



SHEPPARTON TOYOTA DISTRICT JUNIOR FOOTBALL LEAGUE

YOUTH GIRLS BY LAWS (Updated 20 April 2021)

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1 SUMMARY

Below is a summary of the modifications to be adopted by Victorian community leagues conducting Youth Girls competitions.

1.1 Player Registration – Age

- Youth Girls Player Age Range – 13-17 years old by Jan 1st of competition year
- Players must have turned 13 before playing their first game
- Players CAN NOT be turning 19 during the year
- Players who are 12 years old can apply for a 12 YO Special Permit to play if they are assessed by competition management to be big, strong and experienced enough to play.

1.2 Team Numbers on Match Day

- Teams may play up to 18 players on the ground should both teams be able to, but should numbers fall below then than player sharing MUST occur and even number to play.
- Up to six players on the bench
- Teams must have a minimum of 9 players to play an official match. Playing field should be reduced when numbers drop below 12.
- In the event that a team doesn't get 9 players, it is important that they play a "scratch match" instead to assist with retention of existing girls. The game will be a forfeit against the team without sufficient numbers.
- All attending players, who are fit and uninjured, to receive maximum game time and that team should be as even in number as possible.
- Every effort must be made to give all players maximum game time during the match. Failure to do so will mean a fine of \$50 for each player that did not receive maximum game time.

1.3 Game Format

- Games are played over 4 fifteen minute quarters.
- No time on unless blood rule is enacted or stretcher is called.

1.4 Uniforms & Equipment

- No jewellery is to be worn, including metal hairclips such as bobby pins. Players caught wearing prohibited equipment should receive a Yellow Card, and can NOT be replaced.
- Mouthguards are compulsory in Youth Girls football. Players caught not wearing a mouthguard by umpires shall
 1. Be asked to leave the ground, and can be replaced by another player
 2. Free kick awarded against the team
 3. Player will not be permitted to re-enter game until they have a mouthguard
- Footballs must be a size four leather football for club games.
- Representative football will be played with size four leather Sherrin football.

1.5 Modified Match Rules

- Players cannot take the ball out of the ruck.
- Players can only have up to two bounces before disposal.
- Players can kick the ball off the ground.
- Umpires to pay the "Kicking off the ground" rule only when the kick is deliberate/dangerous
- Ball may be kicked off the ground when it is in the 10 metre goal square, this applies both offensively and defensively and must be within a safe manner.
- Marks are paid over ten metres.
- Penalties are twenty-five metres.
- Only four players allowed per team at centre square bounces.
- Players cannot chop the arms of an opponent whilst in possession of the ball.
- Players from the team that has a bye may play on permit with another team for that round however they will be ineligible for league votes for that round.

1.6 Finals and Representative Football Eligibility

- Youth Girls players can only play up to five games in a Women's Football League (including finals).
- Youth Girls players who play more than five games (i.e. six or more) in a Womens League are ineligible to play Youth Girls finals matches and representative football (including interleague and the Victorian U18 team), or be selected for the Youth Girls Academy.

1.7 Player Transfers

- Transfers between Youth Girls teams are capped.
- Youth Girls teams can only receive four players from other Youth Girls teams on transfer.
- Youth Girls who wish to play at a club that has already received their maximum of four players can apply for a Special Transfer.
- Special Transfers will only be granted if the player can demonstrate that they have a parent or sibling playing at the new club or it is their closest club to their permanent residence.

2 PLAYER REGISTRATION

2.1 General

a) No person may play in any matches authorised or conducted by the Program, other than practice matches, unless that person has:

1. Attained the age of thirteen years. A player aged twelve may apply for a 12 Year Old Player Permit from the Competition Manager. Considerations for under age players to participate in the Program include:

» the player's size and ability; and

» Communication between the Match Day Manager, player and parent/guardian prior to taking the field.

2. Not exceeded 18 years of age by January 1 of the competition year.

b) Unregistered / ineligible players refer to National Player Registration & Transfer Regulations

2.2 Playing in Senior Womens

Any player playing 1 game in a senior women's team will be ineligible to play in the finals series unless:

a) she has played no more than 5 senior matches; and

b) She has played at least 5 first round matches in the Youth Girls Program

3 COMPETITION

3.1 Minimum Player Lists

The minimum numbers of players to constitute a side shall be (NINE) 9

3.2 UNIFORMS

3.2.1 Jewellery

Jewellery of any description must not be worn whilst playing, including metal hair pins. Body piercing must be removed and cannot be covered by taped. When identifying players wearing prohibited jewellery, field umpires will stop play and issue the player with a Yellow Card. This player will then be required to leave the field for ten minutes and cannot be replaced. Play will recommence with a free kick awarded to the opposition team from where the ball was positioned when the umpire stopped play.

3.2.2 Mouth Guards

It is compulsory for players to wear a mouth guard in all official Youth Girls matches. When identifying players not wearing a mouth guard, field umpires will stop play and issue the player with a Yellow Card. This player will then be required to leave the field for ten minutes. The offending player can be replaced by another player. Play will recommence with a free kick awarded to the opposition team from where the ball was positioned when the umpire stopped play.

3.2.3 Nails

Captains to be in charge of checking all players' fingernails prior to a game to ensure they have been cut short and smooth.

3.3 FINALS

3.3.1 Qualification

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.

3.3.2 Finals Series

Finals shall be based on a top 5. Elimination and Qualifying Final, 2 Semi Finals, 1 Preliminary Final and 1 Grand Final

3.3.3 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.

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).

3.4 SUSPENDED PLAYER

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

3.4.1 Any player matches for the length of that suspension. Penalty for playing such a player - loss of premiership suspended by any Football Tribunal is also suspended from playing in competition points gained while that player is a member of the team, or any other penalty decided by the Executive.

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

3.4.3 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.

3.4.4 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.

3.5 PRIZE MONEY

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.

3.6 DRESS CODE

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

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

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

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).

Such medical advice should indicate the player's name, club, league, nature of the player's condition, which requires the wearing of glove(s) and the period, which the medical advisor believes the player should wear glove(s).

The Opposition Team Manager is to be shown copy of Medical Advice, prior to commencement of game.

3.7 WATER CARRIERS

3.7.1 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.

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

3.7.3 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.

3.8 RUNNERS

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

3.8.2 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.

3.8.3 Runners to wear official League uniform – Youth Girls Yellow Vest with Competition Sponsor as provided by league.

3.9 COACHES

3.9.1 Coaches must obtain at least a Level 1 Accreditation. This must be obtained by 30 June in year of appointment to continue coaching. The AFL Victoria Country penalty of loss of premiership points shall apply. If a team has no premiership points or does not play for premiership points it shall be classified as a major penalty under the "Penalty Guidelines for breaches of rules".

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

3.10 NO ALCOHOL

Alcohol is not permitted to be consumed at Junior games.

4 CONDUCT OF MATCHES

4.1 Number of Players In Team

4.1.1 Unless the number is varied under Law 5.2, a Team must consist of no more than 18 players, who may be on the Playing Surface at any one time, with no more than six (6) Interchange Players.

4.1.2 Teams cannot take the field with less than nine (9) players, all of whom must be duly registered.

4.3 Team Benches

4.3.1 Teams may only play with a player on the bench should player numbers be above 14 or player numbers are uneven.

4.4 Minimum Playing Numbers

4.4.1 If one team is short of players at the commencement of a match then the number of players must be adjusted so that both teams have the same number of players on the field.

4.4.2 If both coaches are in agreement, players can be transferred from team to the other to even up playing numbers. This should be noted on the team sheet of the team to which they have been transferred for the day as being "on loan".

4.5 The Football

Footballs will be size 4 Leather match balls for all Youth Girls competition matches.

4.6 Timekeepers, Duration of Matches, Quarter And Intervals

The duration of quarters shall be 4 x 15 minutes.

The designated breaks between quarters for all Program matches shall be as follows:

1/4 Time – shall not exceed 5 Minutes

1/2 Time – shall not exceed 10 Minutes

3/4 Time – shall not exceed 5 Minutes

4.7 Permitted Numbers at the Centre Bounce

4.7.1 When the football is bounced to start a quarter or recommence play after a Goal has been scored, a maximum of 4 Players from each Team are permitted in the Centre Square

4.8 Contesting the Centre Bounce

The centre bounce or throw up shall be contested by a Player from each team who the field Umpire deems to be of relatively equal size. The Player contesting the centre bounce shall be positioned in her team's defensive half of the Playing Surface and with both feet within the 10 metre circle. The Player may only enter the team's attacking half after the football touches the ground, in the act of bouncing, or once the ball leaves the field Umpire's hand, in the act of being thrown up. The player shall not be permitted to block an opponent's approach to the contest. The Player must have both feet within the 10 metre circle at all times until they contest the bounce or until the umpire calls play on due to an "offline bounce". No other player may enter the 10 metre circle until the football touches the ground, in the act of bouncing, or once the ball leaves the field Umpire's hand, in the act of being thrown up.

4.9 Kicking the Football into Play after a Behind Has Been Scored

A Player from the defending Team may only kick the football into play when the Goal Umpire has completed waving the flag to signal that a Behind has been scored. If a defending Player kicks the football before this time, the field Umpire shall direct the Player to kick the football again.

4.10 Marking the Football

A Mark is taken if, in the opinion of the field Umpire, a Player catches or takes control of the football:

- a) within the Playing Surface; and
- b) after it has been Kicked by another Player a distance of at least 10 metres; and
- c) Which has not touched the ground or been touched by another Player during the period when the football was Kicked until it was caught or controlled by the Player.

4.11 Remaining in Possession and Bouncing the Football

4.11.1 Where a Player is moving whilst in possession of the football, he or she must bounce or touch the football on the ground at least once every 15 metres, irrespective of whether such Player is running in a straight line or otherwise. For the purposes of this Law, a Player shall be deemed to be in possession of the football during the period when the Player handballs the football to themselves and regains possession without the football touching the ground. A Player may only bounce the ball up to two (2) times before disposing of it.

4.12 Holding the Football – Prior Opportunity/No Prior Opportunity

4.12.1 Where the field Umpire is satisfied that a Player in possession of the football:

- a) has had a prior opportunity to dispose of the football, the field Umpire shall award a Free Kick against that Player if the Player does not Kick or Handball the football immediately when he or she is Correctly Tackled; or
- b) has not had a prior opportunity to dispose of the football, the field Umpire shall award a Free Kick against that Player if, upon being Correctly Tackled, the Player does not Correctly Dispose or attempt to Correctly Dispose of the football after being given a reasonable opportunity to do so.

A free kick shall be awarded against a player who takes full possession of the football at a bounce or throw by a field Umpire or at a boundary throw in, instead players are required to tap or punch the ball back into play from a bounce or throw by a field Umpire, or boundary throw in.

4.13 Incorrect Disposal and Payment of Free Kick

4.13.1 When the football is in play, a Free Kick shall be awarded against a Player who hands the football to another Player or who throws the football or who deliberately kicks the ball off the ground while the ball is in play.

4.14 Free Kick – Permitted and Prohibited Physical Contact

4.14.1 Prohibited Contact and Payment of Free Kick by chopping the arms of an opponent while in possession of the ball.

4.14.2 Pulling of hair will be paid as head high contact and a free kick awarded.

4.15 Twenty Five Metre Penalties

4.15.1 A Controlling Body may reduce the distance of a fifty metre penalty to 25 metres for the Matches played in the competition conducted by the Controlling Body.

4.16 Boundary Umpires

4.16.1 Boundary umpires are to be used, when they are not used the Central Umpire is to bring the ball in ten metres and throw the ball up.