executive, whom, on consideration of the circumstances may regulate player numbers.*

Clubs may register more than the maximum number of players in any year ONLY when the number of club re-registrations from the previous year is above the maximum number or at the discretion of the Board on application.

Players who are not recognised as registered club players in the previous year will be subject to the capping.

Clubs shall not transfer or delist players to enable recruits to be included under the capping; existing players shall be given preference.

Clubs unable to register any player(s) due to capping regulations, shall refer the player(s) to the Board for allocation options.

Breaches: Clubs found to have deliberately breached the Capping, shall be dealt with by the Executive of the STDJFL and may be subject to loss of points, fines or other penalties at the discretion of the Board.

1.2 Primary school students may only be granted permission to play in the lowest grade of the STDJFL Competition.

1.3 Players who are deleted from a team list must be in writing, stating the reason. These reasons to be put to the Executive so it can be determined why the player is not playing football. If applicable, this is to be then followed up by the Executive, to follow the dropout rate.

1.4 The Executive has the power to adjudicate in all sections of 1.

2 REGISTRATIONS

- 2.1 Each player must sign an official registration form before he is eligible to play competition football and this form must be submitted to the Secretary prior to that player's first match, or submitted to the Secretary on day of match, along with the match results corresponding to that player's first match.
- 2.2 Registered players playing in any other competition are ineligible to play in competition games within this competition on the same weekend.
- 2.3 All registration forms lodged with the Registrar must accompany a summary form listing each player's name, address and date of birth.
- 2.4 Clubs must prior to the first match, register with the competition in writing, the names of the official coach/coaches and team manager of each team for each season. These people will then be deemed by the competition to be responsible for all team members and officials for that season.

3 MATCHES

- 3.1 All matches will be played within Shepparton, Mooroopna and Tatura and elsewhere at the discretion of the Annual Meeting of the Association.
- 3.2 All games shall be held on Sunday afternoons (unless the executive otherwise decides).
- 3.3 Any ALTERATION TO PROPOSED FIXTURE must be applied for in writing prior to the commencement of the season.

Any ALTERATION TO THE FINAL FIXTURE must be applied for in writing three (3) weeks prior to the scheduled match date.

The Executive has the power to grant changes at any time during the season if special circumstances arise.

4 MATCH TIMES & "TIME ON"

- 4.1 Starting Times: 10:45am; 12.30pm; and 2:15pm.
- 4.2 Where two games are played on the same ground, starting times shall be:
First game: 12:30pm and Second game: 2:15pm.
- 4.3 Home team must supply a timekeeper. The visiting team may wish to supply a timekeeper as well, in which case he/she must be alongside home team Time Keeper.

4.4 Home team must supply an interchange steward to record any players sent off. The visiting team may wish to supply an Interchange Steward as well, in which case he/she must be alongside home team interchange steward.

- Teams are to interchange on the same side of the ground.
- Send-off sheets to be signed by steward/s. Details to be given to umpire.
- Interchange/Umpire send-off sheets to be returned to registrar.

4.5 Times for each quarter during the season (U/14 and U/16 Divisions) will be 4x20 minutes (no time on).

4.6 An exception to the above is:

• **BLOOD RULE** - Time on is to be added from the time the umpire indicates he is sending the player off until the umpire resumes play. Any player directed to leave the field shall do so through the designated Interchange area.

• **STRETCHER** - Time on is to be added from the time the UMPIRE indicates the stretcher is on the ground until the umpire resumes play.

• **HEAD COUNT** - Time is to be added on from the time the umpire stops the game until the umpire resumes play.

• **INJURY TIME** - Time is to be added from when the umpire stops play, due to player injury, until the umpire resumes play.

4.7 Maximum time between quarters will be:

- First to second: not exceed 5 minutes.
- Second to third: 10 minutes.
- Third to fourth: 5 minutes.

5 FINALS

5.1 **Qualifying for Finals** – to be eligible to play in finals games a player must have played **THREE** (3) games with the team concerned during the current season.

5.2 A player that has played one (1) or more Division 1 matches must play a minimum of six (6) Division 2 games to qualify for finals. In the event of prolonged absence from playing (**due to verified injury, illness or representative football**) permission must be received from the League Executive.

5.3 In FINALS games in the event of a draw at the end of the fourth quarter then the game is to continue for a further 5 minutes each way (total 10 minutes). If one side is not ahead on points at the end of this time the procedure is repeated until a decision is reached.

5.4 Coach may address players at end of drawn game, not to exceed 5 minutes. Players are not permitted to leave ground. Straight change over at half time of extra time and any other change over (i.e. no address by coach).

5.5 PENALTY FOR LATE STARTS - One penalty unit shall be applied to the offending club/clubs for each minute late after the scheduled starting time of each break.

5.6 No player who has played 7 or more of this season's Home & Away games in a higher Division is eligible to play in a lower Division. Penalty for playing such a player - loss of premiership points gained whilst that player is a member of the team or any other penalty decided by the executive.

5.7 Any player who plays in seven (7) or more Division 1 of this seasons home and away games shall not be eligible to play in the Division 2 finals series. Excepting that, if any Club is required to field both the Division 1 and Division 2 teams on the same day or weekend during the Finals series such qualification rules shall be lifted.

6 UMPIRES

6.1 Umpires will be supplied by the GVFUA/REUA Umpires fees will be agreed upon each year when submitted to the competition by the GVFUA/REUA.

6.2 An Adult Goal Umpire wearing a white coat and a boundary umpire wearing a white top and having a whistle must be supplied by each team. Any Adult nominated by a team or club as an umpire for a particular game has the normal powers and responsibilities of an umpire for that game.

If any team or club cannot supply an Adult goal umpire by 10 minutes after the designated start time then the central umpire shall cancel that game and make a report to the competition. The team or club at fault shall be deemed to have lost the match and the other side awarded four premiership points. No match shall start without an Adult goal umpire on duty at each end.

An Adult shall be a person over the age of 18 years.

7 NUMBER OF PLAYERS

Preamble: The clear requirement of the competition is that all players will be provided with genuine opportunity during fixtured matches to develop the skills and match strategy required to play Australian Football.

7.1 Each team is to comprise of 18 players and up to four reserves in its team and all these reserves are inter-changeable in all home and away matches and finals with the exception of rule 8.1.

7.2 If either team has 19 players or less on match day, both sides must field a minimum of 2 players on the bench to minimum 16 players, with interchange numbers allowable up to a total match day squad of 22.

e.g.

19 players – 17 on the field, 2 on interchange

18 players – 16 on field, 2 on interchange

17 players – 16 on field, 1 on interchange

16 players – 16 on field, no bench

7.3 Both teams are compelled to play with equal numbers (unless player has been sent from the field by way of yellow/red card), that being the lesser number fielded by either side, but not lesser than 14 as required by the AFL Victoria Country rules. Up to 22 players can still be used through the interchange. This applies to all competitions.

- a) All players listed on Team Sheet in all divisions, must have at least half of match time on the ground in EVERY match with the exception of rule 8.4.9.
- b) If a player does not get enough game time through injury/illness, an "Injury Advice Form" is to be completed and submitted by noon on the day following the match for any explanation and first aid required of any player not achieving required match time.

7.3

- a) **Home and Away Matches:** Penalty for infringement of Rule 7.2 and 7.2b - A warning to be given to each team on first offence(s). Second and subsequent offence(s) within the team, require the club to play the player(s) for full game time in the TEAM'S next match. Penalty for not playing the identified player for full game time in the next available match, be \$50 for that match and each subsequent match. Games where players received insufficient game time shall not be counted for finals qualifications.
- b) **Final Matches:** Penalty for players not receiving required game time in any Finals match shall be \$50 per offence in accordance with rule 7.2b and the team will be required to play the player(s) for full game time in the TEAM'S next match. Penalty for not playing the identified player for full game time in the next available match, be \$100 for that match and any other sanction as decided by the executive.

8 STRUCTURE FOR GRADES and MOVEMENT OF PLAYERS

The STDJFL may operate Divisions in Under 14 and Under 16 grades annually

8.1 Where determined annually by the Board, the STDJFL may comprise of any number of Divisions in either or both the Under 14 and Under 16 grades. It shall be at the absolute discretion of the Board to determine should Divisions be adopted with consideration to team nominations.

8.2 Where clubs field one team only, it shall be in Division 1 as the default grade.

8.3 Where a club has 2 teams in an age group:

- Their 1st team shall be in Division 1
- Their 2nd team shall be in Division 2
- Clubs may apply to the Board to field 2 even teams in Division 1 or a third team in Division 2, provide they have 1 Division 1 team

8.4 Division 2 and below shall be considered a development grades, based on ability not age. Teams shall not be picked on the basis of age, ie. Under 15's only in Division 2 and Under 16's only in Division 1 is not permitted.

8.5 Where it is determined by the Board to adopt Divisions in any grade, the league shall conduct a 4 Round Grading period in all Divisions.

8.6 The STDJFL Board reserve the right to promote or relegate any team at any time up to Round 4 during the grading period with consideration to point 2. It shall be at the absolute discretion of the Board to determine a team's ultimate Divisions during or at the completion of Grading period.

8.7 Any matters arising as a result of the Grading period or Divisional structure which are not covered in these rules shall be determined by the Board at its absolute discretion.

9 INELIGIBLE PLAYERS

9.1 Refer to National Player Registration and Transfer Regulations

10 SUSPENDED PLAYERS

SET SANCTION: *The League has adopted the set sanctions as per the AFL Victoria Country Handbook.*

10.1 Any player suspension is ineligible for any match for the length of the suspension. Penalty for playing such a suspended player results in the loss of premiership points, plus any other penalty decided by the Executive.

10.2 Any player found guilty by the “Independent Tribunal Panel” or accepts a “Set Penalty” is not eligible to win the “Best & Fairest Medal”.

10.3 Any player ordered from the ground 3 times in any one season for a breach of the “Order Off” rule, will automatically be suspended for 1 (one) match.

10.4 No person who is a registered player or an official of any club of an open or junior age team, who is under disqualification or suspension by his home club or League, shall act as an official runner or water carrier in any competition match, or any other match in which a AFL Victoria Country affiliated club or League is participating.

11 PRIZE MONEY

11.1 No club or team shall give any money as a prize to any player as an award for their participation and services in any game. All awards for any services shall be in the form of trophies, books or equipment. Expensive awards should not be made to players of this level.

12 DRESS CODE

12.1 Clubs upon registering with the STDJFL shall register their club colours for jumpers, shorts and socks.

12.2 Jumpers must be tucked in.

12.3 Bike shorts may only be worn if they are skin tone coloured.

12.4 Players are not permitted to wear gloves, except where medical advice is provided indicating glove(s) should be worn, whilst on the playing arena.

- a) Any medical advice indicating gloves(s) should be worn that is provided pursuant to Rule 13.0 (c) is to be provided in writing to the Secretary of the League at least 24 hours prior to any match in which a player wishes to participate and wear glove(s).
- b) The medical advice should indicate the players name, club, league, nature of the player condition, which requires the wearing of glove(s) and the period, which the medical advisor believes the player should wear glove(s).
- c) The Opposition Team Manager is to be shown copy of Medical Advice, prior to commencement of game.

13 WATER CARRIERS

13.1 No more than 4 water persons/trainers per club and must be wearing League "Orange bib" (trainers may wear club trainer's jacket) with a number.

13.2 The sole duty of a water carrier shall be to convey water to players and to immediately leave the playing arena.

13.3 Water shall only be delivered after a goal is scored, or at the opposite end to where the ball is in play if there has been a considerable length of time between scoring.

14 RUNNERS

14.1 Registered coaches cannot be a runner of a team in which his own club is participating.

14.2 The sole duty of the runner shall be to confer with the player or players of his/her club and to immediately leave the playing arena.

14.3 Runners to wear official League Yellow Vests – U16 "Keatings"; U14 "Brokerhouse"; Youth Girls "Keatings"

15 COACHES

15.1 Coaches must obtain appropriate level coaching accreditation as per AFL Victoria Country Coaching Accreditation. This must be obtained no later than 30 June in year of appointment to continue coaching. If the coach continues coaching unaccredited, the team will be ineligible to play for premiership points and the club will be fined \$50 per game they continue to coach unaccredited and any other sanction as decided by the executive

15.2 Further provided that no coach or assistant coach of a team in which his own club is participating shall act as a runner, trainer or water carrier.

16 NO ALCOHOL

16.1 Alcohol is not permitted to be consumed at Junior games.

17 THE FOLLOWING RULES SHALL APPLY TO THE COMPETITION

17.1 The competition will abide by the rules of the game as set out from time to time by the AUSTRALIAN FOOTBALL LEAGUE LAWS OF THE GAME except where local rules over-ride these rules.

17.2 Centre Square: The centre square may be adapted to suit the size of the ground being used.

17.3 Interchange/ Interchange of players: Incoming player is to enter the playing area from any part of the boundary line, which occurs, between those parts of the centre square out to the boundary line. Where the interchange is marked, oncoming and outgoing players must also leave the ground through the designated area except in the case of an injured player who has to be assisted from the ground. However, if the injured player (Stretcher cases exempted) does not leave through the designated area he cannot re-enter the game. If an oncoming player enters the ground before an injured player leaves the ground he can take no further part in the game.

17.4 Byes: Where a division has an odd number of teams and byes are created then byes shall be worth four premiership points each.

17.5 Umpires Reports: in writing for breach of the rules must reach the Secretary within 48 hours of the game concerned.

17.6 Protest: Any protest by a club or team concerning opposition clubs, officials or team members must be in writing and reach the Secretary 48 hours of the incident.

17.7 Check Eligibility: The registrar may investigate the eligibility of a player at any time. A club or team may request a check on the eligibility of a player at any time during the season.

17.8 Team Sheets: Team Sheets are made out in triplicate with player's names in alphabetical order.

- Original – to the umpire for Best & Fairest voting (to be delivered to the Registrar with final scores).
- Duplicate – to the team manager/coach of opposing team.
- Triplicate – to be retained as team record.

17.9 The Home Team: is responsible for the organising of the Best & Fairest votes to the umpire.

17.10 The Home Team: is responsible for entering the Results on website by 7pm on day of the match and the return of the Match Day Paperwork, signed by both Team Managers.

If scores have not been entered on website prior to 5:45pm, the Final Scores only must be phoned or Emailed to Registrar on match day.

Paperwork to be uploaded to the form on the League website by 12:00pm on the Monday following match.

17.11 Starting Time: Any team not ready to commence the game within 10 minutes of the designated starting time shall be deemed to have lost the match and the other side awarded the four points. The central umpire shall cancel the game and make a report to the competition.

17.12 Footballs

- Youth Girls to use size 4

- Under 14`s to use size 4
- Under 16`s to use size 5 (full size footballs)

17.13 Wet Weather Footballs: In the event of rain affected ovals, wet weather footballs must be used by all grades

18 PENALTY GUIDELINES FOR BREACHES OF RULES

18.1 The following proposal regarding the introduction of penalties for breaches of the League's Rules was adopted by the League at its delegate's meeting held 9 March 1993:

"That the League Executive be given the discretionary power to impose various penalties, depending on the severity of the offence, according to the following guidelines:"

Minor Misdemeanours

(a) Fines of one penalty unit for initial offences for "minor misdemeanours":

Examples:

- (i) Errors on team sheet.
- (ii) No scores on team sheets.
- (iii) Failure to provide a boundary umpire.
- (iv) Failure to name best players/goal scorers on result sheet.

(b) Fines of two penalty units for repeated offences for "minor misdemeanours" as above.

Major Breaches

(c) Fines of five penalty units and/or loss of premiership points for first and second offences for "Major Breaches":

Examples:

- (i) Playing unregistered players.
- (ii) Non-representation at delegate's meetings.
- (iii) Failure to attend official League functions.
- (iv) Forfeiture of games.
- (v) First offence failure to pay "MINOR MISDEMEANOUR" fines.

Misconduct - Where Allegations of "Misconduct" arise - It will be referred to the Investigating Officer.

Suspension from League (in keeping with Association Rules) for third offence for "Major Breaches" as above, or first offence failure to pay "Major Breaches" fine.

Clubs or individuals facing fines for "Minor Misdemeanours" shall have until the next delegate's meeting to make payment to the League (or a minimum of 14 days).

Clubs or individuals facing fines for "Major Breaches" shall have 7 days to make payment.

There shall be no right of appeal against the Executive's decision regarding the imposition of the above penalties.

The current penalty unit is \$10.

19.0 INDEPENDENT TRIBUNAL & INVESTIGATIONS

19.1

An Independent Tribunal from outside the Association and Competition will be appointed each year. A panel of names will be submitted to the Executive. This panel shall consist of up to seven persons who are deemed suitable by the Association and who indicate they are willing to sit on the Tribunal. A sitting Tribunal shall consist of three members of the panel.

One member of the panel shall be elected by it as Chairman and will organise Tribunal sittings when so requested by the Association. This Tribunal shall deal with players or officials reported for misconduct or breach of the rules of the competition.

The Secretary of the Association will act as Secretary of this Tribunal. The Tribunal shall proceed to hear and determine all umpires reports irrespective of how each report was brought before the Tribunal, but the report must be on the official umpires report sheet and be signed by the reporting umpire.

19.2 On plea/result of guilty verdict at a tribunal, investigation and/or appeal the guilty club shall be liable for costs involved.

19.3 In the case of a not guilty verdict from a tribunal, investigation and/or appeal, the league may pay all costs.

20.0 WET WEATHER COMMITTEE

20.1 A wet weather committee of four people shall be elected by the Association for each football season. Each member of this committee shall be from a different participating club. The wet weather competition is the only body with authority to cancel matches after it has examined the grounds. A cancelled round of matches shall be notified through local radio by 11.00am on the day of the matches cancelled.

21.0 JUNIOR DIVISION REGULATIONS

	UNDER 10	UNDER 12
PLAYERS	12-15 a side (on field)	15-18 a side (on field)
MAXIMUM GROUND SIZE	100 x 80m	130m x 110m
MATCH LENGTH	4 x 12 min quarters	4 x 15 min quarters
COMPETITION DETAILS	No scores, ladders or finals No recording of best players & goalkickers No representative team	Scoring is permitted No ladders or finals No recording of best players & goalkickers
CONTACT	Tackling is permitted as per Laws of the Game (no sling tackle permitted)	Tackling is permitted as per Laws of the Game (no sling tackle permitted)
MATCH BALL	Synthetic Size 2	Synthetic Size 3
BOUNCES	Maximum of 1	Maximum of 2
COACHING POSITION	On Field	Sideline
MARKING	A mark is awarded irrespective of the distance the ball has travelled to any player who catches it or shows control	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 10 metres
OUT OF BOUNDS	From a kick, a free is awarded against the player who last kicked the ball. From hands, or is there is doubt, the umpire shall call a ball up 10m in from the boundary	From a kick, a free is awarded against the player who last kicked the ball. From hands, or is there is doubt, the umpire shall call a ball up 10m in from the boundary
KICK OFF THE GROUND	Not permitted unless accidental	Not permitted unless accidental
STEALING, SMOTHERING, SHEPERDING, BARGING	No stealing or barging	Permitted as per Laws of the Game
PENALTIES	10m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way Players can be ordered off at the umpire's discretion	25m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way Players can be ordered off at the umpire's discretion