

AFL Wide Bay Inc



**AFFILIATE LEAGUE
BY-LAWS
2021**

**To be read in conjunction with
AFLQ Senior Community Competitions
Rules & Procedures**

REVISED 03.04.2021

INTRODUCTION

Adoption of Rules and Regulations

AFL Wide Bay Inc (AFLWB) adopts the Laws of Australian Football, the AFL & AFL Queensland policies, and the AFL Queensland Senior Community Competitions Rules and Procedures. Where these By-Laws vary from the AFL & AFL Queensland policies, and the AFL Queensland Senior Community Competitions Rules and Procedures, these By-Laws apply. On all matters where the AFLWB By-Laws are silent, the AFL and AFL Queensland rules, regulations and policies apply.

References

These By-Laws should be read in conjunction with the AFL Queensland Senior Community Competitions Rules and Procedures 2021.

Regional Umpire Manager

All references in the AFL Queensland Senior Community Competitions Rules and Regulations to the Regional Umpire Manager shall be the responsibility of the Umpire Advisor unless advised by AFL Wide Bay Board.

AFLQ Timekeeper's card

All references in the AFL Queensland Senior Community Competitions Rules and Regulations to the AFLQ Timekeeper's card shall refer to the AFLWB Match Results Sheet.

Quick Guide

By-Law amendments apply to the following AFL Queensland Senior Community Competitions Rules and Procedures:-

Section 2 Eligibility to Play Australian Rules Football in Queensland
2.10 Fees and Charges

Section 3 Registration, Transfers and Player Movement
3.3 Age Eligibility

Section 4 Match Days
4.9 Timekeepers' Duties
4.13 Match Day Paperwork & SportsTG Results
4.15 Runners
4.18 Club Appointed Umpires
4.20 Ground Marshalls (Replaces Umpire Escorts)

Section 7 Match and Ground Conditions
7.2 Coaches' Box

Section 8 Finals
8.1 Finals Eligibility

Section 12 Competition Specific Rules & Requirements
12.1 Colts (Under 18.5)
12.2 QAFLW, Affiliate & All QFAW Divisions (AFLWB Womens)
12.7 AFLWB Seniors & Reserves Competitions

2. ELIGIBILITY TO PLAY AUSTRALIAN RULES FOOTBALL IN QUEENSLAND

2.10 Fees and Charges

- (b) Affiliate Leagues
 - (iii) Due dates for payment of fees and/or charges will be advised on the 'AFLWB Fees Structure' or issued invoice.
 - (iv) Any club that is not fully financial (all costs) immediately following the last home and away game of the season shall not be eligible to participate in finals. Their position in the finals will be filled by the club immediately below them on the ladder and other clubs will move up one position accordingly.

3. REGISTRATION, TRANSFERS AND PLAYER MOVEMENT

3.3 Age Eligibility

- (b) The minimum age that a female player can play in an AFLWB Senior Women's competition is they must be turning 16 years of age in the year of competition.

4. MATCH DAYS

4.9 Timekeepers' Duties

- (e) **Noting Times and Occurrences**
 - (vi) The timekeeper shall also record on the AFLWB Match Results Sheet the following:
 - Quarter by quarter scores, goal kickers for both teams, behinds scored in each quarter
 - Players leaving ground on a stretcher or as a result of a stretcher being called
 - Best players for both teams
- (g) **Adding Time On**

Laws of Australian Football 11.1.2 Incomplete Match shall only apply in AFL Wide Bay Seniors. In the event of a stretcher or ambulance in any other competition, time will continue as scheduled.
- (h) **Match Duration (Times of Quarters)**

AFL Wide Bay Seniors	20 minutes no time on (including finals)
AFL Wide Bay Reserves	15 minutes no time on (including finals)
AFL Wide Bay Womens	15 minutes no time on (including finals)
AFL Wide Bay Colts	15 minutes no time on (including finals)
- (i) **Provision of Team Sheet to Timekeeper**

The Team Manager from both teams must provide the Timekeeper with a completed team sheet prior to the start of the match. **(Penalty 20 units)**
- (j) **Confirmation of Match Results with Timekeeper**

The Team Manager from both teams must report to the Timekeeper within 5 minutes of the completion of the match to confirm goal kickers and best players. **(Penalty 10 units)**

4.13 Match Day Paperwork & SportsTG Results

- (d) Match Day Paperwork for matches officiated by Club Umpires must be submitted to the Competition Manager following the completion of the match. This is the responsibility of the Home Club Field Umpire.

4.15 Runners

(d) Duties

- (vii) Runners are not permitted to carry water bottles whilst delivering messages to players.

4.18 Club Appointed Umpires

(b) Requirements

- (vi) For the avoidance of doubt, where a game commences with only one club umpire, rule 4.18 (b)(iii) no longer applies.

4.20 Ground Marshall (Replaces 4.20 Umpire Escorts)

(a) Assignment of Ground Marshall/s and Assistant Ground Marshall

Home clubs must assign a Ground Marshall/s and the Away club an Assistant Ground Marshall to ensure a professional approach and operation of football matches held.

(b) Ground Marshall Responsibilities

(i) A Ground Marshall must:-

- Be a minimum of 18 years of age and must wear a Fluorescent Yellow Safety Vest;
- Remain outside the playing arena patrolling crowd behaviour, unless they are attending to an incident involving the two coach's boxes;
- Sign both team sheets;
- Ensure that games commence at designated times, in consultation with umpires;
- Ensure stretcher is in place;
- Act as an umpire escort - responsible for escorting umpires on the ground at the commencement of the match, from the ground at half time, onto the ground at the commencement of the second half and from the ground at the completion of the game. Umpires, including goal umpires, must be escorted to the door of the umpires change rooms. The Ground Marshall must protect the umpires from abuse and deter fellow club members and members of the public from possible unnecessary actions;
- Be the contact point for information for visiting teams and umpires;
- Not consume alcohol prior to or during his/her period of duty;
- Oversee the Codes of Conduct on match day and report breaches of the Codes of Conduct. It is important that Ground Marshalls conduct themselves in a firm and polite manner and are not overly officious when speaking to people regarding breaches of the Codes of Conduct.

(ii) The Ground Marshall's duties/responsibilities are to assist/contribute to the quality management of all senior football on match day. Ground Marshalls should reflect the positive aspects of the Codes of Conduct. They should be able to provide a pro-active service to all participants at senior football games on match day.

(c) Assistant Ground Marshall

(i) An Assistant Ground Marshall must:-

- Be a minimum 18 years of age and must wear a Fluorescent Orange Safety Vest;
- Remain outside the playing arena patrolling the visiting club's players, parents, spectators and officials behaviour, unless they are attending to an incident as directed by the Ground Marshall;
- Provide support to the Ground Marshall when and as requested.

(Penalty up to 100 Units)

7. MATCH AND GROUND CONDITIONS

7.2 Coaches' Box

(e) During play coaches are to remain in the designated coach's box which includes an area at the front of the coaches' box which must be clearly marked with white paint. The area can be no longer than the length of the coaches' box, and no closer than within 1.5 metres of the boundary line. **(Penalty up to 100 Units)**

8. FINALS

8.1 Finals Eligibility

(a) General Requirements

(ii) When a club has its AFLWB Seniors and AFLWB Reserves teams participating in finals on the same weekend, the selection of players in the finals shall be unrestricted, provided a player has participated in at least four (4) home and away matches of either AFLWB Seniors and/or AFLWB Reserves on four (4) separate week-ends.

(c) Affiliate League Seniors

A player must play a minimum of four (4) home and away games of either AFLWB Seniors and/or AFLWB Reserves on four (4) separate week-ends to be eligible to play AFLWB Senior finals.

(d) **Affiliate League Competitions with Reserves**

- (i) A player must play a minimum of four (4) home and away games of either AFLWB Seniors and/or AFLWB Reserves on four (4) separate week-ends to be eligible to play AFLWB Reserves finals.
- (ii) If a player has played more AFLWB Seniors home and away games than AFLWB Reserves home and away games he will not be eligible to play AFLWB Reserves finals.
- (iii) In the event a player plays in a Senior and Reserve grade home and away game for their club on the same weekend, only one game counts towards finals eligibility, however both games count towards Rule 8.1 (d) (ii).

(h) **Affiliate League Senior Female Competitions**

A player must have played at least three (3) home and away games with their registered club to be eligible to play finals.

(i) **Colts**

- (i) A player must play a minimum of three (3) home and away games in the Colts team in their registered club to be eligible to play Colts finals.

12. COMPETITION SPECIFIC RULES & REQUIREMENTS

12.1 Colts (Under 18½)

a) **Special arrangements**

(i) **Player number equalisation**

- A. When a team can only field eighteen (18) players to begin a match, both teams must play seventeen (17) player per side on the field.
- B. When a team can only field seventeen (17) players to begin a match, both teams must play sixteen (16) players per side on the field. To avoid playing games with less than 12 per side, clubs are directed to paragraph 3.12 (Permits of the AFLQ Community Competitions AFLQ Rules and Procedures) which allows for the permitting of players on match day.
- C. A game cannot start unless each team has 10 players. If a team loses players to injury or red cards (yellow not included) and has 8 players or less players on the ground, the match will cease immediately and be declared a forfeit.
- D. Teams must have the same number of players on the field during a match. If there is an injury during the match that reduces the number of on-field players, then the opposing team must continue to match player numbers. The only exception where teams are not required to match player numbers is in the instance of a player sent off with a yellow or red card and there is no replacement player available (as per the Order Off Laws).

b) **Boundary umpires**

In AFLWB Colts there are no boundary umpires during the home and away season. When the ball goes out of bounds the following rules shall apply:-

- i. The field umpire shall bring the ball in 10m from the boundary line and throw the ball up to restart play; and
- ii. Players shall be responsible for ensuring the ball is returned to the field umpire for the boundary ball up and resumption of play after a goal.

12.2 QAFLW, Affiliate & All QFAW Divisions (AFLWB Womens)

(a) **Rule modifications**

AFLWB shall adopt 12.2 (a) Rule modifications with the following amendments:

- (ii) AFL Wide Bay Womens (AFLWBW) teams can play with a minimum of 10 a-side. NB. All references to minimum numbers shall mean ten (10).
- (x) In AFLWB Womens, the following umpire structure shall apply:-
 - 1. AFLWB will appoint two field umpires where available
 - 2. Each AFLWBW team must supply one goal umpire for each game. The game cannot commence without goal umpires.

3. In AFLWB Womens there are no boundary umpires. When the ball goes out of bounds,
 - (i) The field umpire shall bring the ball in 10m from the boundary line and throw the ball up to restart play; and
 - (ii) Players shall be responsible for ensuring the ball is returned to the field umpire for the boundary throw up and resumption of play after a goal.

(b) **Playing age**

The minimum age to play AFLWBW is turning 16 years of age in the year of competition. However, teams are not permitted to list more than five (5) minimum age players per game on their team sheet.

(d) **Player number equalisation**

Player Numbers	Players on Field	Interchange Players	Field Size
10	10	0	$\frac{3}{4}$ Size
11	10	1	$\frac{3}{4}$ Size
12	10	2	$\frac{3}{4}$ Size
13	12	1	$\frac{3}{4}$ Size

12.7 AFLWB Seniors & Reserves Competitions

(a) **Minimum Numbers to Constitute a Game**

The minimum number of players in a team to constitute a game shall be ten (10). If a match has commenced and a team's player numbers fall below the minimum required for a team, the match will be deemed a forfeit.

(b) **Playing Numbers on the Field**

(i) **Seniors Competition**

A team may have no greater number than two (2) players more than their opponent on the field during a match. The only exception where a team may have more than two (2) players than their opponent on the field during a match shall be in the instance of a player sent off with a yellow or red card and there is no replacement player available (as per the Order Off Laws).

(ii) **Reserves Competition**

The maximum number of players on the field shall be 16. However where both teams agree and advise the field umpires at least 15 minutes prior to the commencement of the match, the maximum number of players on the field may be 18.

Teams must have the same number of players on the field during a match. If there is an injury during the match that reduces the number of on-field players, then the opposing team must continue to match player numbers. The only exception where teams are not required to match player numbers is in the instance of a player sent off with a yellow or red card and there is no replacement player available (as per the Order Off Laws).

(c) **Boundary Umpires**

In AFLWB Seniors & Reserves there are no Boundary Umpires during the home and away season. In addition to Laws of Australian Football 8.1.2 (c) the following rules shall apply:-

- (i) When a ball goes out of bounds, the field umpire shall bring the ball in 10m from the boundary line and throw the ball up to restart play; and
- (ii) Players shall be responsible for ensuring the ball is returned to the field umpire for the boundary ball up and resumption of play after a goal.

At the discretion of the League Board, Boundary Umpires may be appointed to matches in a fixture round in the AFLWB Seniors competition. Where this is to occur clubs shall be notified prior to the match.