



JUNIOR
COMPETITIONS

Rules and Regulations 2016

Version 1



SANFL JUNIORS COMPETITION RULES, REGULATIONS & POLICIES

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1. DEFINITIONS

<u>ADVOCATE:</u>	a person representing a witness at a Tribunal who is not a legal practitioner.
<u>ARENA:</u>	Means the playing surface and all the area between the playing surface and the perimeter fence, including any break in the perimeter fence.
<u>AFL:</u>	The Australian Football League.
<u>AFL MATCH GUIDE:</u>	Competition specific playing rules.
<u>BOARDERS:</u>	Boarders are students who reside during school term at their schools boarding house.
<u>CHARTER:</u>	Document that outlines the procedures of the SANFL Juniors Governance.
<u>CLUB:</u>	A club affiliated with SANFL Juniors (member Club).
<u>CLUB OFFICIAL:</u>	The elected officials of the club and any person appointed by the club to act in a position on behalf of the club, including Match Officials and Team Officials.
<u>COACH:</u>	The person who has been appointed to train and organise the team.
<u>CONTROLLING BODY:</u>	As defined in the Law 2.1 of Laws of Australian Football, generally is the overall Administrator of the game and is responsible for the organisation and conduct of matches of Australian Football.
<u>DEFENDANT:</u>	A player or official accused of a reportable offense.
<u>DELEGATE:</u>	The nominated representative of a club affiliated with the League.
<u>FIELD UMPIRE:</u>	The field umpire appointed by the SANFL Juniors Umpires' Coordinator on behalf of SANFL Juniors officiating at a match.
<u>FINAL SERIES:</u>	The Elimination Final, Qualifying Final, First Semi Final, Second Semi Final, Preliminary Final and the Grand Final.
<u>FIRST AID OFFICIAL:</u>	First aid officials include - Level 1 Sports Trainers, holders of a Nationally Accredited First Aid Certificate or a person with medical or higher level allied health qualifications.
<u>FIXTURE:</u>	The official program supplied by SANFL Juniors for the competition.
<u>FOX SPORTS PULSE/FOOTYWEB:</u>	AFL Registration and Competition system.
<u>HOME CLUB:</u>	First named club or team in the fixture. When the game is transferred to another ground first named team assumes home club duties in regards to match day paperwork.
<u>HOST CLUB:</u>	The club whose ground the match is being played on, this could be a home club or a neutral ground where the two participating teams are playing away from their home ground.

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<u>INCLEMENT WEATHER:</u>	Unstable weather characterised by lightning in the vicinity of the playing surface, hail storm(s), extreme winds and the like.
<u>INVESTIGATIONS COMMITTEE:</u>	Means the Committee appointed by SANFL Juniors to investigate any matter as referred to them by the SANFL Juniors.
<u>LAW 19:</u>	AFL Laws of the Game – Reporting of Players and Officials.
<u>MAJOR ROUND:</u>	As defined for Final Series.
<u>MATCH:</u>	Means a contest of Australian Football played between two Teams.
<u>MATCH RATIO:</u>	Number of wins divided by number of games played.
<u>MEMBER PROTECTION POLICY:</u>	Addresses issues of harassment, discrimination and child protection within their organisation.
<u>MINOR ROUND:</u>	Matches for which premiership points are awarded.
<u>OFFICIAL:</u>	Includes but is not limited to an officer, coach, assistant coach, trainer, runner, employee or any person performing any duties (paid or unpaid) for or on behalf of the club or Team.
<u>MISCONDUCT:</u>	Any unacceptable or inappropriate behaviour.
<u>OTHER APPOINTED PERSON:</u>	A Person authorised by the Controlling Body to report any Player or Official who commits or engages in conduct which may constitute a Reportable Offence. The Person shall have the same powers and duties as imposed upon an Umpire under Law 19.
<u>PARTICIPANT:</u>	Includes members of a club, match officials, umpires or SANFL Juniors officials, who attend or take part in any event organized by SANFL Juniors, including events organized in conjunction with any other controlling body.
<u>PERCENTAGE:</u>	The calculation result achieved by dividing the total points a team has scored by the sum of the total points the team has scored and the total points scored by other teams it has played, expressed as a percentage.
<u>PERIMETRE FENCE:</u>	Is the physical barrier surrounding the playing surface. Where an arena does not have a perimeter fence, then the perimeter fence shall be interpreted as being located 10m outside and parallel to the playing surface.
<u>PLAYER:</u>	Means a person who plays or is selected to play with a Team or a person who otherwise trains with a Team or who is included within the scope of the Laws of Australian Football.
<u>PLAYING SURFACE:</u>	Means the field of play inside the Boundary Line, Goal Line and Behind Line, excluding the area between such lines and the Perimeter Fence.
<u>PRESCRIBED PENALTY:</u>	Means a set sanction or penalty for a reportable offence that is offered to an offender by the Controlling Body.
<u>PROOF OF AGE:</u>	Documentary proof of age.
<u>REGISTRAR:</u>	The Registrar of SANFL Juniors or Member Club.

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<u>REGISTRATION:</u>	The official player registration form(s) of SANFL Juniors.
<u>RUNNER:</u>	The person appointed by the coach to relay messages to players on the field of play.
<u>SANFL:</u>	The South Australian National Football League.
SANFL APPOINTED OFFICIAL:	<u>SANFL Employee or Club Ground Marshall.</u>
<u>SCORE CARD:</u>	The official score card supplied by SANFL Juniors.
<u>TEAM:</u>	Means a group of Players competing against other group of Players in a Match of Australian Football.
<u>TEAM LIST/SHEET:</u>	The official team sheet supplied to SANFL Juniors at the end of each match listing the players who played in the match.
<u>TEAM OFFICIAL:</u>	The coach, assistant coach, team manager, runner(s), water carrier(s), trainer(s), first aid providers and any other team position appointed by a club.
<u>TRAINER/FIRST AID OFFICIAL:</u>	The person appointed by the club to provide first aid/minor medical assistance to players.
<u>TRANSFER:</u>	Means an approval to transfer a player from a Member Club or Affiliated League Club to another Member Club or Affiliated League Club.
<u>TRIBUNAL:</u>	Means an independent body appointed by SANFL Juniors to hear and consider charges or investigate matters referred by SANFL Juniors. It has the authority to apply sanctions, penalties or fines set by SANFL Juniors.
<u>TRIBUNAL MEMBERS:</u>	A person or persons appointed by SANFL Juniors to assist the Tribunal Chairman in the execution of his duties.
<u>UMPIRE:</u>	Means all Field, Boundary, Goal and Emergency Umpires officiating in or at a match.
<u>UNQUALIFIED PLAYER:</u>	A playing member of a team who is unregistered or a player who is overage, under suspension or who has not played sufficient matches to qualify for the finals series.
<u>VICTIM:</u>	Means a person attending a Tribunal who is the person offended against on the designated report or charge form.
<u>VOTING SLIP:</u>	The official field umpire voting slip supplied by the League.
<u>WALK OFF:</u>	Team/Club refusal to continue the match to its conclusion.
<u>WATER CARRIER:</u>	The person/s appointed to run water to player's on-field when they require a drink.
<u>WEEK, GAME OR MATCH:</u>	A term used by the Tribunal to describe a scheduled game or match penalty of a Home and Away fixture or a Final fixture of the offender's club.

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WITNESS: Means any person attending a tribunal convened by SANFL Juniors, including but not limited to a Defendant, Advocate, Official, Player or Victim.

2. SPIRIT OF JUNIOR FOOTBALL IN SANFL JUNIORS COMPETITIONS

- 2.1. Every participant understands that Junior Football in SANFL Competitions is delivered to the Community with the Spirit of the Game in mind. It is incumbent on every participant irrespective of their place in the game, to ensure that they will:
 - 2.1.1. Not focus on winning at all cost and understand that the role of Junior Football is to foster the development of Junior Players, Volunteers, Umpires, Coaches and Officials. Learning to win and lose is part of the developmental journey of a participant but must remain secondary to the primary focus of junior player development.
 - 2.1.2. Maximise the enjoyment and development of junior footballers.
 - 2.1.3. Provide our children with a game environment that is safe, fun and fair.
 - 2.1.4. Ensure that the values which add to the spirit of our game, which include fairness, equality, respect and teamwork are encouraged and celebrated.
 - 2.1.5. Uphold, promote and protect the Rules, Laws, Codes, Policies and Spirit of the game.
 - 2.1.6. Not accept poor behaviours around our game and deter practices that undermine our games environments (Coaching, Playing, Volunteering, Spectating and Umpiring).
 - 2.1.7. Adhere to any directive issued by the games controlling bodies in the best interests of achieving the above

3. PURPOSE AND OBJECTIVES

- 3.1. The Rules of the League set out in this document have been established to provide all participants in the League's competition with an understanding of the League's requirements. The structure of the Rules has been broadly aligned to the way the season and competition matches are managed.
- 3.2. The League recognises that the member clubs are part of a larger sporting body which includes competitive, open age competition. However, all participants should clearly understand the League's objectives for its competition, and make themselves aware of the expectations that apply to them.
- 3.3. Above all else, the League's competition is for the benefit, development and enjoyment of all players.

4. APPLICATION OF AND INTERPRETATION OF RULES REGULATIONS AND POLICIES

- 4.1. Subject to the modifications and additions to the rules, regulations and policies provided herein, and referred to, all matches shall be played in accordance with the AFL Junior Match Guide and the Laws of Australian Football as adopted from time to time by the AFL.
- 4.2. These Rules and Regulations are to be adopted in conjunction with the Laws of Australian Football, the AFL and SANFL Policies, Rules, Regulations and Policies. Where these Rules, Regulations and Policies vary from that of the Laws of Australian Football and the AFL and the SANFL Rules, Regulations and Policies, these Rules, Regulations and Policies apply. On all matters where these Rules and Regulations are silent, at the discretion of the League, the AFL and SANFL Rules, Regulations and Policies apply.
- 4.3. The SANFL Junior Competition Rules, Regulations and Policies apply to all SANFL Junior Competitions and the Associated Affiliated Clubs and any Officials appointed by Clubs.
- 4.4. Any point arising out of these Rules or not provided for herein shall be decided by SANFL Juniors, the SANFL, its staff and/or the SA Football Commission.
- 4.5. Any breach to SANFL Juniors Appendices or Policies will be deemed to be a breach of SANFL Juniors Rules, Regulations and Policies and will be subject to fines and/or penalties as determined by SANFL Juniors Staff and/or SANFL Juniors Tribunal.

5. BREACHES OF CODES OF CONDUCT

5.1. BREACHES

- 5.1.1. Penalties for breaching a Code of Conduct include

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- 5.1.1.1. Any Official, Player or Spectator breaching a Code of Conduct, may be issued with a warning for a minor breach. Further or more serious breaches may result in dismissal or suspension from participation in Competition/s
- 5.1.1.2. A breach of a Code of Conduct is to be referred to the SANFL Juniors Competition Management Team
- 5.1.1.3. The following is indicative of the penalties that may be applied for breaching a Code of Conduct:

	Level	Remedy
1	Minor indiscretion	Individuals name recorded. Counselling and/or an apology if appropriate.
2	More serious infraction or repetition	In the case of an individual, the Club shall appoint a mentor for the individual for a period of time nominated by the SANFL Juniors. For a repeat violation, the Club will be contacted to discuss what executive action will be taken to avert future problems and/or the Club shall appoint a mentor.
3	Serious infraction	Suspension or removal of membership rights of an individual or for a team or Club plus potential loss of premiership points and/or fines.

- 5.2. A breach of a Code of Conduct by a Player or Official may result in the Player or Official being reported pursuant to the provisions of 9.3 – Process of Reporting by Umpire.

6. PLAYER REGISTRATIONS

6.1. REGISTRATIONS

- 6.1.1. Any person desiring to play with an Affiliated Club in SANFL Juniors must first make application on the prescribed online registration form prior to participating in any match.
- 6.1.2. No player(s) can play in a SANFL Juniors competition until the online registration form is completed and they are financial within their Club.
- 6.1.3. The granting of each application for registration is at the discretion of the SANFL Juniors Competition Coordinator.
- 6.1.4. All new players must provide a copy of their 'Proof of Age' documentation as per Regulation 6.3 to SANFL Juniors.

6.2. AGE POLICY

- 6.2.1. To be eligible to play in the under 8 competition, a player must turn 7 prior to April 30 of the current football year.
- 6.2.2. To be eligible to play under 16.5 a player must turn 17 on or after July 1 of the current football year.

6.3. PROOF OF AGE

- 6.3.1. Any player registering for the first time must provide one of the following Proof of Age documents with the players full and correct name and Date of Birth
- Birth Certificate
 - Passport
 - Baptism Certificate
 - Student Photo ID
 - Legal Document Certifying Proof of Age of Applicant
 - Letter confirming age from School must be signed by Principal
- 6.3.2. The Club Registrar must sight the original and keep a copy for club records

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- 6.3.3. The Club Registrar must provide a copy of proof of age to SANFL Juniors Competition Coordinator prior to the player playing their first match.

6.4. TRANSFER BETWEEN CLUBS

- 6.4.1. Players cannot transfer before February 1 and after June 30 each year as subject to the AFL National Player Transfer Regulations.
- 6.4.2. A players under the age of 15 years as at January 1 in the current football year, is free to transfer between clubs prior to the season commencing (round 1), provided they have not re-registered with their former Club (the former Club) and subject to the restrictions in these Rules and SACFL Rules and Regulations.
- 6.4.3. All requests for transfers must include a transfer form (SJ14) to be completed by the requesting Club and the player's Parent/Guardian before being submitted onto Fox Sports Pulse/Footyweb.
- 6.4.4. A Player playing for a Club without transfer consent will result in the loss of premiership points, percentage awarded and any financial penalties, as outlined in Appendix 10.6 – Fines, while the infringement of these Rules continues.
- 6.4.5. Transfers not officially approved by SANFL Juniors will result in penalties to the teams and clubs involved as outlined in Appendix 10.6 – Fines, in accepting and playing a non-approved player.
- 6.4.6. Where a Club does not seek prior approval of a transfer by SANFL Juniors any premiership points will be forfeited in the event that the transfer is revoked.
- 6.4.7. Transfers caps will apply as below.
- 6.4.7.1. A SANFL Juniors Affiliated Club shall transfer no more than 4 junior players into any one age group in a football year. Of these 4 players, no more than 2 shall be from any one Club.
- 6.4.7.2. Maximum transfers between any 2 clubs are capped at 6 players, across all age groups in a football year.
- 6.4.7.3. Clubs may apply to SANFL Juniors for an exemption to any transfer caps where special circumstances exist.
- 6.4.8. Rule 6.4.7 does not apply where the former Club does not field a team in the Age Group of the Players concerned and the former Club has informed SANFL Juniors that they will not be fielding a team in the age group. For the purpose of this Rule, a team in the age group of the Players concerned includes a combined team of a number of Clubs, where there is an agreement by the former Club to field its Players in or refer its Players to the combined team.
- 6.4.9. All transfers must abide by the AFL National Player Transfer Regulations.
- 6.4.10. Any transfer of a player from a SA League affiliated with SACFL must abide by the SACFL Rules and Regulations in regards to player movement.

6.5. PLAYER MOVEMENT BETWEEN TEAMS

- 6.5.1. In the event that a club has more than one team in the Under 12's to Under 16.5's age group with a divisional structure, a Restricted Player List is used to manage the movement of Players dropping from one (1) team in a division to a lower division of that age group.
- 6.5.2. The requirement applies only to "true age" Players, for example, Under 14's or 15's playing in Under 16.5's are not to be included in the Restricted Player List.
- 6.5.3. A player may move from a lower division to a higher division in the same age group.
- 6.5.4. The Club is required to submit a team list of their top 15 players to SANFL Juniors by no later than the end of round 2.
- 6.5.5. The nominated top 15 players in a higher division as per Regulation 6.5.4 cannot play in a lower division for the season except as outlined in Regulation 6.5.7
- 6.5.6. Any SANFL Listed Youth Player must be part of the Top 15 players in division 1. If the Club is not fielding a division 1 team, then they must be named in the player's list of the next highest division for that player's age group.

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- 6.5.7 Injured Top 15 players, who wish to return to playing through a lower division, must submit in writing, an application (through the Club) to SANFL Juniors for permission to do so. Such an application must contain a Medical Certificate stating the injuries and approval to return to play. Each case will be determined on its own merits.
- 6.5.8 If SANFL Juniors gives approval (as in Regulation 6.5.7) for the injured player to return through a lower division, it will only be for a maximum of 2 competition games and then he must return to the higher division that they were originally nominated for.
- 6.5.9 An injured Top 15 player from a higher division cannot play in the finals of a lower division i.e. an injured division 1 player cannot play in the Division 2 Final Series.
- 6.5.10 Any player who has played half or more of the total amount of competition games for that season in a higher division is only eligible to play in the Final Series for that division i.e. a division 2 player who plays 8 of 16 competition games in division 1 can only play in the Division 1 Final Series.
- 6.5.11 If a Club has two or more teams in the one age group in the same competition or division, players must remain in the team that they played their first competition game for.
- 6.6 **PLAYING IN MULTIPLE COMPETITIONS FOR THE SAME CLUB**
- 6.6.1 SANFL Juniors Affiliated Clubs who have junior sides that play in the Saturday SFL Competition (Senior Club is a Southern Football League Club) who also play in the Sunday Competition with SANFL Juniors will abide by SFL Rules on Clubs with multiple teams in same under age competition.
- 6.7 **PLAYING FOR SANFL LEAGUE CLUBS OR STATE REPRESENTATIVE PROGRAMS**
- 6.7.1 A player who is over the age of fifteen (15) years January 1st in the current year playing for a SANFL League Club on a Type 2 Permit, or playing in Trial Games for State Representative Teams shall play only one (1) match in any 72 hour period.
- 6.7.2 A player listed as an emergency for his SANFL League Club who takes no part in the game is not considered to have represented that club and therefore is available for selection at their community club.
- 6.8 **TRANSFERS OF REPRESENTATIVE/ACADEMY/SANFL PLAYERS**
- 6.8.1 A player cannot transfer to another Club within the SANFL Juniors if they have been listed as an SANFL Youth player
- 6.8.2 Exceptions to Regulation 6.8.1 are:
- 6.8.2.1 A player can transfer to another club within SANFL Juniors if their existing club does not field a team in the division 1 competition.
- 6.8.2.2 This only applies in age groups where there is more than one division and player must transfer to the nearest club to their home address that fields a division 1 team.
- 6.8.2.3 If the family moves out of the area during the off season and there is hardship in continuing in their current club a transfer to the nearest club to their new home address may be permitted subject to the consent of the SANFL Juniors.
- 6.8.2.4 A player can transfer back to their original club that they have transferred from within the past three years.
- 6.8.2.4.1 To be eligible for approval under Regulation 6.8.2.3, a player must have played a minimum of two years in the original club prior to their transfer.
- 6.8.2.4.2 A parent has the right of appeal in exceptional circumstances to SANFL Juniors.
- 6.9 **PERMITS**
- 6.9.2 Playing Up

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- 6.9.2.1 No player may play in a competition grade that is more than two (2) years above their minimum eligible competition grade.
- 6.9.2.2 The SANFL acknowledges the principal role of the parent/guardian in determining if a player should play in a higher age group than the one determined by a player's chronological age. Players should only be permitted to play up an age level when their physical capacity and social sense enables them to compete adequately at the higher age level and should be based on the advantage to be gained by the player, not just to make up numbers.
- 6.9.2.3 Prior to participating in a competition outside the recommended age span the player's parent/guardian must sign a consent form – see Form SJ16.
- 6.9.2.4 If a player plays six (6) games up they may not come down. Regardless of age, a permit may be issued if a club has problems fielding a team.
- 6.9.3 **Playing Down**
- 6.9.3.1 Players with Disabilities (physical and intellectual).
- 6.9.3.2 A player with a disability may apply to SANFL Juniors for permission to play down an age group during the current season.
- 6.9.3.3 Approval will only be granted if the player submits with their application to play down a written authority by a registered Medical Practitioner.
- 6.9.3.4 The granting of any such request shall apply to the current season only, and may be revoked at the discretion of SANFL Juniors.
- 6.9.4 **Permits for overage players**
- 6.9.4.1 Players will only be permitted to play in a competition below their correct age group if a playing down application form is completed and written approval of application is granted by SANFL Juniors. Teams will be allowed a maximum of three (3) playing down approvals.
- 6.9.4.1.1 Approval will only be granted if the player submits with their application to play down a written authority by a registered Medical Practitioner.
- 6.9.4.1.2 Approval on Medical/Health grounds will be considered if the player falls below the fifth (5th) percentile for height and/or weight for their age as per the Child Youth Health height/weight percentile charts.
- 6.9.4.1.3 The granting of any such request shall apply to the current season only, and may be revoked at the discretion of SANFL Juniors.
- 6.9.4.1.4 A permit to play down in the Under 16.5 Competition will be revoked if the player plays a 'senior' game of football in that football year. Senior football includes Under 18 Competitions.
- 6.9.5 **Playing Down Permit Small Clubs**
- 6.9.5.1 Smaller clubs may apply for permits based on the following conditions.
- Team must have less than 22 players registered one Month before start of season.
 - Maximum of four (4) permits will be provided per team
 - Players can be no more than 6 months older than the age group, unless permission is granted by SANFL Juniors.
 - Permits will be granted at the discretion of SANFL Juniors
 - Permits may be revoked if SANFL Juniors deems they are being misused

6.10 TYPE 2 PERMITS

- 6.10.1 Type 2 permits will only be issued to clubs who have less than the following player numbers in their team two weeks before commencement of season.

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- 9 a side competitions less than 11 players
- 12 a side competitions less than 14 players
- 18 a side competitions less than 22 players

- 6.10.2 Maximum of 3 permit players per team not inclusive of Boarders as per 6.10.
- 6.10.3 Consideration will be given to players from split families who wish to be registered at the clubs closest to parent/guardians residential addresses.
- 6.10.4 If a player is permitted to play at a second club the Type 2 Permit request must be approved from the players home club, which is the club the player is currently registered at.
- 6.10.5 A player who is over the age of fifteen (15) years on January 1st in the current year may dual register with a second club via a Type 2 Permit.
- 6.10.6 Any player granted a Type 2 permit under Regulation 6.9.5 shall only represent one (1) club on any given weekend.

6.11 BOARDERS

- 6.11.1 Two boarders per team for Under 14 to Under 16.5 teams only. No boarders will be approved for teams below Under 14.
- 6.11.2 Boarders wishing to play must have a Type 2 Permit approved by their home club as outlined in Regulation 6.9.4

6.12 PLAYING UNREGISTERED OR INELIGIBLE PLAYERS

- 6.12.1 Ineligible or unregistered players shall not be included in any team or take part in any match
- 6.12.2 The following players shall be classified as ineligible:
- 6.12.2.1 A player not properly registered with Affiliated Club and SANFL Juniors.
- 6.12.2.2 A player who is over the age limit for any particular game unless that player has a disability or meets the physical size and development criteria AND is granted permission by SANFL Juniors to play down in that particular grade pursuant to Regulation 6.9.3.1
- 6.12.2.3 A player who is under suspension.
- 6.12.2.4 A player, who in the opinion of an appropriate medical authority has suffered a concussion, should not play the week following the concussion.
- 6.12.2.5 A player who has not received a lawful clearance or permit from another affiliated club or another league with which they were previously registered.
- 6.12.2.6 Only players that actually participate in the match can be listed on the team sheet – see Appendix 10.19 re rotation policy – players must play ½ a game to be deemed to have participated in the match.
- 6.12.2.7 Players suspended in any other competition with Cross Competition Sanctions – see Appendix 10.5
- 6.12.3 No club shall play a player whom for any reason is unregistered in accordance with these Regulations:
- 6.12.4 A club may query the qualification of any opposing team's player by approaching the team manager of the opposing team and informing them that verification will be sought from SANFL Juniors.
- 6.12.4.1 A Club must lodge request for verification of player eligibility by 5pm on the Monday following the match.
- 6.12.4.2 A club found to have breached 6.12.2 shall receive the following penalties:
- 6.12.4.2.1 Club shall be fined (\$100) per player for the first offence, plus loss of premiership points for Youth Competitions
- 6.12.4.2.2 Club shall be fined(\$250) per player for the second offence, plus loss of premiership points for Youth Competitions

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6.12.4.2.3 Club shall be fined (\$500) per player for third offence, plus team withdrawn from competition.

6.12.5 Internal Club Suspension

6.12.5.1 Where a club has issued an internal Club suspension to a player or official, that player or official must serve the suspension prior to seeking a transfer to another club. The new club must not register any player or official who is serving an internal club suspension issued by their previous club until the suspension is served.

6.12.5.2 Club Registrar to deny transfer if player is serving an internal suspension and indicate online why transfer has been denied

7 GAME RESPONSIBILITIES

7.1 TEAM OFFICIALS

7.1.1 Team Officials to be provided Minor Rounds

- Each team representing a club shall be supported by a one (1) coach, up to two (2) assistant coaches, one (1) team manager, one (1) runner, trainer or first aid provider, one (1) Ground Marshall and up to four (4) water carriers.
- In Under 8, Under 9 and Under 10 grades the coach may also act as the runner.
- Each club shall provide the following match officials for each minor round match played:

7.1.1.1 A goal umpire, who shall be at least 14 years of age. The goal umpire shall be provided with a white coat/bib, a SANFL Juniors score card, a suitable writing instrument and two white flags.

7.1.1.2 For Under 11 and above a boundary umpire, who shall be at least 14 years of age, capable of keeping up with the match and throwing the ball into the playing field for a fair ruck contest. The boundary umpire shall be provided with a white top/bib and a whistle.

7.1.1.3 A time keeper, who shall be at least 18 years of age. The time keeper shall be provide with an accurate time keeping device and a siren that is audible from all parts of the playing field and by the scoreboard attendant.

7.1.1.4 A Scoreboard attendant for each Youth Competition (U12 to U16.5) matches only.

7.1.1.5 A Ground Marshall, who shall be at least 18 years of age. The Ground Marshall shall provide assistance to SANFL Juniors Umpires and other duties as specified on their Ground Marshall Function Card.

7.1.2 SANFL Juniors shall provide the field umpires for all minor round matches.

7.1.2.1 Each club shall pay:

7.1.2.1.1 Half of the field umpires fees applicable for each match. The fees shall be paid immediately following the match.

7.1.2.2 In matches where two umpires are allocated , in the event of only one umpire being available, the umpire is to receive both match payments

7.1.2.3 The fees of any other match official where the club elects to pay match officials.

7.1.3 Team Officials to be provided Major Rounds

7.1.2.1 The host club shall provide the following match officials for each major round match played:

7.1.2.1.1 A time keeper, who shall be at least 18 years of age. The time keeper shall be provided with an accurate time keeping device and a siren that is audible from all parts of the playing field and by the scoreboard attendants.

7.1.2.1.2 A Scoreboard attendant for each Youth Competition (U12 to U16.5) matches only.

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7.1.2.1.3 A Ground Marshall, who shall be at least 18 years of age. The Ground Marshall shall provide assistance to SANFL Juniors Umpires and other duties as specified on their Ground Marshall Function card.

7.1.2.2 SANFL Juniors shall provide:

7.1.2.2.1 Two goal umpires.

7.1.2.2.2 Two boundary umpires.

7.1.2.3 Competing teams shall provide the following match officials for each major round match played:

7.1.2.3.1A Ground Marshall, who shall be at least 18 years of age. The Ground Marshall shall provide assistance to SANFL Juniors Umpires and other duties as specified on their Ground Marshall Function card.

7.1.4 Team Officials allowed in coaches box

7.1.4.1 Coach x 1, Assistant Coach x 2, Team Manager x 1, Runner and Interchange players. Water Carriers are not to be in coach's box.

7.1.4.2 Injured players may be in the coach's box; however, they are not permitted on the field at any time.

7.1.4.3 All coaching staff are to wear enclosed shoes for Health & Safety considerations.

7.1.5 Team Officials must be attired in the following SANFL Juniors coloured top/bib/vest

7.1.5.1 Ground Marshall Red Ground Marshall Lanyard

7.1.5.2 Goal Umpire White

7.1.5.3 Boundary Umpire White

7.1.5.4 Runner Fluorescent Green Top

7.1.5.5 Water Carriers Blue

7.1.5.6 Team Managers Orange

7.1.5.7 First Aid Green

7.1.5.8 Under 8 to Under 10 Coaches who are coaching from the ground must wear a Yellow Vest

7.1.5.9 Coaches for Under 11 to Under 16.5 must wear their accreditation card and club polo or jumper

7.2 COACHES

7.2.1 ACCREDITATION

7.2.1.1 All coaches officiating at SANFL Juniors matches must hold a current, minimum AFL Level 1 coaching accreditation.

7.2.1.2 New coaches appointed in the current year must complete their accreditation in their first year.

7.2.1.3 Coaches whose accreditation has or is due to expire must reapply for reaccreditation through the SANFL by the expiry date or they will be deemed as unaccredited.

7.2.1.4 Coaches who have failed to reapply for accreditation or have not commenced courses in their first year of coaching, will be unable to continue coaching unless given SANFL Juniors dispensation.

7.2.1.5 An unaccredited Coach not provided dispensation to continue coaching by SANFL Juniors will not be permitted to:

- display visible signs of coaching, which includes communicating to the players, assistant coach or coaches, runners, water carriers, trainers etc., before or during the game;
- enter the playing arena at any stage during the match.

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- be closer than 25 metres from the teams interchange bench during the game;
- 7.2.1.6 Any coach suspended will not be permitted, during the period of suspension, to:
- display visible signs of coaching, which includes communicating to the players, assistant coach or coaches, runners, water carriers, trainers etc., before or during the game;
 - enter the change rooms before or during the game, including half time

7.3 FIRST AID

7.3.1 SPORTS TRAINERS IN COMMUNITY AUSTRALIAN FOOTBALL POLICY

- 7.3.1.1 In the event that a player is injured, the match must stop if in the opinion of the Field Umpire continued play is likely to cause further injury. The Field Umpire shall stop play at the first opportunity after being so advised and invite the First Aid Official (as defined in these Rules, Regulations and Procedures) on to the field.
- 7.3.1.2 If first aid is needed and the advice is that the player should not continue playing, the coach shall abide by the decision of the First Aid Official.

7.3.2 REQUIREMENTS

- 7.3.2.1 There must be at least one person with the competencies in medical emergency management procedures and responses in attendance at any youth (Under 12 – Under 16.5) game.

7.3.3 The Sports Trainer Policy applies to all Youth matches (Under 12 – Under 16.5).

- 7.3.3.1 At Auskick Centres and Junior matches (up to and including Under 11), the attendance of a person with a current, nationally accredited first aid certificate* will generally satisfy the requirements if a person with a higher level trainer accreditation/qualification is not available.
- 7.3.3.2 *Must include assessed competencies (Apply First Aid) or (Provide Emergency Life Support)
- 7.3.3.3 Only players, umpires, trainers, water carriers, first aid officials and runners are permitted on the field during the course of play.

7.3.4 EDUCATION AND TRAINING

- 7.3.4.1 Training courses are available to clubs that do not have the appropriate access to the necessary resources as required under the Sports Trainers Policy.

7.3.5 The Sports Trainers Policy refers to first aid usually being provided by sports trainers or by other volunteers with medical or higher level allied health qualifications. If a club has a person present in any of the following occupations, they are deemed as acceptable under the Policy:

- Nurse
- Physiotherapist
- A certified Sports Trainer
- St John Officer
- Paramedic
- Doctor

7.4 SAFETY EQUIPMENT

7.4.1 Clubs are required to provide the following safety equipment at all training sessions, trial matches and minor and major round matches. The safety equipment shall be maintained in good condition and working order:

- 7.4.1.1 Goal and behind post padding for fixed posts complying with The Laws of Australian Football.

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- 7.4.1.2 A stretcher which must be a rigid spinal board made from either fibreglass or moulded plastic.
- 7.4.1.3 Stretchers must be by the interchange area or as near as possible before the game may commence.
- 7.4.1.4 Cervical collars (neck braces) need to be stiff and adjustable to fit all neck sizes.
- 7.4.1.5 Trainers/First Aid must be supplied an appropriate and adequately maintained first aid kit.
- 7.4.1.6 Any temporary goal and behind posts shall be designed and manufactured to an acceptable standard by SANFL Juniors.

7.5 GROUND SETUP

- 7.5.1 Each home or host club shall be responsible for the following at its home ground see Ground Marshall Duties Appendix 10.31
 - 7.5.1.1 The oval shall be marked in accordance with SANFL Juniors Match Guides, which shall include a spectator line at least 2 meters outside the boundary line and 3 metres behind the goals. Please note the coach's box cannot be marked in front of the spectator's line.
 - 7.5.1.2 A clearly identified coaches box and players box shall be marked no less than five (5) meters from either side of the interchange area in Under 11's and above. This must be marked in paint. Where this is not possible collapsible cones may be used with permission from SANFL Juniors.
 - 7.5.1.3 Matches will not commence until padding is placed around all fixed goal posts and behind posts as per the Laws of Australian Football – Law 3.5.2
 - 7.5.1.4 Where a match is allocated to a neutral venue, the host club shall be responsible for all provisions of ground setup.
 - 7.5.1.5 A check of the ground surface is to be conducted before the first match of the day and the appropriate JLT Match Day Checklist completed. If in the event that weather conditions change then another Match Day Checklist should occur prior to that game commencing and be documented.
 - 7.5.1.6 Penalty for breach – any club, player, or team official considered by SANFL Juniors to be in breach of any of these Rules, Regulations or Policies, may be fined or suspended or otherwise penalised as decided by SANFL Juniors according to its agreed penalties.

7.6 MATCH DAY/GROUND MARSHALL

- 7.6.1 The appointed Ground Marshall must 18 years of age or older.
- 7.6.2 Ground Marshall is clearly identified by a Red Bib.
- 7.6.3 The host club Ground Marshall is a representative of their club and is the contact point for information for visiting teams, parents and umpires.
- 7.6.4 Host clubs must provide a Ground Marshall who oversees the Codes of Conduct on match day and reports to SANFL Juniors any breaches of Codes of Conduct and is the first point of contact for umpires for any disputes/indiscretions that may arise.
- 7.6.5 Competing teams must provide a Ground Marshall who oversees the Codes of Conduct on match day and reports to SANFL Juniors any breaches of Codes of Conduct, and is the first point of contact for their club for any disputes/indiscretions that may arise.
- 7.6.6 Ground Marshall's responsibilities:
 - Inspect the ground on match day to ensure it is prepared to acceptable standards – See Ground Marshall Duties Appendix 10.31
 - Ensure that games commence at designated times, in consultation with umpires.
 - Attend to the umpires prior to and after the game and ensure umpires have an escort on and off the ground.

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- Ensure that teams remain on the ground during breaks, unless otherwise directed by the Field Umpire/s
- Ensure that during breaks parents/spectators are to remain on the sidelines and are not to approach the team huddle.
- It is important to note that the Ground Marshall's duties/responsibilities are to assist/contribute to the quality management of junior football on match day. Ground Marshalls should reflect the positive aspects of the Code of Conduct. They should be able to provide a pro-active service to all junior football participants on Match Day.
 - Complete any Match day incident forms - See Ground Marshall match day incident report.
 - See Appendix 10.31 for Job Descriptions and SANFL website for forms, checklists and function cards

7.7 ENTERING FIELD OF PLAY

7.7.1 Non-competition grades (Under 8 – 11)

Parents and spectators may enter the field of play during the breaks for the purposes of providing support to players.

The Ground Marshall should ensure during breaks that parents/spectators are not to approach umpires or officials.

7.7.2 Competition grades (Under 12-16.5)

Parents and spectators may not cross the boundary line at any break for the purpose of approaching the team huddle.

There is no restriction on where the huddle may be positioned (within the field of play).

The Ground Marshall should ensure during breaks that parents/spectators are not to approach the umpires or officials.

NB: In any grade, parents or spectators are permitted to cross the oval or kick the football in areas away from the team huddle.

7.8 TEAM MANAGER

- 7.8.1 Each team must supply a Team Manager see Appendix 10.31.3 for duties
- 7.8.2 Match Day Paperwork – see Team Manager Duties Appendix 10.31.3 for more information
- 7.8.3 Lodgement of team sheets – see Team Manager Duties Appendix 10.31.3 for more information
- 7.8.4 Lodgement of results – see Team Manager Duties Appendix 10.31.3 for more information

7.9 MEMBER PROTECTION

See SANFL website for more information

7.10 POLICE CHECKS

SANFL Juniors undertakes to follow the standards issued by the Department for Families and Communities when conducting criminal history assessments. This includes conducting Criminal History Assessments on any person who is working or volunteering with children. Including, but not limited to;

- People who have regular contact with children and are not directly supervised at all times; or

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- People who work in close proximity to children on a regular basis and are not directly supervised at all times; or
- Those who supervise or manage persons who:
- Have regular contact with children or
- Work in close proximity to children on a regular basis; or
- Have access to records relating to children in connection with child protection services, education services, health services, disability services and court orders and proceedings.

7.10.1 If any of the above do not hold a current clearance, they must apply to obtain one within one month of being appointed to a position. Clearances are valid for three (3) years from date of issue.

8 COMPETITION OPERATIONS

8.1 PREMIERSHIP CONDITIONS

- 8.1.1 Premiership points shall only apply for all grades from Under 12 and above.
- 8.1.2 For competitions of 18 a side, to constitute a game, teams must have 14 registered players on their team sheet; otherwise it will be deemed a forfeit.
- 8.1.3 Girls under 15 Competition to constitute a game, teams must have 9 registered players on their team sheet; otherwise it will be deemed a forfeit.
- 8.1.4 In all minor round matches four (4) premiership points shall be awarded for a win, two (2) premiership points to each team for a draw and zero (0) premiership points for a loss.
- 8.1.5 In all cases of a forfeit the non-forfeiting team shall receive four (4) premiership points and the score recorded as sixty points (60) to nil (0). The forfeiting team shall receive zero (0) premiership points and a score recorded as nil (0) to sixty points (60).
- 8.1.6 At the end of the minor round each team's position on the Premiership Table will be decided by:
- 8.1.6.1 Match points, and then
- 8.1.6.2 Percentage
- 8.1.7 If a competition has an uneven number of byes use
- 8.1.7.1 Match Points, and then
- 8.1.7.2 Match ratio, and then
- 8.1.7.3 Percentage

8.2 LOSS OF PREMIERSHIP POINTS

- 8.2.1 Any club, official of any club or player of any club found guilty of a breach of the Rules, Regulations and Policies and where the penalty imposed for the breach includes loss of premiership points for a team or teams for a number of matches, the loss shall be managed in the following manner:
- 8.2.2 Where a penalised team won:
- 8.2.2.1 loss of premiership points gained and those points awarded to the opposing team.
- 8.2.2.2 the opposing team shall be credited with a sixty (60) point to nil (0) win.
- 8.2.3 Where a penalised team lost:
- 8.2.3.1 loss of points equivalent to the number of points played for in all of the losing matches.
- 8.2.3.2 should the margin in any losing match be less than sixty (60) points then the margin shall be recorded as a sixty (60) to nil (0) win to the opposing team.
- 8.2.3.3 Should the margin in any losing match be greater than sixty (60) points then the actual result shall be the result recorded.

8.3 UNIFORMS

- 8.3.1 The current SACFL Licensed Suppliers Policy shall apply for remainder of its term. This requires all on-field apparel to be supplied by approved Licensed Suppliers.

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- 8.3.2 Requirements on logo positioning and sizing are found in appendix 10.13
- 8.3.3 All playing apparel should carry SANFL Juniors logo by start of Season 2019.
- 8.3.4 All Players must play in the Club or team uniform as agreed by SANFL Juniors. Players must wear different full numbers on the back of each jumper, which are clearly recognisable. Those numbers must correspond to those on the respective team sheet.
- 8.3.5 Any club desiring to alter or vary its colours, uniform design or logo shall first apply for and obtain the permission of SANFL Juniors to make such variation or alteration.
- 8.3.6 Registrations of such colours, uniform design and logo by either SANFL Juniors or clubs, in accordance with these Rules, Regulations and Policies, shall give such clubs and SANFL Juniors the exclusive right to colours, uniform design and logo against any other club subsequently attempting to register the same colours, uniform design and/or logo.
- 8.3.7 **CLASH UNIFORMS**
- 8.3.7.1 To avoid clashes of uniform, the following provisions will also apply:
- 8.3.7.1.1 all competition age teams (U15 and U16.5 in 2016) are to wear white shorts for away games, except when the home club plays in white shorts
- 8.3.7.1.2 where the home club plays in white shorts, the away team may play in any colour shorts, other than white
- 8.3.7.1.3 From 2017 all Competition ages (U12 to U16.5) are to wear white shorts for away games, except when the home club plays in white shorts
- 8.3.7.1.4 Dispensation may be applied for in relation to the wearing of white shorts for away games, approval will be given at the discretion of SANFL Juniors. Clubs given dispensation will be listed under resources on the SANFL Juniors website.
- 8.3.7.1.5 all competition age teams (U12 to U16.5) where teams play in uniforms that are similar in design or colour, the away team must wear a clash jumper.
- 8.3.8 For Junior players only (U7-10), on days of extreme cold, a plain tight fitting T shirt in club colours may be worn underneath the playing jumper. Dispensation for Under 11 – 16.5 players on medical/religious grounds may be granted by SANFL Juniors.
- 8.3.9 Undergarments, such as bike shorts, must be no longer than knee length. Full length undergarments may only be worn with the prior approval of SANFL Juniors.
- 8.3.10 SANFL Juniors will determine which clubs' uniforms constitute a clash.

8.4 EQUIPMENT

- 8.4.1 Footballs must be supplied by a manufacturer as specified by SANFL from year to year.

8.5 FINAL SERIES

- 8.5.1 All matches shall be played at such grounds as determined by SANFL Juniors
- 8.5.2 A finals series shall be conducted in Under 12 to Under 16.5 Youth age groups and Under 13 and 15 Youth Girls age groups and shall be conducted in such manner as decided by SANFL Juniors from time to time.
- 8.5.3 Where the number of teams in the competition is six (6) to eleven (11) teams, the top placed four (4) teams will participate in the finals series.

- 8.5.3.1 Format of the finals for four (4) teams:

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Week 1	(A) 1v2 and (B) 3v4
Week 2	€ Loser A v Winner B
Week 3	Winner A v Winner C

8.5.4 Where the number of teams in the competition exceeds eleven (11) teams then the top placed six (6) teams will participate in the finals series.

8.5.4.1 Format of the finals for six (6) teams:

Week 1	(A) 1v2 (B) 3v6 (C) 4v5
Week 2	(D) Winner A v lowest ranked winner of B and C
	(E) Loser A v highest ranked winner of B and C
Week 3	Winner D v Winner E

8.5.5 Girls Under 15 Finals Series

8.5.5.1 Format of the finals for Under 15 Girls will be:

Week 1	(A) 1a v 1b (B) 3a v 2b (C) 2a v 3b
Week 2	(D) Winner A v lowest ranked winner of B and C
	(E) Loser A v highest ranked winner of B and C
Week 3	Winner D v Winner E

8.6 ELIGIBILITY FOR FINALS

- 8.6.1 Players in Youth Competition (Under 12-14) must play a minimum of six (6) games in the current season, with their club to be eligible to play in the finals series.
- 8.6.2 Players in Youth Competition (Under 15 -16.5) must play a minimum of five (5) games in the current season, with their club, to be eligible to play in the finals series.
- 8.6.3 Players in Youth Girls Competition (Under 13 and 15) the following eligibility criteria applies:
- 8.6.3.1 In a Fourteen (14) round season they must play 5 games to qualify for finals.
- 8.6.3.2 In a Twelve (12) round season they must play 4 games to qualify for finals.
- 8.6.3.3 In a Ten (10) round season they must play 3 games to qualify for finals.
- 8.6.4 Application for exemptions to finals eligibility rules must be sent to SANFL Juniors using form SJ26. Applications will only be considered for the following:
- 8.6.4.1 A player has had a long term injury where they have missed a minimum of 4 matches and a doctor's certificate is supplied.
- 8.6.4.2 Religious reasons prevented a player playing on certain days of the week.
- 8.6.4.3 A player's commitment to an SANFL under 16 programs makes them available for less than 13 matches during the season.
- 8.6.5 Once a player has played a finals match they may not play in a lower age group, during the same finals period.
- 8.6.5.1 Players may play finals in higher age groups subject to 6.9.2 and providing the higher team has less than 22 players available.
- 8.6.6 Where injuries occur to eligible player(s) in the final home and away round prior to the final series or during the finals series, consideration will be given upon application, but not guaranteed, and based on below criteria for player(s) to play in more than one team during the finals series when:
- 8.6.6.1 the player(s) wishes to play in a higher age group or age group division when the lower team has been eliminated from the finals series; and

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8.6.6.2 the player(s) has qualified for the higher team; and

8.6.6.3 The player(s) will not take the place of a qualified and available player in the higher team (medical evidence will be required).

Note – applications will not be considered if the above criteria are simply being used to increase the number of eligible players for a team.

8.7 GRAND FINAL SQUAD SIZES

8.7.1 Under 12 to 14 Competitions, clubs must declare qualified and registered player numbers by Tuesday midday of the week of the Grand Final. Once notified SANFL Juniors will advise all clubs of the numbers to play on Grand Final day.

8.7.2 Under 15 and 16.5 Boys Competitions, clubs will play a maximum of 22 players on Grand Final day.

8.7.2.1 Clubs are to nominate a squad of 25 by 5pm Wednesday of Grand Final Week.

8.7.2.2 Clubs are to nominate their final squad with emergencies by 12pm Friday of Grand Final week.

8.7.2.3 Any changes outside of this are to be at the discretion of SANFL Juniors.

8.8 EXTRA TIME IN FINALS

8.8.1 If scores at the conclusion of the match on the scoreboard are level, then the following applies:

8.8.1.1 Both teams remain in the positions they were when the siren sounded.

8.8.1.2 Goal umpires to confirm final score.

8.8.2 In the event of a draw, extra time to be played for all age groups is five (5) minutes each way.

8.8.2.1 The procedure for extra time in a final is as follows:

- A three (3) minute break will follow the final siren.
- Coaches will be allowed to address their team during the three (3) minute break.
- Two halves each of five (5) minutes with time-on.
- Coaches will not be able to address the team and sides will change ends at the conclusion of the first five (5) minute period.

8.8.3 GOLDEN POINT

8.8.3.1 If scores are still level following extra time, the Golden Point Rule will apply:

8.8.3.2 Both teams remain in the positions they were in when the last period of extra time finished.

8.8.3.3 Goal Umpires to confirm scores.

8.8.3.4 Coaches will not be able to address the team during the goal umpire consultation period.

8.8.3.5 Play will be recommenced and the timekeepers will allow play to continue until the next score when they will sound the siren.

8.8.3.6 The team that scores first is the winner.

8.9 UMPIRE APPROVALS

8.9.1 The umpires appointed to control finals matches shall be appointed at the discretion of the SANFL Juniors Umpires' Coordinator.

8.10 CRITERIA FOR HOSTING

see SANFL website for Form SJ18 – Request to host Carnival/Finals/Championships

8.11 BYES

8.11.1 Teams receiving a bye will be awarded zero premiership points and team sheets are not to be completed.

8.12 FORFEITS

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- 8.12.1 If a team has to forfeit a match a Club Official must notify the SANFL Junior Competition Coordinator who will be responsible for notifying the opposing team and the SANFL Juniors Umpire Coordinator.
- 8.12.2 In the event that a team receives a forfeit, the non-forfeiting team may submit a team sheet to ensure that all players appearing upon the said team sheet shall be counted as having a 'game played' for the purpose of finals eligibility.
- 8.12.3 A forfeit will be claimed against any team that cannot field the minimum number of players for that relevant age group within fifteen (15) minutes after the agreed starting time. If both teams cannot field a minimum number the result is a non-game. In the result of a double forfeit or non-game the teams may play a scratch match in the remaining allocated time, if a scratch match is played no votes are recorded and umpires fees are paid as normal.
- 8.12.4 When a forfeit occurs, the non-forfeiting team will record a sixty (60) point to nil (0) win and be awarded four (4) premiership points.
- 8.12.5 Any team forfeiting a match in a premiership competition after providing a minimum of twenty four (24) hours' notice to SANFL Juniors will incur a fine of Fifty Dollars (\$50.00).
- 8.12.6 Any team forfeiting a match in a premiership competition without providing a minimum of twenty four (24) hours' notice to SANFL Juniors will incur a fine of One Hundred Dollars (\$100.00).
- 8.12.7 Any team forfeiting a match in a premiership competition without providing a minimum of twenty four (24) hours' notice, before the agreed match start time, is liable for the whole amount of the umpires fees (shared equally in case of a double forfeit)
- 8.12.8 Any team which, having commenced playing a match, refuses for any reason to continue the match to its natural conclusion (walk-off) will incur the following:
 - 8.12.8.1 A fine of Two Hundred Dollars (\$200.00).
 - 8.12.8.2 The whole amount of the umpire's fees.
 - 8.12.8.3 Should the margin at the time of walk-off be less than sixty (60) points, then the margin shall be recorded as a sixty (60) point to nil (0) win to the opposing team.
 - 8.12.8.4 Should the margin at the time of walk-off be greater than sixty (60) points, then the actual result shall be the result recorded.

8.13 COMPETITION WITHDRAWAL

- 8.13.1 Any team which has been withdrawn from the competition by SANFL Juniors as a result of forfeiting three (3) matches will incur a fine of One Hundred & Fifty Dollars (\$150.00). If a match commences but a team has to forfeit during the match due to injuries, this will not count towards the three (3) match penalty above.

8.14 ABANDONMENT OF MATCHES

- 8.14.1 If a match is called off during game time then Laws of Australian Football Rules for Incomplete Matches apply:

8.15 WASHOUTS

- 8.15.1 Only the host club, Local Council or SANFL staff are empowered to call a washout match.
- 8.15.2 Should a Club's ground be unplayable, then the Secretary of that club or its delegate must notify the SANFL Juniors Competition Coordinator immediately.
- 8.15.3 Should any fixture match be cancelled due to washout, then the SANFL Juniors Competitions Coordinator will notify the Umpire's Coordinator.
- 8.15.4 If a Local Council closes a ground due to wet weather, the affected games must be played within fourteen (14) days or as scheduled by the SANFL Juniors Competition Coordinator.

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- 8.15.5 Rescheduled matches may occur mid-week.
- 8.15.6 If a fixture or round of games is washed out and unable to be rescheduled by SANFL Juniors the following points will be allocated for Youth competitions:
 - 8.15.6.1 Byes will be awarded zero points;
 - 8.15.6.2 All other teams will be awarded 2 points
- 8.15.7 If a club closes a ground due to wet weather without consultation with SANFL Juniors or Council, then all games scheduled for this ground will be deemed a forfeit, with non-rescheduling and points awarded to opposing teams and all other forfeit conditions applying as per Regulation 8.10.

8.16 GAME TIMES

- 8.16.1 Published starting times may be varied by mutual agreement of clubs involved.
- 8.16.2 SANFL Juniors must be notified of all changes of starting times if greater than 15 minutes.
- 8.16.3 The match clock shall only be stopped during a quarter of any minor or major round match for undue delays (serious injury) in Under 12's to Under 16.5's at the discretion of the Umpire/s.
- 8.16.4 If a game is running late then the last two (2) quarters are to be shortened sufficiently so that the game will finish on time.

8.17 PROTECTIVE EQUIPMENT

8.17.1 MOUTHGUARDS

- 8.17.1.1 A Mouthguard is essential for all players for both training and games
- 8.17.1.2 Mouthguards have a definite role in preventing injuries to the teeth and face and for this reason they are to be worn by all SANFL Juniors Players, at all levels.
- 8.17.1.3 It is acknowledged that in a very small minority of players the wearing of a mouthguard will cause some distress due to "gagging" problems. SANFL Juniors will not penalise a player who, for this reason, will not be able to comply with its policy but expects the player's club to ensure it is a genuine case.

8.17.2 HEADGEAR

- 8.17.2.1 There is no scientific evidence that helmets prevent concussion or other brain injuries in Australian Football.
- 8.17.2.2 There is some evidence that younger players who wear a helmet may change their playing style, and receive more head impacts as a result. Accordingly, helmets are not recommended for the prevention of concussion.
- 8.17.2.3 Helmets may have a role in protection of players on return to play following specific injuries (e.g. face or skull fractures)

8.17.3 SHIN GUARDS

- 8.17.3.1 Shin Guards are allowed for the Ruckman only

8.17.4 GLOVES

- 8.17.4.1 Gloves are banned in all grades. Unless on medical grounds and approved by the League.

8.17.5 GLASSES

- 8.17.5.1 Junior footballers who wish to wear prescription glasses during matches and training sessions should wear glasses with plastic frames and lenses. A band must also hold the glasses on securely.

8.18 FAIR PLAY RULE

Under 8 to Under 15

- 8.18.1 The purpose of this Rule is to encourage coaches, to provide the best possible experience for all players on a match day. Where a match is clearly going to be one

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sided on the scoreboard, coaches are to use any means necessary to ensure a good experience for all players. This could include:

- 8.18.1.1 Rotation of players into positions they don't normally play.
- 8.18.1.2 Resting more skilled players.
- 8.18.2 If coaches are following 8.18.1 and the game is still one sided, at the next quarter break Team Manager or Ground Marshall is to approach the Field Umpire/s to notify them. Umpire/s will introduce the following additional measure to assist with evening up the game.
 - 8.18.2.1 The trailing team will start with the ball in the centre.
- 8.18.3 If after introducing 8.18.2 the game is still one sided, at the next quarter break Team Manager or Ground Marshall is to approach the Field Umpire/s to notify them. Umpire/s will introduce the following additional measure to assist with evening up the game.
 - 8.18.3.1 The trailing team will start with a ball up in their forward line.
- 8.18.4 Matches will proceed as normal, for the whole match period. Clubs will enter final scores into Fox Sports Pulse as normal.
- 8.18.5 After Competition Grade Matches, the match points and percentage will be adjusted to ensure that no winning margin exceeds 10 goals/60 points. This will be completed by a ladder adjustment by the SANFL Juniors Competition Coordinator on the Monday following the fixture games

8.19 TEAM NOMINATIONS

- 8.19.1 Clubs nominating teams must have registered at least 75% of the minimum number of players (as set out in the SANFL Match Conditions) in that team by the date set down by SANFL Juniors as the closing date for nomination of teams. These numbers must not include anticipated "play up" players.

8.20 WITHDRAWAL OF TEAM NOMINATIONS

- 8.20.1 Any club who withdraws a nominated team more than 1 week after the Final Team Nomination due date may incur a fine.

8.21 VENUE DATE/TIME CHANGES

- 8.21.1 Any club changing official game time/dates/official venues without receiving written permission from SANFL Juniors will incur a \$100 fine – see Form SJ01 on the SANFL website

8.22 UMPIRES

- 8.22.1 Fees
 - See Appendix 10.7
- 8.22.2 Appointments
 - 8.22.2.1 During all matches Field Umpires to be appointed by the SANFL Juniors Umpire Coordinator
 - 8.22.2.2 During finals Field, Goal and Boundary Umpires to be appointed by the SANFL Juniors Umpire Coordinator
- 8.22.3 Umpire Accreditation
 - 8.22.3.1 All Umpires to hold an appropriate level of accreditation as determined by the SANFL Umpiring Department
- 8.22.4 Umpire minimum age requirement
 - 8.22.4.1 Field Umpires must be 14 years of age
- 8.22.5 Boundary and goal umpires
 - 8.22.5.1 Clubs to provide Boundary and Goal Umpires for all minor round matches except where indicated by SANFL Juniors from Under 11 to Under 16.5
 - 8.22.5.2 SANFL Juniors will provide all Umpires for all finals for Under 12's to Under 16.5's

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8.22.6 Approaching umpires

8.22.6.1 The following are permitted to approach umpires

- Ground Marshall – as per job description
- Team Manager – as per job description
- SANFL Staff – must be identifiable as an SANFL Staff Member
- Parent of Umpire

8.22.7 Umpire Awards – Best Umpires

To be determined at the discretion of SANFL Juniors

8.23 BANNED ITEMS

8.23.1 The following equipment is strictly prohibited:

8.23.1.1 Metal tags in boots

8.23.1.2 Non-Prescription glasses

8.23.2 Written permission must be sought and obtained from SANFL Juniors to wear prescription glasses prior to player(s) playing

8.23.2.1 Gloves, unless consent is given by SANFL Juniors. If consent given, gloves must be taped.

8.23.2.2 Protective equipment that is rigid in nature

8.23.2.3 Long fingernails.

8.23.2.4 Jewellery, including body piercings

8.23.2.5 Medical casts.

8.23.2.6 'knotting' (pulling together and tying a knot in the Guernsey) or 'bundling' (pulling together in a bundle or tail and taping) as a method for tightening the fit of a Guernsey is not permitted.

8.23.2.7 Any other item designated as such by SANFL Juniors

8.24 BLEEDING & BLOOD BORN INFECTIOUS DISEASES

See Appendix 10.12 for more information

8.24.1 No club or team shall allow any player to participate in any match or continue to participate in any match for so long as such player:-

- is bleeding; or
- has blood on any part of his or her body or uniform

8.24.2 The field umpire, upon noticing or having it brought to their attention, that a player is bleeding or has an open wound that needs covering shall:

- Blow their whistle and stop the match.
- Signal by crossing their arms in front of their face the reason for the stoppage.
- Order the player from the field, via the interchange gate.
- Allow a replacement player onto the field immediately, via the interchange gate.
- Blow their whistle and recommence play when players are ready.

8.24.3 A player sent off under this Regulation may return via the interchange gate when the bleeding has stopped and the wound is covered.

8.25 COUNTING OF PLAYERS

8.25.1 The Captain may at any time during a match request that the Field Umpire count the number of players of the opposing team who are on the playing surface.

8.25.2 The Field Umpire is to signal for time to be held so a count can take place.

8.25.2.1 Players to line up at the centre square for counting.

8.25.3 Where a team has more than the permitted number of players on the playing surface

8.25.3.1 The Field Umpire shall award a free kick to the Captain or Acting Captain of the team who called the count; which shall be taken from the goal square.

8.25.3.2 No points will be lost, however, the goal umpires are to record on their scorecard when the count was called and what the score was at the time of the count.

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8.25.3.3 SANFL Juniors will determine after all paperwork has been received, whether a team will be further penalised.

8.25.3.4 In the event of an extra player/s on the playing surface during a Final/Grand Final then SANFL Staff will confer during the game and make a decision at the conclusion of the game.

8.25.4 Where there are a correct number of players and request without merit

8.25.4.1 The Field Umpire shall award a free kick to the Captain or Acting Captain of the opposition team; which shall be taken from the goal square.

8.26 REGRADING/GRADING

8.26.1 SANFL Juniors reserves the right to grade and regrade to provide players with even matches.

8.26.2 During re-grading process if a team moves into another age group all premierships points will move with them and their percentage will be zeroed.

8.26.3 In the event of re-grading in Competition Grades, SANFL Juniors will determine the most appropriate outcome for the affected – win, losses, draws, byes and percentage for games completed to the date of effective change.

8.26.4 Any umpire votes will travel between age groups for re-graded teams.

8.26.5 Conferences will be determined based on team nominations in any given year. The SANFL Juniors Competition Management Team will determine which clubs are allocated to each conference, applications may be made to the SANFL Competition Management Team to have their conference allocation reviewed.

8.27 YELLOW CARD CONDITIONS

8.27.1 Clubs who have a player ordered off with a Yellow Card must notify SANFL Juniors via the Match Day app or email by 7pm on the day of the match for day games and 10pm on the day of the match for night games.

8.27.2 The offending player ordered off with a Yellow Card Offence cannot retake the field for a period equivalent to one quarter. For example a player sent off in the 16 minute mark of the 2nd quarter cannot retake the field until the 16 minute mark of the 3rd quarter.

8.27.3 Junior Age Players (U8 to U11) sent off with a Yellow Card may be replaced immediately.

8.27.4 Competition Age Players (U12 to U16.5) sent off with a Yellow Card cannot be replaced for 5 minutes.

8.27.5 In the event the player/official is issued two (2) yellow cards in the same match the offending player/official shall not take further part in the match.

8.27.6 If a player/official ordered off for a yellow card offence fails to leave the field immediately when directed by the field umpire, then the player/official shall be reported for misconduct and consequently deemed to have committed a red card offence.

8.27.7 If a player receives two (2) yellow cards in a season, then an automatic one (1) match suspension shall apply.

8.27.7.1 If a player receives a subsequent yellow card, then an automatic two (2) match suspension shall apply.

8.27.8 A player ordered from the field with a yellow card can be replaced.

8.27.9 Junior Non-Competition Players (U8 to U11) ordered off with a yellow card please see Appendix 10.32 for more information.

8.28 RED CARD CONDITIONS

8.28.1 Clubs who have a player ordered off with a Red Card must notify SANFL Juniors via the Match Day app or email by 7pm on the day of the match for day games and 10pm on the day of the match for night games.

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- 8.28.2 An offending player/official ordered from the field with a red card cannot be replaced for a full quarter.
- 8.28.3 A player/official sent from the field with a red card, may not partake in the remainder of the game. The player/official is not permitted to enter the playing arena including coaches box/interchange bench.
- 8.28.4 A player/official sent from the field with a red card which are considered reportable offences and the player/official shall be formally reported to the SANFL Juniors Competition Coordinator and may receive a prescribed penalty as per appendix 10.9 or elect to appear at a Tribunal Committee Hearing.
- 8.28.4.1 If no prescribed penalty applies the player/official will be directed straight to a Tribunal Committee Hearing.
- 8.28.5 Junior Non-Competition Players (U8 to U11) ordered off with a red card please see Appendix 10.32 for more information

8.29 INJURED PLAYERS

- 8.29.1 In the event of an injury a player may leave the field at the closest point of exit, providing it is safe to do so. The Team Manager must inform the opposition that this has occurred before the player can be replaced. Any Under 11 to Under 16.5 player not departing via the interchange gate may not return to the field. This rule is intended only to remove an injured player safely off of the ground.
- 8.29.2 Unless the player is capable and conscious enough to place themselves on the stretcher without assistance, the injured player shall be attended to by a suitably trained and certified medical officer in the practice of use of a stretcher prior to removal of that player from the playing surface.
- 8.29.3 In the event of a player being removed via stretcher the following procedure is to take place:
- The timekeeper shall stop the clock at the time a stretcher crosses the boundary line and the Field Umpire has called time
 - The timekeeper shall restart the clock at the time the Field Umpire recommences play and calls time on.
 - The timekeeper shall also record the time out and the time of the quarter at which point the clock was stopped.
- 8.29.4 Where a match is stopped due to injury the decision on whether the remaining time will be played out or if the game will be declared complete as at the time of the injury will be made by SANFL Juniors or their appointed officials. The decision will be made to cause minimal impact on the starting time of any subsequent matches.
- When play is ready to resume if less than 50% of the original match time is available for play then the match may be rescheduled at the discretion of SANFL Juniors.
 - When play is ready to resume if more than 50% of the original match time is available for play then the match will be shortened accordingly ensuring any subsequent match starts on time.
- 8.29.5 In the event that the time taken to attend to the injured player exceeds 10 minutes from the time out the following will apply:
- If the quarter ends during the delay: - time will be called for the quarter and play will recommence for the next quarter.
- 8.29.6 If the final quarter is in progress and the stretcher is called for, a decision on whether the remaining time will be played out or if the game will be declared complete as at the time of the injury will be made by SANFL Juniors or their appointed officials. If the stretcher has been called for by an authorised person, then the player will be removed from the playing field via the most direct route for play to recommence and the injured player may be replaced through the interchange.

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- 8.29.7 Only authorised persons are permitted to enter the field of play and no team meetings or coaching is permitted during this time. Players must remain in their positions ready for recommencement of play.
- 8.29.8 Should a coach enter the field of play during a stretcher call and in the opinion of the umpire was doing so in order to provide instruction, a free kick will be awarded to the opposing side in front of goal at the end of the 10 metre square. (This rule will not apply if the 10 minutes or quarter break becomes enforced).
- 8.29.9 Should both teams' coaches enter the field of play for the purpose of giving instruction, play will resume as would be the case under the rules of the game and both teams will have a fine imposed at the discretion of the SANFL Juniors Competition Management Team.
- 8.29.10 Team Managers will report all stretcher and ambulance call outs and the outcomes on the match documentation.
- 8.29.11 Any Junior or Youth player removed from the field on a stretcher will not take any further part in the game whatsoever.
- 8.29.12 Any player whose weight is supported by any person/s propping them up, for any part of the journey off the field are deemed as stretchered. e.g. Player is not capable of bearing their own weight. (Examples includes being Fireman Chaired Off to be treated)
- 8.29.13 If in the opinion, of the team first aid official, a player cannot be moved from the field of play due to the severity of an injury, then the match may be abandoned at the discretion of a meeting between the 2 Team Managers, who then notify the Field Umpire/s.
- 8.29.14 The SANFL Juniors Competition Coordinator shall be advised of any such abandonment for the purpose of either rescheduling the fixture or determining a result according to the progress score and point of the game at which the game was abandoned, as in accordance with Regulation 8.12 Abandonment of Matches.
- 8.29.15 For all final round matches all decisions pertaining to the above rules will be controlled by SANFL Juniors or their appointed officials.

8.30 UNAUTHORISED ENCROACHMENT OF THE FIELD OF PLAY

- 8.30.1 In the event of an encroachment of the area of play by unauthorised persons, or that play is prevented by any other means, the Field Umpire shall seek the assistance of their fellow umpires and/or SANFL staff to clear the playing arena so that the match may be resumed.
- 8.30.2 If the Field Umpire is unable to do this within a reasonable time they shall terminate play at that time and report all circumstances to the SANFL Juniors Competition Coordinator. SANFL Juniors may award the result, declare the match abandoned or call a replay at its discretion.
- 8.30.3 Any Club whose officials, players or spectators are found to be responsible for the unauthorised encroachment of any playing arena (and any official, player and club spectators so responsible) shall be fined, suspended or otherwise dealt with at the discretion of the SANFL Juniors Competition Management Team.

8.31 GOAL POSTS

Refer to Laws of Australian Football

8.32 BLUE CARDS

- 8.32.1 A Blue Card may be awarded by an umpire, a non-officiating member of the Umpire's Panel or a member of the SANFL staff, who deems off-field behaviour to be unacceptable;
- 8.32.2 Behaviour may be deemed unacceptable if the Official considers it threatening or not in the spirit of the game.

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- 8.32.3 Once a Blue Card has been awarded, both team's Ground Marshalls are to approach the Umpire or SANFL staff member to seek clarification and direction. No other club officials may enter the field of play. Players are not to leave the field of play.
- 8.32.4 The time may be stopped at the Umpire or SANFL staff members discretion, if time is stopped the following procedure applies:
 - 8.32.4.1 Re-starting the game after a Blue card;
- 8.32.5 Game to re-start only when the Official is satisfied action has been taken and the situation has been rectified,
- 8.32.6 A free kick shall be awarded against the offending team taken from their goal square
- 8.32.7 Multiple Blue Cards awarded to the same team;
 - 8.32.7.1 In the event of a 2nd Blue Card being shown by an umpire/s during the game, then game will stop and will not re-start.
 - 8.32.7.2 Club/player/spectator/official(s) who responsible for the Blue Card(s) shall be reported by the umpire(s) on the Incident Forms.
 - 8.32.7.3 In the event of a premiership game being called off;
 - 8.32.7.4 The result shall be deemed 'a forfit' against the offending team at the discretion of the SANFL Juniors Competition Management Staff in consultation with the SANFL Juniors Umpire Coordinator.
 - 8.32.7.5 In a case in which both teams contribute to the game being called off, no premiership points shall be awarded.

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8.33 TRIAL MATCHES & SOCIAL MATCHES

- 8.33.1 Form SJ24 must be completed for approval by SANFL Juniors for the hosting of Trial/Social Matches
- 8.33.2 Umpires will not be supplied for Trial Matches unless Form SJ20 is completed

8.34 AWARDS

- 8.34.1 Fairest & Best
 - 8.34.1.1 In every Youth Match (12 to U16.5) the Field Umpires shall allocate votes for players they consider to be the fairest and best players in that match.
 - 8.34.1.2 The Fairest and Best Player in the game shall receive three (3) votes, with the other Fairest and Best Players receiving two and one votes in order of performance.
 - 8.34.1.3 These votes shall be recorded by the Umpire in an approved method set out by SANFL Juniors
 - 8.34.1.4 SANFL Juniors shall decide on the place and date where all votes are counted in a manner prescribed and by persons appointed by SANFL Juniors.
 - 8.34.1.5 The player who polls the highest number of votes in each competition shall be adjudged the 'Fairest and Best' player of that competition.
 - 8.34.1.6 The player who polls the next highest number of votes shall be adjudged the 'Runner Up Fairest and Best'.
 - 8.34.1.7 In the event of an equality of votes then maximum of two medals shall be presented.
 - 8.34.1.7.1 In the event more than two players are eligible for a medal, then the following shall determine the two medal winners.
 - 8.34.1.7.1.1 Count back on number of games played
 - 8.34.1.7.1.2 If still even count back on most number of 3 vote games
 - 8.34.1.8 Clubs top 5 players will be invited to attend the SANFL Juniors Fairest & Best Medal Count.
 - 8.34.1.9 Where discrepancies in names or other details occur on the voting slip it shall be checked against the team sheet for the relevant match to clarify the information.
 - 8.34.1.10 Players who have been suspended during the football year are ineligible for SANFL Juniors Fairest & Best Award.
- 8.34.2 Pennants and/or medallions for the team, which wins the Grand Final in each age group in Youth Competitions (U12 to U16.5).
- 8.34.3 Any other awards or trophies as SANFL Juniors shall see fit
- 8.34.4 Game Day Environment Awards
 - 8.34.4.1 The E-Point and S-Points are recognised strategies that are having dramatic impact on the environments in Junior Football. In essence, these point variations remove the focus of winning at all cost to guide a healthier understanding of the values of team work, winning and losing with dignity, fairness, equality and respect. The E-Point is targeted at Youth Competitions (U12-16.5) and the S-Point is targeted at Juniors Competitions (U8-11).
 - 8.34.4.2 E-Point and S-Point
 - Umpires to award points on a 5-1 sliding scale for behaviours in the following areas 5 being outstanding and 1 being poor
 - Player behaviour towards umpires
 - Players behaviour towards opposition
 - Coaches behaviour towards umpires
 - Spectators behaviour towards umpires and acceptance of decisions

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Points deducted for the following reasons

8.33.4.2.1 Yellow Card Issued – minus 1 point

8.33.4.2.2 Red Card Issued – minus 2 points

8.35 Blue Card Issued against Coach/Crowd – minus 2 points
4 Instructions to Ground Manager regarding Coach/Crowd behaviour – minus 1 point

8.33.4.2.5 Teams engaging in Melee – minus 3 points each team

8.33.4.2.6 The Clubs with the highest average E-Point or S-Point will be rewarded as SANFL Juniors see fit at the conclusion of the season

8.34 CARNIVALS

8.34.4 Junior/Youth/Girls Carnivals will be run at the discretion of SANFL Juniors

8.34.4.2 Carnivals can be used for

- Participation Carnivals - Under 8 to Under 10
 - These carnivals are offered to competition grades who don't compete for premiership points, giving them the opportunity to play against teams from outside their conference
- Premiership Carnival Under 11
 - Premiership points are introduced in the carnival environment for Under 11's, as they will progress into a full-season premiership table competition in the subsequent year
- Grading – Under 12 to 16.5
 - Pre-season carnival to offer match practice, against teams they may not play during the season

8.35 STATE CHAMPIONSHIPS

8.35.1 State Championships will be run at the discretion of SANFL Juniors

9

OTHER

9.1 MEETINGS

9.1.1 FOOTBALL DEVELOPMENT COUNCIL MEETINGS

9.1.1.1 Each SANFL Club will host regular scheduled zone meetings for their aligned community clubs with the following stakeholders attending

- SANFL Appointed Chairperson
- Community Club Delegates
- SANFL Club Representative
- SANFL Representative
- Coaching Coordinator

9.1.2 SANFL JUNIORS BOARD MEETING

9.1.2.1 Each SANFL Football Development Council Chairperson will represent their Zones at the competitions meeting with the following stakeholders attending

- SANFL Juniors Chairperson
- SANFL Juniors Competitions Manager
- SANFL Juniors Competitions Coordinator

9.2 REPORTING OF BREACHES OF RULES

9.2.1 Reporting a Breach of the rules can be made by the following officials and must be presented to SANFL Juniors by 4pm on the Tuesday following the match. Any reports made after this time may be considered at the sole discretion of a SANFL Senior Manager.

9.2.1.1 The field umpire(s) appointed by the League and officiating in a match.

9.2.1.2 The goal umpires or boundary umpires appointed by the League and officiating in a match.

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- 9.2.1.3 Club appointed Boundary and Goal Umpires on match day during Home and Away season
- 9.2.1.4 Non-officiating field umpires appointed by the League and present at any match.
- 9.2.1.5 A club official or team official.
- 9.2.1.6 A SANFL Staff Member.
- 9.2.1.7 An Official appointed by SANFL Juniors

9.2.2 Dealing with Breaches of rules.

- 9.2.2.1 A Breach of the rules by a participant may occur:
 - During a trial match, minor round match or final series.
 - On the day of the match and in the immediate vicinity of the playing field.

9.3 PROCESS OF REPORTING BY FIELD UMPIRE

9.3.1 Where an umpire reports a player or official during the course of a match, the umpire where practical is to inform a club official such as the Team Manager of the report.

9.3.2 It is a breach of these Rules for a reported Player, Official or any other Player or Official to speak to the Umpire about a Report. Any Player or Official who speaks to the Umpire may be referred by SANFL Juniors to the Tribunal to deal with as the Tribunal thinks appropriate.

9.3.3 The failure of an Umpire to inform a Player or Official of the Report does not invalidate the making of the Report.

9.3.4 Completing Notice of Report by the Umpire

9.3.4.1 In completing and lodging a Notice of Report, the Umpire is to complete the Umpire Match Report. In such cases, the Umpire will, on the day, advise the Clubs and where practical ensure that the proper notice of a Report is provided verbally. When the Report is processed by SANFL Juniors, full and complete details will be provided from the Umpire Match Report to the Club of the reported Player.

9.3.4.2 As soon as practicable after the completion of the match, the reporting Umpire shall:

- Provide advice to an Official from each team.
- Each team shall be responsible for the attendance of an Official at the end of the match in question in order to receive such advice. In the event of no such Official attending, the Reporting Umpire shall be deemed to have complied with the requirements of this Rule;
- Verbally advise the SANFL Juniors Umpire Coordinator of the Report by 9.00am the following business day.

9.3.5 Investigations

SANFL Juniors have the power to investigate any incident brought to their attention; they may elect to refer to tribunal or refer to investigations committee

9.3.6 Penalties

9.3.6.1 A Prescribed penalty may be offered by the SANFL Juniors Management pursuant to Appendix 10.9

9.3.6.2 Prescribed Penalties are a set sanction or penalty for a reportable offence that is offered to an offender by SANFL Juniors Management in lieu of attending a Tribunal Hearing.

9.3.6.3 If an Offender elects to attend the Tribunal in lieu of accepting SANFL Junior's offer of a Prescribed Penalty and is subsequently found guilty of that offence, then the resultant penalty shall be equal to or greater than the Prescribed

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Penalty. It shall not be less than the Prescribed Penalty for that offence, unless mitigating circumstances are established at the Tribunal Hearing.

9.3.6.4 At its discretion, SANFL Juniors Management have the power to refer a matter directly to the Tribunal

9.3.6.5 Non-compliance with penalties

9.36.6.5.1 A club or participant not complying with a penalty imposed by SANFL Juniors within thirty (30) days shall be subject to such additional penalties as the League may apply

9.3.7 Cross competition sanctions

Refer to Appendix 10.5

9.3.8 All other reports will be directed to a Tribunal Hearing

9.4 **TRIBUNAL COMPOSITION, PROCEDURES & GUIDELINES**

See Appendix 10.4 The Tribunal for Rules of the Tribunal process

9.4.1 Tribunal documents are available and should be referred to by any person and their advocate prior to appearing before the Tribunal. In the event of any inconsistency between the Tribunal document and these Rules, the Tribunal may make its own determination as to which applies, and shall draw the inconsistency to the attention of SANFL Juniors.

9.4.2 A person qualified as a Legal Practitioner is not permitted to act in the role of Player, Official or Umpire Advocate.

9.4.3 The parents/guardians of a reported Player or Official, or a reporting Umpire are not permitted to act in the role of the advocate. Such persons are, however, permitted to attend Tribunal hearings, should the player/official or umpire be under the age of 18. A Tribunal Member may not act as an advocate or otherwise appear in any capacity before the Tribunal.

9.4.4 Tribunals may be recorded (audio and/or video) at the discretion of SANFL Juniors. Any recordings will only be made available to the Appeals Tribunal.

9.4.5 Following the decision of the Tribunal, SANFL Juniors will provide a written outcome of the tribunals decision.

9.5 **MEDIA**

9.5.1 Any officials, parents, players, or clubs making statements to the press or media that are considered to be injurious or prejudicial to the character or interests of other officials, parents, players or SANFL Juniors shall be subject to a Code of Conduct, Investigation Committee hearing. A maximum fine of Five Hundred Dollars (\$500.00) may be incurred for any breaches of the above.

9.6 **REPRESENTATIVE FOOTBALL**

9.6.1 Representative Football matches will be run at the discretion of SANFL Juniors

SANFL JUNIORS COMPETITION RULES, REGULATIONS & POLICIES

APPENDICES

All Appendices form part of these Rules & Regulations; any breaches of any SANFL Juniors Appendices or Policies will be subject to fines and/or penalties as determined by SANFL Juniors Staff or SANFL Juniors Tribunal.

- 10.1 Codes of Conduct
 - 10.1.1 Players Code of Conduct
 - 10.1.2 Coaches Code of Conduct
 - 10.1.3 Parents, Supporters & Spectators Codes of Conduct
 - 10.1.4 Officials Code of Conduct
 - 10.1.5 Club Official Code of Conduct
- 10.2 Equalisation Policy
- 10.3 Junior Tackling Rules
- 10.4 Tribunal Rules and Regulations
- 10.5 Cross Competition Sanctions
- 10.6 Fines
- 10.7 Fees
- 10.8 Forms
- 10.9 Prescribed Penalties
- 10.10 SANFL Match Conditions
- 10.11 Alcohol Policy
- 10.12 Bleeding & Blood Born Infections Policy
- 10.13 Branding Policy
- 10.14 Coaches Accreditation Policy
- 10.15 Concussion Policy
- 10.16 Criteria for Hosting Finals, Carnivals & State Championships
- 10.17 Cyber Safety & Social Media Policy
- 10.18 Illicit Drugs Policy
- 10.19 Rotation of Players Policy
- 10.20 Pregnancy Policy
- 10.21 Smoke Free Environments
- 10.22 Sponsorship Policy
- 10.23 Sports Trainers in Community Australian Football Policy
- 10.24 Vilification Policy
- 10.25 Weather Policy
- 10.26 Zero Tolerance Policy
- 10.27 Task Lists & Function Cards
- 10.28 Advice for Suspended Players, Coaches & Officials
- 10.29 Home/Host Club Responsibilities
- 10.30 Protests and Disputes
 - 10.31.1 Ground Marshall Duties
 - 10.31.2 Registrar Duties
 - 10.31.3 Team Manager Duties
 - 10.31.4 Child Safety Requirements
 - 10.31.5 Secretary's Role & Responsibilities
 - 10.31.6 Treasurer's Role & Responsibilities
- 10.32 Yellow and Red Card Conditions Non Competition Players U8 to U11

SANFL JUNIORS COMPETITION RULES, REGULATIONS & POLICIES

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AMENDMENTS TO RULES

Date of Change	Rule Changed
February/March 2016	6.8.5 Playing Down Permit Small Clubs 6.10 Boarders 8.37 Clash Uniforms
May, 2016	6.11 Match day permits 8.1.2 Youth minimum players on match day 8.1.3 Girls minimum players on match day 8.6.1 Eligibility for Finals U12-U14 8.6.2 Eligibility for Finals U15-U16.5 7.1.3 Team Officials allowed in Coaches box 7.6 Entering The Field of Play 8.25.3 Re-Grading 6.9.5 and 6.9.6 Type 2 Permits 8.24.1 Counting of Players 9.35.1 Breaches of Rules 8.26 Yellow Card 8.27 Red Card
June 2016	6.7 Playing for SANFL League Clubs or State Representative Teams 7.1 Add Assistant Coach to Match Officials 7.1.2.4 Umpire Payments 8.5 Finals Series clarifications 8.6 Eligibility for finals clarifications 8.5.5 Girls Finals Format 8.21.7 Categories of Umpires Deleted 9.35 Reporting of Breaches of Rules – clarified 9.36.5 Investigations clarified 9.37 Tribunals clarified
August 2016	8.29.5 – injured players 8.35 - Awards
September 2016	9.2.1.7 Reporting a breach of rule