



**SOUTH
METRO
JUNIOR**
FOOTBALL LEAGUE

2018 TEAM MANAGERS' HANDBOOK

This handbook should be read in conjunction with the SMJFL By-Laws which are available on the league website.

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League Information

Contact Details

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Please note that all communication should be via the Club President/Secretary

Season Dates

Date	Day	U8 & U9	U10	U11-U13	U14+
4/15/2018	Sunday	Round 1	Round 1	Round 1	Round 1
4/22/2018	Sunday	Round 2	Round 2	Round 2	Round 2
4/29/2018	Sunday	Round 3	Round 3	Round 3	Round 3
5/6/2018	Sunday	Round 4	Round 4	Round 4	Round 4
5/13/2018	Sunday	Round 5	Round 5	Round 5	Round 5
5/20/2018	Sunday	Round 6	Round 6	Round 6	Round 6
5/27/2018	Sunday	Round 7	Round 7	Round 7	Round 7
6/3/2018	Sunday	Round 8	Round 8	Round 8	Round 8
6/10/2018	Sunday	No Games			
6/17/2018	Sunday	Round 9	Round 9	Round 9	Round 9
6/24/2018	Sunday	Round 10	Round 10	Round 10	Round 10
7/1/2018	Sunday	No Games			
7/8/2018	Sunday	No Games			
7/15/2018	Sunday	Round 11	Round 11	Round 11	Round 11
7/22/2018	Sunday	Round 12	Round 12	Round 12	Round 12
7/29/2018	Sunday	Round 13	Round 13	Round 13	Round 13
8/5/2018	Sunday	Lightning Carnivals	Round 14	Round 14	Round 14
8/12/2018	Sunday		Lightning Carnivals	Round 15	Round 15
8/19/2018	Sunday			Semi Finals	Semi Finals
8/26/2018	Sunday			Grand Finals	Preliminary Finals
9/2/2018	Sunday				Grand Finals

Match Requirements

Team sheets

The names and numbers of all players taking part in a football match for a particular team must be entered on the official SMJFL Team Sheet. Players' names must appear on the Team Sheet in the same order that they appear in the SMJFL Team Register, and each player competing in the game must sign the Team Sheet adjacent to their name.

Team Sheets must include the names of any bench or on-field officials.

A line and the letters DNP (did not play) must be ruled through the name of any player who is not taking part in the match.

Any player that has been granted a permit or exemption to play in any game (where they would otherwise be ineligible) must have a "P" written next to their name.

If a player fails to take the field at any point during the match they must be removed from the team sheet prior to the signing of the Competition Match Report.

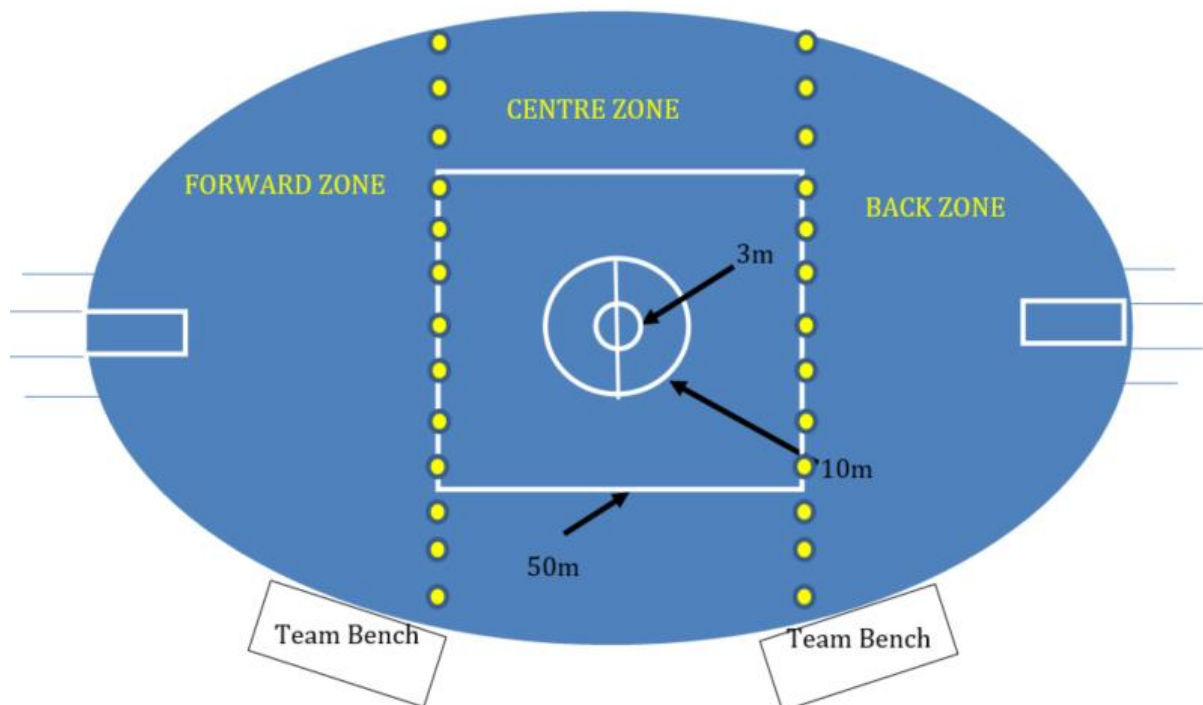
Team sheets should be filled out and used as follows:

- **An unsigned copy of the team sheet must be provided to the opposition prior to the start of the match.**
- **A signed copy of the team sheet must be given to the senior Field Umpire no later than the commencement of the third quarter.**
Once the team sheet has been given to the umpire, no further players may be added to, or sign, the team sheets. Team Managers should collect this copy at the end of the game. A copy of this team sheet must be kept and be available for the SMJFL on request.
- **It is recommended that a third copy (unsigned) of the team sheet is also printed off for use with team statistics etc.**

Venue Set Up

The playing field boundary line must be at least 3 metres away from any potential obstacles (including perimeter fencing).

The Team Manager of the home team must ensure the ground is properly marked with boundary lines, goal squares, centre circle and centre square. Grounds specific to modified rules do not need to be marked other than to split the ground into 3 zones (shown in yellow).



* Centre square can be changed based on size of ground.

All goal and behind posts must be padded to a height of at least two metres.

The interchange area shall also be marked (cones may be used) and shall be positioned between the Team Bench areas. In addition to players who are on the team sheet, the following Team Officials are permitted in the Team Bench area:

- Coach
- Assistant Coach
- Trainer
- Runner

No other person (**including Team Manager**) is permitted in the Team Bench area during the match.

Team Officials and players in the designated Team Bench area must not be within one (1) metre of the boundary line at any time other than during the breaks.

Ground Inspection Report

Prior to the first match played at a venue on any given day, an inspection of the ground must be completed prior to the commencement of play and a Ground Inspection Report filled in via the online App.

To download the app search for AFL Match Day in the Apple store or JLT AFL Match Day in the Android store.

Unfit Ground

Where both Team Managers agree that a ground is unsafe to play on:

- a. Attempts should be made to find a suitable alternative venue
- b. If no alternative venue is available, the match may be rescheduled.
- c. If the match is not able to be re-scheduled, the match will be deemed to be abandoned and each team shall be awarded 2 premiership points, with no adjustment to be made to the teams' cumulative total points for and against.

If either team is not satisfied with the outcome, its Member Club has the right to appeal by lodging a written complaint with the CEO no later than 6:00pm on Monday following the day of the match.

The CEO may act on the complaint in such manner as he/she thinks fit.

Goal Umpire & Timekeeper Equipment

Each Team Manager must provide their own Goal Umpire and Timekeeper with scorecards. Both Team Managers shall provide their own Goal Umpire with a white coat a pen and 2 flags.

At the end of the game each Team Manager must keep their respective Goal Umpire Scorecards and Timekeeper Cards.

Competition Match Report Form

The home Team Manager must provide the Field Umpire/s with an SMJFL Competition Match Report form.

The Umpires Match Report must be signed by the Team Managers of both teams that participated in the match. In the event of a dispute as to the contents of the Umpires' Match Report, Team Managers are permitted to make comments as to the nature of the dispute on the back of the Umpires' Match Report.

Distribution of the Competition Match Report form is as follows:

Colour	Destination
Green	Home team copy
Pink	Away team copy
White	Umpire copy

In games without SMJFL appointed umpires, the home team is responsible for completing the Competition Match Report and submitting it online: <http://smjfl.com.au/modified-rules-competition-match-report-cmr/>

Injury Stopped Game

Where play is unable to proceed in a home and away game for a period of time equal to one quarter, due to an injury occurring on the ground which requires (on the advice of trainer/s or other medical personnel) that the injured person should not be removed from the ground until an ambulance arrives, the following procedures shall be followed:

- Where there is an alternate ground at the same venue immediately available, which is in suitable condition (as agreed by both Team Managers), the game should be moved, and play continue from the point at which the game was stopped (as noted by the time keepers).
- Where no alternate venue is immediately available, the following shall occur –
 - Where the game is stopped before half time, the game shall be considered abandoned and each team shall be awarded 2 premiership points, with no adjustment to be made to the teams' cumulative total points for and against.
 - Where the game is stopped in the 3rd or 4th quarter, the team leading shall be considered the winner and the score recorded at the cessation of play entered as the final score.

Details on the process for finals games is available in the By-Laws and will be included in the Finals Handbook.

Player Interchange

Interchange of players is permitted whilst play is in progress provided that such players enter or leave the field via the designated interchange area. If a player who is not injured leaves the ground at any place other than through the Interchange area, that Player cannot return onto the ground for a period of one full quarter.

Despite the above, an injured player need not leave the field via the designated interchange area but the replacement player must not enter the field until the injured player has left the field, and must do so via the designated interchange area.

Example: if the breach occurs at the 16-minute mark of the second quarter the player would only be permitted to return to the field at the 16-minute mark of the third quarter.

Monitoring the interchange of players is the responsibility of the Umpire Escort who must stand outside the fence near the interchange gates. If a breach of By-Law 17.1 occurs, the Umpire Escort must report this to the offending team's Team Manager who must then inform the Timekeeper, advising the player's name and number. The time commences upon arrival at the Timekeepers' area by the Team Manager.

Spectator Behaviour

The Team Manager is responsible for addressing issues involving the behaviour of their team's spectators towards the umpires.

Player/Official Report Form

The home Team Manager must provide the Field Umpire/s with copies of the Player/Official Report form.

If any player or official is reported the Umpire should provide a copy of the report to both Team Managers as soon as practicable after the conclusion of the match. Team Managers must then sign the form to acknowledge receipt. The Team Manager of the reported person should contact their relevant club official ASAP after the completion of the match.

Distribution of Umpire Report Forms is as follows:

Colour	Destination
White	Team Manager of Reported Player/Official
Green	Opposition Team Manager
Blue	Umpires

Match Footballs

The home Team Manager must provide the Field Umpire/s with 2 footballs (in good condition) no less than 10 minutes before the commencement of the game. Red footballs are to be used for day games and yellow football for night games.

The correct sizes and material are as follows:

Age Group	Size	Material
Under 10 Girls	2	Synthetic
Under 12 Girls	3	Synthetic
Under 14 Girls	4	Synthetic
Under 16 Girls	4	Leather
Under 18 Girls	4	Leather
Under 8, 9 & 10 Mixed	2	Synthetic
Under 11 & 12 Mixed	3	1 leather & 1 synthetic
Under 13 & 14 Mixed	4	Leather
Under 15 – 17 ½ Boys	5	Leather

* Synthetic ball must be used unless agreed to by both team captains. Any team wanting to use leather balls is responsible for providing them.

Results Entry

The following is a list of results entry requirements for the various competitions:

Modified Rules:

Item	Required	Timeline	Notes
Full time scores	Yes	8pm match day	Will not be displayed on website (except U12 girls)
Update team sheet	Yes	8pm match day	Make sure all players who played are entered. Remove players who did not play.
Dispute Team sheet	No	12pm Tuesday	Clubs must notify the SMJFL if opposition's online team sheet does not match paper team sheet.
Best players	No		Do not enter this information
Goal kickers	No		Do not enter this information

All other competition:

Item	Required	Timeline	Notes
Quarter by quarter scores	Yes	8pm match day	
Update team sheet	Yes	8pm match day	Make sure all players who played are entered. Remove players who did not play.
Dispute Team sheet	No	12pm Tuesday	Clubs must notify the SMJFL if opposition's online

			team sheet does not match paper team sheet.
Best players	No		May be entered
Goal kickers	No		May be entered

Player Uniform & Officials Apparel

The Home Team Manager is to make sure all players and team officials in both the home and away teams are correctly attired as per the SMJFL By-Laws.

Officials/Team Roles

Field Umpires

Modified Rules – each team must supply an umpire (must be at least 18 years old and have completed the necessary SMJFL provided training).

Other Competitions – The SMJFL Umpiring Academy Manager shall appoint Field Umpires.

Where a Field Umpire is absent or unable to complete a match and another member of the current Umpires Panel is not available:

The teams involved may agree to appoint a substitute Field Umpire or Field Umpires who shall:

- officiate for the match; and
- have the power to lodge a Report against a player or Team Official; and
- award SMJFL best and fairest votes for the match.

If no substitute Field Umpire(s) can be agreed upon the match shall be abandoned and the matter referred to the CEO for a determination regarding allocation of premiership points.

Goal Umpires

Each team must provide a Goal Umpire who is at least 16 years of age or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Each Goal Umpire shall be responsible for keeping score and the Goal Umpires shall confer and verify scores at the end of each quarter. At the completion of the match they must sign each other's scorecard.

Only in the case of a disagreement on scores by the Goal Umpires will the Timekeeper cards be regarded as correct.

Goal Umpires shall be responsible for ensuring that the area between and behind the goals is kept clear of spectators and obstacles and must not enter the field or dispute decisions of the Field Umpires at any time.

Goal Umpires are not permitted to coach or communicate with any players or officials - other than during breaks between quarters. A Field Umpire may order from the field and report any team

appointed Goal Umpire who is in breach of this By-law. Any team appointed Goal Umpire ordered from the field must be replaced.

Boundary Umpires

Each team must provide a boundary umpire who is at least 14 years of age, or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Clubs may supply two boundary umpires (on one side) as long as they are both correctly attired.

Boundary Umpires are not permitted to coach or communicate with any players or officials - other than during breaks between quarters. A Field Umpire may order from the field and report any team appointed Boundary Umpire who is in breach of this By-law. Any team appointed Boundary Umpire ordered from the field must be replaced.

Boundary Umpires are not permitted to lay a Report but should submit any Complaints via the Club Secretary after the match.

Umpire Escorts

Umpire escorts must be at least 18 years of age or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Both teams must supply an Umpire Escort who shall escort the Field Umpires to and from the ground at the commencement of the match, at half-time and at the conclusion of the match. Each escort shall commence from or conclude at the door of the Umpires' Room, as the case may be.

During the first and third quarter breaks the Umpires' Escorts must remain with the umpires, and provide drinks for them.

During play, Umpires' Escorts shall act as Interchange Stewards to ensure that players enter and exit the ground via the designated interchange area.

Timekeeper

Timekeeper is to be provided by each team and the home team shall provide an accurate timing device and siren, bell or other appropriate audible signalling device.

Timekeepers must be at least 16 years of age or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

The Timekeepers shall progressively record the scores on the reverse of the official Timekeepers card, and shall sign it at the conclusion of the football match.

The Timekeepers must sound a warning siren five minutes prior to the start of the game, one minute prior to the conclusion of the ¼ time and ¾ time breaks and 3 minutes prior to the conclusion of the ½ time break.

The clock shall only be stopped in the case of a Head Count (see below).

Age Group	Match Duration	Break duration (minutes)		
		¼ time	½ time	¾ time
Under 10 Girls	10 minute quarters	3	6	3
Under 12 Girls	12 minute quarters	3	6	3
Under 14 Girls	15 minute quarters	3	8	5
Under 16 Girls	15 minute quarters	3	8	5
Under 18 Girls	17 minute quarters	3	8	5
Under 8 Mixed	10 minute quarters	3	6	3
Under 9 & 10 Mixed	12 minute quarters	3	6	3
Under 11 - 14 Mixed	15 minute quarters	3	8	5
Under U15-17 ½ Boys	20 minute quarters	3	10	5

Scoreboard Attendant

The home team shall provide a scoreboard attendant, who must ensure that the scoreboard is up-to-date at all times during a match.

Scoreboard attendants must be at least 12 years old or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Runner

Runners must be at least 16 years of age or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Runners may deliver a message to a maximum of 2 players before they must leave the field.

Runners must not coach, barrack or in any way deliberately obstruct play or interfere with a player or official from the opposing team.

Water Carrier(s)

Water Carriers must be at least 12 years of age or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task. 13.11 One (1) Water Carrier is permitted to enter the field of play to deliver water to players in all grades up to and including the under 12 competitions. Two (2) Water Carriers are permitted to enter the field of play to deliver water to players in the under 13 to under 17 ½ competitions.

Water Carriers are only permitted to carry plastic water bottles on to the field of play. Metal and glass bottles, and water bottle carriers, are not permitted on the field of play.

Water Carriers shall only enter the field of play behind play to deliver water to the players whilst: a player from either side is having a set shot for goal; or whilst the football is being retrieved and

returned to the field umpire who will be located in the centre of the ground after a goal has been scored.

Where a player having a set shot for goal misses the goal, all Water Carriers must immediately leave the playing field.

Water Carriers:

- may enter the field of play from any position on the ground.
- are not permitted to communicate with the Team Bench other than during the breaks between quarters.
- must not at any time other than during the breaks between quarters be within 30 metres of the Team Bench.
- are not permitted to pass messages or give instructions to players, or disrupt play.

A Field Umpire may order from the field and report any Water Carrier who is in breach of these By-laws. Any Water Carrier ordered from the field may be replaced.

Water carriers are not permitted in Modified Rules.

Trainer

As per the Sports Trainers in Community Football Policy, all Member Clubs must appoint a minimum of one Trainer per team who holds a minimum qualification of Level 1 First Aid with an up to date CPR component.

It is recommended that a venue trainer is present at all matches. If there is no venue trainer with Emergency Response Coordinator (ERC) qualifications present, trainers for under 13 and above age groups must also have completed ERC training.

Each team must provide one first aid kit (including ice) for use by the team Trainer(s).

Medical Practitioners can act as a trainer provided they are in a current clinical practice and registered with the AHPRA. Medical Practitioners must complete the ERC training every three years and CPR training every year and are exempt from Provide First Aid Level 2.

In the event of an injury to a player, a venue trainer or a second or third trainer may enter the field of play. Only 1 trainer is permitted on the team bench. Any additional trainers must be stationed.

Team and Match Officials' Attire

The following SMJFL approved bibs shall be provided by Member Clubs must be worn (and be visible) by officials at all times during a football match:

Role	Colour
Team Manager	Grey
Coach	Red
Assistant Coach	Green
Trainer	White
Runner	Yellow
Water Carrier	Light Blue
Umpire Escorts	Orange
Club Umpires	Florescent yellow (shirt)
Boundary Umpires	White
Goal Umpires	White (coat)

Officials must wear enclosed shoes.

Concussion

If a player is deemed to be concussed on match day, they should not return to the field of play (or training) until such time as a doctor's certificate has been obtained indicating they are fit to play. This process is to be managed at club level.

Head Count

If a team captain calls for a head count during play, the Field Umpire will request a head count of the opposing team's players. Play must immediately be suspended and the Timekeepers' clock must be stopped whilst the head count is taken.

The timekeepers are to note the score on the scorecard.

Forfeits

If for any reason you know in advance you won't have enough minimum players (12*) to field a team please let your club Secretary know ASAP so your opposition can be informed.

Where a team has fewer than 12* players the opposing team shall be awarded a "forfeit".

* Under 10 girls and Under 12 girls only require a minimum of 9 players.

A time limit of twenty minutes after the official starting time shall be allowed for teams being late, after which the match may be claimed as a "forfeit" at the option of the opposing team.

A "friendly" match may then be played between the teams, provided that the Umpire is made aware that the official match has been forfeited.

All paperwork must note that the match has been forfeited.

No SMJFL Best and Fairest votes shall be awarded in a "friendly" match.

Teams awarded a "forfeit" shall be entitled to lodge an official team sheet on the Competition Management System. Only players included on the Competition Management System will have the match count towards finals eligibility.

Fixture Amendments

Requests by Participating Clubs for a change of the time and/or venue of any football match must be received, in writing, by the SMJFL no later than 5pm on the Monday preceding the match. Such requests must be submitted by the Club Secretary or President for consideration.

The CEO or his or her delegate may, in their absolute discretion, alter the time and/or venue of any football match provided that both clubs competing in such match are notified of the change by no later than 5pm on the Thursday preceding the match.

Adverse Weather Conditions

The SMJFL may cancel any SMJFL match due to adverse weather conditions such as, but not limited to, excessive heat/humidity, lightning or rain/hail that may endanger participants' health or safety.

In the event there are no SMJFL staff available to make a decision, a game may be cancelled on the agreement of both Team Managers. However, if the SMJFL, on review of the game, decides the game should not have been cancelled, it reserves the right to award points or hand down any penalty as it sees fit.

Where play is unable to proceed in a home and away game for a period of time equal to one quarter, due to adverse weather conditions, the game shall be cancelled.

Where a match is either not started or stopped prior to half time, the game shall be considered cancelled and each team shall be awarded 2 premiership points. No adjustment will be made to either team's cumulative total points for and against.

Where the game is cancelled in the 3rd or 4th quarter, the team leading shall be considered the winner and the score recorded at the cessation of play entered as the final score.

Number of Players (includes loaning players)

The number of players permitted to take place in any match is as follows:

The number of players permitted to take part in any home and away football match is as follows:

Age Group(s)	On Field		Total on Team Sheet
	Minimum	Maximum	
Under 10 Girls	9	12 [^]	No limit
Under 12 Girls	9	12 [^]	No limit
Under 14 Girls	12	15*	No limit
Under 16 Girls	12	15*	No Limit
Under 18 Girls	12	15*	No limit
Under 8 – Under 10 Mixed	12	18	No limit
Under 11 – Under 14 Mixed	12	18	24 (no limit in finals)
Under 15 – Under 17 ½ Boys	12	18	24 (no limit in finals)

* if both teams agree, teams may play up to 18 players each. If no agreement can be reached no more than 15 players can be on the field at any one time.

[^] if both teams agree, teams may play up to 15 players each. If no agreement can be reached, no more than 12 players can be on the field at any one time.

Where a team has the minimum number of players to start a match but not a full team (excluding bench), the team with the numerical advantage must either “loan” players to the opposition or play with an equal number of players on the field unless:

- A loan is offered but after evening up numbers there are still excess players in which case the team with the numerical advantage can play with one extra player; or
- The team with the numerical advantage only has one extra player than the opposition in which case the team with the numerical advantage can play with that extra player; or
- The team with minimum numbers refuses to accept “loan” players in which case the team with the numerical advantage can play at full strength.

By-Law 0 does not apply to finals matches.

For the avoidance of doubt, teams must match players based on numbers at the start of the match only. Teams are not required to match if a player leaves the field after the start of the match. Unless agreed to by both Team Managers, once players have been loaned to the opposition, that same number of players must remain with the opposition until the end of the game, regardless of any changes to either side through injury.

"Loaned" players should appear on the team sheet of their team; however it should be noted that they were “on loan” to the other team.

Registration of Players/Team Signature Sheet

Players must be registered in Footyweb prior to taking part in any football match. Please contact your Club Registrar for information on this process.

Each team must submit a Team Signature Sheet that is to be handed to the league via the Club.

For age groups where a club only fields 1 team, the Team Signature Sheet must be signed and returned to the league prior to round 1.

For age groups where a club has more than 1 team, the Team Signature Sheet must be signed and returned to the league prior to round 4.

If there are any new players added to a team throughout the season a new Team Signature Sheet must be filled in and returned to the league.

Player Movement

Under 8 to under 10 mixed and under 10 girls

There are no restrictions on the movement of players in the above age groups. However, a player may only play in one game per round in a particular age group.

For the purpose of the Lightning Carnival, a player shall only be permitted to play in the team in which they played the majority of games throughout the season.

Other Competitions (including under 12 girls)

The following player movement restrictions apply:

- Once a player has played a total of six matches in any higher ranked* competitions (including U19s and/or Senior Women's) they are unable to play in a lower ranked competition for the remainder of the season (including finals).
- When a higher ranked team has a bye or a forfeit, no player who has played in that team in the previous round will be permitted to play in a lower ranked competition unless that player has played more games in the lower ranked competition.
- Subject to these By-Laws, a player may only play in one game per round in a particular age group and may play in no more than two games per round.

*Competition ranking are as per Appendix 2 of the Team Managers' Handbook

Finals Eligibility

To qualify for finals in a particular team a player must:

- play in at least four home and away matches with that particular team or a lower ranked team; and
- meet all requirements of the Player Movement Policy.

A player may only play in one finals match per round.

A player is ineligible for a particular team once they play a finals match in a higher ranked team. By way of clarification, a player's record in terms of the player movement policy, is moved with any team that has been re-graded. i.e. if a player has played 4 games in U13 Div 1 but the team has moved to U13 Div 2 his/her record (for player movement purposes) is 4 games in U13 Div 2.

Send Off Rules

Players may be sent off by the umpire, in his/her discretion, for either one quarter ("yellow card offence") or for the remainder of the match ("red card offence").

Any player sent from the ground must have the reason for and duration of the send-off explained to them by the field umpire.

Players sent off are to exit the field of play via the interchange area. The Team Manager must then report to the Timekeeper, advising the player's name, number and the duration of the send-off. The send-off commences upon arrival at the Timekeepers' area by the Team Manager.

Play must not restart until such time as the player being sent off has left the ground through the interchange area; the clock does not stop.

The Timekeeper shall advise the Team Manager when the penalty time has expired.

A player sent from the ground for a yellow card offence shall not take any further part in the game for a period of one full quarter. They may not be replaced during this time.

A player sent from the ground for a red card offence shall not take any further part in the game and may not be replaced.

A player receiving a red card may not participate in any other match within that round.

Yellow card offences are audible obscenity, unsportsmanlike behaviour or misconduct. All other reportable offences are red card offences.

Any player sent off twice in the same match is automatically suspended for one match.

Any player who has been sent off two times in any 12-month period shall incur an automatic one match suspension regardless of and in addition to any further penalty that may be incurred by virtue of the incident leading to second send-off. Should that player be sent off any further times during that 12-month period, on each occasion the player shall incur an automatic one match suspension regardless of and in addition to any penalty that may be incurred by virtue of the incident leading to that send-off.

Example: where a player is sent off for a yellow card offence at the 16-minute mark of the second quarter the player would not be permitted to re-enter the ground or be replaced until the 16-minute mark of the third quarter.

Disciplinary Issues

Approaching Official SMJFL Umpires

Under no circumstances are Team or Match Officials to abuse, threaten or intimidate umpires or opposition players, officials or spectators.

No person other than an Umpire Escort or Team Manager is to approach the Umpires at any time.

Team Managers may only approach the Umpire(s) during a match for matters not relating to the manner in which the game is being officiated.

Match Officials may speak to umpires regarding the operation of the game but must not abuse, threaten or intimidate umpires or opposition players, officials or spectators.

Umpires Additional Power to Report

- Members of the Umpiring Department shall have the power to report players or Team Officials in relation to an incident which they observe first-hand.
- The Umpiring Academy Manager or the Football Operations department shall have the power to report players or team officials in relation to an incident of which he or she becomes aware.
- Upon receipt of a report, the SMJFL will notify the Secretary of the Reported player or Team Official's Member Club of the report as soon as is practicable.

Reports

If a player or official is reported on match day it is the Team Manager's responsibility to inform the Club Secretary ASAP after the match. This includes providing the club copy of the Player/Official Report to the Club Secretary.

The SMJFL will be in contact with the Club Secretary as soon as possible following the match to confirm a report has been laid. At this point the SMJFL may offer a set penalty to the player or official rather than sending the matter to a Tribunal Hearing.

A list of the Set Penalties that may be offered can be found in the SMJFL By-Laws.

If a matter is to be heard at a Tribunal this will normally take place on the Wednesday evening after the match at the SMJFL offices. All details will be confirmed via the Club Secretary.

Appendix I - Directory of SMJFL Grounds

Name	Address	Map Ref.
Albert Park - Oval 9, 11 & 12	Aughtie Drive, Albert Park	2N H1
Banksia Reserve	Oak Street, Beaumaris	86 E7
Ben Kavanagh Reserve	McDonald Street, Mordialloc	87
Bentleigh Reserve	Arthur Street, Bentleigh	77 F1
Boss James Reserve	David Street, Hampton	77 A7
Brighton Beach Oval	South Road, Brighton	76 D4
Castlefield Reserve	Ludstone Street, Hampton	76 J5
Centenary Park	Brady Road, East Bentleigh	78 B3
Chisholm Reserve	Duncan Street, Sandringham	76 K8
Columbia Reserve	Columbia Drive, Wheelers Hill	71 H11
Como Park	Corner of Williams Road & Alexandra Avenue, South Yarra	2M
Corrigan Oval	Marcus Road, Dingley Village	88 G8
Darling Park – Basil Reserve	Basil Street, East Malvern	60 A12
Donald McDonald Reserve	Fifth Street, Black Rock	86
DW Lucas Oval – Dunlop Reserve	Moira Street, East Malvern	59 K11
E.E. Gunn Reserve	Malane Street, Ormond	68 E7
Elsternwick Park	St Kilda Street, Elwood	67
Essex Heights Reserve	Outlook Road, Mt Waverley	
Gardiner Park	Carroll Crescent, Malvern	59
Gerry Green Reserve	Nepean Highway, Parkdale	87 E8
Heatherton Recreation Reserve	Ross Street, Heatherton	87
Highett Reserve	Turner Road, Moorabbin	77 H9
Hurlingham Park	Nepean Highway, East Brighton	67 J10
Jack Barker Oval	Weatherall Road, Cheltenham	87
King George Reserve	East Boundary Road, Bentleigh	77 K3
Koornang Park	Munro Avenue, Carnegie	68
Le Page Park	Corner of Herald & Argus Street, Cheltenham	78 B12
Lum Reserve (West)	Cintra Ave, Wheelers Hill	
McKinnon Reserve	Tucker Road, McKinnon	68 G11
Meade Reserve	Houghton Road, Clayton	
Mentone Grammar	756-768 Springvale Road, Braeside	
Mentone Reserve	Brindisi Street, Mentone	86 K7
Moorleigh Reserve	Bignell Road, Bentleigh	78

Murphy Reserve – Aanenson Oval	Williamstown Road, Port Melbourne	
Murphy Reserve – J.W Woodruff Oval	Williamstown Road, Port Melbourne	
Murrumbeena Park	Kangaroo Road, Murrumbeena	69 B7
Namatjira Park	47 Springs Road, Clarinda	79
Packer Park	120 Leila Road, Carnegie,	
Peanut Farm Reserve	Blessington Street, St Kilda	58 A11
Peterson Reserve	Peterson Street, Highett	77 B8
Pinewood Reserve	Pinewood Drive, Mount Waverley	70 G4
Princess Highway Reserve	Princes Highway, Oakleigh East	70
Princes Park – Oval 1	Beech Street, Caulfield South	68 B6
Princes Park – Oval 4	Dover Street, Caulfield South	68 B6
Souter Reserve	Marcus Road, Dingley	88 G6
Southern Road Reserve	Southern Road, Mentone	87 E6
Stanley Grose Reserve	Stanley Grose Drive, East Malvern	60 A12
Toorak Park	Orrong Road, Armadale	2M G12
Trevor Barker Oval	Corner of Beach Road & Hampton Street, Sandringham	76
W.A. Scammell Reserve	Guest Road, Oakleigh South	69
Walter Galt Reserve	Corner Davey and Victoria Streets, Parkdale	87 F8
Wattie Watson Oval – Elwood Park	Ormond Esplanade, Elwood	67 C5
Waverley Oval	Corner of Waverley & Belgrave Road, East Malvern	A2 69
Wellington Reserve	Mackie Road, Mulgrave	80 C3
Widdop Crescent Reserve	Widdop Crescent Moorabbin Hampton North	77

Appendix 2 – Competition Rankings

Mixed/Boys

Age	Division	Ranking
Senior	Any	1
U19*	Any	2
U17	Div 1	3
U17	Div 2	4
U17	Div 3	7
U17	Div 4	8
U16	Div 1	5
U16	Div 2	6
U16	Div 3	11
U16	Div 4	12
U15	Div 1	9
U15	Div 2	10
U15	Div 3	15
U15	Div 4	16
U15	Div 5	17
U14	Div 1	13
U14	Div 2	14
U14	Div 3	20
U14	Div 4	21
U14	Div 5	22
U13	Div 1	18
U13	Div 2	19
U13	Div 3	24
U13	Div 4	25
U13	Div 5	27
U12	Div 1	23
U12	Div 2	26
U12	Div 3	28
U12	Div 4	30
U12	Div 5	31
U12	Div 6	32
U11	Div 1	29
U11	Div 2	33
U11	Div 3	34
U11	Div 4	35
U11	Div 5	36
U11	Div 6	37
U11	Div 7	38

*Note, U19 competitions refers to any U19 competition run by an AFL Victoria affiliated league

Girls

Age	Division	Ranking
Senior*	Any	1
Under 18	Div 1	2
Under 18	Div 2	3
U16	Div 1	4
U16	Div 2	5
U14	Div 1	6
U14	Div 2	7
U12	Div 1	8
U12	Div 2	9

*Note, Senior competition refers to any U19 competition run Women's competition run by an AFL Victoria affiliated league.

Any changes/additional to the above will be communicated to clubs and updated in these By-Laws as soon as practically possible.

Appendix 3 – Rule Variation Matrix

	Girls					Mixed								Boys		
	10	12	14	16	18	8	9 & 10	11	12	13	14	15	16	17		
Regulations																
Ground size	Modified (approved)	Modified (approved)	Standard	Standard	Standard	Modified (approved)	Modified (approved)	Standard	Standard	Standard	Standard	Standard	Standard	Standard		
# players on ground*	12*	12*	15*	15*	15*	18	18	18	18	18	18	18	18	18		
Ball type	Syn only	Syn only	Syn only	Leather	Leather	Syn only	Syn only	Syn / Leather	Syn / Leather	Leather	Leather	Leather	Leather	Leather		
Ball size	2	3	4	4	4	2	2	3	3	4	4	full size	full size	full size		
Quarter duration (mins)	10	12	15	15	17	10	12	15	15	15	15	20	20	20		
Break length 1/4 - 1/2 - 3/4 time	3-6-3	3-6-3	3-8-5	3-8-5	3-8-5	3-6-3	3-6-3	3-8-5	3-8-5	3-8-5	3-8-5	3-10-5	3-10-5	3-10-5		
Scoreboard	x	✓	✓	✓	✓	x	x	✓	✓	✓	✓	✓	✓	✓		
Results	Yes (not published)	✓	✓	✓	✓	Yes (not published)	Yes (not published)	✓	✓	✓	✓	✓	✓	✓		
Best & Fairest/Goals	x	✓	✓	✓	✓	x	x	✓	✓	✓	✓	✓	✓	✓		
Finals	Lightning Carnival	✓	✓	✓	✓	Lightning Carnival	Lightning Carnival	✓	✓	✓	✓	✓	✓	✓		
Laws																
Tackling	Modified	Modified	✓	✓	✓	Modified	Modified	✓	✓	✓	✓	✓	✓	✓		
Bumping	x	x	✓	✓	✓	x	x	✓	✓	✓	✓	✓	✓	✓		
Stealing the ball	x	x	✓	✓	✓	x	x	✓	✓	✓	✓	✓	✓	✓		
Barging	x	x	✓	✓	✓	x	x	✓	✓	✓	✓	✓	✓	✓		
Smothering	x	x	✓	✓	✓	x	x	✓	✓	✓	✓	✓	✓	✓		
Fending off	x	x	✓	✓	✓	x	x	✓	✓	✓	✓	✓	✓	✓		
Shepherding	x	x	✓	✓	✓	x	x	✓	✓	✓	✓	✓	✓	✓		
Bouncing the ball	1 max	1 max	Unlimited	Unlimited	Unlimited	1 max	1 max	Unlimited								
Kicking off the ground	x	x	✓	✓	✓	x	x	x	x	✓	✓	✓	✓	✓		
Ball ups	Nominated players of equal size		✓	✓	✓	Nominated players of equal size	Nominated players of equal size	✓	✓	✓	✓	✓	✓	✓		
Throw-ins	x	x	✓	✓	✓	x	x	✓	✓	✓	✓	✓	✓	✓		
Distance over which marks are paid	0m (reasonable attempt)	0m (shows control)	0m (shows control)	0m (shows control)	10m	0m (shows control)	0m (shows control)	15m	15m	15m	15m	15m	15m	15m		
Distance penalty	10m	10m	25m	25m	25m	10m	10m	25m	25m	25m	25m	25m	50m	50m		
Zones	✓	✓	x	x	x	✓	✓	x	x	x	x	x	x	x		
Deliberate out of bounds	x	x	x	x	x	x	x	x	x	x	x	x	✓	✓		
Deliberately rushed behind	x	x	x	x	x	x	x	x	x	x	x	x	✓	✓		
Wait for flag after point	✓	✓	✓	✓	x	✓	✓	✓	✓	✓	✓	✓	x	x		
Umpires																
# field umpires	Club (2)	Club (2)+	2	2	2	Club (2)	Club (2)	2	2	2	2	2	2	2		
Boundary umpires	x	x	✓	✓	✓	x	x	✓	✓	✓	✓	✓	✓	✓		

* if both teams agree, teams may play up to 18 players each. If no agreement can be reached no more than 15 players can be on the field at any one time.

* if both teams agree, teams may play up to 15 players each. If no agreement can be reached no more than 12 players can be on the field at any one time.

+ SMJFL umpires used for finals matches

Club appointed

Water Carrier

*Number of Water Carriers permitted to enter the field of play to deliver water to players: **Modified Rules** - None, **Under 11 & under 12 mixed** - One (1), **Under 13 and above (mixed/boys and girls)** - Two (2)*

Water Carriers must be **at least 12 years of age** or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

May only carry **plastic bottles** on to the field of play.

Water Carriers **shall only enter the field of play behind play** to deliver water to the players whilst: a player from either side is having a set shot for goal; or whilst the football is being retrieved and returned to the field umpire who will be located in the centre of the ground after a goal has been scored.

Where a player having a **set shot for goal** misses the goal, all Water Carriers must immediately leave the playing field.

Water Carriers:

- may enter the field of play from any position on the ground.
- **are not permitted to communicate with the Team Bench** other than during the breaks between quarters.
- **must not at any time other than during the breaks between quarters be within 30 metres of the Team Bench.**
- **are not permitted to pass messages or give instructions to players, or disrupt play.**

A Field Umpire may order from the field and report any Water Carrier who is in breach of these By-laws. Any Water Carrier ordered from the field may be replaced.

NO COACHING PERMITTED

Umpire Escort

Umpire Escorts must be at least **16 years of age** or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

The Umpires' Escort shall **escort the field umpires to and from the ground** at the commencement of the match, at half-time and at the conclusion of the match.

Each escort shall **commence from or conclude at the door of the Umpires' Room**, as the case may be.

During the first and third quarter breaks the Umpires' Escorts must remain with the umpires, and provide drinks for them.

OTHER DUTIES

Interchange Steward

During play Umpires' Escorts shall act as Interchange Stewards to ensure that players enter and exit the ground via the designated interchange area.

Team appointed Boundary Umpire

Boundary Umpires are NOT REQUIRED for Modified Rules competitions and competitions.

Where boundary umpires are not provided by the SMJFL Umpiring Department, each team participating in a match must provide a boundary umpire.

Team appointed Boundary Umpires be **at least 14 years of age** or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

The Boundary Umpires must be familiar with the correct procedures to ensure the proper conduct of the match.

Field Umpires may overrule a decision by a Boundary Umpire.

Boundary Umpires are **not permitted to coach or communicate with any players or officials** - other than during breaks between quarters.

Boundary Umpires are not permitted to lay a Report but should submit any Complaints via the Club Secretary after the match

Field Umpire may order from the field and report any team appointed Boundary Umpire who is in breach of this By-Law. Any team appointed Boundary Umpire ordered from the field must be replaced.

NO COACHING PERMITTED

Team appointed Goal Umpire

Team appointed Goal Umpires must be **at least 16 years of age** or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Each Goal Umpire shall be equipped with a **scorecard, two flags and a pen.**

Each Goal Umpire shall be responsible for keeping score and the **Goal Umpires shall confer and verify scores at the end of each quarter.**

At the completion of the match they must sign each other's scorecard.

In the case of a disagreement on scores by the Goal Umpires the score recorded on the official Timekeepers' card shall be regarded as correct.

Goal Umpires shall be responsible for ensuring that the area between and behind the goals is kept clear of spectators and obstacles and must not enter the field or dispute decisions of the Field Umpires at any time.

Field Umpires may overrule a decision by a Goal Umpire except in the case where the Goal Umpire is appointed by the League.

Goal Umpires are **not permitted to coach or communicate with any players or officials** - other than during breaks between quarters.

A Field Umpire may order from the field and report any team appointed Goal Umpire who is in breach of the By-laws. Any team appointed Goal Umpire ordered from the field must be replaced.

NO COACHING PERMITTED

Runner

Runners must be **at least 16 years of age** or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Runners may deliver **a message to a maximum of two (2) players** before leaving the playing field, and must leave the playing field immediately the messages have been delivered.

Runners must not coach, barrack or in any way deliberately obstruct play or interfere with a player or official from the opposing team.

A Field Umpire may order from the field and report any Runner who is in breach of these By-laws. Any Runner ordered from the field may be replaced

**NO ON-FIELD COACHING
PERMITTED**

Trainer

One (1) Trainer per team who has completed Emergency Response Coordinator (ERC) and holds a minimum Level 1 First Aid qualification with a CPR component that is updated every 12 months.

Medical Practitioners can act as a trainer provided they are in a current clinical practice and registered with the Australian Health Practitioner Regulation. Medical Practitioners must complete the ERC training every three years and CPR training every year and are exempt from Provide First Aid Level 2.

A Trainer must be **present for the duration of all games** in which the Trainer's team participates.

Trainers must **remain in the Team Bench** area unless they are attending to an injured player on the field.

If there is no venue trainer with Emergency Response Coordinator (ERC) qualifications present, trainers for under 13 and above age groups must also have completed ERC training.

The role of the Water Carrier and the Trainer are NOT interchangeable.

Coach

All Coaches must have a **minimum current Foundation AFL Coaching Accreditation** to coach in the SMJFL in accordance with the SMJFL Coach Accreditation Policy.

All SMJFL Coaches shall, to the best of their ability, **uphold the AFL Coaches Code of Conduct**, and must maintain a standard of behaviour and conduct that is in the best interests of the game and the players in their care.

Coaches are **not permitted to enter the field of play** while any match is in progress, and must remain in the designated Team Bench area at all times other than during the breaks.

It shall be the responsibility of coaches to **maintain team discipline** and to instruct the players to play within the rules and spirit of the game at all times.

Coaches are not permitted to approach, abuse or question the decision of the umpire.