



**GOULBURN CAMPASPE
JUNIOR FOOTBALL LEAGUE
INCORPORATED**

BY LAWS

(Updated as updated 20 April 2021)

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1. LAWS OF FOOTBALL

The Laws of Australian Football as set down by AFL Victoria and Australia Football League shall apply to all matches played except as hereinafter modified.

2. AGE GROUPS

It needs to be remembered that at all times **THE LEAGUE** has a duty of care to **ALL players**.

2.1 COMPETITIONS

- a) The League may have 3 age groups Under 10, 12, 14. To be eligible to play in any of the aforementioned groups, players must be under the respective age limit as at January 01 in each year.
- b) Each club shall nominate the number of teams, in each age group, it wishes to field in the League annually.

2.2 OVERAGE PLAYERS

Rules for overage players are that the applicants:

- a) Apply in writing to the League Secretary by the requesters club and be supported in writing by the player's parents or guardian and relevant professional person i.e. Doctor for medical reasons or physiotherapist, sport teacher etc. in the case of ability requests. These applicants will be tabled and minuted at the next scheduled League General Meeting.
- b) No player should be physically bigger than an average sized player of that age division.
- c) Not have polled more than 3 votes in the previous year's best and fairest; and
- d) Be within 6 months of January 01 in that year, however, consideration will be given to a team:
 - i. That has a short playing list (less than 22); however to make up sufficient numbers as a standalone reason is not acceptable
 - ii. Any over age player who plays in the next age bracket, even as a fill in, immediately revokes any over age grant.
 - iii. If there is a special case raised by the Committee the League's executive will examine each application and shall grant or disallow the application up until the next meeting of the Committee which shall or shall not endorse the executive's decision.
- e) The Committee has the power to review all overage players at any stage.
- f) That each team be limited to 4 overage players.
- g) Overage players must be clearly identified as such on Team Sheets.

If any of the above guidelines are not met the request should not be granted. Players who are given overage consent and celebrate their next birthday during the football season are, within 1 month of that birthday, to be re-evaluated.

3. REGISTRATION & CLEARANCES

- 3.1 All players must be a registered member of their Club and approved by their Club Committee before they can take the field.

3.2 A player must be registered with the Goulburn Campaspe Junior Football League and AFL Victoria Country prior to the commencement of the first game he plays for the Club each year. The registration must be entered and confirmed on the AFL Victoria Country database.

3.3 Playing an unregistered player will result in the following:

- a) 'Please Explain' letter will be sent to the offending club requiring an explanation of the unregistered player taking part in the game.

Upon receipt of a club's explanation the following may be applied:

- a) Up to 10 penalty units fine per unregistered player per game, and
- b) Loss of premiership points for any game in which the unregistered player took part
- c) Any other penalty or reprimand as the Board sees fit

3.4 Any player that has been registered by a Club must obtain a clearance from that Club via the electronic database system before playing with another Club in the League during that season as per AFL Victoria Country Handbook.

3.5 Registered players must play before permit players shall receive endorsement to play.

3.6 Permit players must be applied for online via the system and approved before the players takes the field. If the player players without permit approval from their registered club, they will be deemed to have been an unregistered player and subject to clause 3.3

5. MATCHES

5.1 DRAW

Matches shall be played as determined by the draw and shall commence no earlier than 9 am on Saturday morning (and no later than 8 pm Friday nights) provided that where two teams are agreeable and have given the Secretary/Secretary or Recorder seven day's notice thereof, such games may be played on the same weekend at a different time.

5.2 LENGTH OF MATCHES

- a) Under 10 Matches shall consist of 4 x 12-minute quarters. Breaks shall be 4min - 7min - 4min between quarters.
- b) Under 12 Matches shall consist of 4 x 15-minute quarters with No time on. Breaks shall be 4min - 7min - 4min between quarters.
- c) Under 14 Matches shall consist of 4 x 15-minute quarters with No time on. Breaks shall be 4min - 7min - 4min between quarters.

5.3 MATCH DAY RESPONSIBILITIES

- a) It is the responsibility of the Home Club in the U/14 competition to electronically lodge all match details, including goal kickers and best players, using the AFL Victoria Country web site. All such details shall be entered by no later than 5.00 pm on the Sunday of each round.
- b) It will be the responsibility of the Home Club in the Under 12 competition to notify the League recorder of the winning teams in that

competition. No such time restraints applicable in Rule 5.3 are relevant to the Under 12 competition.

c) All other Under 14 match day paraphernalia (including team sheets, score cards, umpires votes, etc.) must be lodged with the Recorder by no later than the Wednesday after the game.

d) Failure to comply with any of the above may incur the loss of match points and or a fine [By-Law 15 (d) & (e)]

e) In an U/14 matches each club shall provide goal umpire and the home team a time-keeper for all matches. Matches shall be played in accordance with AFL Victoria Country Rules notwithstanding local rules made herein these By-Laws.

f) In U/12 games each club shall provide a goal umpire and the home team a time-keeper. Both clubs shall provide a central umpire. Only 2 coaches (and/or team managers) are allowed on the ground during the game and must remain remote from the field of play. All matches shall be played under the modified "Junior Rules" as set down by the AFL Victoria Country notwithstanding local rules made herein these By-Laws.

g) There are no boundary umpires in all competitions of the GCJFL. If the ball goes out of bounds by foot, whether on the full or not, a free kick will be awarded to the opposing team. A player CANNOT score directly from this free kick. If the ball goes out of bounds but NOT off a player's foot, a ball up shall occur 5 metres inside the boundary at the point where the ball went out."

h) The time-keepers shall notify the League of any late starts, the reason for the late start and the duration.

6. INTERCHANGE PLAYERS

6.1 NUMBER OF PLAYERS PER GAME

- a) The number of interchange players shall be six in both U/14 and U/12 games.
- b) 12-15 a side (on field) per team in Under 10 Matches.

6.2 PLAYERS ON THE FIELD

If agreeable by both coaches and central umpires, teams in the Under 14 and Under 12 competitions may play 20 players on the ground.

At no stage can there be an imbalance of player numbers on the ground. That is, if one team loses a player to injury, the opposing side must remove a player from the ground. Umpires will be able to, at their discretion, ask both teams to remove the extra players if they believe the game is too crowded.

7. TEAM SHEETS

7.1 PREPARING TEAM SHEETS

It is the responsibility of each team to generate team sheets via the online database for every match played. This is for record purposes only and a team sheet from both teams needs to be sent to the league administrator.

- a) Under 10 – one team sheet must be supplied to your opposition team before the match with update players, playing numbers etc. It is then the responsibility of the Home Team to supply both copies to the league

administration. There is no official scoring in Under 10's and no end result is required

b) Under 12 – one team sheet must be supplied to the opposition before the match with updated players, playing numbers etc. It is then the responsibility of the Home Team to supply both copies to the league administration. No official scoring is recorded in the Under 12 matches, only the end result of Win/Loss/Drawn match.

c) Under 14 – one team sheet must be supplied to your opposition and one copy to the umpires before the match with updated players, playing numbers etc. On these sheets Best Players & Goal Kickers are to be recorded and supplied to the Home Team manager post Game and it is then the responsibility of the Home Team to update the online data base and then supply both copies to the league administration along with Vote Cards & Best and Fairest Cards.

8. FOOTBALLS

8.1 The footballs used in all grades shall be of a standard approved by the League and the following sizes:

- a) Under 10 shall use Size 2 Synthetic
- b) Under 12 shall use Size 3 Synthetic
- c) Under 14 shall use Size 4 Synthetic

9. ORDER OFF RULE

9.1 SEND OFF

The central umpire may order any player off the ground for misconduct during the game. The player shall remain off the ground for a minimum of 15 minutes for their first offences

9.2 In the event of a player being ordered off, the player shall:

- a) Leave the ground via the interchange area; and
- b) Not be replaced by a reserve player.

9.3 If a player is ordered from the ground for a second or subsequent offence, they shall:

- a) Remain off the ground for the remainder of the game;
- b) Not be replaced by a reserve player; and
- c) Shall be reported by the central umpire.

At the conclusion of the game, the central umpire shall complete a report of the incident/s and shall lodge the report with the LEAGUE ADMINISTRATION within 48 hours of the incident.

10. CLUB COLOURS

10.1 REGISTRATION OF COLOURS

- a) Each club, prior to the commencement of the season, shall confirm or notify the League of any change of colours and such colours shall be worn in all matches during that season unless approved by the Committee.

10.2 CLASH OF UNIFORM

- a) In a case of a clash jumper the away team are to wear an alternative jumper (EG GCJFL Interleague jumper).
- b) In the case where Kyabram Black plays Leitchville/Gunbower the away side to wear alternate jumpers.
- c) In a case of a clash jumper at a Lightning Premiership the team that finishes lower in the home and away season is to wear the alternative jumper.

11. UMPIRES

11.1 Each team shall provide the following:

- a) In U/10 matches a goal umpire and a central umpire.
- b) In U/12 matches a goal umpire and a central umpire.
- c) In U/14 matches a goal umpire.

The persons officiating in these positions are required to be conversant with the rules (including any modifications of the rules)

11.2 UMPIRES ASSOICATION

- a) The Committee shall, before the commencement of the season, appoint the Umpires Association from which field umpires are to be selected from. Clubs wishing to appoint their own umpires may do so and the Umpires Association shall make all other such appointments during the season.
- b) The Treasurer/Secretary shall request the appointed Umpires Association of the League with a monthly account for the matches they have officiated in, the number of umpires and the appropriate travel.
- c) In the event of appointed umpires failing to appear, both teams will be responsible for supplying one Central Umpire each. The League Recorder must be notified of the non-appearance of appointed umpires. The home club shall be reimbursed umpire costs for that game at the completion of the season.

12. REPORTS, PROTESTS, CHARGES AND PENALTIES

12.1 The Independent Tribunal shall be empowered to deal with the following:

- a) Reports from umpires against any player or official under the Laws of Victorian Country Football League. Such reports must be lodged with the Secretary/Secretary within 48 hours of the incident and must be dealt with prior to the game following the incident;
- b) Protests and charges by a team or club affiliated with the League against another club, player or official must be lodged with the League's Secretary/Secretary in writing within 7 days of the incident/occurrence;

- c) Charges by the League or executive members of the League against a club, player or official must be lodged with the League's Secretary/Secretary within 7 days if the incident; and
- d) Protests and charges in sub-clause 1(b) are to be accompanied by \$500 which may, at the decision of the tribunal, fully, partly or not refundable.

The tribunal may exonerate or penalise (by way disqualification from playing, monetary fine or loss of points) a player, team, club or official for breaches of the Rules of the League the rules of the AFL Victoria Country, for frivolous protests and charges or conduct unbecoming the game.

13. AMENDMENT

- a) Rules pertaining to match conditions shall not be amended, added to or deleted after the first game of the season.
- b) Should any matter arise that is not dealt with by these by-laws, by the League's Rules, the rules of the AFL Victoria Country or where any by-law requires clarification, the matter shall be referred to the delegates for a decision at a Committee meeting.
- c) Subject to clause1 hereof, these by-laws may be added to, amended or deleted by a majority of delegates at a Committee meeting.

14. PENALTIES

14.1 The League, may impose various penalties, depending on the severity of the offence, according to the following guidelines:

- i. Each penalty unit is equal to \$50.
 - ii. Fines of one penalty unit for initial offences, minor misdemeanours, if warnings by the League's executive have not been heeded;
 - iii. Fines of two penalty points for repeated minor misdemeanours; and
 - iv. Fines of 5 penalty points for major misdemeanours
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- a) Minor misdemeanours include:
 - i. Errors on the team sheet;
 - ii. Non-reconciliation of score cards by the home team;
 - iii. Failure to provide the required number of officials;
 - iv. Failure to provide the best players and goal kickers on the match-day summary sheet;
 - v. Failure to lodge scores and match-day summary sheets by the required deadlines; and
 - vi. Any other offence that the League executive considers prejudicial to the interests of the League.
 - b) Major misdemeanours include:
 - i. Playing an unregistered player;
 - ii. Failing to attend meetings of the Committee;
 - iii. Failure to attend official League functions (carnivals, lightning p'ships, presentation of trophies, etc.)
 - iv. Forfeiture of a game;
 - v. For allowing a non-accredited coach to coach;
 - vi. Failing to pay minor misdemeanour fines; and
 - vii. Any other offence that the League executive considers prejudicial to the interests of the League.

The clubs and/or individuals that have been fined for minor or major misdemeanours shall have within 14 days to pay such fines.

There is no right of appeal against the executive's decision regarding the imposition of the above penalties. Any club and/or individual that commits a third offence for major misdemeanours, as described above, shall show due cause as to why they should not be suspended by the League.

15. SECRETARY'S OBLIGATIONS AND TERMS & CONDITIONS OF EMPLOYMENT

15.1 The Secretary's Obligations are:

- a) Research: the Secretary shall be familiar with the constitution of the League, the rules of Australian Rules football including those amended by the League and the procedures of the League.
- b) Preparation: the Secretary shall provide written reports, etc. to meetings of the League or as otherwise required; organize the Moama Carnival, the Lightning Premierships and Presentation of Trophies.
- c) Communication: the Secretary shall inform clubs of the rules and procedures of the League; liaise with sponsors and potential sponsors; liaise with the media on all aspects of the League.
- d) Administration: the Secretary shall implement the rules and procedures of the League; the financial affairs including fundraising, the process of reports, sponsorship and grants; League operations including the draw, meetings, Moama Carnival, Lightning Premierships, inter-league representation and the Presentation of Trophies; promotion including AFL Victoria Country representation, media announcements, etc.
- e) Reports: the Secretary shall report to the League Executive and clubs of his business and financial transactions as required by the League.
- f) Review: the Secretary shall put in place an annual review process of the League's business and financial transactions.
- g) The Secretary shall report to the President, in his absence one of the Vice-Presidents, on at least a weekly basis during the season (January 01 to October 31) on matters pertaining to his/her office.
- h) The Secretary shall be provided with the appropriate computer hardware and software, telecommunications equipment, office equipment and stationery and the like applicable to his/her position.
- i) The Secretary shall be afforded 4 weeks leave of absence in each calendar year.
- j) The Secretary shall not be afforded sick leave, but forbearance shall be allowed for him/her to recover from any ailment. If any such ailment prevents the Secretary from the execution of his/her duties requires a substitute or deputy to be appointed; the substitute or deputy shall be paid the fee that was paid the Secretary on a pro-rata basis.
- k) The Secretary shall act within the confines of the League's Rules, Purposes and By-Laws.
- l) The League reserves the right to terminate this agreement if the Secretary commits and act that is prejudicial to the interests of the League.
- m) The League shall support the Secretary in the execution of his/her duties providing reasonable assistance when requested by the Secretary.
- n) The Secretary shall agree to the terms and conditions of an agreement to be drawn up by the League's executive annually.

16. PLAYERS CODE OF CONDUCT

- 16.1 The league requires all clubs to have all players to sign a Players Code of Conduct at the beginning of the season.
- a) Abide by the rules of the game and the rules set down by your coach, club and the League.
 - b) Never argue with an official or umpire. If you disagree, ask your captain, coach or team manager to approach the official or umpire at the appropriate time for clarification of the matter.
 - c) Control your temper. Verbal or physical abuse of officials, umpires, spectators or other players is not accepted or permissible nor is deliberately distracting or provoking your opponent.
 - d) Work equally hard for yourself and your team, your team's performance will benefit and so will you.
 - e) Be a good sport. Applaud good football whether it is by your team or by the opposition. Be proud to walk off the ground after each game knowing that you have given your best effort and never involve yourself in an argument with the opposition, umpires or officials.
 - f) Treat all players as you would like to be treated. Do not interfere with, bully or take advantage of another player. Your involvement to play is for the fun and enjoyment of the game and that winning is only part of it.
 - g) Co-operate with your coach and team-mates and respect the ability of your opponent. Without them there would not be a game.
 - h) Play for the "fun of it" and not just to please parents and coaches.
 - i) Avoid the use of derogatory language based on gender, race or religion.

17. CLUB BASED OFFICIALS CODE OF CONDUCT

17.1 The league requires all clubs to have all coaches, assistant coaches, team managers and other team officials to sign a Club Based Officials Code of Conduct at the beginning of the season.

- a) Be familiar with the laws of the AFL Victoria Country including the modified rules of the League and abide by the rules and conditions of your club and the League.
- b) Teach your players that the rules of the game are mutual agreements which no player should evade or break.
- c) Group players according to age, height, skill and physical maturity whenever possible in any competitive practice session.
- d) Avoid over playing the talented players. The "just average" players need and deserve an equal amount of time, if not more.
- e) Remember that the players involved play for fun and enjoyment and that winning is only part of it. Emphasize the importance of learning and the development of skills and positive attitudes. Never ridicule or yell at your players for making mistakes or losing a competition.
- f) Ensure that your equipment and facilities meet all safety standards and are appropriate for the age and ability of the players.
- g) The scheduling and length of practice times and competitions should take into consideration the maturity level of the players.
- h) Develop team respect for the ability of opponents as well as for the judgement of umpires, officials and opposing coaches.
- i) Follow the advice of a qualified person when determining whether an injured player is ready to train or play again.
- j) Make a personal commitment to keep yourself informed of sound junior coaching principles and developments. Attain the required coaching accreditation and to become an active member of the branch of the Australian Football Coaches Association.
- k) Avoid the use of derogatory language based on gender, race or religion.

18. PARENTS AND SPECTATORS CODE OF CONDUCT

18.1 The league requires all clubs to have all coaches, assistant coaches, team managers and other team officials to sign a Club Based Officials Code of Conduct at the beginning of the season.

- a) Encourage children to participate if they are interested. However, if a child is not willing do not force them.
- b) Focus on a child's efforts and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to their ability by reducing the emphasis on winning.
- c) Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
- d) Encourage your child to always play by the rules.
- e) Never ridicule or yell at your child for making a mistake or losing a competition.
- f) Remember your child should be involved in football for their enjoyment, not yours.
- g) Remember your child learns best by example. Applaud good play by both your team and by members of the opposing team.
- h) If you disagree with an official or umpire raise the issue through the appropriate channels rather than questioning the officials or umpire's judgement and honesty in public. Remember most official and umpires give their time and effort voluntarily for your child's involvement.
- i) Support all efforts to remove verbal and physical abuse from junior sporting activities.
- j) Recognize the value and importance of volunteer coaches. They give their time and resources to provide recreational activities for your child and deserve your support.
- k) Support your club officials in maintaining the highest standard of behaviour both on and off the field for the betterment of the league and family. Offer your assistance to the team that your child is playing in so that every opportunity is being provided for the very best supervision and support. Your involvement will give both yourself and your child far more satisfaction.
- l) Avoid the use of derogatory language based on gender, race or religion.

19. LEAGUE FEES

19.1 Affiliation Fees of the League shall be set prior to the season and shall comprise of the following:

- a) Umpires Fees (clubs providing their own umpires shall be reimbursed at the end of the season);
- b) Goulburn Murray Regional Board Fees where applicable;
- c) Goulburn Valley Coaches Association Fees;
- d) GCJFL Administration Fees;
- e) Any Other Fees, e.g. AFL Victoria Country.

Failure to comply with payment by the due date may incur penalties including the possible loss of match points.

20. SUB-COMMITTEES

20.1 All clubs shall be represented on at least one Sub-Committee. Failure to comply may incur the penalties or the loss of match points.

21. LEAGUE PRESIDENCY

21.1 The President of the League may be appointed for a term of two years. At the completion of his term, if the clubs are agreeable that person may be re-appointed. If he/she is not re-appointed the next club, in alphabetical order, may nominate a person as President of the League. If that club does not wish to nominate a person for the position of President, the next club may do so.

22. INTERLEAGUE

22.1 COACHES

The Committee shall appoint coaches and team managers for all Interleague Teams.

22.2 PLAYER NOMINATIONS

- a) The amount players to be nominated for GCJFL Interleague Selection training sessions will be decided on the number of teams for that year.
- b) Every player that is nominated for any interleague teams must be registered with the GCJFL at the time of nomination.

22.3 SELECTION

- a) Players nominated by the clubs who are unable to attend the above training sessions shall notify their respective coach or team manager of their inability to attend. Players failing to comply with this By-Law may forfeit their chance of playing for the League.
- b) Players who are unable to attend any Interleague commitment shall be replaced by a player of the Coach's discretion.
- c) Coaches and Team Managers shall select GCJFL Interleague Teams from the above training sessions with the following parameters:
 - i. Under 12: All teams must have a representative selected in final squad.
 - ii. Under 13/14: Recommended a representative, however best side selected where possible
- d) Players who are unable to play after being selected in an Interleague Game/Carnival shall notify the Coach or Team Manager. Players failing to comply with this By-Law may be suspended from playing club games.

23. LIGHTNING PREMIERSHIPSIn the U/14 Lightning Premiership:

23.1

- a) The Lightning Premiership shall be played at a suitable venue as decided by the GCJFL Executive.
- b) Each team shall supply a goal and central umpires are supplied by the league.
- c) There are no boundary umpires. If the ball goes out of bounds by foot, whether on the full or not, a free kick will be awarded to the opposing team. A player CANNOT score directly from this free kick. If the ball goes out of bounds but NOT off a player's foot, a ball up shall occur 5 metres

- inside the boundary at the point where the ball went out. Normal “out of bounds on the full” and “deliberately out of bounds” rules still apply.
- d) Team Managers for all teams will be required to report to the recorder upon arrival to confirm attendance, collect all relevant paper work and to submit team sheet.
 - e) Games times will be determined depending on the draw.
 - f) Teams named first shall kick to the northern or eastern end.
 - g) The timekeepers shall use the siren (twice) one minute prior to the start, (once) to start all games and (once) to finish halves. The siren shall be used similarly to start and finish the second half. Games start whether teams are ready or otherwise.
 - h) At the completion of each game the team managers shall escort the umpires from the oval.
 - i) Team managers shall supply the Recorder with results of matches, etc.
 - j) The point's allocation is as follows:
 - k) 1 points for the winner of each half;
 - l) Half a point if teams have equal scores in a half
 - m) 2 point for the overall winner of the game; and
 - n) In the case of a tie in points, the team with the better percentage becomes the premier.
 - o) Match Balls: Under 14 division use size 4 match balls. Match balls will be supplied by the league.
 - p) Order off Rule: As per AFL Victoria Country rules.
 - q) Blood Rule: It is preferable that umpires don't stop play and we ask clubs to replace players affected by the blood rule as soon as possible without interrupting the game.
 - r) Teams are to play 18 per side and no more than 6 interchange players.
 - s) Each team is allowed 2 water carriers. They are to deliver water after a goal has been scored or when the ball is at the other end of the ground, they are not to coach or deliver messages from the coach.
 - t) Runners are to be correctly attired wearing a high visible jacket and must deliver messages to the player from the coach as quickly as possible. They should not be on the ground for long periods of time and must not interfere with any players or officials.
 - u) Trophies and medallions for the winner of each division will be presented at the league Presentation Night the following Friday night.

23.2 In the U/12 Lightning Premiership:

- a) The Lightning Premiership shall be hosted by Clubs on a rotating basis. The teams shall be divided into divisions decided by the Committee/Executive. These divisions will be based on scores provided to the League Recorder during the season.
- b) Games times will be determined depending on the draw.
- c) Each team shall supply a goal and central umpire.
- d) There are no boundary umpires. If the ball goes out of bounds by foot, whether on the full or not, a free kick will be awarded to the opposing team. A player CANNOT score directly from this free kick. If the ball goes out of bounds but NOT off a player's foot, a ball up shall occur 5 metres inside the boundary at the point where the ball went out. Normal “out of bounds on the full” and “deliberately out of bounds” rules still apply.
- e) Team Managers for all teams will be required to report to the recorder upon arrival to confirm attendance, collect all relevant paper work and to submit team sheet.

- f) The timekeepers shall use the siren (twice) one minute prior to the start, (once) to start all games and (once) to finish halves. The siren shall be used similarly to start and finish the second half. Games start whether teams are ready or otherwise.
- g) At the completion of each game the team managers shall escort the umpires from the oval.
- h) Team managers shall supply the Recorder with results of matches, etc.
- i) The point's allocation is as follows:
 - j) 1 point for the winner of each half;
 - k) Half a point if teams have equal scores in a half
 - l) 2 point for the overall winner of the game; and
- m) In the case of a tie in points, the team with the better percentage becomes the premier.
- n) Match Balls: Under 12 division use size 3 match balls. Match balls will be supplied by the league.
- o) Order off Rule: As per AFL Victoria Country rules.
- p) Blood Rule: It is preferable that umpires don't stop play and we ask clubs to replace players affected by the blood rule as soon as possible without interrupting the game.
- q) Teams are to play 18 per side, unless an agreement has been made between the two coaches prior to the game to play 20 per side. There are to be no more than 6 interchange players.
- r) Each team is allowed 2 water carriers. They are to deliver water after a goal has been scored or when the ball is at the other end of the ground, they are not to coach or deliver messages from the coach.
- s) Runners are to be correctly attired wearing a high visible jacket and must deliver messages to the player from the coach as quickly as possible. They should not be on the ground for long periods of time and must not interfere with any players or officials.
- t) Medallions for the winners of each division will be presented at the completion of the day by the club hosts president or a club member they choose.

24. PLAYER PROTECTIVE EQUIPMENT

24.1 HELMETS

The wearing of helmets is compulsory for all players in all GCJFL competitions.

24.2 MOUTHGUARDS

The League strongly recommends that players in all competitions wear mouthguards, but due to practicalities of checking and policing this policy before and during a match, will leave this matter in the hands of the individual clubs.

25. LEAGUE ANNUAL GENERAL MEETING

26.1 Any notices of changes to the league bylaws to be submitted to the league secretary at the September meeting and to be decided at the AGM in October.

- a) Each club to have 1 voting right for bylaw changes to be voted at the Annual General Meeting.
- b) By law changes to be decided by majority rules.
- c) In the case of a tied vote, the President has the right to cast the vote.