



HANDBOOK & LEAGUE REGULATIONS

2018 Edition



Forward

This Handbook is intended to provide interested parties with information relevant to the operation of the 2018 Junior Football season, as conducted by the Frankston & District Junior Football League (FDJFL).

The League Regulations are provided at the rear of this handbook for reference. The body of the document provides guidelines and details to assist Club & Team personnel in providing an efficient and smooth-running competition for our junior sportspeople.

League Rules are available from the League Website. League Regulations are provided in this document.

These rules & regulations should be read in conjunction with the Rules & Regulations of AFL Victoria Country AND AFL Laws of Australian Football.

The details contained in this Handbook may be copied and distributed to team personnel & interested parties for the betterment of our competition.

AFL South East Management and Staff

Role	Name	Phone	Email
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Ground Locations

Venue Name / Address	Abbrev.	Melway	Phone
F&DJFL			
Kananook Oval Kirkwood Avenue Seaford	Kan	99 F8	
Bonbeach YCW JFC			
Bonbeach Recreation Reserve	BB3	97 F3	
Scotch Parade Bonbeach	BB4		
Bonbeach Recreation Reserve Cannes Avenue Bonbeach	BB1	97E1	
Carrum Downs JFC			
Carrum Downs Recreation Reserve	CD Main	98 J10	
Wedge Road Carrum Downs	CD Rear		
Carrum Patterson Lakes JFC			
Roy Dore Reserve	CPL 1	97 F8	9772 6625
Graham Road Carrum	CPL 2		
Chelsea JFC			
Chelsea Recreation Reserve	Chel	93 D12	9772 5573
Beardsworth Avenue Chelsea			
Beazley Reserve Thames Promenade Chelsea Heights	Beazley	93 F12	
Devon Meadows JFC			
Casey Fields			
Berwick Cranbourne Road Cranbourne	Casey	134 E7	
Edithvale Aspendale JFC			
Regents Reserve	Regents	92 K7	
Fourth Avenue Aspendale			
Glen St Reserve Glen Street Aspendale	Glen	92 J5	
Edithvale Common Reserve Edithvale Road Edithvale	Edi Common	93 C8	

Venue Name / Address	Abbrev.	Melway	Phone
Frankston Dolphins JFC			
Overport Park Reserve	Oport 1	106 D1	9787 6250
Overport Road	Oport 2		
Frankston South			
Frankston Rovers JFC			
Bruce Park Reserve	Bruce	102 G7	9781 4851
Margate Avenue			
Frankston			
Baxter Park	Bax6	106 H3	
Sages Road Baxter			
Frankston YCW JFC			
Jubilee Park	Jub Butler	102 J4	9789 6938
Hillcrest Road	Jub Main		
Frankston	Jub Trott		
Karingal JFC			
Ballam Park Reserve	Bal 1	103 C3	
Naranga Crescent	Bal Nth		
Frankston			
Keysborough JFC			
Rowley Allan Reserve	Keys	89 D9	
Cnr Cheltenham & Stanley Roads			
Keysborough			
Langwarrin JFC			
Lloyd Park Reserve	Lloyd 1	103 J4	0411 285 515
4 Shute Avenue	Lloyd 2		
Langwarrin	Lloyd 3		
Mordialloc JFC			
Ben Kavanagh Reserve	Ben		
McDonald Street	Kavanagh	87 G12	
Mordialloc	Reserve		
Doug Denyer Reserve	DD	87 H11	
McDonald Street			
Mordialloc			
Mornington JFC			
<u>Narambi Reserve</u>	Narambi		
<u>Robertson Road Mornington</u>	Reserve	145 J1	
Mount Eliza JFC			
Emil Madsen Reserve	MTE Bottom	105 H10	5978 8308
Wooralla Drive Moorooduc	MTE Main		
	MTE Top		
	MTE New		

Venue Name / Address	Abbrev.	Melway	Phone
Pines JFC			
Pat Rollo Reserve	Rollo	100 B7	9786 8563
Silver Avenue			
Frankston North			
Eric Bell Reserve	Eric Bell	99 J 9	
Forest Drive			
Frankston North			
Seaford JFC			
Belvedere Reserve	Belv Main	100 A4	9786 4861
East Road	Belv New		
Seaford	Belv Saints		
Seaford Oval	Sea Main	102 E5	9786 7895
Seaford Road			
Seaford			
Frankston VFL			
Frankston Park	Kars St	102 C 3	
Kars Street			
Frankston			

CLUB CONTACT DETAILS

Bonbeach	Name	Phone Number	Email Address
President	Jamie Johnson	0405 944 070	president@bonbeachycwfooty.org
Secretary	Greg Planner	0418 366 401	secretary@bonbeachycwfooty.org
Carrum Downs	Name	Phone Number	Email Address
President	Rodney Garwood	0428-379-327	rodney@exclusive.net.au
Secretary	Debbie England	0413 574 013	garydebbie@optusnet.com.au
Carrum Patterson Lakes	Name	Phone Number	Email Address
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Edithvale Aspendale	Name	Phone Number	Email Address
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Secretary	John Matthews	0412 972 712	Jsm0709@optusnet.com.au
Keysborough	Name	Phone Number	Email Address
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Secretary	Chris Sutton	0400 334 256	sootytm1@gmail.com
Langwarrin	Name	Phone Number	Email Address
President	Richard Kenny	0411 285 515	president@langyjfc.com
Secretary	Leith Wickstein		secretary@langyjfc.com
Mordialloc	Name	Phone Number	Email Address
President	Brendan Swifte	0419 154 024	b.swifte@geofabrics.com.au
Secretary	Ally McCormick	0421 663 222	admin@fcamordialloc.com
Mornington	Name	Phone Number	Email Address
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Secretary	Sarah Norton	0408 735 973	morningtonjfc@gmail.com
Mount Eliza	Name	Phone Number	Email Address
President	Brett Macpherson	0419 586 763	president@mtelizajfc.com.au
Secretary	Jodie Hodder	0414 615 740	secretary@mtelizajfc.com
Pines	Name	Phone Number	Email Address
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Secretary	Shirlene White	0408 460 067	secretary-pinesjfc@outlook.com
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Secretary	Leta Hamblin	0415 209 533	secretary@seafordjfc.com.au

AFL KEEP YOUR COOL PROGRAMME

F&DJFL operates under the guidelines of the AFL – *Keep Your Cool* Programme.

This is designed to provide parents and supporters with guidelines about the conduct and behaviour expected within junior sport.

The main pillars of this program, for parents and supporters, are:

- Remember that children play sport for their enjoyment, not yours
- Focus on the child's efforts and self-esteem rather than whether they win or lose
- Never ridicule or yell at a child for making a mistake or for the team losing a game
- Remember that children learn best by example – applaud the efforts of all players in both teams
- Support all efforts to remove verbal and physical abuse from sporting activities
- Remember that coaches are volunteers, that umpires are human
- We do not play in the Big League!

On Match Day, implementation of the AFL *Keep Your Cool* Programme is the responsibility of the team Ground Marshall.

This program is fully supported by the F&DJFL Committee of Management and all its member Clubs.

FOOTBALL SIZES

The home club must supply one (1) approved size football in good condition.

Under 8, 9 & 10 age groups use Size 2 Synthetic footballs

Under 11 & 12 age groups use Size 3 Synthetic footballs

Under 12 Girls teams use Size 3 Synthetic Footballs

Under 13 & 14 age groups use Size 4 Leather Footballs

Under 14 Girls teams use Size 4 Synthetic Footballs

Under 15 & 17 age group uses Size 5 Leather Footballs

Under 16 & 18 Girls teams use Size 4 Leather Footballs

GAME TIMES

All matches shall commence on time at the times set down by the League. Any team not on the ground within twenty minutes of the allocated playing time shall default the game.

Under 8 & 9 – 9.00am

Under 14 – 2.40pm

Under 10 – 10.20am

Under 14 Girls – 11.40am

Under 10 Girls – 9.00am

Under 15 – 11.40am

Under 11 – 11.40am

Under 16 Girls – 1.00pm

Under 12 – 1.00pm

Under 17 Div 1 – 2.40pm

Under 12 Girls – 10.20am

Under 17 Div 2 & 3 – 2.40pm

Under 13 – 1.00pm

Under 18 Girls – 2.40pm

Duration of games shall be as follows:

Under 8 and Under 10 Girls	10 Minutes per quarter	No Time On
Under 9 and Under 10	12 Minutes per quarter	No Time On
Under 11 to Under 13	15 Minutes per quarter	No Time On
Under 14 to Under 17	20 minutes per quarter	No Time On
U12 Girls to U16 Girls	15 minutes per quarter	No Time On
U18 Girls	20 minutes per quarter	No Time On

NOTE: Weekly fixturing may lead to matches being scheduled at times different to those listed above. These shall be the exception rather than the rule.

Breaks**U9 – U18s**

Quarter time break = 3 minutes

Half time break = 8 minutes

Three Quarter time break = 5 minutes.

U8s = 3mins, 5mins, 3 mins

Players must be in position, ready to commence play at that time.

NO SPECTATORS TO BE ON THE FIELD AT QUARTER TIME OR THREE QUARTER TIME

OFFICIALS ALLOWED INSIDE THE FENCE

Please note that the only officials permitted within the fenced area and in the marked coach's area are as follows:

All interchange players, one trainer (other [maximum = 2 per team] to be at least 20 meters from coaches area), Coach, Assistant Coach (15s, 17s & 18s only), Team Manager, Runner, Water Carrier

All other people will be asked to leave by the Field Umpire, Club or League Executive.

SPECTATORS BEHIND THE WHITE LINES

Where a match is being played on a ground that is not fenced the host must provide an additional white line to sufficiently separate spectators from team officials, approximately 3 metres behind the boundary line (including goal line) for any unfenced area. Spectators are to remain behind these designated areas.

SPECTATORS ON THE GROUND BETWEEN QUARTERS

Spectators are NOT allowed on the ground at the Quarter Time Break (this is the break between the first and second quarter) or Three Quarter Time Break (this is the break between the third and fourth quarter).

Spectators are to be clear of the fenced field of play before players are in position for the commencement of play in each quarter.

Spectators are NOT allowed on the ground during any break or after the game during finals games.

PLAYERS UNIFORMS

Players must wear their club or team registered uniform.

Where it is determined by the League Executive that jumper/guernsey designs of the two teams in any match are too similar, the away team must provide an alternate set of numbered jumpers for the match (Reg 4.2.3).

Players must wear approved Football shorts. Shorts with pockets and basketball shorts etc are not allowed.

Each player wearing leggings under their shorts must be of a neutral color or match the colour of the team shorts (Reg. 4.2.5).

Each player must wear a conspicuous number either sewn or worked into the Guernsey. No two players in the same team are to wear the same number.

Players will not wear any form of metal stops in their boots.

The wearing of mouth guards is highly recommended and the wearing of protective approved headgear is left to the individual and the club.

Jewelry of any description may not be worn. Body piercing containing jewelry cannot be covered by tape it MUST be removed.

GLOVES

The wearing of Gloves is not permitted in any League game without supporting medical evidence. Upon supplying Medical evidence to the League Administration Officer a supporting letter will be supplied to the club to be produced to verify permission as requested. (Reg. 4.3.1) This is in place to both support an even opportunity for all players and to assist junior players in familiarization with natural contact with the ball.

TEAM MANAGER

Duties

Although the responsibilities of the Team Manager will vary from club to club, in general this position should ensure that the League rules and regulations associated with the actual playing of the game are carried out and adhered to.

Team Uniform

Ensure that all players are correctly attired.

Umpires Comfort

The home side Team Manager should ensure that the umpire's room is clean and secure with refreshments provided. Umpires should be offered refreshment during quarter breaks and escorted on and off the ground, including to and from the umpire's room.

Other Officials

Ensure that personnel are designated to act as Ground Marshal, Interchange Steward, Boundary & Goal Umpires, Timekeeper, Runner and Trainers and that they are familiar with their roles and the specific requirements of the position. Personnel should be supplied with the appropriate equipment to carry out their duties, umpires whistle, score cards, goal umpire's flags, audible siren, etc.

All officials must be recorded on the team sheet.

(Note: F&DJFL has provision for a role of 'assistant coach' in age groups of U15s and up)

The team sheet to be used is the printable “Team Sheet” provided within the Sporting Pulse “Competitions” database.

The Team Manager must provide a team sheet with player names, in alphabetical SURNAME order together with the correct jumper number and the player’s League Registration Number. All officials must also be registered in Footy Web and selected **recorded** on the Team sheet. Any listed players or officials who do not take their place in the game must be deleted/ crossed out from the team sheet. Ensure that all players listed on both team sheets actually take the field in the game.

Any players or officials who are not originally listed on the team sheet must be written on the team sheet (in the appropriate area).

No additions are to be made to the team sheet after the Half Time break.

No additional players may take the field if they are not added to the team sheet prior to the end of the half time break.

Signing of Opposition Team Sheet

There is no obligation to sign the opposition team sheet.

Half Time Exchange

The Team Manager will provide the opposing Team Manager with a (signed) copy of the team sheet (with alterations) prior to the start of the third quarter.

Under 13, Under 14, Under 14 Girls, Under 15, Under 16 Girls, Under 17 & Under 18 Girls

A list of all players’ names and jumper numbers will be made available to the Umpire/s at the conclusion of the match, to enable them to record their League Fairest & Best votes. This will be done straight into Sports TG so all Team Sheet alterations MUST be made immediately following the game.

Reports

In the event of a report of a player or official, the Original Team Sheet will be made available to the umpire/s to establish the identity of the player/official involved.

If a player or official is reported during the game the umpire fills out a report sheet detailing the incident at the conclusion of the game. Both Team Managers should sign this report sheet and ensure that the appropriate personnel within their club receive the report. The reported player or official together with witnesses must be made aware of their responsibilities to the impending tribunal hearing.

Scores (Under 10 to Under 18 only)

It is the responsibility of the Goal Umpires to agree on the final match scores.

The two Team Managers should confirm, with each other, the final scores, in preparation for the home team entering this score to the Sporting Pulse “Competitions” database.

Where there is a discrepancy in the goal umpires’ final scores that cannot be resolved at the time, the matter is to be referred to the League Executive and the score should not be entered to the Sporting Pulse “Competitions” database by the home Team Manager.

Match Paperwork

At the completion of the game the home team Team Manager is responsible for ensuring that all match paperwork is in order, and is delivered to the Umpires Room and placed in the

appropriate envelopes after the match. It is the responsibility of each Team Manager to ensure that their team's paperwork is in order. It is the responsibility of the away Team Manager to ensure that their team's paperwork is handed to the home Team Manager. It is the responsibility of each Team Manager to check the oppositions information in Sporting Pulse and ensure each player and their jumper number listed on the team sheet is recorded and that each player took the field. It is the responsibility of the Team Manager to make any alterations to the Team Sheet in Sports TG immediately following the match

The match paperwork will consist of:

- Team Sheet signed by the Team Manager (each team)
- Goal Umpire Card (each team) [Under 10 to Under 18 only]
- Interchange Steward Card (each team) [Under 11 to Under 18 only]
- Umpires will be completing the votes on-line but if there is no League Umpire, the officiating Club Umpire is to complete a vote card (see club secretary for card and envelope)
- Pre-Match Checklist (to be completed on-line on the JLT MDP app by both Team Managers)
- Umpires Report sheet/s (if applicable)
- "Report on Umpire" (each team) – optional
- Umpire Payment Sheet

All Match Paperwork shall be placed in the 'clearly marked' F&DJFL – Match Envelope by the home team Team Manager. This will be in the Umpires Room and will be returned to the League no later than 12pm on the Monday following the match. Drop off is at Frankston Park, VFL Ground, Young Street Frankston.

Post Match

The home team Team Manager is to ensure that the score & result of the match is entered to the Sporting Pulse "Competitions" database by 6.30pm on the Sunday of the round [U10 to U18 only (scores for U10s are used to collate information for grading for the following year only and are not displayed publicly)].

The Team Managers are to ensure that the final team sheet details for their team, for that match, are entered to the Sporting Pulse "Competitions" database by 8.00pm on the Sunday following the match. All alterations to players and jumper numbers are to be completed made by 8.00pm on the Monday following the match.

This includes the entry of goal scorers and best players if required.

Both Team Managers are to confirm the data is correct and any discrepancies are to be raised by email to the Operations Manager fdjfl@aflse.com.au by Midday on the Monday following the game.

Please note: Goal scorers are NOT to be entered for Under 9 & Under 10 matches.

Team Sheet Copies

The following copies of the team sheet data will be required prior to &/or during the match:

- Original – to form part of Match Paperwork
- Copy – for opponent Team Manager, at half time break
- Copy – for umpire/s – U13, U14, U14 Girls, U15, U16 Girls, U16, U17 & U18 Girls only (or listing of all players & jumper No's)

Security of Players Belongings

The security of belongings should be considered prior to the players taking the field. No home team can fully guarantee the safety of items that remain in the change rooms during a game. It may be a good idea to remind players and parents of this problem and have player valuables such as phones, iPods, watches, jewelry, and expensive clothing left at home or secured in some way.

Footballs

The home Team Manager is to present a football in good condition and of approved size to the umpire prior to the commencement of the game (for Football sizes refer to page 5).

Pre-Match Checklist

The Pre-Match Checklist must be completed on-line by both Clubs prior to the commencement of the game. The Checklist is to ensure that all safety precautions have been taken into consideration prior to the game starting. The JLT MDP app is available for iPhones and Android.

Starting Times

The Team Manager should be aware of the starting times of all quarters and ensure that the coach has the players ready to commence playing.

Umpires Report

The F&DJFL Executive strongly recommends that the Team Manager and/or Coach complete an umpire's report sheet. These reports should be constructive including positives and negatives, and be completed every game regardless of the result. These report sheets should be included with the other match paperwork and compiled at the completion of the game.

Reported Players or Officials

If a player or official is reported during the game the umpire fills out a report sheet detailing the incident at the conclusion of the game. Both Team Managers should sign this report sheet and ensure that the appropriate personnel within their club receive the report. The reported player or official together with witnesses must be made aware of their responsibilities to the impending tribunal hearing.

List of Emergency Phone Numbers

Team Managers should ensure their players have completed their registrations in Care Monkey to ensure they have an up-to-date list of all player contact and emergency phone numbers (parents/guardians) in case of an emergency. Trainers and Coaches must be made aware of their players' medical conditions.

MATCH DAY PAPERWORK QUICK REFERENCE

ALWAYS Your team first
(Regardless of Home or Away)
And include (Eg:) Yellow or Black etc)



Division

FRANKSTON & DISTRICT JUNIOR FOOTBALL LEAGUE INC.

AGE GROUP - UNDER 11 DIVISION Gold

PLAYED AT DATE

MATCH Seaford Yellow V (YOUR TEAM) (OPPOSITION)

QTR	G	B	PTS.	QTR	G	B	PTS.
1				1			
2				2			
3				3			
4				4			
TOTAL				TOTAL			

Need to ensure this section
is completed

MATCH WON BY BY (MARGIN) pt

GOAL UMPIRE 1. (home side) 2. (opposition)

CONFIRMED BY FIELD UMPIRE

Frankston District Junior Football League

Under Section Division

BEST & FAIREST

MATCH DATE

 V

Player's Name	Initial	No.	Club
Votes <u> </u>			
Votes <u> </u>			
Votes <u> </u>			
Umpire's Signature <u> </u>			

Under 13, 14, 15, 15 Girls, 16,
17 & 18 Girls
Fill out the Umpires Vote card
beforehand to have it ready

All the usual
DIVISION
AGE GROUP
DATE
Home Team & Away team
Include Black/Yellow (i.e. team name)
And same for opposition

Finally – The Envelope – when you are the HOME TEAM

**FRANKSTON & DISTRICT
JUNIOR FOOTBALL LEAGUE INC.**

Date: 29 May 2005 Round: 12

Age Group: Under 16 Division: Blue

Seaford BLACK v Mt Eliza RED

CONTENTS PLEASE TICK

	Home	Away
et	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ge Card	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
oire Card	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Report	<input type="checkbox"/>	<input type="checkbox"/>
n Checklist	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

• Votes for Under 15 ☒

Full title of your team
Include the Black / Yellow
Same for opposition team

Remember the division

Tick the boxes

U15,
U15 Girls, U16, U17
& U18 Girls
Umpires Votes

COACHES

All coaches must hold current accreditation to coach within the F&DJFL. Junior Accreditation covers age groups from U8s – U12s (Primary School Years). Youth Accreditation covers age groups from U13s- U18s (Secondary School Years). Coaches are to strictly follow the Coaches' Code of Conduct as signed annually.

It is the responsibility of the coach to ensure the behavior of their team and officials. Coaches are to ensure they follow the recommended details of the *Qualities of a Junior Coach* (see list below).

As part of the F&DJFL goals to ensure the highest standards possible, all coaches when registered with the League will be automatically made a member of the Southern Region Coaches Association (AFCA). Through this membership coaches will receive newsletters and materials to assist in promoting the latest in coaching practices and skills drills etc. It is a requirement to have AFCA membership as part of continued Accreditation.

QUALITIES OF A JUNIOR COACH

Knowledge

- Know the principles of growth and development of young children
- Know the skills of football
- Understand the learning process
- Know how to spot weaknesses and overcome problems
- Attain accreditation and keep informed

Organisation

- Dress like a football coach
- Be punctual for training, games and meetings.
- Plan practice activities
- Organise the groups efficiently
- Ensure the equipment is available
- Provide variety in activities
- Maximise participation

Skill Development

- Choose meaningful activities
- Relate practice to the game
- Sequentially develop skills from simple to complex
- Establish individual and team goals

Communication

- Maintain good rapport with players
- Talk with, not to, the players
- Provide a supportive, friendly atmosphere
- Praise attempts at skills
- Positive reinforcement
- Concise instructions and directions
- Willing to listen to the player's comments
- Ability to motivate players
- Encourage sportsmanship
- Have a sense of humour
- Have emotional control at all times
- Infinite patience

Is dedicated, enthusiastic, mature, ethical and fair

Intelligence

- Has a capacity for originality and creative thinking
- Is curious
- Open minded
- Flexible
- Questions the “Traditional Approach”
- Capable of accepting change

FIELD UMPIRES

The FDJFL as part of AFLSE will have umpires supplied by our new Umpiring Department.

In the Under 8, 9 & 10 age groups the F&DJFL have an Umpiring program involving the use of Club Umpires. Each team must nominate their Club Umpires for the season. These umpires are invited to attend training sessions throughout the season to keep them up-to-date and gain some consistency in our Umpiring. These Umpires will also be given the Level One Field Umpires accreditation program to complete during the season. In the Under 8, 9 and 10 age groups it is the aim that each team is to supply an umpire who will be responsible for controlling half the ground, it is hoped that this method will make the task less daunting and eliminate the perception of favoritism.

The team captains are permitted to speak to the umpires providing communication is reasonable and confined to seeking clarification or interpretation of a rule, or in an emergency. A Team Manager may approach the umpire at the conclusion of the playing quarters; they must however be accompanied by the opposing Team Manager and only to seek an interpretation.

Two umpire system to operate in the Under 14 and above age groups.

GOAL UMPIRE

A goal umpire shall be at least 15 years of age

Dress

White top/jacket and flags

Duties

Before the match, check that game details are correctly entered on the scorecard.

Wait for the field umpire to give the all clear before giving a decision. If the field umpire believes the score is a behind he/she will raise one hand near their mouth and say “all clear”. If the umpire believes it is a goal he/she will raise two hands.

Both goal umpires must wave the flags after each score and record the score on the scorecard. Scorecards should be checked with the other goal umpire at the end of each quarter. Umpires must change ends at the half time break.

Club supplied umpires are not to barrack or comment on play.

The Field umpire may override the decision given by the club goal umpire.

BOUNDARY UMPIRE

All boundary umpires must be competent in their duties and be minimum 14 years old.

If a club is unable to supply a boundary umpire the club shall be directed by the field umpire to have a player throw the ball in when it goes out of bounds.

Club supplied umpires can call centre square infringements but are not permitted to barrack or comment on play.

Dress

It is preferred that club supplied boundary umpires are dressed appropriately, white shorts & white T-shirt.

TRAINERS & WATER CARRIERS

Dress

Approved Green top with Club Identification

Duties

To provide water to players for hydration and attend to injuries

The trainers should ensure that a stretcher is located near the coaches' box/area and that it is in serviceable condition.

Trainers should make an inspection of the playing surface and bring any player safety issues to the attention of the Coach & Team Manager for further notification to the home club officials at the ground.

It is recommended that the phone numbers of each player's parent or guardian are available and that any relevant medical condition of players is known.

The Trainer or water carriers must not act as a second runner.

There is to be a maximum of two (2) trainers, one who may be located in the coaches' box, with the other positioned around the ground at least 20 metres from the coaches' area.

There is to be a maximum of & two (2) water carriers. All water carriers are to be positioned inside the boundary fence within the designated marked stations outside the boundary line.

These stations are to be positioned on the opposite side of the ground to the Coaches Box.

Water Carriers are only permitted to enter the playing arena during a substantial break in play (eg. When a goal has been kicked).

The Trainer or Water Carriers MUST be at least 13 years of age.

RUNNER

Dress

Approved Red top with Club Identification

Duties

To relay messages from the coach to the players

Runners must not assume the role of the coach (*) and should not remain on the ground for any other purpose than to deliver a message and return to coach's box. The umpire may ask the runner to leave the ground if it is felt the runner is not carrying out his designated role. Runners are not to carry a towel or water.

If a player is reported or sent from the ground the runners should go directly to the umpire who will inform them of the penalty and reason. The Runners are not to enter into discussion with

the umpire and are to go directly to the timekeepers Interchange Steward and inform them of the player's name, number, penalty and offence.

(*) NOTE: Under 8 & 9 competitions ONLY

During the first quarter of the match, the person wearing the Runners vest may be the runner or coach, and may stay on the field for the full quarter, providing guidance to players for the first 4 rounds only.

INTERCHANGE STEWARDS

The Interchange Steward is to record Players from both teams on the bench at the start of each quarter.

The Steward is to also control the Send Offs from the field Umpire and shall determine when a player is allowed to go back onto the ground.

Interchange Stewards are to be located both together behind the fence and in the designated Interchange area.

Players sent from the ground

In the event that the field umpire sends a player from the playing field the following instructions should be followed:

A player sent from the ground may not be replaced for the period of the penalty, penalty imposed is playing time.

The onus is on the club Interchange Steward when the penalty has lapsed, time keepers will advise the club runner or team manager that the player may return to the ground or that a replacement is permitted.

Conclusion of the match

At the conclusion of the match the stewards shall check, sign and return their cards to their respective team manager.

GROUND MARSHAL

Dress

Approved Yellow top with Club identification

Duties

- a) Ground Marshals should introduce themselves to each other and where practical remain together. (This will hopefully give the person allocated the task a sense of security).
- b) Ground Marshals should adopt a Bi-Partisan approach to their role.
- c) Ground Marshals are to escort the Umpires; it is not their responsibility to provide refreshment.
- d) Ground Marshals should report problems encountered to the club executive or committee person in attendance.
- e) Serious incidences encountered should be documented and signed by both Ground Marshals; they should not put themselves in any danger.
- f) Ground Marshals should confine themselves to the main group of spectators, normally around the pavilion.

- g) Types of behavior causing problems are Abuse, Language, un-sportsman-like behavior and derogatory remarks, both Ground Marshals should approach offenders in a non-threatening way, if the problem persists, club executive or committee personnel should be informed.
- h) Ground Marshals are not part of the coaching panel and should not stand with them. It is not the role of the Ground Marshal to monitor the use of runners & trainers; excessive numbers in the coaches' box should be brought to the attention of the club.
- i) Ground Marshals should ensure that spectators do not enter the perimeter of the ground when play is in progress.
- j) Ground Marshals should not handle players.

TIME KEEPERS PROCEDURE

Playing Time

Under 8 and Under 10 girls	10 minute quarters	No Time On
Under 9 and Under 10	12 minute quarters	No Time On
Under 11 to Under 13 & Under 12, 14 & 16 Girls	15 minute quarters	No Time On
Under 14 to Under 17 & Under 18 Girls	20 minute quarters	No Time On

Duties

- To keep time.
- To sound the siren at the beginning and end of each quarter.
- To record details of any send off or report on the card, give the all clear when penalty imposed by the umpire has lapsed.

When to sound the siren

- Warning siren, 5 minutes before the scheduled commencement of play (where no current game in progress), this is to notify the umpires and players to enter the field.
- Prior to each quarter commencing when the umpire holds the ball in the air.
- When the playing time has lapsed, keep sounding the siren until the umpire indicates the end of play by blowing the whistle and raising both hands in the air.
- **Quarter time interval** - 2 minute after the end of the first quarter to indicate to teams that they must take up their playing positions. Maximum 3-minute break.
- **Half time interval** - 7 minutes after the end of the second quarter to indicate to teams that they must take up their playing positions. Maximum 8-minute break.
- **Three quarter time interval** - 4 minutes after the end of the third quarter to indicate to teams that they must take up their playing positions. Maximum 5-minute break.

Send Off penalties

Yellow Card	15 minutes Playing Time
Red Card	Rest of the game (Player may be replaced after 15 minutes Playing Time)

NOTE: TEAMS ARE NOT PERMITTED TO LEAVE THE GROUND AT BREAKS UNLESS DUE TO POOR WEATHER CONDITIONS

PLAYER / OFFICIAL REPORT SHEETS

At the commencement of the season all clubs will be provided with Report Books, which are to be completed by the Umpire or League Official when making a report on a Player or Official. It is the RESPONSIBILITY of the HOME Club to ensure the Report Book is available in the Umpires room for each game. Additional Report Books are available from the League.

ORDER OFF RULE

Players ordered off the field may not be replaced. The field umpire shall determine, by application of either a Yellow Card or Red Card, the period of time the player is to remain off the ground (Yellow Card - 15 Minutes or Red Card - Rest of Game).

Any player reported during the game will be automatically ordered off for the duration of the game but can be replaced by another player after 15 minute's time has elapsed.

Should a player refuse to leave the ground when ordered off, the field umpire will inform the captains of both sides that unless the player leaves the field the match will be abandoned, and full match points awarded to the opposing team.

Any player ordered off twice in the one game shall receive an automatic report.

Any player ordered off three times in the one season shall receive an automatic one-week suspension. After serving this suspension, if the player is sent off again he/she must appear before the F&DJFL Executive.

Officials are subject to Yellow Card & Red Card penalties.

Please refer to Regulation 9 for full player and official penalties and requirements.

REPORT PROCEDURES

Any umpires appointed to a game by the League have the power to report players, officials or the club.

At the conclusion of the game when Team Managers have their team sheets signed by the field umpire they will be informed of any reports that may have taken place during the match. Both team managers are to sign the umpires report sheet and receive a copy of the report detailing the offense.

Any person named on the report sheet must appear before the Independent Tribunal. Failure to appear may result in the player not being permitted to participate in any further games.

Members of the F&DJFL Executive have the power to report. The Executive Member concerned may submit the report via a report sheet or letter.

TRIBUNAL PROCEDURES

In the event that a player or official from your club is involved in a reportable incident the following procedure shall apply:

- (a) Both team managers sign the report sheet and a copy is supplied to them;
- (b) A further copy is supplied to the League Administration Officer who will make arrangements for the case to be heard.

It is the Club Secretary's responsibility to ensure the reported player/official, witnesses and other player/s mentioned in the report attend the Tribunal hearing, and a player advocate should represent players. A player advocate must be an official of the club and is not permitted to be a Barrister or Solicitor.

All persons involved in a Tribunal hearing must attend at the time and venue specified by the League. Hearings are usually held at the League Offices, Kirkwood Ave, Seaford on Tuesday or Wednesday evenings commencing at 7pm dependent on availability.

Player's and or Officials Failing to appear before the Tribunal

Any player/official appearing on a report sheet but failing to appear before the Tribunal without satisfactory explanation and proper notification (within 24 hours of the incident) - it shall be deemed that the reported player/official is pleading guilty and the Tribunal case shall then proceed in their absence.

A witness appearing on a report sheet but failing to appear before the Tribunal without satisfactory explanation and proper notification (within 24 hours of the incident), shall be automatically suspended until he/she appears.

Player's appearing before the Tribunal allowed a parent or guardian present

Any player appearing before the Tribunal is allowed to have their parent / guardian attend the hearing with them. The parent / guardian is able to sit with the player during the hearing under the following conditions:

- a. Cannot make comment during the hearing;
- b. Cannot ask questions;
- c. Cannot be a witness in the case.

The parent / guardian will be asked to leave if they break any of the above conditions.

Tribunal Hearing Procedure

The following people will be called before the Tribunal:

- Reported player/official and advocate
- Witness/s and their advocate
- The Umpire or League Official and their advocate

If an advocate intends to call any witnesses during the hearing or challenge the validity of the report, the tribunal secretary (ie: League Administration Officer) must be notified prior to the hearing commencement.

The Tribunal Chairman reads out the report and the reported player/official advises the tribunal how they intend to plea.

The witness is asked to leave the room while evidence is taken from the umpire, player or official.

The reported player/official, advocates and umpire are present at all times during the hearing. The umpire or League Official is requested to give his/her version of the incident and questioned by the Tribunal panel.

The advocates are invited to question the umpire or League Official if they so wish.

The reported player/official gives evidence in the presence of the umpire and is questioned by the Tribunal panel. The umpire's advocate may ask questions of the player/official at the discretion of the Tribunal Chairman.

After the Tribunal Chairman is satisfied that all evidence from the reported player/official and umpire or League Official has been collected witnesses will be called to give evidence to the tribunal hearing.

The witness will be asked to give evidence and will be questioned by the Tribunal panel and the advocates of the umpire and reported player/official.

After all evidence has been given, the Tribunal Chairman will call for the umpires or League Official advocate to sum up and will then call on the reported player/official advocate to sum up and speak on behalf of the reported person. The Tribunal will then retire to consider the evidence given.

Once a decision has been reached, the umpire or League Official, umpire or League Official's advocate, reported player/official and advocate are invited back into the room and advised of the decision.

Note:

Players or officials who in the opinion of the tribunal have delivered unsatisfactory evidence to the hearing will at the tribunal's discretion incur a fine or suspension.

INVESTIGATION PROCEDURES

Appointment of Investigation Officer:

Each league shall appoint a VCFL accredited investigation officer to investigate any matter referred to him pursuant to Rule 27.

Unbecoming Conduct:

The League, Committee of Management, Club, Player, League or a VCFL appointed official, who alleges that a player or an official of a club, umpire, official of an umpires' Association, VCFL Official, League official, Club, player advocate, or League appointed official has been guilty of conduct which is unbecoming to a player, umpire, such official, or club, or which has or is likely to bring the game of football into disrepute, may lodge with the League a Notice in writing setting out particulars of the allegation. Unless the notice is lodged by the League a deposit of \$500 shall accompany the notice which shall be forfeited in whole or part in the event that the Investigation Officer or Independent Tribunal considers it frivolous. A Notice under this paragraph must be lodged with the League within five days after the date of the act or omission to which it relates unless the League agrees to extend this period to a maximum of thirty (30) days. An extension agreed to by the League may be subject to such conditions as the League thinks fit and such request for an extension is to be provided to the League in writing outlining the reasons for the extension request. When a League grants an extension it shall do so in writing and advise all parties to the matter.

All investigation costs will be shared between both named clubs unless the investigation officer determines that there is no case to answer. In this event the investigation cost will be the responsibility of the club who requested the investigation.

OCCUPATIONAL HEALTH & SAFETY POLICY IN REGARDS TO UNDER AGE UMPIRES

This is the League Policy in regards to the care of minors:

POLICY RE: MATCH DAY PROBLEMS INVOLVING UMPIRES.

If during the course of any match you feel that there are any problems with the Umpires being abused or threatened by anybody (i.e.: Players, Officials or Spectators), you should immediately make contact with the League on the below listed number:

Operations Manager Pauline Pawsey on 0412 835 840

These problems will be addressed immediately, and a League Official will be sent to the venue promptly.

If the League Official is delayed attending the venue, please ensure that the Umpire is looked after by the Ground Marshals. In these cases, the Umpires must not be left unattended at the quarter intervals on the ground or in the change rooms.

A majority of our umpires are minors (Under the age of 18 years) and they must be protected from these instances. Please ensure this policy is strictly adhered to.

PRE-MATCH CHECKLIST

As part of the AFL National Public Liability insurance scheme, a Pre-Match Checklist must be completed. A Risk Management Officer is to be appointed to complete this task.

The MDP app can be downloaded and can be completed on-line. This must be completed once but with both Team Managers present. Your Sporting Pulse email address should be used. This will give you access to your team.

If any problems arise prior to the game and a party has a problem with completing the Checklist the League should be contacted immediately on the numbers below:

Operations Manager Pauline Pawsey on 0412 835 840

These problems will be addressed immediately and a League Official will be sent to the venue promptly.

If either club is to refuse to complete the Checklist the game cannot commence and the matter will be investigated by the Committee of Management and must also be referred to the Work Safe VCFL for a ruling. Clubs found to be abusing the Checklist system by not completing it would be dealt with harshly.

RISK MANAGEMENT: A FOOTBALL COACHES CHECKLIST TO SAFER PLAYING ENVIROMENTS

This Checklist is an extract from the VFDF Planning & Operations Manual – Coach Education. For the safety and wellbeing of all participants, Spectators, Officials and Coaches are to ensure:

1. Goal posts are padded and secure, the ground surface (including the pitch area) and change rooms are to a satisfactory standard, and lines are clearly marked with the boundary line at least three (3) metres from the fence
2. Boundary area and fencing are safe
3. Access to emergency numbers and communication
4. Safe Climatic conditions
5. Accredited Trainer/first aid kit is accessible
6. They have the ability to sense a volatile situation out on the ground and have control over team, officials and spectators
7. They are “player safety” aware Re: Protective equipment etc.
8. They assess surrounding conditions i.e. major roadway, gullies, water etc.
9. At Junior level, match up players of same size and maturity
10. Players complete adequate preparation and warm up / warm down

PUBLIC LIABILITY

Each club must have Public Liability insurance to use council facilities and reserves; all clubs have a \$10 million cover through League insurer.

PLAYER INSURANCE

Each club at the commencement of each season must take out player insurance on all teams they wish to field. This insurance covers items not covered by MEDICARE, and there are limits and restrictions on all claims. Information in regards to Player insurance can be found on the insurer's website www.jltsport.com.au. Clubs take a minimum of the Silver Level Cover.

PLAYER REGISTRATION

No person may play in a competition match authorised or conducted by the League, unless the player has:

- Lodged an application for registration and playing permit with the League for an affiliated club;
- The League has accepted the registration, after all relevant information has been supplied;
- All applications for registration shall be on the official Frankston & District Junior Football League Registration form.

All registrations must be signed by the player, club official and parent and must be accompanied by proof of age. Proof of age can be a Birth Certificate, Passport, Baby Health Centre Book, and in extreme situations a letter from the school will be accepted but only with the approval of the League Administration Officer.

PROCEDURES FOR REGISTERING PLAYERS INTO COMBINED LEAGUE

For a player to play in the combined league they now must be permitted on a Type 2: Local Interchange. This will allow them to play in this combined league for the whole season.

First: Select Request a Transfer/Permit from the dropdown box under Members whilst your own club is selected under Level Selection. Enter the child's surname and date of birth down at the bottom or the footy web number if you have it.

Select Permit Type: 2 Local Interchange. Dates to be entered should be prior to the season commencing and the final date should be 10 days after the date of the Grand Final. Select Submit Permit.

You will then be advised that the Record has been successfully updated.

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The registrar/secretary has to go into the FDJFL or MPJFL Sporting Pulse Membership Account to approve the transfer which will then be approved by the League prior to the child being able to play.

If you have U15s that will play in this Combined League, the same process has to be completed. If they are playing as a one off they can be permitted as a Match Day Permit but this still needs to be done prior to the game and after they have played their own U15 game. This will require communicating with the Registrar of the League to ensure permits are approved. If you believe they will play more than one game in the combined league, do a Type 2 Local Interchange for the whole season.

If players from the U17s only are to have permits requested from your senior club to play with the U19s a Match Day permit or a Type 2 Local Interchange permit to the senior league is to be selected. This does not require the player being UNPERMITTED from the local or combined league. A special allowance has been made in this circumstance to have them permitted to 3 leagues. This is the only situation where this can occur. All Permit requests are to be submitted to the Administration Manager by 2.00pm on the Friday prior to the match to ensure sufficient time is available to process them.

QUALIFYING PLAYERS

To be eligible, a player must not have turned older than the age group in which they wish to take part, prior to January 1st of the year of competition.

A player is permitted to play 2 years above his/her own age group.

Girls may only play football up to the age of Under 18.

As a Guideline for season 2018 any player born:

- In 2000 is an Under 18
- In 2001 is an Under 17
- In 2002 is an Under 16
- In 2003 is an Under 15
- In 2004 is an Under 14
- In 2005 is an Under 13
- In 2006 is an Under 12
- In 2007 is an Under 11
- In 2008 is an Under 10
- In 2009 is an Under 9
- In 2010 is an Under 8

CLEARANCES

Clearances are completed daily by the League Registrar and forwarded on to clubs. The following procedure should be adopted:

- If you require a clearance for a player from another club, the player should complete a clearance application form which will be requested in Sporting Pulse. Clearances lodged may have time limits imposed on them.
- If a clearance has been received from a player who wishes to leave your club, it should be completed in Sporting Pulse.

- If the first clearance application has been rejected then a second application should be lodged, if the second application is refused you may lodge an appeal, which will be heard by the League Executive. Every effort should be made to deal with clearances in a timely manner.

Clubs lodging clearances from an AFL Victoria body should note that only one clearance application is required and must be dealt with within 10 working days. If a club does not accept the transfer a time limit will be applied after 7 working days. Players under 14 years are entitled to an automatic clearance from an AFL Victoria body to a VCFL body. Clearance applications are still required and should be lodged. A Playing Permit may be issued at the time of lodgment.

If a player has played one game or more during that season, then he/she is not entitled to an automatic clearance. He/she must be cleared from his/her previous club before a permit can be issued.

VCFL clearance applications and appeal clearances must be dealt with within 10 working days. The VCFL does not recognise clearances up to under 15 years. Clearance applications should be lodged and a playing permit may be issued at the time of lodgment. If a player has played one game or more during that season, he/she is not entitled to an automatic clearance. He/she must be cleared from his/her previous club before a permit can be issued. The automatic clearance rule does not apply between clubs affiliated in this League. This is explained in Regulation 2.7.

Clubs not having received an answer to a clearance application after the required time should contact the League Registrar who will apply a time limit.

All clearances are to be answered regardless of circumstances.

JUNIOR MATCH POLICY UNDER 8, 9 & 10's

The League's Under 8, 9 & 10 Divisions are played on a social level. Scores are not recorded and scoreboards should not operate. It is up to each team to supply an Umpire each for the Game. U10 scores to be maintained and entered into Sporting Pulse after each game to enable accurate grading for the next years U11 competition.

The aim of this Division is to allow players to learn the basics of the game without the pressure of competition.

Reference is made to the Junior Match Policy in Appendix B of the League Regulations.

MATCH POLICY UNDER 17's

The Under 17 Competition is now a combined competition comprising the FDJFL U17 age teams.

Key aspects:

- Aim is to get as many players staying in football for as long as possible – need all Clubs to get on board.
- No night games for safety reasons, still junior football.
- Under 17 Division 1 will be the Premier grade in FDJFL.

There have been some alterations to the rules to accommodate this altered competition.

FAIREST & BEST AWARD

The League makes available a "Fairest and Best Award" to a player in each Division of Under 13s, 14s, 14 Girls, 15s, 16 Girls, 17s & 18 Girls. The Fairest and Best votes (3,2,1) are allocated by the umpires during the home and away season with the player polling the most votes receiving this award, 2nd and 3rd placed players also receive awards.

Multiple awards will be made available to players who receive an equal number of votes in these categories.

Any player reported and found Guilty will be ineligible to receive these awards.

The Under 15 Girls Best & Fairest is Joan Hill

The Under 15 Best & Fairest is the Alan Wickes Medal

The Under 16 Best & Fairest is the Pat Rollo Medal

The Under 17 Best & Fairest is the McDowall Medal

The U18 Girls Medal is the Bartholomew Medal.

The names of the Under 13 & Under 14 Best & Fairest are to be decided.

FINALS

At the end of the home and away season a final series shall be played with the top 4 sides competing, in all Divisions from Under 11s and older, including U18 Girls. The final series shall be played as follows:

Semi Finals	Semi Final	First	V	Second
	Elimination Final	Third	V	Fourth
Preliminary Final	Loser of Semi Final		V	Winner of Elimination Final
Grand Final	Winner Semi Final		V	Winner Preliminary Final

Drawn Finals Match

In the event of a draw in a Semi Final, Preliminary or Grand Final, the match shall be continued for a period of 5 minutes each end, until one of the competing clubs can be deemed to be the winner. (see more below in Finals Guidelines)

Player Eligibility

For a player to be eligible to play in the finals series he/she must have played 5 games for the team in the current season.

FINALS SERIES GATE CHARGE

In an effort to assist clubs in covering the costs of running a club, the League in 2004 introduced an admission charge to our Finals Series. Each Adult is charged Eight Dollars (\$8) entry. The total revenue raised through this admission is put toward the administration of the competition.

FINALS SERIES GUIDELINES

Ground Manager

Each Final Venue will have League Executive members present. The League Executive member will be the appointed Ground Manager.

Dates, Times & Venues of Finals

The League shall exercise full control in relation to the arrangement of the times and places for the playing of all finals series matches.

Admission to Finals

There is a \$8 per adult Admission Charge to the Finals each year. A ticket will be issued on entry. That Ticket will allow entry to any of the venues on the day of Issue Only. Please ensure people are aware of the charge and that all money raised is put toward the administration of the competition. The entry charge to the Combined League games may be more but a ticket from an MPJFL ground will be honoured at FDJFL games.

Spectators on the Ground

Spectators will not be allowed on the Ground at any stage during the Finals Series.

This means no spectators on the ground prior to the game, at Quarter Time, at Half Time, at Three Quarter Time or at the conclusion of the game.

Umpires

The League will supply all Umpires for each Finals Game.

Team Sheets

All Teams must supply a complete Team List that is to contain Players' Surname, First Name and Jumper Number. Team Officials can also be recorded on this list.

Thirty (30) minutes prior to your game starting time each Team Manager must lodge a completed Team Sheet with the Operations Manager.

Team Managers do NOT have to get the Umpires to sign the Team Sheet after the game.

The Team Manager will be given the All Clear from the Ground Manager after the game.

Marshals

Marshals must stay behind the boundary lines while the game is in progress. At quarter time, they must keep their supporters off the ground. A role of a Marshal is to control your club's supporters.

Officials Approaching Umpires

No Officials are to approach the Umpires during the game, eg: $\frac{1}{4}$, $\frac{1}{2}$ or $\frac{3}{4}$ time. If you have any concerns or have a question ask the League Executive member at the ground, they will make any decisions that need to be made.

Player and Official Uniforms

All Officials must wear the correct vests.

All players must wear the correct Uniform. If players are wearing bicycle shorts they must be the same colour as the team shorts or bone in colour.

No T-Shirts to be worn and only correct shorts to be worn eg: No wearing shorts with pockets.

Trainers

Each competing team is allowed two (2) trainers (one on each side of ground). Trainers are not allowed to deliver messages, if caught doing this, the runner will replace the trainer. This means the team will not have the use of a runner.

Interchange Stewards

Each team must supply an Interchange Steward: both Interchange Stewards are to be seated together in the marked areas. Cards are to be signed and returned to the League Official after the game via the Team Manager.

Drawn Games – update if constitution changed

If the scores are level at the completion of Full Time, the ball shall be returned to the centre of the ground and the game will continue for two (2) five (5) minute halves. Each team shall kick the same direction as they did in the final quarter for the first half. Coaches will not be allowed to address their players.

If scores are still level after the two five (5) minute halves, the next score shall win the game. There is no Time On played in the Final Series (except in the Combined League).

Time on for Combined League

Time on will be played for the Combined League games only in the Finals. Time played will be 17 minutes with time on commencing from that time up to 20 minutes of game time in total.

Tossing the Coin

The Umpires will come and toss the coin between the two (2) captains ten (10) minutes before the game starting time.

Codes of Conduct

Coaches & Team Managers are to ensure all their Players, Spectators and Officials are aware of the Codes of Conduct and that they adhere to them. The Finals Series is the Showcase of the League and must maintain a High Standard of behavior from all involved.

Grand Final DVD

Teams playing in the Grand Final are able to supply a Commentator for their game, as all games will be professionally filmed and made available for people to purchase. Team Managers will be required to place orders directly with the filming company prior to the Grand Final. This will also ensure the company will be there to film the game. Please arrange directly with the filming company.

FRANKSTON UMPIRES

In 2005 the F&DJFL formed its own umpiring group to umpire all F&DJFL games (excluding Under 8s, 9s & 10s). This group is now being integrated into AFLSE.

We are always looking for new umpires so if you or anyone else is interested please contact Carl Fletcher on 5995 0555 Ext 2. It is great fun and a good way for people to be involved in the game and receive a little bit of money for doing it.

Umpires meet and train on Monday & Wednesday Nights at Kananook Reserve in Seaford commencing at 6pm.

The Umpires are given the opportunity to learn the skills of umpiring and are put through an Accreditation program and assisted to become confident in themselves to be able to umpire older age groups.

An Umpire is paid on a weekly basis for the games they umpired and the costs of getting involved are minimal.

ALCOHOL

The League does not allow alcohol to be consumed at any games that come under its control; non-compliance will be dealt with harshly. The League acknowledges the problems we have with senior clubs, however properly policed we should not have any off-premises drinking.

SMOKING

The League does not allow smoking at any junior game of football. Clubs are to enforce an exclusion zone at all grounds as all grounds are to be Smoke Free for the safety of our children. Ground Marshalls should encourage any smokers to move off site.

DEVELOPMENT GAMES

Carnival for Under 13 to Under 18. These games are designed to be a development tool and part of our player pathway program linked through our ties with the Dandenong Southern Stingrays. Games are played around the Queen's Birthday long weekend, with the V-Line Cup to be played in Latrobe Council District by Under 15s from 25th September to 28th September.

The selection criteria for Development squads are explained in Regulation 14.

LEAGUE SPONSORS

The League makes every effort to secure sponsorship from its various suppliers, fundraising through these efforts are used for the promotion of our League and keeping cost to clubs to a minimum. All clubs benefit from this sponsorship and as a consequence all clubs are requested to consider our sponsors products.

At this point we would like to thank our major sponsors in

BANK OF QUEENSLAND

SEN

Heatstrip

Chisholm

Cleanaway

LEAGUE WEBSITE

The League Website contains all the latest information, scores & results as well as the latest news. Please utilize this resource.

<http://fdjfl.azurewebsites.net/>

1. DELEGATES OF MEMBER CLUBS OR ASSOCIATIONS

1.1. Registration of Club Representative

Each Member shall register its delegates (President or Representative) prior to the first meeting after the AGM, in writing with the League Administration Manager before they shall be entitled to represent such Member Club or Association at any meeting and therefore be eligible to vote. A minimum of 4 League meetings plus an AGM will be held with dates to be provided by the Committee of Management.

1.2. Appointment of Proxy Delegate

Should the Registered Club Representative be unable to attend a meeting, such Member may appoint a proxy for that meeting. The League Administration Manager must be advised by the Member concerned of the name of the person who will be acting as proxy representative, prior to the commencement of that meeting. Each Member will be entitled to be represented by only one voting Delegate or Proxy Delegate.

1.3. Representation at Meetings

Each Member must be represented by the official Delegate (or Proxy Delegate) at each League meeting. An official Delegate or Proxy Delegate who has attended a meeting at time of roll call in the course of such meeting shall be deemed to have attended such meeting.

1.4. Non-Attendance at Meeting

Where a Member Club is not in attendance at a League Meeting and no apology has been received by the League Administration Manager a fine will be imposed as detailed in (Appendix A)

2. REGISTRATION AND ELIGIBILITY OF PLAYERS

2.1. Player Registration

Before any player is eligible to take part in any official League match with their Club, they must be first registered with the League. The process of this registration shall be communicated prior to each season, following the requirements of AFL Victoria Country and the Footy Web management system and any other database as determined by the League from time to time.

2.2. Age Groups

- 2.2.1. Junior Affiliated Clubs shall be organised into Junior Competitions by the Committee of Management after consultation with and recommendation from Member Clubs.
- 2.2.2. A player must be seven (7) years old as at April 30 in any year to be eligible to be registered to play with an affiliated Member club.
- 2.2.3. Players are not permitted to play higher than two years (2yrs) above their age group.

- 2.2.4. Refer to By-Law 18.3 for rules relating to female only competitions.

2.3. AFL Junior Girls

- 2.3.1. To participate in an U10 fixtured AFL Junior Girls match, females must be 7 years of age by April 30th (turning 8 during the year). Players can be 8, 9, 10.
- 2.3.2. To participate in an U12 fixtured AFL Junior Girls match, females must be 10 years of age by January 1 (turning 11 during the year). Players can be 10, 11 or 12.
- 2.3.3. To participate in an U14 fixtured AFL Junior Girls match, females must be 12 years of age by January 1 (turning 13 during the year). Players can be 12, 13 or 14.
- 2.3.4. To participate in an U16 fixtured AFL Junior Girls match, females must be 13 years of age by January 1 (turning 14 during the year). Players can be 13, 14 or 15.
- 2.3.5. To participate in an U18 fixtured AFL Junior Girls match, females must be 15 years of age by January 1 (turning 16 during the year). Players can be 15, 16, 17 or 18.

2.4. Age Group Exceptions

- 2.4.1. **Playing down an age level**
The F&DJFL may at their discretion grant a player permission to play down an age level where a legitimate reason exists, such as physical capacity or disability. Players seeking exemption need to provide relevant medical evidence for assessment by the Committee of Management. If no relevant medical evidence can be provided, the Committee of Management will determine the application for exemption as it sees fit on full consideration of the circumstances presented.
- 2.4.2. **Playing up an age level**
The AFL policy acknowledges the principle role of the parent or guardian in determining that a player should play in a higher age competition than the one determined by the player's chronological age. Players should only be permitted to play up an age level when their physical capacity and social sense enable them to compete adequately at the higher age level. The decision whether a player should play up beyond the two-year age span should be based on the advantages to be gained by the player.
- 2.4.3. **Consent**
Before a player participates in a competition outside the recommended two-year age span, the player's parent or guardian must sign a consent form.
- 2.4.4. **Eligibility**
For consistency in grading assessments the movement of players between teams in the same age group is restricted unless express permission of the Committee of Management is granted.

- a) For competitive age groups, in the event of a Member entering two or more teams in the one age group, players cannot transfer between teams from year to year within that Club after their first official match with that club without the prior approval of the Committee of Management
- b) Where a club has multiple teams in the U17 age group regardless of divisions, the following shall apply:
 - 1. Prior to the commencement of the season, up to 3 players can interchange between teams without seeking league approval
 - 2. Once the season commences, clubs with teams in the same division cannot interchange players between teams,
 - 3. Where a player plays 3 games or more in a higher division, they are ineligible to play in any other division
 - 4. Players who interchange to a higher age group will be ineligible to play finals unless 2.4.4(b) or an exemption has been granted under rule 2.4.4(i)(iii)
 - 5. Team lists are to be submitted to the league prior to grading to ensure teams are positioned correctly
- c) In non-competitive age groups, in the event of a Member entering two or more teams in the one age group, players cannot transfer between teams within that club after their first official match with that club without the prior approval of the Committee of Management.
- d) Any player who wishes to transfer from any Member to any other Member must adhere to the National Transfer Guidelines
- e) All Clearances close on June 30 of each calendar year.
- f) No player shall play in two matches drawn to be played at the same time of day in any one round of official matches.
- g) The Committee of Management shall have the power to suspend indefinitely any team which by the conduct of some or all of its players, team officials, parents or spectators on the day of the game either prior to, during or after the game, show themselves to be unwilling to adhere to League regulations, policies and codes of conduct.
- h) The age group of a player's first match in either Round 1 or 2 within a season shall be the youngest age group the player may play for the season except:
 - i. Where the player has taken part in 2 matches on the same day, in their first day of competition, and the higher age group match commenced prior to the younger age group match. The player shall then be eligible for the younger age group for the remainder of that season.

- ii. Where the players first participating match is a higher age group and the lower age group team have a bye or forfeit on that same day. The players next participating days' match/es shall include participating in the lower aged team.
- iii. Top up players can only play to assist a higher aged team if there are 22 players or less available for that team per week as per rule 8.9.5. Top up players are not to be given more game time than the players registered to that team to a maximum of 2 quarters. Top up players are to start the game on the bench.

2.5. Player Eligibility for Finals Series

- 2.5.1. No player will play in any finals match unless they take the field as a player in a minimum of five (5) official home and away matches conducted by the League during the current playing season for the team they seek to represent in the finals that year.
- 2.5.2. The players name, registration number and jumper number must appear on five (5) separate team sheets for the said team during the season;
- 2.5.3. In the case of a player whose name appears on a team sheet as having taken the field in the official match for the same age group in the week before and the week after a bye or forfeit, the bye or forfeit will be recorded as an official match for the player except in the case of suspension.
- 2.5.4. Player "on loan" to an opposition team as allowed and who takes the field for that team, will be recorded as having played for their own team provided their names are listed on both team sheets.
- 2.5.5. A player who participates in a sanctioned AFL Victoria Development match may have an FDJFL game credited to them for the purpose of Finals Eligibility. To be eligible for the credit of the match a player must a) have been named on the team sheet and have taken the field for their home team in the match before and the match after the Development game and b) for the Administrator to be advised in writing of the players participation in the Development match for eligibility to be determined.

2.6. Player De Registration

- 2.6.1. The Committee of Management shall have the power to instruct the League Administration Manager to refuse registration, suspend registration or de-register a player at any time if:
- 2.6.2. It can be proved that such player was coerced or induced to transfer to the registering Member club after having been, in that season or previous season registered with another member club of the League.
- 2.6.3. Such player is already or subsequently becomes registered as a player in any other Football League.

- 2.6.4. By their conduct has demonstrated an unwillingness or inability to adhere to League, State and National regulations, policies and codes of conduct.

2.7. Transfers within the Frankston & District Junior Football League

- 2.7.1. Clubs have the ability to accept up to only 4 transfers between clubs in the one age group/team to the corresponding same age group without League approval.
- 2.7.2. Permission to be sought from the League if more than 4 transfers are requested.
- 2.7.3. Clubs who accept more than 4 transfers in accordance with Rule 2.7.1 will attract the loss of the points from 2 matches plus incur a fine as per the demerit system.
- 2.7.4. No Member Club official or Club Member shall approach a player registered to an affiliated Member club within this League without permission of that Clubs Secretary. The League Administration Manager is to be notified in writing by offended Club of any breach of this regulation. Upon receipt of notification the Committee of Management shall investigate the claims. If the claims are found proven, penalties shall be imposed by the Committee of Management. A Transfer Form may be lodged, and the player must wait for the Transfer to be approved before taking any part with the players new Member club.

2.8. Unregistered/Ineligible Players

- 2.8.1. Any team that plays an unregistered or ineligible player in any match shall be treated as having forfeited that match. The team shall also be subject to AFL Victoria Country Rule 1.3 and a fine as detailed in Appendix A.

3. REVIEW PERIOD

The objective is to provide teams the most even level of competition possible to maintain and increase participation rates and develop junior footballers through a positive and fair environment.

3.1. Grading Divisions Criteria

- 3.1.1. Teams who played off in the grand final in competitive age groups will be considered for grading into the higher division the following year.
- 3.1.2. A team that finishes on top of the ladder and did not play off in the grand final in competitive age groups after completion of the home and away season will be considered for grading into the higher division the next year.
- 3.1.3. Each club may submit with team nominations an indication of the divisions in which they wish to nominate, with any supporting justification.
- 3.1.4. Initial grading of teams shall be on the basis of the agreed guidelines / criteria. Last season performance and information provided by clubs prior

to the season. Consideration will include reference to the previous two year's performance of teams where decisions are marginal. This is at the Leagues discretion.

- 3.1.5. It is possible where clubs have two or more teams in the same age group, grading may result in teams playing in the same division.
- 3.1.6. New merged teams will be considered for the higher division in accordance with point 5 of the grading criteria.

3.2. Review

- 3.2.1. After round 3 and prior to Round 4, clubs may contact the League in writing to request consideration to be regraded down a division identifying any clear disparity within the competition with supporting justification.
- 3.2.2. Teams re-grading down from the higher division shall take all percentage points – wins and losses to the lower division.
- 3.2.3. Where there is a clear disparity in the lower competition and there is a requirement for a team to be elevated to the higher division, the team shall receive the average of the top 6 teams in the higher divisions for and against points, percentage and number of wins/losses.
- 3.2.4. Where a team is elevated to a higher division, that team shall be eligible to participate in finals.
- 3.2.5. After round 3 and prior to Round 4, clubs may contact the League in writing to request consideration to be regraded up a division identifying any clear disparity within the competition with supporting justification. Where the grading committee believes there to be a clear disparity within the competition, they may see fit to elevate a team to a higher division.
- 3.2.6. All re-grading will be at the League's discretion.
- 3.2.7. Any player receiving League Fairest & Best votes in their original division shall have those votes counted to their tally for the new division Fairest & Best award.

4. REGISTERED UNIFORMS

4.1. Clubs registered colours

- 4.1.1. Each club must register its colours and uniform with the Committee of Management.
- 4.1.2. When making application for admission to the League, the uniform must be approved by the Committee of Management.
- 4.1.3. Any club's colours and/or jumper/guernsey/short design must be approved by the Committee of Management before they may take effect and must be manufactured in accordance with AFL Vic Country licensing requirements.

- 4.1.4. Any subsequent change of uniform must be approved by the Committee of Management. Any club that changes its colours and/or jumper/guernsey design shall forfeit their use of the colours/design that were previously in use.
- 4.1.5. A club which ceases to maintain its position as an affiliated, financial member of the League shall no longer retain the right to its colours of the previous year if application for these colours is made by another club, and approved by the Committee of Management.
- 4.1.6. Where clubs competing in a match have a jumper clash as listed in **Appendix C** the away club must wear an alternative jumper.
- 4.1.7. In the event that clubs competing in finals have a clash as listed in **Appendix B** the second named team must wear an alternative jumper.

4.2. Correct uniform to be worn

- 4.2.1. Each player must wear the colours registered by their club and be numbered. Numbers worn should agree with the numbers listed on the team list.
- 4.2.2. Each player must wear a conspicuous number either sewn or worked into the Guernsey. No two players in the same team are to wear the same number, on the field at any one time.
- 4.2.3. Where it is determined by the Committee of Management that jumper/guernsey/short designs of the two teams of any match are too similar, the away team must provide an alternate set of numbered jumpers for the match.
- 4.2.4. Players will not wear any form of metal stops in their boots.
- 4.2.5. Each player wearing leggings under their shorts must be of a neutral color or match the colour of the team shorts.
- 4.2.6. Players wearing clothing beneath their registered jumper must match the colour of the jumper.
- 4.2.7. It is expected that all players wear mouth guards.
- 4.2.8. No form of jewellery is permitted to be worn by any player. Jewellery may not be covered or taped – it must be removed before the player may take the field.
- 4.2.9. Where a player is not correctly attired, a fine may be imposed as detailed in Appendix A.

4.3. Protective Clothing

- 4.3.1. The wearing of Glasses or any protective guards/braces on any part of the body in matches will only be approved by the League where written

medical evidence for the need to wear glasses, guards or braces is provided.

4.3.2. The written approval must be produced by or on behalf of the player on request of either the field umpire or opposition Team Manager.

4.3.3. Players are allowed to wear appropriate approved helmets.

5. FIXTURING OF MATCHES

5.1. Starting Date

Premiership matches shall commence on a date determined by the Committee of Management at the Annual General Meeting after consultation with and recommendation from Member Clubs.

5.2. Number of Matches and Playing Dates

At the Annual General Meeting the Committee of Management, after consultation with and recommendation from Member Clubs will determine the following for the forthcoming season:

5.2.1. The number of official, including finals matches for each age group

5.2.2. The dates of which the official, including finals matches will be played

5.3. Starting Times

The Starting Time for Matches will be on a Sunday at the below listed times unless times are agreed to by competing teams or by the League:

Competition	Time	Competition	Time	Competition	Time
Under 8	9:00 am	Under 12G	10:20am	Under 15s	11:40pm
Under 9	9:00am	Under 12	1:00pm	Under 16G	1:00pm
Under 10G	9:00am	Under 13	1:00pm	Under 17	2:40pm
Under 10	10:20am	Under 14G	11:40am	Under 18G	2:40pm
Under 11	11:40am	Under 14	2:40pm		

5.4. Any team not ready to commence play at the scheduled time may be subject to the relevant fine, as listed in Appendix A.

5.5. Any team not ready to start a match within twenty (20) minutes of the scheduled start time shall forfeit the match and shall have the score of sixty (60) points to nil recorded against them.

5.6. It is noted that Under 12 and Under 13 match start time may be affected when an Under 15 match precedes this match, and the requirements of regulations 5.3.1 & 5.3.2 above are to be adjusted accordingly.

5.7. Duration of Matches

5.7.1. The duration of Matches shall be as Follows:

Competition Age Group	Duration	Breaks
Under 8 & U10G	Ten (10) Minute Quarters No Time On	3,5,3
Under 9 & 10	Twelve (12) Minute Quarters No Time On	3,8,5
Under 11, 12, 13, 14G & 16G	Fifteen (15) Minute Quarters No Time On	3,8,5
Under 14 to 17 & 18G	Twenty (20) Minute Quarters No Time On	3,8,5

5.8. Change of Date or Time

All official matches of the League, including finals shall be played on Sundays except where the Committee of Management sanctions or directs that matches be played on other days.

5.9. All Official Matches of the League shall be played at starting times as per regulation 5.3, except for Finals, which shall be played at the starting time determined by the League.

5.10. Match Venues

All official matches of the League shall be scheduled at grounds determined by the League in the construction of the official fixtures except where the League sanctions or directs games to be scheduled at alternate venues. The League can move a game if they believe the venue is unacceptable for junior competition.

5.11. Application for Change of Time, Venue or Date

Members desiring to play (official) matches at times, dates, grounds and or venues other than those specified in the official fixture must make application to the League Administration Manager well in advance of fourteen (14) days giving the reasons in writing for consideration by the Committee of Management. Such application must be endorsed by the Secretaries of both Members involved in the change that is proposed. Urgent changes (e.g. due to state of ground) which would result in change of grounds within a venue only may be affected by mutual agreement of both Team Managers of teams involved and the officiating umpire.

5.12. Abandonment of Matches

Officiating field umpires, have the power to abandon matches for reasons of misconduct on the part of officials and or players or spectators. Such matches will not be replayed but following an investigation, the Committee of Management will determine the manner in which any or no match points and percentage will be awarded. In such cases, match documents must be completed and returned showing the score at time of abandonment

5.13. Premiership Ladder

In all under 11 matches and over, four (4) points shall be counted for a win and two (2) points for a tie and in the event of any teams in the contest for the final four tying on match points at the conclusion of the official weekly matches, their positions shall be decided on the percentage of points for and against.

- 5.13.1. For compilation of ladders particularly relating to percentage, a win by sixty (60) points is the maximum winning margin accepted.
- 5.14. **Byes**
- 5.14.1. Where it is necessary for a bye to be allocated to a team such team shall receive four (4) premiership points and have no adjustment made to points for and against.
- 5.14.2. In competitions involving an uneven number of byes for competing teams, the League shall prepare a match ratio ladder which reflects the number of wins by each team against the number of matches played by each team. This will also apply to competitions where a bye has been created after grading.
- 5.15. **Finals Series**
- 5.15.1. **The Page System**
The first (top) four (4) teams in each age group & division under 11 and above after the home and away games have been completed will play off for the premiership.
- 5.16. **Tie in the Finals Series**
- 5.16.1. Should a tie take place in any of the finals series matches, two extra five-minute periods will be played. Teams will kick the same way as they did in the Final Quarter, with teams changing ends at the conclusion of the first periods. There will be a 2-minute break between each change, teams are not to be addressed by the coach from the completion of the fourth quarter until the end of the extra time period. Should a tie still eventuate, play will continue until the next score is recorded.
- 5.17. **Spectators**
Spectators and supporters will be excluded from the playing surface at all times.
- 5.18. **Under 8, 9 & 10 Age Groups**
- 5.18.1. The under 8, 9 & 10 age groups shall play in accordance with the AFL Junior Match Playing Guide, as detailed in Appendix B.
- 5.18.2. There shall be no premierships played in the under 8, 9 & 10 age groups.
- 5.18.3. There shall be no scores kept for the under 8 & 9 age group.
- 5.19. **Appointment of Umpires**
- 5.19.1. The Committee of Management shall arrange appointments of field umpires for all Under 11 to Under 18 matches.
- 5.19.2. Under 8, 9 & Under 10 matches shall be umpired by (regular) club umpires in accordance with the Junior Match Policy and must complete the online AFL Club Umpire Course.
- 5.19.3. Where there is not a League supplied umpire present at a match, a suitably qualified person who has completed the online AFL Club umpire course and has a current WWC is authorized to officiate.

- 5.19.4. Club supplied umpires will be deemed F&DJFL official umpires and be vested with all the relevant powers and authority for the conduct of the match.
- 5.19.5. There should be one club umpire from each of the competing teams.
- 5.19.6. If one team is unable to supply a club umpire, the match shall proceed under a single umpire situation.
- 5.19.7. The club umpire must be at least 15 years of age and must be at least 2 age groups older than the competing players.
- 5.19.8. The club umpire is to be appropriately attired, wearing the uniform prescribed by the League.
- 5.19.9. The club umpire is to have an appropriate whistle and shall carry the appropriate Red & Yellow cards.
- 5.19.10. Where applicable, the club umpire/s shall confer and complete the relevant League Best & Fairest voting for that age group.

6. MATCH DAY REQUIREMENTS

6.1. Match Footballs

- 6.1.1. The League shall from time to time specify approved footballs to be used in authorised matches of the League.
- 6.1.2. At the commencement of the season each affiliated team shall be supplied and charged for 2 Match Football from the League's preferred supplier;

Size Allocations	
Under 8, 9 & 10	Size 2 Synthetic
Under 11 & 12 & U12 Girls	Size 3 Synthetic
Under 14 Girls	Size 4 Synthetic
Under 13 & 14	Size 4 Leather
Under 15 & Above	Size 5 or Full Size Leather
Under 16 Girls	Size 4 Leather
Under 18 Girls	Size 4 Leather

- 6.1.3. Synthetic all-weather footballs are to be used in all Under **8** to Under 12 games. Adverse weather conditions may determine the use of synthetic footballs in older age groups.

7. Stretchers

- 7.1. The home club must ensure they supply a stretcher for each game. The stretcher is to be located behind the fence at the Interchange Area. If the stretcher is not supplied, of cannot be readily accessed, or is inappropriate for the situation, the Club shall be subject to the relevant fine, as listed in Appendix A.

8. Coaches Box

8.1. There shall be, space permitting a clearly marked, 5 metre exclusion zone to the left, right and behind the coach's box.

8.2. The only officials permitted within fenced area and in the marked coach's area are as follows:

- All interchange players;
- One (1) Trainer,
- Coach;
- Assistant Coach (U15s and above) and must be identified and accredited
- Team Manager;
- Runner.

8.3. Fencing / Ground Marking

8.3.1. All line marking on grounds should be clearly visible prior to the commencement of any match. Line marking should be in accordance with the requirements of the affiliated body.

8.3.2. Clubs who play matches on grounds that are not fenced are required to provide an additional white line to sufficiently separate spectators from team officials, approximately 3 metres behind the boundary line for the full circumference of the ground. Spectators are not permitted inside this line.

8.3.3. Failure to comply with these requirements may invoke a fine as detailed in Appendix A.

8.4. Emergency Access

All access gates must be clear and accessible at all times. Access keys should be readily available during all F&DJFL matches.

8.5. Alcohol

8.5.1. No Alcohol is to be consumed at any F&DJFL game.

8.5.2. Incidents are to be reported to the Ground Marshalls and the ground management on the day.

8.6. Smoking

No smoking is permitted at any FDJFL Matches.

8.7. Quarter Breaks

Spectators are not permitted on the ground at the First Quarter Time Break and the Third Quarter Time Break in any home and away match.

8.8. Weather

If doubt arises about the playing of matches due to severe weather, the Committee of Management may choose, at their discretion, to abandon any or all matches within a fixtured round. If the Team Manager of a team and / or both teams of an individual match wish to abandon a match due to severe weather, they must obtain permission from the Committee of Management prior to declaring the match abandoned.

If a match commences and is abandoned by the Umpire due to weather the Rules of Australian Football in regards to "Abandonment due to weather" are to be followed.

8.9. Player Numbers

- 8.9.1. Where there are Twenty-Eight (28) registered players of the League in attendance, and qualified to play in the scheduled match, a game must commence. The minimum number of players per side is to be 14.
- 8.9.2. In the case of Female Football, where there are Twenty (20) registered players of the league in attendance and qualified to play in the scheduled match, a game must commence. The minimum number of allowable players on a team sheet per game is to be 10.
- 8.9.3. In the case of U8, U9 and U10 Football, where there are Twenty (20) registered players of the league in attendance and qualified to play in the scheduled match, a game must commence. The minimum number of allowable players on a team sheet per game is to be 10.
- 8.9.4. The maximum number of allowable players on a team sheet per game is to be 26. (Please refer to By-Law 18.8 for team numbers in female competitions)

Please note: This policy will apply to the U/11 for 2017 and continue to apply from 2018 onwards and is referenced to 8.9.4
- 8.9.5. There will be no restrictions on player numbers in the finals.
- 8.9.6. In any given match where a team has 22 players or more a player from another team or age group may not be permitted to top up or fill in for that team.
- 8.9.7. Where one team has more available players than the other, the team with greater numbers shall provide players to enable an even number of fielded players for each team.
- 8.9.8. Where the team with the lesser number of players does not accept the additional players, the team with the greater number of players shall be permitted to commence the match with up to 18 players on the field.
- 8.9.9. If, at any point of the match, the difference in numbers of players on the field is six (6) players, then the match may be abandoned and the rules that relate to abandoned matches shall apply unless both coaches agree to the game continuing.

9. TEAM AND MATCH OFFICIALS

Match Officials, including Trainers, Runners, Boundary Umpires, Goal Umpires and Water Carriers, shall not Coach from the side-lines or from the field or interfere with opposition players or officials, either verbally or physically.

9.1. Responsibilities of Team Officials

- 9.1.1. The Following will be the responsibility of Team Officials:

- a) Ensure they are aware of the League Rules, Regulations and Codes of Conduct.
- b) All officials must wear the appropriate uniform as prescribed by the League.
- c) Abide by the League Rules, Regulations and Codes of Conduct.
- d) Team Officials must not handle or interfere with players or officials from the opposing team in any way.
- e) Team Officials are subject to the direction of the officiating Field Umpire/s at all times. The Committee of Management shall also have the power to penalise any Team Official who shows by their record of conduct that they are unwilling or unable to conduct themselves in the manner required of Team Officials by the League Rules and Regulations.
- f) Authorised persons within the coaching area may stand inside the fence providing they are identified by approved league apparel.
- g) The maximum number of officials in this area is Four (4) (with the exception of U15s upwards) comprising of Coach, Assistant Coach (U15s upwards), Runner, Team Manager & Trainer. Water Carriers are not permitted in the coaching area and must be situated on the opposite side of the ground in the designated area.

9.2. Coach

- 9.2.1. Prior to the commencement of each season each Coach must be registered with the League through the Footy Web with appropriate documentation uploaded
- 9.2.2. All coaches must obtain a Level 1 AFCA Accreditation prior to the commencement of the Season, or show evidence that they are booked into a scheduled session after the commencement of the Season. Penalties shall apply for coaches that are found to be without the appropriate accreditation or who have failed to attend scheduled courses.
- 9.2.3. It shall also be the responsibility of the Coach to ensure only the correct number of players are on the field at all times.

9.3. Team Manager

- 9.3.1. Must wear an official uniform as determined by the League.
- 9.3.2. Perform duties required as set out in League Handbook.
- 9.3.3. It shall be the responsibility of the Team Manager to ensure that all players who take part in the match for their club are registered.

9.4. Runner

- 9.4.1. A runner for each team shall be allowed on the ground during the game.
- 9.4.2. The Runner must wear an official uniform as determined by the League.
- 9.4.3. The Runner must not go on the ground except to give a message to a player and then must immediately run off the ground.
- 9.4.4. The Runner is to escort their team's players from the ground in the event of a Send Off.
- 9.4.5. Team Runners must not run around the playing area or boundary line encouraging players.
- 9.4.6. The Runner must not carry a towel or water bottle.
- 9.4.7. Team Runners must not talk to, handle or interfere with players from the opposing team in any way.
- 9.4.8. The Runner, when not on the field of play, must remain within the marked coaches box.
- 9.4.9. In Under 9 divisions only, the person wearing the runners vest may be either the coach or the runner.
- 9.4.10. In Under 9 divisions only, the person wearing the runners vest may remain on the field and 'coach' the players of their team.
- 9.4.11. The Runner must escort the Umpires off the ground at the conclusion of the match.

9.5. Trainers

- 9.5.1. All trainers must be trained and qualified in accordance with the AFL Trainers Policy.

Level		U13-17	U8-U12
Match	Recommended	Trainer	Trainer
	Minimum	ERC	Current First Aid
Training*	Ideal	Trainer	Trainer
	Recommended	ERC	Current First Aid

Notes:

ERC: Emergency Response Coordinator

*Overall responsibility of the clubs is to provide a safe training environment.

- 9.5.2. All Trainers/Water Carriers must wear the approved official uniform as determined by the League.

- 9.5.3. There may be up to two (2) trainers one Trainer is permitted in the coach's box, unless an injured player is being attended to. The other trainers must be located around the ground at least 20 meters from the coach's area.
- 9.5.4. Trainers may only be on the ground to assist any injured players and must leave the ground as soon as they have completed their duties.
- 9.5.5. Trainers may deliver water after a goal has been scored or during a significant break in play (i.e. injury).
- 9.5.6. A Team may be penalised for loitering on the ground during general play and/or making comments to players and umpires.
- 9.5.7. Trainers must not act as Runners or Coach while on the ground.

9.6. Water Carriers

- 9.6.1. All Water Carriers must be at least 13 years of age
- 9.6.2. Water Carriers must not act as Runners or Coach while on the ground.
- 9.6.3. Each team is permitted to have two (2) Water Carriers.
- 9.6.4. All Water Carriers are to be positioned inside the boundary fence within the designated marked stations outside the boundary line. These stations are to be positioned on the opposite side of the ground to the Coaches bench.
- 9.6.5. Water Carriers are only permitted to enter the playing arena during a substantial break in play (e.g. when a goal is kicked).
- 9.6.6. Water Carriers must wear approved League apparel.

9.7. Goal Umpires

- 9.7.1. Goal umpires must wear a white top/jacket.
- 9.7.2. Goal Umpires (Under 11 to Under 18) shall record the scores and check/verify them with the other goal umpire, and the scoreboard, at the end of each quarter, and at the finish of the game. If the scores do not agree they must consult the Field Umpire in an endeavour to reach an agreement.
- 9.7.3. All Club supplied Goal Umpires shall be at least 15 years of age. (in line with age of club supplied field umpire)

9.8. Boundary Umpires

- 9.8.1. The Boundary Umpire must wear a uniform as determined by the League

9.8.2. The Boundary Umpire must follow the instructions as given by the Field Umpire.

9.8.3. All Club supplied Boundary Umpires shall be at least 14 years of age.

9.9. Ground Marshall

9.9.1. The Ground Marshall must wear uniform as determined by the League

9.9.2. The Ground Marshall for each match must be in control of their own Clubs spectators and official's behaviour.

9.9.3. Ground Marshalls must be behind the boundary fence during the course of the game.

9.9.4. The Ground Marshall is to ensure that the AFL Kids First objectives are being met in relation to Match Day. These are held in the League Handbook.

9.10. Interchange Steward

9.10.1. The Interchange Steward shall record Interchange activity as prescribed by the League

9.10.2. The Interchange Steward is to monitor the Send Offs from the Field Umpire and determine when a player is allowed to go back onto the ground.

9.11. Time Keeper

9.11.1. The home team shall supply a timekeeper for each match, and the opposing team may provide an accompanying time keeper.

9.11.2. The home team shall supply an appropriate, clearly audible siren and an appropriate timing device for the Time Keeper/s. Where the home team fails to do so they may be subject to the relevant fine, as listed in Appendix A.

9.11.3. The timekeeper shall have the following duties:

- a) To keep time (in accordance with regulation 5.4 – duration of matches).
- b) To sound the siren at the beginning and end of each quarter.

9.11.4. When to sound the siren:

- Warning siren, 5 minutes before the scheduled commencement of play, this is to notify the umpires and players to enter the field.
- When the field umpire enters the field prior to the commencement of each half and holds the ball in the air walking toward the centre of the ground.
- Prior to each quarter commencing when the umpire blows the whistle and holds the ball in the air.
- When the playing time has lapsed, keep sounding the siren until the umpire indicates the end of play by blowing the whistle and raising both hands in the air.

- Quarter time interval - 1 minute after the end of the first quarter to indicate to teams that they must take up their playing positions.
Maximum 3 minute break.
- Half time interval - 7 minutes after the end of the second quarter to indicate to teams that they must take up their playing positions.
Maximum 8-minute break.
- Three quarter time interval - 4 minutes after the end of the third quarter to indicate to teams that they must take up their playing positions.
Maximum 5-minute break.

9.12. Team Official Meetings

The Committee of Management may call meetings of Team Officials from time to time. Where a team is not suitably represented, and no apology has been received by the League Administration Manager prior to the meeting, the team shall be subject to the relevant fine, as listed in Appendix A.

9.13. Approaching Umpires

- 9.13.1. The Team Manager may approach the umpire at the conclusion of the playing quarters to address concerns or seek clarification; they must however be accompanied by the opposing Team Manager.
- 9.13.2. The team captains are permitted to speak to the umpires providing communication is reasonable and confined to seeking clarification or interpretation of a rule, or in an emergency.

10. MATCH DOCUMENTS

10.1. Team sheets

- 10.1.1. The Team Manager must provide a Team sheet listing the Surname (in BLOCK letters), Christian name, League registration number and jumper number of each player who actually took the field during the game. The Team sheet must be in Surname alphabetic order;
- 10.1.2. The names (first name & surname) of all Officials of the team on that particular day for that particular match, must appear on the team sheet.
- 10.1.3. Any listed player or official who does not take their place in the game must be deleted / crossed out from the team sheet. Any player or official who is not originally listed on the team sheet must be written on the team sheet (in the prescribed area).
- 10.1.4. No additions or alterations are to be made to the team sheet after the Half Time break.
- 10.1.5. No additional players may take the field if they are not added to the team sheet prior to the end of the half time break.
- 10.1.6. The Team Manager will provide the opposing Team Manager with a (signed) copy of the team sheet (with alterations) prior to the start of the third quarter.

- 10.1.7. The team sheet will be made available to the umpire/s at the conclusion of the match, at their request.
- 10.1.8. A list of all player's names and jumper numbers (as worn in the match) will be made available to the umpire/s at the conclusion of the match, to enable them to record their League Fairest & Best votes for ages U13 and above.

10.2. Match Day Checklist

Match Day Checklist is to be completed online by both teams Match Officials who are present at the game prior to the commencement of each game.

10.3. Goal Umpires Card

- 10.3.1. Goal Umpire should record each score after it has been registered
- 10.3.2. Scorecards should be checked with the other goal umpire at the end of each quarter.

10.4. Interchange Steward Card

- 10.4.1. The Interchange Steward card is to record player movements on and off the field, and all match start and finish times.
- 10.4.2. Players commencing each quarter on the bench are to be recorded on the interchange card at the top of the card.
- 10.4.3. The completed Interchange card is to handed to your Team Manager at the end of the match.

10.5. Report on Umpire

- 10.5.1. The completion of an Umpire Report Form is optional.
- 10.5.2. The Report must be constructive

10.6. Return of Match Documents to League

- 10.6.1. Prior to the commencement of the season the League shall advise all Members of the procedure for the lodgement of paperwork for the current season.
- 10.6.2. A club that fails to lodge match paperwork on time shall be subject to the relevant demerit points, as listed in Appendix A.
- 10.6.3. Should the match paperwork submitted by a team be incorrect or incomplete, the club shall be subject to the relevant demerit points, as listed in Appendix A.

10.7. League Handbook

The League, prior to the start of each season, shall provide each team with a League Handbook. This Handbook will contain procedures and policies to be followed.

11. DISCIPLINARY MATTERS

11.1. Order Off Rule & Reports

As an affiliate at AFL Vic Country, FDJFL shall apply Order Off and Report Procedures as published by AFL Vic Country

11.2. Officials

- 11.2.1. In addition to the AFL Vic Country rules, FDJFL has adopted the following By-Laws in relation to Officials.
- 11.2.2. The field Umpire may at his/her own discretion order off and / or report a team official for a breach of the Rules. The field umpire may stop play if the order off is in the vicinity of play or, in the case of two (2) field umpires, play may continue with the second umpire controlling the game. In either case the official must be informed of the send-off, either verbally or by the Showing of the appropriate card.
- 11.2.3. Any official ordered-off under a yellow card may take no part in an official role for a period of fifteen (15) minutes playing time.
- 11.2.4. Any official ordered-off under a red card may take no further part in an official role for the remainder of the match.
- 11.2.5. Should an official refuse to relinquish their role when ordered-off the Field Umpire shall advise the team manager of both teams that unless such official does so, the match shall be abandoned, and full match points awarded to the opposing team, along with the maximum winning margin.
- 11.2.6. Yellow card penalty may not be applied to the roles of boundary umpire, goal umpire, interchange steward or marshal. These roles are subject to red card penalties only.
- 11.2.7. The roles of coach, team manager, runner and trainer / water carrier may not be replaced during the yellow or red card penalty period.
- 11.2.8. The roles of interchange steward and marshal should be replaced by the team immediately. Failure to replace these roles shall incur a fine, as detailed in appendix A.
- 11.2.9. The role of boundary umpire should be replaced immediately. Failure to do so shall result in a free kick being awarded to the opposing team on each occasion that the ordered-off boundary umpire would normally be required to return the ball into play Failure to replace this role shall incur a fine, as detailed in appendix A.
- 11.2.10. The role of goal umpire must be replaced immediately. Should the penalized team be unable to provide a replacement goal umpire the Field Umpire shall advise the captain of both teams that unless such official does so, the match shall be abandoned, and full match points awarded to the opposing team.

11.3. Suspension of Players / Officials Due to Multiple Send Offs

- 11.3.1. Any player/official who is ordered-off the ground twice or more in the same match will automatically incur a one-week suspension. Suspension will be for the following fixtured match.
- 11.3.2. If any player/official is sent off three (3) times in the one season the player/official shall receive an automatic two-week suspension (even if one week has been served due to 11.3.1). Suspension will be for the following fixtured match. Any further send-offs will require the player/official to appear before the Committee of Management.
- 11.3.3. The Club will be notified once 2 yellow/red cards have been recorded in the system and the information can be disseminated and the player alerted.

11.4. Power to Report

- 11.4.1. Members of the Committee of Management shall act as stewards and shall have the power to report players or officials for on or off field offences. This Report can be in the form of a Report form or by written letter. These Reports will be dealt with in the same manner as Umpire Reports and referred to the Independent Tribunal.
- 11.4.2. The Committee of Management shall have the power to instruct the League Administration Manager to refuse registration or suspend the match permit of a player at any time if by their record of conduct has demonstrated an unwillingness or inability to participate in football in a sportsmanlike manner.

11.5. Prescribed Penalties

- 11.5.1. Any player reported may, as shown on the Report sheet, accept a Prescribed Penalty for their infringement. All parties listed on the Report sheet must agree on the Set Penalty being accepted by the charged player.

11.6. Complaints and Investigations

- 11.6.1. FDJFL Investigations will be conducted under AFL Victoria Country procedures detailed in Rule 5.0, Unbecoming Conduct. All Investigations will be carried out by approved independent Investigators as approved by AFL Victoria.

11.7. Investigation fees

- 11.7.1. In instances where a club lodges a request for an investigation per AFL Victoria Country Rule 5.0 (Unbecoming Conduct) the required fee of \$500 shall be lodged, the full amount of \$500 shall be retained by the League and dealt with as follows;
 - a. When the Investigation Officer determines that there is no case to answer, the club that has requested the investigation shall receive a refund of \$200. \$300 will be retained by the League to cover the cost of the Investigation.

- b. If the complaint is deemed to be frivolous or vexatious, the full \$500 shall be retained by the League.
- c. In cases where the Investigations Officer refers the matter to the Independent Tribunal, and a verdict of not guilty (or case not proven) is determined, the club that has requested the investigation shall receive a refund of \$200. \$300 will be retained by the League to cover costs of the Investigation.
- d. In cases where the Investigations Officer refers the matter to the Independent Tribunal, and a guilty verdict is determined, the club that has requested the investigation shall receive a full refund of their \$500. The club of the player/official that has the guilty verdict applied to it shall be charged the \$500.

11.8. Cooperation

- 11.8.1. Clubs who fail to cooperate with the investigation process shall be fined a minimum of \$200. The League, in conjunction with the Investigations Officer, shall determine if a club has failed to cooperate with the investigation process. Examples of failing to cooperate include players/officials not turning up for interviews, clubs failing to confirm availabilities for interviews or clubs withholding members from the investigation process.

12. LEAGUE FAIREST & BEST AWARDS

- 12.1. The League shall award Fairest & Best in the Under 13 & Above Age Groups Only.
- 12.2. These Awards will be voted on by the Field Umpires of each match with the Three, Two, One (3,2,1) Voting System.
- 12.3. The Following Awards will be given to the highest vote getter/s in each division. Any player receiving a suspension for reportable offences, conduct unbecoming, or yellow/red card breaches will not be eligible for Best & Fairest awards or invited to the Awards night.
 - The Fairest & Best in the Under 15 Girls Age Group will be known as the “Joan Hill Medal”
 - The Fairest & Best in the Under 15 Age Group will be known as the “Alan Wickes Medal”
 - The Fairest & Best in the Under 16 Age Group will be known as the “Pat Rollo Medal”
 - The Fairest & Best in the Under 17 Age Group will be known as the “McDowall Medal”
 - The Fairest & Best in the Under 18 Girls Age Group will be known as the “Bartholomew Medal”
 - The Fairest & Best in the Under 13s & 14s Age Groups are yet to be named.

13. CODE OF CONDUCT

- 13.1. The League shall adopt the Policy of its governing body in regard to Codes of Conduct and Member Clubs shall be responsible for implementing and complying with those requirements.
- 13.2. Where there is a requirement under such policy that a Member Club performs tasks or appoint person/s to specific roles the member club shall provide the League written details of the action taken and / or person appointed no later than 2 weeks prior to the first round of that that season.

14. GOVERNING BODY – POLICIES & REGULATIONS

The League and Members shall be subject to the Policies and Regulations of the League's governing body. Where appropriate, those Policies and / or Regulations shall be detailed in the League Handbook for the current season.

15. DEMERIT POINTS

The Demerit Points of the League are listed in Appendix B.

16. REPRESENTATIVE / DEVELOPMENT SQUADS

- Representative Programme shall consist of an Initial Training Squad followed by a selected team.
- "Squad" refers to the Initial Training component while "Team" refers to the Representative Players.
- Eligibility – If your team does not have an age group then you are eligible to play in the Representative Team for your appropriate age.

16.1. Under 8 – 12 Age Group

- 16.1.1. There shall be no Representative / Development Squads for the U8-U10s
A Development Squad may be selected by the Clubs for the U11s – U12s.

16.2. Under 13 and Above Age Groups

- 16.2.1. Playing Squads shall consist of no more than Twenty-Four (24) Players
- 16.3. Clubs may nominate Players for the initial Development Squads. The number of Players to be nominated shall be determined by the Committee of Management.
- 16.4. The Squad shall consist of at least one (1) player from each affiliated team, unless that team's club declines to nominate a representative
- 16.5. All players shall play a minimum of two quarters (2/4) of any match
- 16.6. Any additional players shall be determined by the League Portfolio responsibility.
- 16.7. **Coaches & Team Official**
All Coaches and Officials for Representative / Development Squads will be appointed by the Committee of Management.

17. WORKING WITH CHILDREN

- 17.1. The League and all Member Clubs shall meet the requirements of the Working with Children legislation and / or the Leagues affiliated body, whichever has a higher requirement.

- 17.2. AFL Victoria recommends that Clubs, with players under 18 will, as a minimum requirement, have the following people obtain a WWCC:
- All Executive Committee members i.e: President, Vice President, Secretary, Treasurer, as well as Canteen Manager / Supervisor;
 - Coach of a team;
 - Team Manager of a team;
 - Club Trainer of a team;
 - Any adult attending an overnight trip with a player under the age of 18 (Please note this is a requirement that has been in place since 30 June 2007 under the WWC legislation);
 - Other members of the club who are involved in regular contact with children that are not directly supervised by a person who has completed a WWCC.

18. FEMALE FOOTBALL

- 18.1. The FDJFL supports participation of Junior Football for both male and females. In doing so, the League will work with AFL Victoria and member clubs to ensure the Leagues structures are aligned with the state objectives.

18.2. Divisions

- **U10 Girls**
- **U12 Girls**
- **U14 Girls**
- **U16 Girls**
- **U18 Girls**

- 18.3. **Age Classifications**
Refer to Rule 2.3

- 18.4. Clubs will have the ability to play the following amount of over age players per game (subject to permit approval). This may only apply if you don't have an appropriate age group for those players

- 18.5. **Over Age Players (to be no more than 1 year older than the age range)**

Age Group	Maximum Over Age
U10	3
U12	3
U14	3
U16	3
U18	0

- 18.6. Clubs will have the ability to play the following amount of over age players per game (subject to permit approval).

18.7. **Permits**

- 18.7.1. A permit is required for players to play outside of their allotted age group. All overage players must be approved by the FDJFL Permit Committee subject to the criteria established within the FDJFL By-Laws.
- 18.7.2. The Permit Committee will consider club numbers, medical issues, player suitability and history in the consideration of a permit.
- 18.7.3. All overage permits will be monitored, and the League reserves the right to remove permits either individually or collectively at any time.

18.8. **Female Competitions Playing Numbers**

To constitute a game, a team must start the game with the at least the minimum number of players. Failure to do so will see the team forfeit the game.

Age Group	Starting Numbers on Ground	Minimum Numbers	Maximum Numbers on Ground	Maximum Numbers on Team sheet
U10	12	10	16	22
U12	12	10	16	22
U14	16	12	16	22
U16	16	12	18	24
U18	16	12	18	24

- 18.8.1. Teams must start matches with the minimum number stated. An equalization policy applies for all age divisions
- 18.8.2. Players playing for the opposition must be registered and entered on the Team Sheet

18.9. **Player Transfers**

Refer to Rule 2.6

- 18.10. No more than 4 players will be permitted to transfer from one club to another within the FDJFL in accordance with Rule 2.7.1. This total includes players from different teams within a club.
- 18.11. Clubs that accept more than 4 players from one individual club face sanctions including (but not exclusive to) fines, loss of premiership points unless otherwise approved by the Committee of Management.
- 18.12. **Game Times**
Refer to Rule 5.3
- 18.13. Default game times would be set in consultation with clubs prior to the commencement of the season. All games are to be played on Sunday unless prior approval is granted to play on another day.
- 18.14. **Home and Away Season**
All grades are to be played over 14 rounds for regular season and 4 weeks for finals as per all other competitive grades of the FDJFL.

18.15. Interaction with other Leagues

- 18.15.1. Whilst every endeavour will be made to provide a dynamic competition structure within the FDJFL, AFL South East will consider integrating competitions from other Leagues if this cannot be achieved.
- 18.15.2. AFL South East will assess every junior competition in the region to ensure our participants are afforded to most conducive competition structure to their enjoyment and development.

19. CLUB ACCOUNTS

- 19.1. All affiliated clubs shall forward to the League no later than December 1 each year a copy of the following;
 - a. A copy of the Annual Report passed by the Members at the AGM
 - b. A copy of the Profit and Loss Statement and Balance sheet passed by the Members at the AGM
 - c. Evidence of the clubs Activity Statement being submitted to CAV for that financial year
 - d. Updated Club Office bearers and their contacts.

APPENDIX – A

DEMERIT POINT SCHEDULE

OFFENCE	POINTS
Non-Attendance at League Meetings	10
Non-Attendance to Team Officials Meetings	10
Late Lodgment of Match Day Paperwork	5
Match Day Paperwork Incorrect or Incomplete	5
Where provided, Coaches & Interchange Shelter Not Available	10
Stretcher Not Available in Correct Area	100
Appropriate Siren and Time Device Not Available	100
Where provided, Change Rooms Not Available	10
Ground Not Marked	10
Team Officials Not Correctly Attired	5
Player Not Correctly Attired	5
Playing an Unregistered Player	100
Failure to supply Club Field Umpire	10
Team not ready to commence game at scheduled time	10
50 points = \$50 fine	
Fines issued when 50 points reached	

APPENDIX B

Frankston & District Junior Football League

ADOPTED POLICIES

All policies shall reflect the policies of AFL Victoria Country.

All policy changes shall be adopted by the F&DJFL under AFL Victoria regulations.

AFL and AFL Victoria Policies (including but not limited to)	
INDUSTRY POLICIES	AFL National Transfer Policy
	AFL Victoria Community League Affiliate Regulations
	AFL Victoria Affiliate to Affiliate – Movement of Clubs
	AFL Junior Match Playing Guide
	AFL Victoria Gender Regulation Policy
	AFL Anti-Doping Code
	AFL Community Sports Trainers Policy
	AFL Victoria Smoke Free Policy
	AFL Victoria Vilification Policy
	AFL Codes of Conduct Policy
	AFL Coaches Code of Conduct Policy
	AFL Concussion Management Policy
Victorian Legislation	
	Victorian Working with Children Legislation
	No Smoking Policy at underage sporting events

APPENDIX C

JUMPER CLASH

(To be included when clashes finalised)

Club	Clash Club

APPENDIX C

JUMPER CLASH

(To be included when clashes finalised)

Club	Clash Club
Keysborough	Mornington
Frankston Rovers	Frankston YCW
Carrum Downs	Frankston Dolphins
Seaford	Frankston YCW