



## 2018 TEAM MANAGER'S HANDBOOK

This document is designed as an operations manual specifically for team managers. It is not a complete set of rules and should be used in conjunction with the WRFL By-Laws

### ***WRFL Contact Details***

**Manager – Football Operations:** Adam Sparrow (Saturday Contact)

Ph: 9315 5400 (office) or 0429 120 203

email: [A.Sparrow@wrfl.asn.au](mailto:A.Sparrow@wrfl.asn.au)

**Manager Junior Football:** Steph Zerowsky (Sunday Contact)

Ph: 9315 5400 (office) or 0401 154 730

email: [S.Zerowsky@wrfl.asn.au](mailto:S.Zerowsky@wrfl.asn.au)

WRFL Offices: Level 1 South, Whitten Oval

Postal Address: 417 Barkley Street Footscray West Vic 3012

### ***Club Contact Details***

**Administrator:**

**Phone Numbers:**

**E-mail:**

# **2018 WRFL TEAM MANAGER'S HANDBOOK**

## **TABLE OF CONTENTS**

### **1.0 During the Week**

- 1.1 Registrations
- 1.2 Junior Registration Process
- 1.3 Clearances – Internal and External
- 1.4 Underage Eligibility
- 1.5 Collection of Team sheets
- 1.6 Match Times
- 1.7 Player Clothing Orders
- 1.8 Coach and Trainer Accreditation

### **2.0 Game Day – Pre-Game**

- 2.1 Ground Inspection
- 2.2 Match Day Staff
- 2.3 Balls
- 2.4 Player Clothing
- 2.5 Team sheet
- 2.6 Umpire Introductions
- 2.7 Late Arrival Procedures

### **3.0 Game Day - During the Game**

- 3.1 Blood Rule
- 3.2 50 Metre Rule
- 3.3 Player Interchange
- 3.4 Player Bench
- 3.5 Order-Off Rule
- 3.6 Evening Up of Player Numbers
- 3.7 Under 9 and Under 10 Modified Rules
- 3.8 Live Scoring - Seniors

### **4.0 Game Day - After the Game**

- 4.1 Club Umpire Procedures
- 4.2 Completing the Team sheet
- 4.3 Reports/Set Penalties
- 4.4 Communication of Scores
- 4.5 Return of Paperwork
- 4.6 Umpire Reports
- 4.7 Tribunal
- 4.8 Finals Eligibility

Appendix 1 – Evening Up Rule

Appendix 2 –Modified Rules for Junior Games

Appendix 3 – Ground Locations

Appendix 4 – Codes of Conducts

Appendix 5 – Time Keepers Instructions

Appendix 6 – Modified Junior Girls Rules

**FOR FURTHER CLARIFICATION ON ANY MATTER LISTED  
PLEASE REFER TO THE WRFL BY-LAWS ON [www.wrfl.asn.au](http://www.wrfl.asn.au)**

## **1. DURING THE WEEK**

### **1.1 Registrations**

It is the Club's responsibility to ensure that players have been registered with the WRFL. To gain registration all players must register on the WRFL's official forms and be entered on the WRFL Members Database. Players who have played at a different club will require a transfer from their former club (see 1.3).

Clubs are required to maintain a copy of proof of age, such as birth certificate, extract of birth or passport.

### **1.2 Junior Registration Process**

Once a player is registered clubs are to maintain copies of the registration forms and proof of birth. At any stage the WRFL can request copies of these documents and clubs will need to submit them to the WRFL within 24 hours.

### **1.3 Transfers**

Any new players who have played at another club will require a transfer.

Your club administrator will control all transfers however it is important to note that transfers can take up to 8 business days to be processed, so it is very important that you pass on any forms requiring clearance to the administrator as soon as possible.

### **1.4 Underage Eligibility**

All players must have turned 7 years of age on or before April 30<sup>th</sup> 2011 to be registered to play in the 2018 season. The eligibility of an underage competition player shall then be determined by the age of the player on the last day of December immediately prior to the start of the current season.

In junior divisions, subject to By-law 4.1.2.3, players must not be any more than two (2) years younger than the age group he/she is playing in.

To participate in the following age groups in 2018, a player must be born in the following years;

Under 8: 2010 – 2011 (7 before April 30)

Under 9: 2009

Under 10: 2008

Under 11: 2007

Under 12: 2006

Under 13: 2005

Under 14: 2004

Under 15: 2003

Under 17: 2001 - 2002

Under 19: 1999 - 2000

U12 Girls: 2006 – 2009 (8 as of Jan 1)

U15 Girls: 2003 - 2005

U18 Girls: 2000 - 2002

## 1.5 Distribution of Team Sheets

Your team sheet will be produced via the FootyWeb database. This will be done by either the club administrator or each individual team manager (if the team manager has been given the required FootyWeb authorisation. Please speak to your club administrator to confirm this process).

## 1.6 Match Times

Grade	Start Time	Qtr Lengths (Minutes)	Time On	¼ Time Break (Mins)	½ Time Break (Mins)	¾ Time Break (Mins)
Div 1, 2 & 3 Seniors	2:15	20	YES	5	15	5
Div 1, 2 & 3 Reserves	12:00	22**	NO*	5	15	5
Senior Women	TBC (Sun pending fixture)	20	NO*	5	15	5
Under 19	9:45	22	NO*	5	15	5
Under 17	2:05	22	NO*	5	15	5
Under 15	2:05	22	No*	5	10	5
Under 14	12:05	20	NO*	3	10	5
Under 13	12:05	20	NO*	3	10	5
Under 12	10:20	17	NO*	3	10	5
Under 11	10:20	17	NO*	3	10	5
Under 10	8:50	15	NO	3	7	3
Under 9	8:50	15	NO	3	7	3
Under 8	8:50	10	NO	3	7	3
U18 Girls	2.05	17	NO*	3	10	5
U15 Girls	12.05	15	NO*	3	10	5
U12 Girls	10.20	12	NO*	3	10	5

\* Clock stops while stretcher on ground

\*\* Should the third quarter of a senior reserves game not commence by 1.10pm, the remaining time before 2.00pm is to be determined, subtracted by six (6) minutes (three quarter time) and divided by two (2). This figure shall be the length of the remaining two quarters.

## Finals Matches

Start times for finals may vary depending on ground availability and finals system. Competing clubs will be provided with this information on a week by week basis during any finals series.

## **1.7 Player Clothing Orders**

Match day clothing must be ordered through your club.

All age groups except Under 8, 9 and 10s must wear white shorts for away games and club colours for home games. Under 8, 9 and 10s wear club colours for every game.

## **1.8 Coach and Trainer Accreditation**

Coaches must be at least Level 1 accredited to coach teams in the WRFL. They must produce their AFCA coach's card to the umpires before the game, if asked, to prove their accreditation. Coaches may be granted an interim coaching permit (prior to completing required accreditation) upon application to the WRFL. Once approved the coach will be provided with a letter confirming the interim coaching permit from the WRFL GM Football Operations. Details of coaching courses are provided to your club's administrator.

Each team must have one accredited trainer when they are playing at home (and one per team for all finals matches). Should the home team not supply an accredited trainer, and the away does not have one, the game shall not proceed. Trainer forms listing minimum qualifications are available from the WRFL web-site or the office. WRFL trainer cards are issued yearly and the current season card must be produced to verify accreditation.

All junior coaches and all trainers (senior and junior) are to wear identification bibs. Your administrator will supply appropriate bibs for your team.

Coach, Assistant Coach and Trainer all require Working with Children Checks.

## **2. GAME DAY – PRE-GAME**

### **2.1 Ground Inspection**

A Ground Inspection Report must be completed before the first game on a ground each match day. This is done via the JLT Sport AFL Match Day Checklist App. Please follow the instructions below to download the App. Check with your club administrator if you believe you will be responsible for completing the ground inspection. Should the ground not be fit for football the umpires must be alerted and the problem rectified within 30 minutes. If it cannot be rectified within that time, the game is cancelled and the result decided by the WRFL.

Ground inspection also includes ensuring that the lines are properly marked and the goal-posts have adequate padding.

## JLT Sport AFL Match Day Checklist

March 2014

The **JLT Sport AFL Match Day Checklist App** is a pre-game inspection tool for evaluating potential injury and accident causes on and around the player and public areas.

It allows club officials to identify safety concerns and record any actions required to address these concerns.

**PLEASE NOTE:** The downloading of Apps should be done when connected to a WiFi network (where possible) to avoid excess data usage charges.



### iPhone and iPad Users

Click on the App Store button  
Click on the "Search" function in the top right hand corner  
Type in **AFL Match Day**  
Select "Install"



### Android Users

Click on the Play Store button  
Click on the "Search" function in the top right hand corner  
Type in **JLT AFL Match Day**  
Select "Free"  
Select "Install"

JLT Group Services Pty Ltd, ABN 26 004 485 214, AFS License 417 964  
17/607 Bourke Street, Melbourne, VIC 3000. Tel: (03) 9613 1415 www.jlta.com.au

## 2.2 Match Day Staff

The Team Manager is responsible for the filling of the following positions with suitable people each match-day. The Team Manager must have a WWCC.

**Coach** (1) – As detailed in 1.8. Must have a WWCC.

**Trainer** (1 if home game) – Accreditation as detailed in 1.8. A trainer shall be permitted to enter the playing arena only the purpose of attending injured players, officials or umpires; or delivering drinks to players or umpires. Each trainer must wear the WRFL Trainer bib (white). Must have a WWCC.

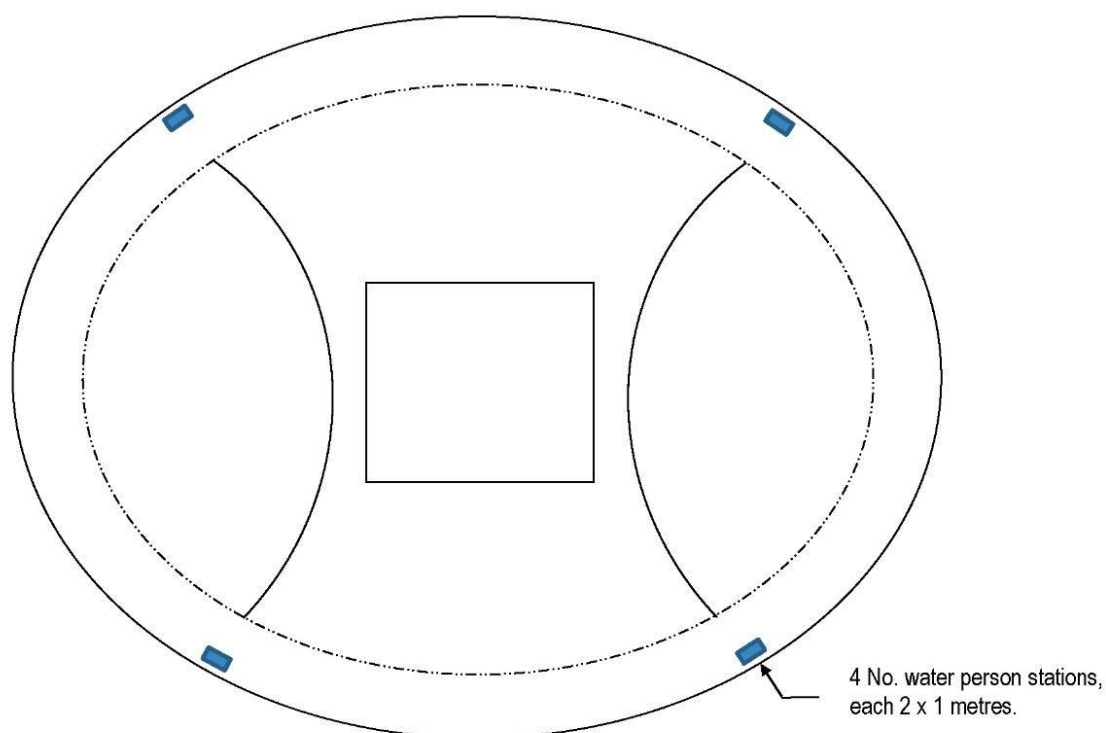
**Umpire Escort** (1) – Must wear the WRFL escort bib and escort (one each side) umpires to and from the arena at the beginning, half-time and end of match. Must also surround the umpires at quarter and three-quarter time and take reasonable steps to ensure their safety at all times. For all games (senior and junior football), the escorts must place 4 cones around the umpires in the centre of the ground at all breaks.

**Time-keeper** (1) – Have knowledge of the timing requirements of matches (as listed in this manual) and a suitable clock with stop/start facility. For home games a siren must be available for use. Must be supplied with timekeeper's cards and send off cards to record send off times. See Appendix 5 for specific instructions.

**Runner** (1) – Delivers messages from the coach to the players. Must not be inside 50 metre arc during kick outs – penalty applies. They must wear an official WRFL orange runner's top. Must have a WWCC.

**Water-persons / Trainers** Clubs may field a maximum of five (5) water-persons, inclusive of trainers (i.e. 1 trainer and 4 water-persons, 2 trainers and 3 water-persons, etc). Water persons shall only enter the playing arena except for the purpose of delivering drinks to

players or umpires. At all other times, water persons shall be stationed in marked locations against the arena fence line and adjacent to the intersections of the boundary line and 50 metre arcs (refer to diagram). The precise location of water person stations may be varied in the event that coaches' boxes or other interfering structures are located adjacent to the 50 metre arcs. They must be wearing the official WRFL bib (pink), and for senior and reserve matches numbers are to be worn on the back of tops.



**Goal Umpire** (1 for junior and Under 19 games - as required for senior/reserve games)  
Must be at least 16 years of age, wear the appropriate white coat, and be competent to adjudicate decisions fairly and consistently.

**Boundary Umpire** (1 for junior and Under 19 games - as required for senior/reserve games)  
Must be at least 14 years of age, wear the appropriate white top, and be competent to adjudicate decisions fairly and consistently, and return the ball appropriately back in to play.

**Field Umpire** (as required) Must be at least 16 years of age, wear the appropriate white top and shorts, and be competent to adjudicate decisions fairly and consistently. A club umpire course may be run prior to and during the season (ask club administrator for more details) to assist these volunteers. Outside these courses assistance can be sought from the umpires division by contacting the WRFL Office on 9315 5400. Club Umpire instructions are available from the Club Administrator.

## 2.3 Footballs

Two match balls are to be provided for use for each game by the home team. At least one (1) of the balls supplied shall be a new ball, while the other may be used but in very good condition. For Senior games the new ball must be used to start each game.

Competition	Football	Sponsors
Seniors	KB	SEN
Res, U19, U17, U15	Match 5	RAMS, SEN
Women's, U18G, U15G	Match 4	VU & Werribee
U13 & U14 Mixed	Match 4	Bulldogs & SEN
U11 & U12 Mixed	Match 3	Bulldogs & SEN
U12 Girls	Synthetic 3	VU & Werribee
U8, U9 & U10 Mixed	Synthetic 2	Western Bulldogs

## 2.4 Player Clothing

Umpires shall inspect players for the appropriate clothing. Players are expected to wear club official jumpers and socks. Away teams are expected to wear white shorts, except in Under 8, 9 and 10 grades.

For all junior and senior players, the colour of lower body undergarments that are visible below the team uniform shorts can be either beige, black or the same colour as the shorts and must not extend below the knee.

For junior players only, any upper body undergarment worn with sleeveless jumpers shall be the same colour as the predominant jumper colour.

For senior players, upper body undergarments with sleeves of any length may not be worn with sleeveless jumpers

## 2.5 Team Sheets

### Player List

A list of players in surname alphabetical order (with their numbers shown) on official team sheet provided by the League, must be handed to the umpire prior to the game and opposition Team Manager if requested. Additional players can be added by hand in the spaces at the bottom of the page. All players must sign the team sheet with the exception of the U8, U9 and U10 age groups. The Team Manager of an U8, U9 and U10 team is to sign the team sheet to confirm its accuracy.

If a player is appearing on your team sheet in error, or does not participate in the match, place a line through this person.

If an opposition team forfeits a match you must still provide an official team sheet to the either the match umpire, or if not available, directly to the League.

All such changes are to be replicated on the online team sheet immediately following the match.

### Officials List

Underneath the player list fill in the respective officials (with signatures where appropriate) before handing to umpire before the game.



### **Maximum Player Numbers**

Div. 1, 2 & 3 Senior Grade teams - 18 per side with 4 interchange (maximum 22 players)

Division 1, 2 & 3 Reserve Grade - 18 per side with 6 interchange (maximum 24 players)

Senior Women – 18 per side with 6 interchange (maximum 24 players)

Under 19 - 18 per side with 7 interchange players (maximum 25 players)

Under 11 to 17 - 18 per side with 7 interchange players (maximum 25 players)

U9 and U10 - 18 per side with unlimited interchange players

U8 - 12 per side with 4 interchange players

U15 & U18 Girls – 16 per side (ability to play 18 per side if both teams agree) with 7 interchange players (maximum 25 players)

Under 12 Girls – 12 – 16 per side with unlimited interchange players

## **2.6 Umpire Introductions**

For junior games the umpires will enter the rooms roughly 30 minutes before the game to introduce themselves to the coach and players.

For senior games the umpires will enter the rooms roughly 30 minutes before the game to introduce themselves to the coach and players.

Coaches and managers are expected to make this process enjoyable for all parties and to ensure players give the umpires the due respect.

## **2.7 Late Arrival Procedures**

Additional players (to complete the teams permitted number) may take their place in the team at any time before the start of the final quarter. The field umpire is to be advised of such addition by the runner giving to the umpire at a break in play a completed approved 'Late Arrival Form'. The names and signatures of such player/s must be added to the team list immediately after the conclusion of either the first half, or the final quarter. It is recommended that you keep a supply of the late arrival form with this manual. They can be found on the website.

## **3. GAME DAY – DURING THE GAME**

### **3.1 Blood Rule**

The WRFL follows the Laws of Australian Football Blood Rule. Put simply;

- The umpire shall stop the game when he/she notices blood on any player or official.
- The player or official must leave the playing area and play will not resume until the player is off the ground and a replacement player (if available) is in position.
- All blood flow must have ceased and be covered or not be visible, and any blood on any part of the player's body must be cleaned and removed before rejoining the match.
- Any blood stained item of clothing must be removed and replaced.

### **3.2 50 Metre Rule**

In all WRFL Senior, Reserves, under 19, under 17 and under 15 matches, the 50 metre penalty rule will apply.

In under age (mixed under 8 – 14, girls under 12) matches, the 15 metre penalty rule will apply.

In U15, U18 Girls and Senior Women's matches, the 25 metre penalty rule will apply.

### **3.3 Player Interchange**

Clubs shall have free interchange at their discretion during home and away games and finals. The player leaving the ground must interchange at the coaches' box with the player entering the ground (with the exception of seriously injured players) unless a dual interchange gate is marked. If a dual interchange area is marked players from both teams are to interchange at this gate. If not adhered to player cannot re-enter the arena for the remainder of the game.

### **3.4 Player Bench**

A marked white line must be placed one (1) metre outside the boundary line immediately in front of the Coaches' Box. All approved Club officials occupying the Coaches' Box must stand behind this line during the course of the game in order not to hinder the movement of the boundary umpires around the boundary line. Failure to stand behind the white line will incur a fine of \$50.

The only persons allowed on the bench are SENIORS: the coach, three (3) assistant coaches, team manager, club runner, one (1) trainer and the interchange players and JUNIORS: only one (1) assistant coach (team manager may be replaced by another assistant coach – no more than 5 officials) Club officials cannot go around the boundary line further than 5 metres from either side of the 'coaching bench area' save the runner or the trainer in the course of performing their duties and interchange players during warm up runs. Failure to comply will result in a free kick to the opposition being paid.

Each home team shall secure an exclusion zone immediately around each of the coaches' boxes of not less than one (1) metre behind and three (3) metres to both sides, making certain nobody goes into that area except those eligible under by-law 3.26 to be on the coaches bench. The club whose officials occupy each of the coaches' boxes shall be responsible to ensure that no unauthorised person(s) enter the exclusion zone.

### **3.5 Order off rule**

The field umpire has the power to report and/or order from the field any player or match official who commits a reportable offence, or in the case of under age competitions, whose conduct is considered not in the best interest of the league. A second yellow card offence during the same game results in a red card.

#### *Penalties*

Yellow card – Off for 15 minutes and cannot be replaced in that time.

Red card – Off for remainder of the match and cannot be replaced.

Any player ordered from the field must head straight to the coaches box and remain there for the duration of the order off. Failure to do so will prohibit the player from returning to

the field although they can be replaced after the 15 minutes has elapsed. Match officials ordered off must leave the playing arena.

The runner shall report to the timekeepers who will record the time of the order off, and report back to the timekeepers at the end of the order off time for the all clear for the player to return or be replaced.

### **3.6 Evening Up of Player Numbers**

For all age groups up to and including Under 14, all junior girl's competitions and Senior Women's the evening up rule applies when one or both teams have less than 18 players available for the match.

See Appendix 1 for a full copy of this rule.

### **3.7 Modified Rules**

Modified rules apply at U8, U9 and U10 age groups with minimal modifications also applicable at U11 and U12. See Appendix 2 for the modified rules these age groups.

See Appendix 6 for modified rules in the junior girl's competitions.

### **3.8 Live Scoring – Seniors**

Home team to enter the ¼ by ¼ scores via LiveScores (instructions can be found on the WRFL Website or by contacting your Administrator.

- Seniors to be completed Live (goal by goal)
- Reserves, Under 19s and Women's to be completed by the end of each quarter

#### **Final Scores:**

Home team to confirm the final ¼ by ¼ scores online.

Home and Away teams to enter their own goal kickers and best players. All of this information must be entered online by 5:45pm on game day.

*(Please note failure to comply will mean scores do not make following day media (i.e. Herald Sun)*

## **4.0 GAME DAY – AFTER THE GAME**

### **4.1 Club Umpire Procedures**

In the event of a League Umpire or Accredited Club Umpire not being available, the captain of each team shall appoint, by mutual agreement, some other person to officiate, and he/she shall carry out all duties of the Umpire appointed.

### **4.2 Completing the Team sheet**

At the conclusion of the game, the team manager must go to the umpires' room for the all clear. At this time they will receive their team sheet back to fill in the quarter by quarter scores, goal kickers and best players (1=Best Player through to 6 = sixth best).

### **4.3 Reports/Set Penalties**

1. The club delegate (team manager), when getting the all clear from the umpires, will be advised if any players have been reported.
2. If the player is offered a set penalty you must check if the player is happy to accept the penalty and report back to the umpires within 20 minutes.
3. Players not offered or not accepting a set penalty will be required at the tribunal on Tuesday night. It is important that you inform your club administrator of the report ASAP.

### **4.4 Communication of Scores**

Home team to enter the ¼ by ¼ scores via LiveScores (instructions can be found on the WRFL Website or by contacting your Administrator.

- Seniors to be completed Live (goal by goal)
- Reserves, Under 19s and Women's to be completed by the end of each quarter

### **4.5 Return of Paperwork**

The umpires will collect the relevant paperwork and return it to the league. In the event of a club umpire being used, they must complete all relevant paperwork and organise to leave it with official umpires of following games, or deliver it to the WRFL office by 9am on the Monday following the match. Supplies of the required paperwork are available from your club administrators.

Please ensure that club umpires have completed the Best and Fairest Voting on the Green Match Report form.

### **4.6 Tribunal**

Tribunal cases are heard on the Tuesday night following the incident. The venue for the tribunal is Whitten Oval unless otherwise notified. All cases begin at 6pm with Junior heard first where possible.

The umpire report sheet is seen as notification of required attendance. Unless otherwise notified the reported player, the chief witness and advocates are expected to be at the tribunal at the above times. The tribunal has the right to suspend witnesses (e.g., the victim of the report) for non attendance.

Any required person unable to attend a hearing should advise the Manager Football Operations by Monday 5pm.

The Tribunal shall allow any evidence or witness to be lead or called before it at any hearing providing the party wanting to lead the evidence or call the witness shall, not later than 12 noon on the day of the hearing, advise the Secretary at the League Office the name of the witness.

This Rule does not apply to any witness directed to attend a hearing by the umpire on the day of the match in which the report was made.

**Make sure you discuss any reports with your club administrator ASAP to begin preparations for the case.**

#### **4.7 Finals Eligibility**

Your Club Administrator will be able to assist you with any questions about finals qualifications of players.

## **APPENDIX 1 - Evening Up Rule**

### **By-Law 3.2.4 Evening Up of Player Numbers – Under 9 to Under 14 Games**

Where a team in grades up to and including Under 14 has less than 18 players on their team sheet, the following modified rules shall apply:

- 3.2.4.1 If a team does not have 14 of its own registered players a scratch match will be played with the opposing team receiving a win by forfeit (as per by-law 3.5).
- 3.2.4.2 Where a team does not have a full 18 players, it must approach the opposing team and request that players be loaned to even up team numbers. This request should be made at least 15 minutes prior to the commencement of the match. If the team requiring players does not make this request, then the opposing team may take the field with an additional two players (up to the maximum player numbers of 18 e.g., team A has 15 players and does not request players be loaned, team B may take the field with 17 players).
- 3.2.4.3 Where a team has requested players be loaned and still takes the field with less than 18 players, the opposing team must also take the field with the same amount of players.
- 3.2.4.4 Any goals kicked or best player votes received whilst playing for the opposing team should appear for the player's regular team.
- 3.2.4.5 Players on loan can be rotated back each quarter.
- 3.2.4.6 If a club requiring players does not have sufficient jumpers available the evening up rule will not apply.
- 3.2.4.7 Player send offs or injuries occurred during the game will not result in evening up of players.
- 3.2.4.8 The evening up rule does not apply in finals matches.
- 3.2.4.9 The evening up rule can be used for junior grades above Under 14 with the mutual approval of both coaches.

Teams failing to comply with these by-laws will be subject to penalties at the discretion of the General Manager Football Operations.

## **Evening Up of Player Numbers – Under 12, Under 15 and Under 18 Girl's, Senior Women Competitions**

Where a team in any of the junior girl's competitions has less than 16 players on their team sheet, the following modified rules shall apply:

- 2.2.4.1 If a team does not have 11 (8 in Under 12 Girls) of its own registered players a scratch match will be played with the opposing team receiving a win by forfeit (as per by-law 3.5).
- 2.2.4.2 Where a team does not have a full 16 players, it must approach the opposing team and request that players be loaned to even up team numbers. This request should be made at least 15 minutes prior to the commencement of the match. If the team requiring players does not make this request, then the opposing team may take the field with an additional two players (up to the maximum player numbers of 16 e.g., team A has 13 players and does not request players be loaned, team B may take the field with 15 players).
- 2.2.4.3 Where a team has requested players be loaned and still takes the field with less than 16 players, the opposing team must also take the field with the same amount of players.
- 2.2.4.4 Any goals kicked or best player votes received whilst playing for the opposing team should appear for the player's regular team.
- 2.2.4.5 Players on loan can be rotated back each quarter.
- 2.2.4.6 If a club requiring players does not have sufficient jumpers available the evening up rule will not apply.
- 3.2.4.7 Player send offs or injuries occurred during the game will not result in evening up of players.
- 3.2.4.8 The evening up rule does not apply in finals matches.

Teams failing to comply with these by-laws will be subject to penalties at the discretion of Manager - Football Operations.

## **APPENDIX 2 – Modified Rules for Junior Games**

### **Spirit of Game**

All junior games must be conducted with an emphasis on fun, involvement, learning of skills and good sportsmanship. Within reason, coaches must ensure that all players, irrespective of ability, are given sufficient time on the playing field to experience the game and achieve a sense of involvement.

Club officials, parents and spectators must demonstrate behaviours and attitudes consistent with this spirit. Clubs must promote and enforce a 'zero tolerance' to behaviours and attitudes inconsistent with the spirit, especially (but not limited to) abuse or dissent with umpires, officials and players. At the end of the game, players and officials of both teams must meet in the centre of the ground and shake each other by the hand.

### **Under 8 Modified Rules**

The following modified rules shall apply in all Under 8 games. In all other respects, games shall be conducted in accordance with total WRFL by-laws.

Modifications to Game Conditions:

- a) Scores shall not be recorded
- b) No scoreboard shall operate
- c) No premiership points shall be awarded
- d) Ladders shall not be compiled/published
- e) No final series to be played
- f) No WRFL awards shall be made to individual Players.

The umpire should at all times:

- endeavour to apply the rules of the games whilst preferring to award kicks to players in preference to calling for 'ball-ups'.
- understand that the spirit of AFL Junior match rules for this age group is to enable all players to gather possession and that 'the player in possession of the ball should be given every opportunity to kick or handball'. For this reason, restrictions are placed upon body contact (refer to Contact/Tackling).
- attempt to involve all players as the opportunities arise, particularly when indicating which players are to receive a 'free kick' upon the ball being kicked out of bounds and ensuring the effective rotation of players through the three zones of play.
- enforce the 'full possession rule' at all ball ups (see below).

### **Playing Time**

Game duration shall be four (4) quarters of 10 minutes duration (no time-on) with breaks as follows:

- a) Quarter-time: 3 minutes
- b) Half-time: 6 minutes
- c) Three-quarter-time: 3 minutes



## **Teams**

Teams shall comprise twelve per side, split into 4 forwards, 4 centres, 4 backs, plus up to 4 interchange players. Interchange may take place at any time, but all players must play at least three quarters of the match.

Where one team is short on players, the opposition will loan players to ensure equality of team numbers on the field.

Players are to be rotated every quarter to provide opportunities in several positions, i.e. players to change from one zone to another and interchange onto the field.

## **Playing Ground and Officials**

The size of the playing field should be no bigger than 80m x 60m and divided into three equal zones (thirds) identified by markers or lines on the ground.

A field umpire is needed, there are no boundary throw-ins (no boundary umpires) but two goal umpires are required.

## **Zones**

Backs are restricted to the back zone. Centres are restricted to the centre zone. Forwards are restricted to the forward zone. Rotate players to provide opportunities in several positions (as above).

## **Transition of Ball**

When ball is in transition from the Back Zone to the Forward Zone, it must be touched by a player in the Mid-Zone. Failure for this to occur will see a free kick awarded to the opposition team at the point at which the ball entered the end zone.

## **Scoring**

Only players who are positioned as Forward Zone players may score.

## **Possession Rule**

The ball is possessed by the act of controlling it by catching it, grabbing it, or laying two hands on it when it is on the ground. Once the ball is possessed, all other players must back off to the side of the player in possession, so that the player may kick or handball uncontested (there is to be no blocking or standing in the pathway of the player in possession). Decide doubtful cases with ball-ups.

## **Start of Play (quarter or post goal)**

When all players are inside their own zones, a ball-up is conducted between two centre players of similar height as nominated by the umpire. The umpire should nominate different pairs of players for subsequent ball-ups after goals are scored.

## **Field Ball Ups**

Where a scrum develops, unless awarding of a free kick is possible under the spirit of the game the umpire shall stop play and nominate two opponents of approximately equal size to contest the ball-up. The nominated players need not be the tallest nor the nearest.

A player contesting a ball-up (either in the centre or around the ground) may not grab the ball and play on. The player must knock, palm or punch the ball to a teammate or open ground, and may not play the ball again until it has either been touched by another player or hits the ground.

### **Contact and Tackling**

There is to be absolutely no contact or spoiling whatsoever except accidental and light 'shoulder to shoulder' contact while running to and at the ball. Players cannot:

- hold an opponent with their hands
- steal the ball or knock it out of an opponent's hands
- push, bump or barge another player (incidental contact only is permitted)
- smother an opponent's kick
- shepherd

### **Mark**

A mark is awarded, no matter how far the ball has travelled, to any player who catches, or makes a reasonable attempt to catch, the ball directly from the kick of another player.

### **Bouncing the Ball**

A player may bounce the ball only once, and then must dispose of it. In the case of any infringement, the umpire shall effect a ball-up at the spot where the second bounce occurs.

### **Kicking off the Ground**

Deliberate kicking the ball off the ground in general play is not permitted and will result in a free kick being awarded against the offending player.

### **Out of Bounds**

When out of bounds from a kick, a free kick shall be awarded to nearest opponent. If in doubt to which team kicked it out, a ball up will take place five (5) metres in from boundary.

### **Coaches**

The Coach is allowed on the ground during play for the sole purpose of providing immediate feedback to players; they must not pressure, instruct or make comment to or about officiating umpires or decisions that they make. The coach must not pressure, instruct or make comment to the opposition team.

## **Under 9 and Under 10 Modified Rules**

The following modified rules shall apply in all Under 9 and Under 10 games. In all other respects, games shall be conducted in accordance with total WRFL by-laws.

Modifications to Game Conditions:

- a) Scores shall not be recorded
- b) No scoreboard shall operate
- c) No premiership points shall be awarded
- d) Ladders shall not be compiled/published
- e) No final series to be played
- f) No WRFL awards shall be made to individual Players.

### **Playing Ground**

At the discretion of the home club, games may be played on grounds marked to range in size from full-size down to a minimum of half the size of a full ground. Home clubs must notify opposition clubs no later than the Thursday before the game should they determine to play on a reduced sized ground.

Clubs are encouraged to use reduced size grounds wherever possible for Under 9 and Under 10 games.

### **Teams**

Teams shall comprise of 18 players per side, unless the coaches of both teams agree to a lesser number. There shall be no limit to the number of interchange players and players may be interchanged at any time during a game. Players should be rotated every quarter, e.g., centres, backs, forwards. Coaches are encouraged to share excess players with the opposition team if they are short. Except in the cases of injury, incapacity, discipline or a player ordered off the field by an umpire, all players shall be allocated a minimum on-field game time equivalent to of half the game.

### **Playing Time**

Game duration shall be four (4) quarters, each of 15 minutes duration (no time-on) with breaks as follows:

- a) Quarter-time: 3 minutes
- b) Half-time: 7 minutes
- c) Three-quarter-time: 3 minutes

### **Start of Play (each quarter)**

In each quarter, play shall be started by a ball up between rucks. Player must not grab ball at ball up. It must be knocked, palmed or punched. This applies to centre throw ups only.

### **Start of Play (following goals)**

Each time a goal is scored by either team, play will be restarted with a player of the team that did not score the goal given possession in the centre circle. The player awarded such possession will be selected at the discretion of the umpire. A maximum of four (4) players per team shall be permitted in the centre square until the player has disposed of the ball.

### **Scrimmage**

Ball up between two (2) players of equal height.

### **Out of Bounds**

When out of bounds from a kick, a free kick shall be awarded to nearest opponent. If in doubt to which team kicked it out, a ball up will take place five (5) metres in from boundary.

### **Tackling**

A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees. The tackle may be from either side or from behind, providing the tackle from behind does not thrust forward the player with the ball (i.e push the player in the back).

If the player in possession of the ball is taken to the ground in the act of tackling, they will receive a free kick. If the umpire feels the player drops to the ground deliberately in order to receive a free kick, they will be penalised for holding the ball.

A player in possession of the ball, when held by an opponent applying the wrap-around tackle, should be given a reasonable chance to dispose of the ball by kick or by handball, or by attempting to kick or handball, otherwise a free kick shall be awarded to the tackler for holding the ball.

The field umpire shall conduct a ball-up when the player with the ball has the ball held to the body by an opponent, unless the player has had a reasonable time to dispose of the ball prior to being tackled, in which case a free kick shall be awarded to the tackler for holding the ball.

The field umpire shall allow play to continue if the ball is accidentally knocked out of a player's hands by an opponent.

There is strictly no bumping, slinging or deliberately bringing the opposition player in possession of the ball to the ground.

Players cannot:

- knock the ball out of an opponent's hands;
- push the player in the side;
- steal the ball from another player; or
- smother an opponent's kick.

A free kick shall be awarded to any infringed player.

### **Barging**

No barging, fending off or chopping past opponents is allowed. A free kick shall be awarded to the nearest opponent.

### **Shepherding**

A player is not permitted to push, shoulder or block an opponent not in possession of the ball. A free kick shall be awarded to any infringed player.

### **Mark**

A mark is awarded, no matter how far the ball has travelled, to any player who catches the ball directly from the kick of another player.

**Bouncing the Ball**

A player may bounce the ball only once, and then must dispose of it. In the case of any infringement, the umpire shall effect a ball-up at the spot where the second bounce occurs.

**Kicking off the Ground**

Deliberate kicking the ball off the ground in general play is not permitted and will result in a free kick being awarded against the offending player.

**Staying in Position**

Insofar as practical, players must stay in or near their allocated positions. Umpires will have discretion to stop play and demand players return to their positions when they deem play to be overly congested.

**Order off Rule**

The order-off rule applying in other WRFL grades will apply in Under 9 and Under 10 games.

**Player Reports & Tribunals**

If a player is reported in an Under 9 or Under 10 game, he/she will not appear before the Independent Tribunal or the Independent Hearing Committee. Instead, the following will apply:

- a) clubs to take action, and a copy of action taken to be forwarded to WRFL General Manager Football Operations, by Thursday 12noon after game;
- b) If the General Manager Football Operations deems fit or the player has been previously reported or disciplined then the General Manager Football Operations can request the player and the club appear before a disciplinary panel consisting of a WRFL Executive member and a member of the Tribunal and/or IHC. The Board can deal with the matter as it deems fit and may impose any penalty that the Tribunal or Independent Committee can impose.

**Coach on Ground**

The coach is allowed on the ground during play for the sole purpose of providing immediate feedback to players. He or she must not pressure, instruct or make comment to or about officiating umpires or decisions that they make. The coach must not pressure, instruct or make comment to players or officials of the opposition team.

When the coach elects to remain on the ground during play, then no runner for that team will be permitted on the ground at the same time as the coach.

The order-off rule (refer by-law 3.21) applies to all players and officials in all junior games.

## **Under 11 and Under 12 Modified Rules**

The following modified rules shall apply in all Under 11 and Under 12 games. In all other respects, games shall be conducted in accordance with total WRFL by-laws.

### **Kicking off the Ground**

Deliberate kicking the ball off the ground in general play is not permitted and will result in a free kick being awarded against the offending player.

### **Mercy Rule**

The Mercy Rule will apply to the U11 and U12 age groups and will be invoked by the umpires if the score differential at half time or three quarter time of a match is sixty (60) points or greater. Once invoked the rule will remain in place for the remainder of the match.

Once invoked the following change to match conditions will be implemented by the umpires:

- After any score by the winning team, play is restarted with the losing team given possession of the ball in the centre circle.
- All players (both teams) must remain in their positions and on-ballers/wingers must stay behind the centre circle away from the kicker. Penalty for non-compliance is a 50 metre penalty)

There is no discretion for club officials to agree to non-implementation of the Mercy Rule. The Mercy Rule does not apply in finals matches.

This rule is not designed to achieve an even sharing of the ball between all players irrespective of their ability. The purpose of the rule is, however, to create a more fair and even contest once one team has a significant lead in a match. The WRFL expects all team officials, players and supporters to adhere to the spirit of this rule and reserves the right to monitor all matches to ensure clubs are meeting this responsibility.

### **APPENDIX 3 - 2018 WRFL Club Grounds**

<b>Club Name</b>	<b>Reserve</b>	<b>Address</b>
<b>Albanvale</b>	Robert Bruce Reserve	Gould Street DEER PARK Melway 25 E4
<b>Albion</b>	JR Parsons Reserve (ovals 1&2)	Cnr. Stanford & Wright Streets Sunshine Melway 40 J3
<b>Altona</b>	Grant Reserve	Sugar Gum Drive ALTONA Melway 54 G9
<b>Altona Juniors</b>	Grant Reserve	Sugar Gum Drive ALTONA Melway 54 G9
<b>Braybrook</b>	Pennell Reserve	Cnr. Cramwell & Burke Streets BRAYBROOK Melway 27 B10
<b>Caroline Springs</b>	Town Centre (ovals 1 & 2)	The Crossing CAROLINE SPRINGS Melway 356 G9
<b>Deer Park</b>	Deer Park Sports Oval	Hume Street DEER PARK Melway 25 F8
<b>Flemington Juniors</b>	JJ Holland Park, (ovals 1 & 2)	Kensington Rd, KENSINGTON. Melway 2T H7
<b>Glen Orden</b>	Heathdale Oval	Cnr. Nightingale & Kookaburra Avenues WERRIBEE Melway 206 B4
<b>Hoppers Crossing</b>	Hogans Road Reserve (ovals 1 & 2)	Hogans Road HOPPERS CROSSING 3029 Melway 202 G9
<b>Laverton Magpies</b>	Laverton Park	Cnr. Merton Street & Hall Avenue LAVERTON Melway 53 F10
<b>Manor Lakes</b>	Howqua Road Reserve	Howqua Road, MANOR LAKES, Melway 204 G1
<b>Melbourne University</b>	JJ Holland Park, (ovals 1 & 2)	Kensington Rd, KENSINGTON. Melway 2T H7
<b>Newport Power</b>	Bryan Martyn Oval	Market Street NEWPORT Melway 55 J5
<b>North Footscray</b>	Walker Oval	Hansen Reserve Roberts Street WEST FOOTSCRAY Melway 41 G6
<b>North Sunshine</b>	Dempster Park	Phoenix Street NORTH SUNSHINE Melway 26 J9
<b>Parkside</b>	Merv Hughes Oval	Farnsworth Avenue FOOTSCRAY Melway 42 C1
<b>PEGS Juniors</b>	Penleigh & Essendon Grammar Playing Fields	127 Wright Street Keilor Park Melway 15 A5
<b>Point Cook</b>	Saltwater Reserve (ovals 1&2)	Saltwater Promenade POINT COOK Melway 208 D11
<b>Point Cook Centrals</b>	Featherbrook Reserve	Windorah Drive POINT COOK Melway Page 207 E7
<b>Spotswood</b>	McLean Reserve (Ovals 1 & 2)	The Avenue SPOTSWOOD Melway 41 K11
<b>St Albans</b>	Errington Reserve	Main Road West ST ALBANS Melway 26 B1 (Juniors)
	Kings Park Reserve	Gillespie Road ST ALBANS Melway 13 E10 (Seniors)
<b>St Bernard's</b>	St Bernards College (Ovals 1 & 2)	Beryl Street WEST ESSENDON Melway 27 K2
<b>Sunshine</b>	Kinder Smith Reserve	Lily Street BRAYBROOK Melway 27 B12
<b>Sunshine Heights</b>	Ainsworth Reserve	Cnr. Glengala Road & Vernon Crescent WEST SUNSHINE Melway 40 A1
<b>Tarneit</b>	Wootten Road Reserve	Wootten Road, TARNEIT Melway 234 J9
<b>Werribee Centrals</b>	Galvin Park (ovals 1&2)	Shaws Road WERRIBEE Melway 205 G4
<b>Werribee Districts</b>	No 1 Soldiers Reserve	Cnr. College & Duncans Roads WERRIBEE Melway 206 A9
	No 2 Price Reserve	Beach Road WERRIBEE SOUTH Melway 209 G11
<b>West Footscray</b>	Shorten Reserve	Cnr. Market & Essex Streets WEST FOOTSCRAY Melway 41 J3
<b>Williamstown Juniors</b>	Bayside College (ovals 1&2)	Bayview Street WILLIAMSTOWN Melway 55 K8
<b>Wyndham Suns</b>	Goddard Street Reserve	Goddard Street, TARNEIT Melway 202 C2
<b>Wyndhamvale</b>	Wyndham Vale South Reserve	McGrath & Black Forest Roads, WYNDHAM VALE Melway 205 B8
<b>Yarraville Seddon Eagles</b>	Yarraville Football Ground	Williamstown Road YARRAVILLE Melway 41 K8
	McIvor Reserve	Benbow Street YARRAVILLE Melway 41 G10

**FOR FURTHER CLARIFICATION ON ANY MATTER LISTED  
PLEASE REFER TO THE WRFL BY-LAWS ON [www.wrfl.asn.au](http://www.wrfl.asn.au)**

## **APPENDIX 4 - Western Region Football League Code Of Conduct**

### **WRFL CODE OF CONDUCT**

#### **PREAMBLE**

The WRFL view the development and expansion of under age football as a vital component in the promoting and maintaining Australian Rules football as a major sport throughout Australia.

To this end, it is important that as many children as possible not only learn the skills of the game, but are encouraged to develop an enthusiastic enjoyment of all aspects of the sport.

The Junior Board of the WRFL feels it essential to set down of a minimum code of conduct. This WRFL's Junior Board has found it most challenging to make the split between actual conduct of all those involved in under age football and those philosophies that we believe are critical to the overall conduct.

With this in mind, we have opted to make a dual presentation as follows:

1. A Code of Conduct for Junior players, club officials, coaches and spectators.
2. Philosophies intrinsic to under age football.

#### **CODE OF CONDUCT**

- Consumption of alcohol is strictly prohibited at any venue while under age football is being conducted.
- Players, spectators and officials should ensure that both on and off field behaviour is consistent with the principles of good sportsmanship.

Therefore:

- Swearing or abuse by either club official, player or spectator is not permissible at any time.
- Disputing umpire's decisions or behaving in an aggressive manner toward them is unacceptable. If there is a genuine concern, there are appropriate channels of communication in place.
- Aggressive behaviour and abuse toward opposition players, coaches, club officials or spectators is likewise unacceptable.
- All accredited coaches should be assessed by clubs regarding their knowledge of the Rules of the WRFL and their attitude toward working with young people. If their attitude or knowledge is inadequate, steps should be taken to enable them to attend the next available Coaches Accreditation Course for a further re-accreditation. Common sense should prevail if there is an attitudinal problem.



## **PHILOSOPHIES REQUIRED TO SUPPORT CODE OF CONDUCT**

- All participants should understand that the Rules of the game are mutual agreements which no-one should evade or break. All those involved in under age football should strive to develop a respect for the League in which they participate, their club and their opponents.
- We all have an obligation to behave in a manner that will bring credit to ourselves, our club and the game of Australian Rules football.
- Players should be proud when walking off the ground after each game knowing they have given of their best.
- For the game to be enjoyable, players must have the opportunity to participate, learn and achieve their potential. The role of adults is to provide the environment for this to occur.
- Selection of teams and amount of field time given to players in under age football should not be decided on current ability only.
- Coaches must take into account the age group and skill level of those they are coaching - neither expecting too much nor too little.
- It is inappropriate in under age football for clubs with a large list of players in any one age group to neither loan nor make allowances for those clubs with smaller lists. Those teams with the greater number should play with no more than one extra player on the field.

## **PLAYERS' CODE OF CONDUCT**

- Play for the 'fun of it' and not just to please parents and coaches.
- Play by the rules.
- Never argue with an official. If you disagree, have your captain or coach approach the official during a break or after the game.
- Control your temper. Verbal abuse of officials or other players, deliberately fouling or provoking an opponent and throwing equipment is not acceptable or permitted in any sport.
- Work equally hard for yourself and your team. Your team's performance will benefit so will you.
- Be a good sport. Cheer all good plays whether they are by your team or the other team.
- Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
- Co-operate with your coach, team-mates and opponents.
- Without them there would be no game.
- At all times show respect and manners to every one concerned.

## **OFFICIALS' CODE OF CONDUCT**

- Modify Rules and Regulations to match the skill of children and their needs.
- Compliment both teams on their effort.
- Be consistent, objective and courteous in calling all infractions.
- Condemn the deliberate foul as being unsportsmanlike and promote fair play and appropriate sports behaviour.

- Use common sense to ensure that overcalling violations does not lose the 'spirit of the game' for children.
- Publicly encourage rule changes, which will enforce the principals of participation for fun and enjoyment.
- Actions speak larger than words. Ensure that both on and off the field your behaviour is consistent with the principals of good sportsmanship.
- Make a personal commitment to keep yourself informed of sound officiating principals and the principals of growth and development of children.

## **PARENTS' CODE OF CONDUCT**

- If children are interested, encourage them to play sport. However, if a child is not willing to play, do not force him/her.
- Focus upon the child's effort and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to his/her ability by reducing the emphasis on winning.
- Teach children that an honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
- Encourage children to always play according to the rules.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best from example. Applaud good plays by both teams.
- If you disagree with an official, raise the issue through the appropriate channel rather than question the official's judgement and honesty in public. Remember that most officials give their time and effort for your child's involvement.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Recognise the value and importance of volunteer coaches. They give of their time and resources to provide recreational activities for the children and deserve your support.
- Always remember two points: sportsmanship but most importantly let's all have fun.

## **SPECTATORS' CODE OF CONDUCT**

- Children play organised sports for fun. They are not playing for the entertainment of spectators only, nor are they miniature professionals.
- Applaud good performance and efforts by your team and the opponents. Congratulate both teams upon their performance regardless of the games outcome.
- Respect the officials' decision. If there is a disagreement, follow the appropriate procedure in order to question the decision and teach the children to do likewise.
- Never ridicule or scold a child for making a mistake during a competition. Positive comments are motivational.
- Condemn the use of violence in any form, be it by spectators, coaches, officials or players.
- Show respect for your teams opponents, without them there would be no game.
- Encourage players to play according to the rules and the officials' decisions.
- Demonstrate appropriate social behaviour by not using foul language, harassing players, coaches or officials.

## **COACHES' CODE OF CONDUCT**

- Abide by the Laws and Rules. The Laws of the Game and Rules of your Club/League.
- Teach the rules. Rules are mutual agreements which nobody should break.
- Group players competitively.
- Avoid overplaying talented players.
- Maximise fun. Place winning in perspective.
- Stress safety always.
- Consider maturity levels. Devise training programs to suit all.
- Develop team respect. For opponents, umpires and coaches.
- Recognise the importance of proper injury treatment.
- Keep up to date. With coaching developments.
- Attain coaching accreditation.
- Avoid derogatory language. Based on gender or race.

## **APPENDIX 5 – Time Keeper’s Instructions**

### **TIMES OF MATCHES**

All premiership matches shall commence at times directed by the Executive prior to the commencement of the season or as directed by the CEO during the season. Any club not ready to start at that time will be fined \$10.00 and if exceeded by five (5) minutes or more will be fined \$30.00. Should any club not be ready to start within 20 minutes of the appointed starting time, the opposing captain may claim the match on forfeit. The field umpire shall apply the correct time to the timekeepers or any other responsible official of each competing club, not later than 15 minutes before the appointed starting time on the day of the match. The duration of competition matches shall be as follows.

Wherever appearing in these Regulations ‘time on’ shall be in accordance with law 10.5 (Stopping and Recommencing Time) of the Laws of Australian Football and/or as amended from time to time (the current time on rule is as follows). Subject to any alteration by the AFL, the time on rule currently is:

#### **Stopping and Recommencing Time.**

**Stopping time:** The timekeepers shall stop the clock which is used for the timing of the match when:

- (a) directed to do so by a field umpire in accordance with law 10.5.3 signalling;
- (b) the goal umpire signals that a goal has been scored; or
- (c) the goal umpire signals that a behind has been scored; or
- (d) the boundary umpire signals that the football is out of bounds or out of bounds on the full.

**Re-commencing time:** The timekeepers shall recommence the clock used for timing of the match when:

- (a) directed to do so by the field umpire in accordance with law 10.5.3;
- (b) the football is bounced (or thrown up) in the centre square after a goal has been scored;
- (c) the football is brought back into play after a behind has been scored;
- (d) the football is thrown back into play by the boundary umpire or brought back into play by a player; (as the case may be), after it had gone out of bounds or out of bounds on the full; or
- (e) the football is obviously in play.

#### **Signalling**

A field umpire shall signal to the timekeeper to stop the clock or restart the clock used for the timing of the match by blowing a whistle and raising one (1) arm above his/her head.

The interval period for Division 1 Seniors, Division 2 Seniors, quarter time **five (5)** minutes, half time 15 minutes, three quarter time seven (7) minutes. All other Senior grade interval periods shall be quarter time **four (4)** minutes, half time **15** minutes, three quarter time six (6) minutes. For grades Under 14, 13, 12 and 11 the interval period shall be quarter time three (3) minutes, half time 10 minutes and three quarter time five (5) minutes. For grades Under 18, 16 and 15 intervals shall be five (5), ten (10) and five (5) minutes respectively. The Under 9 and 10 grade intervals shall be three (3), seven (7) and three (3) minutes respectively. Under 9 and 10 games must finish by 10.15 am, failure to so finish will be a fine of \$50.00 each team.

Should the third quarter of a Reserves game not commence by 1.10pm, the remaining time before 2.00pm is to be determined, subtracted by six (6) minutes (three quarter time) and divided by two (2). This figure shall be the length of the remaining two quarters.

### **TIMEKEEPERS**

Each club must supply a timekeeper who shall sign the official time card and who shall carry out the duties in the presence of the timekeeper of the opposing club during the course of the match. The two competing teams in any final series match are to provide a competent timekeeper. The CEO or WRFL Match Manager on request of either competing club may appoint a neutral timekeeper, or if they consider any club timekeeper incompetent or unsuitable to replace him/her at anytime with neutral timekeeper.

In the case of the two (2) clocks differing then half the variation will signify the actual time to ring the bell/siren, in all grades, club shall provide their timekeeper with an approved stop clock. A fine of \$50.00 shall be imposed for non-compliance.

That a weatherproof area be provided for timekeepers:

- (a) if this area be in a place with no elevated facility for timekeepers that an area with a 180° view be provided such area to exclude all persons bar those keeping time;
- (b) in the event of timekeepers vision being obstructed as would impede them seeing the umpires giving time on that the umpires be informed and the game stopped until such vision of the game is restored; and
- (c) seating be provided for timekeepers.

## APPENDIX 6 – Modified Junior Girls Rules

	Under 12	Under 15	Under 18
Ground Size	130m x 100m Full Size (if both teams agree)	Standard (Full Size)	Standard (Full Size)
Zones	✕	✕	✕
# Players on Ground	16 – 18 per side *	16 – 18 per side *	16 – 18 per side *
	<i>* 18 per side if both teams agree</i>		
Minimum # of own Players	8	11	11
Interchange	Unlimited	7 Max	7 Max
Ball Type	Synthetic	Leather	Leather
Ball Size	3	4	4
Quarter Duration (Mins)	12	15	17
Break Length	3-10-5	3-10-5	3-10-5
Tackling	Modified	✓	✓
Bumping	✕	✓	✓
Stealing the Ball	✕	✓	✓
Barging	✕	✓	✓
Smothering	✕	✓	✓
Fending Off	Modified	✓	✓
Shepherding	✓	✓	✓
Bouncing the Ball	1 Bounce	Unlimited	Unlimited
Kicking Off the Ground	✕	✕	✓
Ball Ups	Nominated players of equal size	✓	✓
Throw-ins	✕	✓	✓
Marking	Any distance, reasonable attempt	15m, direct catch	15m, direct catch
Distance Penalty	15m	25m	25m
Deliberate out of Bounds	✕	✕	✕
Deliberately rushed behind	✕	✕	✕
Premiership Ladder/Finals	✓	✓	✓
Scoring	✓	✓	✓
Record Best Players/Goal Kickers	✓	✓	✓
League Representative Team	✕	✓	✕
Coaches	Sideline	Sideline	Sideline
Runners	✓	✓	✓