



**SOUTH
METRO
JUNIOR**
FOOTBALL LEAGUE

2025 By-laws

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1. APPLICATION OF BY-LAWS AND LAWS OF AUSTRALIAN FOOTBALL

- 1.1 All football matches under the control of the South Metro Junior Football League Incorporated (**SMJFL**) will be played in accordance with these By-laws and the [Laws of Australian Football](#) (**LOAF**). If there is any inconsistency between the LOAF and these By-laws, these By-laws shall prevail to the extent of the inconsistency.
- 1.2 These By-laws and the LOAF bind all Member Clubs, other Clubs fielding teams in accordance with By-law 5.5, Team Officials, Match Officials, registered Players, supporters, parents and/or guardians of registered Players. The Appendices form part of these By-laws.

2. DEFINITIONS

- 2.1 Unless otherwise specified the following definitions apply throughout the By-laws:

Another Person means any person who is not an Umpire, regardless of whether that person is able to be identified or not consistent with the National Community Football Policy Handbook (NCFPH).

Assistant Coach is the person listed first (top of the list) on the list of assistant coaches on the official team sheet.

Board means the Board of the SMJFL as constituted under the SMJFL Statement of Purpose & Rules.

Captain is a person listed by each team as Captain on the official team sheet.

Coaching Box incorporates all designated areas where any person listed on the team sheet as a coach, team official or player can be located to undertake their duties.

Competition Management System means the SMJFL adopted online competition management system, or such other online competition management system as may be utilised by the SMJFL from time to time.

Chief Executive Officer or **CEO** means the SMJFL Chief Executive Officer and/or their delegate.

Field Umpire is any appointed umpire by the SMJFL or registered Club Volunteer Umpire undertaking the duties of a Field Umpire.

Game Permit means a permit as defined under Section 3.7(b)(i) of the NCFPH (otherwise known as a **Type I permit** and previously known as a **Match-Day Permit**).

Head Coach means the person named as coach on the Competition Management System for a particular match.

Laws of Australian Football or **LOAF** means the laws of the game of Australian Football adopted by the Australian Football League as modified by the League.

League means the South Metro Junior Football League Incorporated.

League Logo means the registered SMJFL logo that is legally trademarked and may include League sponsors.

Match Official means any person acting in an Official Club capacity as per **By-law 20**.

Medical Practitioner means a qualified medical practitioner, paramedic, physiotherapist, osteopath, chiropractor or nurse who is registered with Australian Health Practitioner Regulation Agency (**AHPRA**).

Member Club means a Club listed as a Member Club in the Register of Members under Rule 3.14 of the SMJFL Statement of Purposes & Rules.

NCFPH means the AFL National Community Football Policy Handbook (NCFPH).

Non-Offending Team is the team that isn't being issued with a White Card or Red Card at the time of a card being issued.

Modified Rules Competitions means:

- Mixed and Girls Under 10 and below.

Other Competitions means:

- Under 11, Under 12, Under 13, Under 14, Under 15, Under 16 and Under 18 Girls
- Under 11, Under 12, Under 13 and Under 14 Mixed, and
- Under 15, Under 16 and Under 17 ½ Boys competitions.

Participating Clubs means Member Clubs, Participant Clubs and other sporting Clubs which have been granted permission to enter teams in the SMJFL football competitions under By-law 5.1.

Permit as defined by the AFL National Community Football Policy Handbook.

Player means a player registered by the SMJFL to participate in games of football approved, controlled or organised by the SMJFL.

Round means matches scheduled on a certain date which may be played between the Friday prior to and the Thursday following, to the published date, at the discretion of the CEO consistent with By-law 13.2.

SMJFL means South Metro Junior Football League Incorporated. Referred to in these By-laws referred to as **SMJFL** or **the League**.

Team Official means any person acting in an Official Club capacity as per **By-law 20**.

Transfer means the movement of a Player from one Club to another Club in accordance with the NCFPH.

Umpire/s is any person officiating in a game as a field, boundary, goal or emergency umpire.

3. INFRINGEMENTS

- 3.1 Where no specific penalty is provided for a breach of any Rule or By-law of the SMJFL or the LOAF, the matter shall be dealt with as the CEO or Board may determine.

4. FOOTBALL COMPETITIONS

- 4.1 The SMJFL shall conduct football competitions in such age groups as shall be determined annually by the CEO.
- 4.2 The CEO shall be responsible for the establishment of annual competitions and the preparation of fixtures for all home and away and finals matches.
- 4.3 Teams will be placed in competitions in accordance with the SMJFL Team Grading Policy.

5. TEAM REGISTRATION

- 5.1 Participating Clubs shall nominate, by the date stipulated by the CEO, such teams as they desire to field in each age group of competition.
- 5.2 Nominations received after the specified date referred to in By-law 5.1 may be accepted at the CEO's absolute discretion.
- 5.3 The minimum and maximum number of teams to compete in any grade of the competition shall be determined at the CEO's absolute discretion.
- 5.4 Any Member Club that withdraws a team or teams after the fixture has been finalised shall be subject to a fine, as determined by the CEO from time to time.
- 5.5 The CEO may, at their absolute discretion, at any stage before and during the season refuse to accept any team nominations or deregister a team that has previously been accepted that are teams that comprise more Players transferring to the Club or team than permitted by By-law 8.11.
- 5.6 A team that is not accepted or is deregistered will not be permitted to enter any SMJFL competition.
- 5.7 The CEO may, in their absolute discretion, permit a non-Member Club to field a team, or teams, in the SMJFL football competition(s) for a period of not more than one season.

6. NOMINATION OF HOME GROUND

Participating Clubs shall nominate their home ground(s) to the League by the date and means stipulated by the CEO.

7. PLAYER ELIGIBILITY

7.1 Subject to By-law 1.1, a Player must be a minimum of 7 years of age at 30 April in the calendar year of their first season to be eligible to be registered with the SMJFL.

7.2 The date of determination of a Player's age for the purpose of determining in which age group the Player shall play is as follows:

Age Group	Date of Birth
Under 8	Born on or after 1 January 2017
Under 9	Born on or after 1 January 2016
Under 10	Born on or after 1 January 2015
Under 11	Born on or after 1 January 2014
Under 12	Born on or after 1 January 2013
Under 13	Born on or after 1 January 2012
Under 14	Born on or after 1 January 2011
Under 15	Born on or after 1 January 2010
Under 16	Born on or after 1 January 2009
Under 17 ½	Born on or after 1 July 2007
Under 18	Born on or after 1 January 2007

7.3 Despite By-law 7.2 the CEO may, in their absolute discretion, allow a particular Player to play in a lower age group where the CEO is satisfied that the personal circumstances of that Player are such that this ought to be permitted to occur.

7.3.1 Exemption requests must be submitted, via the prescribed online form, no later than 12:00pm on the Thursday prior to the first Round for which the exemption is being requested. Any request submitted after this time will only be processed at the CEO's absolute discretion.

7.4 Girls can play in mixed teams, up to and including, Under 14 competitions.

7.5 Proof of age must be sighted by the Participating Club when a Player first registers with the SMJFL, and may be:

- A Birth Certificate or Extract; or
- A Passport; or
- Certification of age from another AFL Victoria affiliated body; or
- Such other proof of age, whether documentary or otherwise, that the CEO shall in their absolute discretion deem appropriate in a particular case.

7.6 Fielding Ineligible Players

- 7.6.1 For the purposes of this By-law, a team fields an ineligible Player when a Player:
- is not registered in accordance with these By-laws
 - is not transferred in accordance with these By-laws
 - plays under another Player's name
 - plays in an age group below their correct age group unless in accordance with By-law 7.3
 - plays when ineligible as per Appendix 4 – Player Movement & Finals eligibility Policy; or
 - who is suspended, plays in that team.
- 7.6.2 Should a Team Official believe, during a match, that an ineligible Player has been fielded:
- The Team Manager may at any interval or within five minutes after the final siren, make a request to the Field Umpire that a League Official be called; and
 - The Team Sheets for the fixture shall be locked and reviewed by SMJFL Football Operations and the Player shall identify themselves to both Team Managers; and
 - In the event a Team Manager or Player refuse such a request the Field Umpire and /or League Official shall report the refusal to the CEO.
- 7.6.3 The team in which an ineligible Player (as determined by the CEO) plays will be deemed to have forfeited the match. Percentage adjustment shall be calculated in accordance with By-law 15.5.
- 7.6.4 Where the ineligible Player (as determined by the CEO) plays in a finals match, the match will be awarded to the other team.
- 7.6.5 A Participating Club that fields an ineligible Player in a football match, and any Club Official knowingly involved in the fielding of that Player, may be dealt with by the CEO at their absolute discretion or may be dealt with by the Board, in its absolute discretion under Rule 4 of the SMJFL Statement of Purpose & Rules.
- 7.6.6 The SMJFL may, at any time, request proof of age of any registered Player. Failure to provide proof of age will be dealt with by the CEO at their absolute discretion.

8. REGISTRATION OF PLAYERS

- 8.1 Prior to any Player taking part in a football match under the control of the SMJFL, the Player must be registered with the SMJFL via their Participating Club, with Player details recorded on the online Competition Management System.
- 8.2 A Participating Club or Club Official that knowingly allows an unregistered Player to take part in a football match under the control of the SMJFL may be dealt with by the Board under Rule 4 of the SMJFL Statement of Purpose & Rules.

Transfer Process

- 8.3 A Transfer must be initiated by the Club to which a Player wishes to be transferred (**Destination Club**) by submitting a Transfer request via the Competition Management System.
- 8.4 The Club from which a Player wishes to be transferred (**Former Club**) has six business days, commencing from when the application to Transfer is lodged through the Competition Management System, to object to the Transfer application. If the Former Club does not object within six business days, the Transfer application will be automatically approved and finalised. Once a Player Transfer application has been finalised, the playing history, including the tribunal record, of the Player will be automatically sent to the League or Association to which the Destination Club is affiliated, via the Competition Management System.
- 8.5 The Former Club can approve the Transfer any time within the six business days via the Competition Management System. Should the Former Club fail to respond, the Transfer will occur automatically following the expiry of the six business days.
- 8.6 Players seeking a Transfer clearance from a League or Association that does not use an electronic clearance system must enter the details using the offline manual clearance system as stipulated by the CEO from time to time. The CEO will advise the Member Club via email when the clearance is finalised.
- 8.7 Transfers can only be processed during 1 November and 30 November, and 1 February and 30 June, each calendar year.

Transfer Refusals

- 8.8 The Former Club can refuse the Transfer within the six business days via the Competition Management System.
- 8.9 Subject to By-law 8.11, a refusal can only occur where a Club can substantiate that the Player:
- Is indebted to the Club; and/or
 - Is in possession of Club property (e.g. jumper) that needs to be returned.
- 8.10 A Former Club refusing to Transfer a Player must provide evidence to the CEO within three business days of the refusal to substantiate the claim. Failure to provide such evidence will result in the SMJFL approving the Transfer.

Transfer Restrictions

- 8.11 No more than four Players from a particular age group shall be permitted to transfer from one SMJFL Participating Club to another SMJFL Participating Club in any particular year unless:
- Both SMJFL Participating Clubs agree in writing that the transfer of more than four Players can occur; and
 - The transfers are approved by the SMJFL CEO in their absolute discretion.
- 8.12 Any Participating Club deemed to have actively recruited or attempted to recruit any registered Player from another Participating Club shall be fined 500 penalty units per Player. Additionally, the Participating Club and any Officials involved in the poaching or attempted poaching may be dealt with by the Board under Rule 4 of the SMJFL Statement of Purpose & Rules.

Permits

- 8.13 Players registered with another affiliated AFL Victoria body (with whom the SMJFL has an Interchange Agreement) are permitted to play on Permit with Participant Clubs provided they complete and lodge the relevant form by logging into the Competition Management System and submitting a permit request which must then be approved by the CEO prior to that Player playing in a match with the SMJFL.
- 8.14 Other than the Under 17 ½ age group, no Participant Club shall be permitted to play more than five Players per age group on permit during any one season, unless there is a Composite Team MOU or a recognised local interchange agreement that has been approved by the CEO prior to playing in a match with the SMJFL.
- 8.15 A permit shall only be valid for the season in which it is approved.
- 8.16 Permits shall only be approved between teams which play their competition matches other than on a Sunday with teams which play their competition matches on a Sunday, except where Players wish to interchange between teams promoted by the same Participant Club in separate competitions controlled by the relevant AFL jurisdiction i.e. AFL Victoria. The CEO has discretion to approve permit requests that do not meet this requirement.
- 8.17 Permit Players who are suspended shall be required to serve the same suspension i.e. number of matches with each body or team with which the Player is registered.
- 8.18 Match Day Permits are only to be used for representative games and are not a substitute for a transfer.

9. TEAM UNIFORM

- 9.1 Each Participating Club's uniforms (jumpers, shorts, socks and wrist bands) shall bear the League Logo and must be supplied by the specified League licenced partner. All uniforms must be approved by the SMJFL. A Club that breaches this By-law shall be dealt with at the discretion of the CEO. Clubs shall obtain approval from the SMJFL before ordering any changed apparel, including clash uniforms as per By-law 9.3.
- 9.2 Players who wear undergarments (e.g. compression skins) either extending beyond the length of the playing jumper or below the line of the uniform shorts must wear such undergarments which are beige, black or the same colour as the shorts being worn.

Clash Uniform

- 9.3 Where teams from Participating Clubs having the same or similar uniforms and colours are fixtured to play each other, the away team shall wear an approved alternative uniform and colours for that match. If a suitable alternative strip is not available, the club of the away team must contact the opposition and the SMJFL to resolve the clash, by no later than 3 business days prior to the match.

Jumper

- 9.4 The teams of each Participating Club shall wear their registered Club jumpers, bearing the League Logo, at all games.
- 9.5 No Player will be permitted to compete in any Official League match without a number on the back of their jumper.
- 9.6 Each number shall be a whole number greater than zero with a maximum of three digits.
- 9.7 No two Players in the one team shall have the same number.
- 9.8 Where it is necessary for a Player to change jumpers during a match, the Field Umpire shall be notified of the change of jumper number. Such change must be recorded by the Umpire in the CMR comments section.

Shorts

- 9.9 Teams may wear either their approved home OR away shorts so long as they bear the League logo, at all games, and all Players from the same Team wear the same-coloured shorts.
- 9.10 Boys, Mixed and Girls' teams are permitted to wear home OR away shorts during away games, consistent with rule 9.9.

Socks

- 9.11 The League Logo and/or 'SMJFL' must be displayed on all approved playing socks and each Player shall wear the Club socks as registered with the League prior to the season.

Wrist Bands

- 9.12 Mid-Zone Players participating in age groups (that play in zones) will be required to wear a wrist band as per By-law 25.4, with the Official League Logo on it. The wrist band must be visible at all times and cannot be switched on the field during the course of play.

Gloves

- 9.13 Players are not permitted to wear gloves, including digital protective splints or otherwise, unless prior written approval has been given by the CEO. Such approval is at the absolute discretion of the CEO and may only be given where a medical certificate has been provided.

Stops

- 9.14 Stops in Players' boots must not have sharp edges. Aluminium or stainless-steel stops are prohibited.

Jewellery

- 9.15 Jewellery and/or body piercings of any nature are prohibited from being worn in any League game. Any such jewellery or body piercing must be removed completely. Taping over any such jewellery or body piercing is not permitted.

Fingernails

- 9.16 Players are required to keep their fingernails trimmed to avoid scratching and / or inflicting other injuries to other Players. Where necessary Players will be required to tape their fingernails.
- 9.17 Acrylic and Gel nails are permitted as long as they cannot be felt or seen over the top of the finger and that they are rounded and not sharp in any way.

Other Apparel Items

- 9.18 Other Protective Equipment such as helmets, mouthguards, shin guards and Breast protection may be worn consistent with the NCFPH Appendix 5 – Categories of Protective Equipment.
- 9.19 Players may wear sports specific prescription glasses that have been designed for use in contact sports e.g. shatter proof.
- 9.20 No apparel other than those listed in By-law 9 is permitted to be worn on field during the match, unless prior written approval has been given by the CEO.

- 9.21 A copy of the written approval for variations to on-field apparel is required to be viewed by the Field Umpire officiating on game day. This requirement is to be fulfilled for each game where approval is being sought.

League, Club and Sponsor Logos

- 9.22 All artwork for playing apparel must be submitted to the SMJFL for final approval prior to ordering. An application may be made by Clubs for logos outside of the below listed dimensions, which may be approved at the absolute discretion of the CEO.

Jumper

- 9.23 The League Logo (together with any League sponsors as directed from time to time by the League), measuring no more than 8cm x 8cm, must be displayed on the front right-hand chest of all team jumpers.
- 9.24 Club sponsors' logos, approved by the SMJFL, no larger than 8cm x 8cm may be displayed on the front left-hand chest of team jumpers, in line with the SMJFL logo.
- 9.25 Club sponsors' logos, approved by the SMJFL, no larger than 10cm high and 30cm wide may be displayed on the back of jumpers. Such logos must be located a minimum of 2cm below the Player number.

Shorts

- 9.26 The League Logo, measuring no more than 8cm x 8cm, must be displayed on the front right leg of team shorts.
- 9.27 The League Logo must be displayed on the bottom section of the side panels of all playing shorts.
- 9.28 Club sponsors' logos, approved by the SMJFL, no larger than 8cm x 8cm, may be displayed on the front and/or back left and/or right leg of approved team shorts.

Uniform Checks

- 9.29 Prior to the commencement of each match, the Umpires may conduct Checks, ensuring that the above Team Uniform Standards are met.

10. VENUE

Ground Set Up

- 10.1 The Team Manager of the home team is to ensure that the ground is properly marked with boundary lines, goal squares and centre circle. A centre square and arcs (appropriate to ground size) must also be marked (in accordance with the LOAF), except for Modified Rules Competitions.
- 10.2 The centre circle may be marked closer to the wing if the condition of the ground warrants it.
- 10.3 Grounds for Modified Rules Competitions must be prepared as per By-laws 25.2 and 25.3.
- 10.4 The Interchange Area, which shall be marked in accordance with the LOAF, shall be positioned between the designated Team Bench areas (which shall also be marked) and shall also be signified by line marking paint or two soft cones.
- 10.5 All goal and behind posts must be padded to a height of at least 2m.
- 10.6 The playing field boundary line must be at least 3m away from any potential obstacles (including perimeter fencing).
- 10.7 The home team shall provide an appropriate scoreboard and must ensure that it is in operation for the duration of the match, except in the instance where a scoreboard is not required.
- 10.8 The home team must provide a suitable stretcher and first aid kit at each ground being used. The stretcher and the first aid kit must be always easily accessible and visible.

Umpires' Room

- 10.9 Only the Umpires, Ground Managers, Umpire Escorts, Team Managers, SMJFL Officials and first aiders are permitted to enter the Umpires' room. A parent or guardian of an Umpire who is injured or is in distress shall be permitted to enter the Umpires' room and may remain for as long is necessary under the circumstances.

Team Bench

- 10.10 In addition to Players participating in the match, the following Team Officials are permitted in the Team Bench area during a football match:
 - Coach;
 - Assistant Coach;
 - Coach Development Program Coach;
 - Trainer; and
 - Runner.

- 10.11 No other person is permitted in the Team Bench area during the match. The Team Manager and Head Coach shall be responsible for ensuring compliance with this requirement.
- 10.12 Team Officials, Players and any equipment in the designated Team Bench area must not be within 1m of the boundary line at any time other than during the quarter time, half time and three-quarter time breaks. The Team Manager shall be responsible for ensuring compliance with this requirement.

Ground Condition

- 10.13 Prior to the first match played at a venue on any given day, the home Team Manager or Ground Manager must complete an inspection of the ground prior to commencement of play and the Ground Inspection Report completed via the prescribed online application.
- 10.14 Where both Team Managers of any match agree that a ground is unsafe to play on, attempts should be made to find a suitable alternative venue. Where possible, a decision should be made in consultation with SMJFL staff.
- 10.15 If no alternative venue is available, the match will not proceed at the fixtured day and time and may be rescheduled at the CEO's absolute discretion.
- 10.16 If the match is not rescheduled, the match will be deemed to be abandoned and each team shall be awarded two premiership points towards the calculation of their match ratio, with no adjustment to be made to the teams' cumulative total points for and against.

11. ADVERSE WEATHER CONDITIONS

- 11.1 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.
- 11.2 If 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.
- 11.3 Where play is unable to proceed in a home and away game, due to adverse weather conditions, for a period of time equal to one quarter, the game shall be cancelled, and the following will apply:
 - 11.3.1 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 two premiership points. The match score will be entered as 0-0.
 - 11.3.2 Where the game is cancelled in the third or fourth quarter, the team leading shall be considered the winner and the score recorded at the cessation of play shall be entered as the final score.
- 11.4 Where play is unable to proceed in a finals game due to adverse weather conditions, the following shall apply:
 - 11.4.1 Where the game is stopped before three quarter time, the game shall be considered abandoned and shall be replayed within seven days at a time and venue determined by the CEO in their absolute discretion.
 - 11.4.2 Where the game is stopped in the last quarter and a team is leading by 36 points or more the team leading will be considered the winner.
 - 11.4.3 Where the game is stopped in the last quarter and the margin is 35 points or less the game shall be considered abandoned and shall be replayed within seven days at a time and venue determined by the CEO in their absolute discretion.
 - 11.4.4 Notwithstanding, in finals games where the SMJFL has appointed a Match Manager (generally in Grand Finals), taking into consideration all available information (match schedule, facilities, etc.), the Match Manager may stop the clock for a period of time before deciding if the game is able to proceed.

12. MATCH FOOTBALLS

- 12.1 The home team must provide the Field Umpire with two footballs of the correct size and material and in good condition (as determined by the Field Umpire) no later than ten minutes before the commencement of a home and away match. The away team captain shall choose which of the two footballs is to be used for the match. The football that is not chosen for the match shall remain on the home team's bench and will be used as a back-up football where necessary.
- 12.2 Consistent with AFL Victoria's Junior Rules Program Handbook the correct size and material of footballs for age groups for the Home and Away season are as follows:

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

- 12.3 For the SMJFL Finals Series, the size and material of footballs stipulated in By-law 12.2 apply, with the exception of the following age groups:
- 12.3.1 Under 12 Girls and Under 11 Mixed will use size 3 Synthetic footballs.
- 12.3.2 Under 13 Girls and Under 12 Mixed will use size 3 Leather footballs.
- 12.4 For day matches, the footballs supplied must be red. If in the opinion of the Umpire, the light quality means that a yellow ball should be used, the home Club shall attempt to make a yellow ball available. For night matches, the footballs supplied must be yellow.
- 12.5 If a football becomes waterlogged this may be changed at half time.
- 12.6 Footballs for Preliminary and Grand Final matches shall be supplied by the SMJFL.
- 12.7 Each Club shall purchase all match balls from the specified SMJFL licensed partner through the SMJFL. Each match ball must be branded with the SMJFL logo and SMJFL ball sponsor(s) as determined from time to time by the League. Any Club which breaches this By-law will be dealt with at the discretion of the CEO.

13. FIXTURES

Date and Time of Matches

- 13.1 All football matches shall be played on the date and time and at the venue determined by the CEO.
- 13.2 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 12:00pm five business days prior to the match. Such requests must be submitted with the prior written agreement of any impacted Clubs and shall be dealt with by the CEO in their absolute discretion.
- 13.3 The CEO 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 as soon as practical.
- 13.4 For the avoidance of uncertainty, the time and/or venue of any football match may be changed in accordance with By-law 13.2 or 13.3, whether or not both teams participating in that match agree to the change.

Duration of Football Matches

- 13.5 The duration and breaks between quarters of football matches are as follows:

Age Group	Match Duration	Break Duration (Minutes)		
		¼ Time	½ Time	¾ Time
Under 8, 9 and 10 Girls	10 minute quarters	3	6	3
Under 11, 12, 13 and 14 Girls	15 minute quarters	3	8	5
Under 15 and 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 and 10 Mixed	12 minute quarters	3	6	3
Under 11 to 14 Mixed	15 minute quarters	3	8	5
Under 15 to 17 ½ Boys	20 minute quarters	3	10	5

- 13.6 The Timekeeper(s) shall stop the clock during play as directed by a Field Umpire, in the case of:
- a head count (By-laws 16.1 to 16.4), or
 - in accordance with any injury stopped game (By-laws 13.10, 13.11 and 13.12), or
 - in accordance with any adverse weather stopped Finals game (By-law 11.4).
- 13.7 The Timekeepers must sound a warning siren one minute prior to the conclusion of the quarter time and three-quarter time breaks and three minutes prior to the conclusion of the ½ time break.

- 13.8 Subject to any health directive issued by the SMJFL, Players are encouraged to shake hands with the opposition team and offer three cheers to the Umpires at the end of the match.
- 13.9 At the conclusion of all matches other than the final match of the day at a particular venue, all Players, Officials and supporters must exit the ground without undue delay, to enable the teams participating in the next match to access the ground. The singing of Club songs shall only take place in the Clubrooms (or away from the opposition team if no Clubrooms are provided) and must not occur on the ground. Any Club that breaches this By-law shall be dealt with at the discretion of the CEO.

Injury Stopped Game

- 13.10 Where play is unable to proceed in a home and away game for a period of time equal to one quarter of game time due to an injury occurring on the ground which requires (on the advice of a trainer 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: The SMJFL shall be notified as soon as possible.
- 13.10.1 Where there is an alternate ground at the same venue immediately available, and which is in suitable condition (as agreed by both Team Managers), the game should be moved, and play continued from the point at which the game was stopped (as directed by the Field Umpire and noted by the timekeepers).
- 13.10.2 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 two premiership points, with no adjustment to be made to the teams' cumulative total points for or against;
 - Where the game is stopped in the third or fourth quarter, the team leading shall be considered the winner and the score recorded at the cessation of play entered as the final score.
- 13.10.3 If the Participating Club of either team is not satisfied with the outcome, it may appeal by lodging a written complaint with the CEO no later than 6.00pm on the first business day following the match. The CEO may, in their absolute discretion, act on the complaint in such manner as he or she thinks fit.
- 13.11 Where play is unable to proceed in a Finals game for a period of time equal to one quarter due to an injury occurring on the ground which requires (on the advice of a trainer or other medical personnel) that the injured person should not be removed until an ambulance arrives and where no alternate venue is immediately available, the following shall occur:
- 13.11.1 Where the game is stopped before three quarter time the game shall be considered abandoned and shall be replayed within seven days at a time and venue determined by the CEO in their absolute discretion.
- 13.11.2 Where the game is stopped in the last quarter and a team is leading by 36 points or more the team leading will be considered the winner.

13.11.3 Where the game is stopped in the last quarter and the margin is 35 points or less the game shall be considered abandoned and shall be replayed within seven days at a time and venue determined by the CEO in their absolute discretion.

13.11.4 Notwithstanding, where the SMJFL has appointed a Match Manager (generally in Finals), taking into consideration all available information (match schedule, facilities, etc.), the Match Manager may stop the clock for a period of time before deciding if the game is able to proceed.

13.12 Where play is unable to proceed in a Lightning Carnival game for a period of time equal to one half, due to an injury occurring on the ground which requires (on the advice of a trainer or other medical personnel) that the injured person should not be removed from the ground until an ambulance arrives, the game shall be considered abandoned, and each team shall be awarded a draw (where applicable). The game will not be replayed.

14. NUMBER OF PLAYERS

- 14.1 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 8, 9 and 10 Girls	9	12	No limit
Under 11 Girls	9	12	No limit
Under 12, 13, 14 Girls	12	16	No limit
Under 15, 16 and 18 Girls	14	16	No limit
Under 8, 9 and 10 Mixed	14	18	No limit
Under 11, 12, 13 and 14 Mixed	14	18	24 (no limit in finals)
Under 15, 16 and 17 ½ Boys	14	18	24 (no limit in finals)

- 14.2 Player Numbers in Non-Modified Rules Competitions

Where a team has the minimum number of Players to start a match but not a full team, the team with the numerical advantage must only play with a maximum of one more Player on the field, up to the maximum Player numbers eligible as listed in the Table at SMJFL Bylaw 14.1. Note: By-law 14.2 does not apply to Finals matches.

- 14.3 Player Numbers in Modified Rules Competitions

Where a team has the minimum number of Players to start a match but not a full team, both teams must play with an equal number of Players on the field.

Note: Modified Rules Competitions do not play Finals.

Clubs may loan players in modified competitions only. The number of players on the field must be equal for both sides.

- 14.4 A breach of this By-law may result in the offending team forfeiting the relevant match.

15. FORFEITED MATCHES

- 15.1 Where a team has fewer than the minimum number of Players (as per By-law 14.1) the opposing team shall be awarded a “forfeit”.
- 15.2 A team shall have deemed to have forfeited based on lateness, if by the prescribed start time, said team has not presented to the field of play within 10 minutes of the scheduled start time.
- 15.3 If a forfeit occurs under By-law 15.2 and where a team arrives late a “friendly” match may then be played between the teams, provided that the Field Umpire is made aware that the Official match has been forfeited. The appointed Field Umpire(s) shall officiate the “friendly” match, unless otherwise agreed by the Field Umpire(s). The friendly match is to be played in accordance with these By-laws.
- 15.4 The Competition Management System must note that the match has been forfeited.
- 15.5 When a forfeit occurs, the non-forfeiting team will record a 60-0 win and be awarded four premiership points.
- 15.6 No SMJFL Best and Fairest votes shall be awarded in a “friendly” match.
- 15.7 Teams awarded a “forfeit” shall be entitled to lodge an Official team sheet on the Competition Management System. For a game forfeited on match days, only those Players that had been listed as playing on the Official team sheet at the start of the nominated match time shall be included on the Competition Management System and will have the match count towards Finals eligibility. For a game forfeited before match day, all Players included on the Competition Match System will have the match count towards Finals eligibility. Note: the number of eligible Players in forfeited teams shall be capped at 24 Players when contributing to Finals qualifications.
- 15.8 Any Team giving a forfeit shall be responsible via their Club Secretary for notifying the opposition team and the SMJFL via the prescribed process by two (2) business days prior to the scheduled start of the match.
- 15.9 Teams forfeiting within two (2) business days of the date of the scheduled match shall advise the Club Secretary, the opposition Club Secretary and SMJFL Match Day Number by telephone in addition to via the prescribed form.
- 15.10 Teams or Clubs giving a forfeit are subject to penalties as per Appendix 3 – Fines.

16. HEAD COUNT

- 16.1 A Team Captain may at any time during play in a match approach a Field Umpire to 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. Players cannot leave the ground once a head count has been called.
- 16.2 The Timekeepers are to note the score on the score card at the time of the head count.
- 16.3 If a team is found to have an excess of Players on the field the Field Umpire must instruct the Goal Umpires and timekeepers to deduct the points scored by that team during the quarter in which they are found to have had excess Players on the ground. The opposition team will be awarded a free kick and a 25m penalty upon recommencement of the match.
- 16.4 Where a request for a head count is considered by the CEO to have been frivolous, the Participating Club of the team that called for the head count may be sanctioned, at the absolute discretion of the CEO.

17. PLAYER INTERCHANGE

- 17.1 The 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.

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.

- 17.2 Despite By-law 17.1, 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. If a Player who is injured leaves the ground at any place other than through the Interchange Area, that Player can return onto the ground via the Interchange Area only if the trainer has assessed the Player and deems the Player fit to take the field.
- 17.3 Monitoring the interchange of Players is the responsibility of the Umpire Escort. 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 exclusion time commences upon arrival at the Timekeepers' area by the Team Manager.

18. CONCUSSION

- 18.1 Participating Clubs shall comply with [concussion protocols](#) issued from time to time by the League.
- 18.2 If a Player is deemed to be concussed on match day or at training, they shall not return to the field of play or training as per the concussion protocols and, in addition, following receipt of a doctor's certificate indicating they are fit to resume play and/or training.

19. BLOOD RULE

- 19.1 Upon a Player being noticed by a Field Umpire to have blood on them, the Player must leave the ground immediately via the designated Interchange Area to be attended to and may be immediately replaced with an interchange Player. Once the bleeding has stopped and all blood cleansed or covered (including on any part of the Player's uniform), the Player may be interchanged back onto the ground. For clarity, the clock is not stopped due to the application of this By-law.
- 19.2 This rule applies to all persons entitled to be on the ground during game times.
- 19.3 Trainers must wear gloves when attending to bleeding Players, and all blood infected materials must be bagged separately and disposed of in an appropriate manner.

20. TEAM AND MATCH OFFICIALS

Team Officials' Roles

- 20.1 Participating Clubs shall ensure that Team Officials are fully conversant with and comply with these By-laws. All Team and Match Officials who are 18 years of age and above must hold a valid Victorian Working With Children Check (WWCC) prior to commencing any role. If a Team or Match Official turns 18 years of age during the season they must obtain a Working With Children Check before undertaking or continuing in an SMJFL related role. Failure to comply will result in the Participating Club being fined as per Appendix 3 – Fines.
- 20.2 Each Participating Club must for each match appoint the following:
- A Coach;
 - A Team Manager;
 - A Trainer; and
 - An Umpire Escort.
- 20.3 Each Participating Club may for each match appoint the following:
- An Assistant Coach;
 - A Coach Development Program Coach;
 - A Runner; and
 - A Water Carrier/s (except in Modified Rules where Water Carriers are not allowed).

Coach

- 20.4 It shall be the responsibility of the Head Coach to maintain appropriate team, Team Official and Match Official behaviours and to instruct the Players and Officials to always act within the rules and spirit of the game.
- 20.5 All Coaches and Assistant Coaches must comply with the SMJFL Coaching Accreditation Policy. Failure to do so will result in the Participating Club being fined as per Appendix 3.
- 20.6 All Coaches must uphold the [AFL Coach's 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.
- 20.7 Coaches are not permitted to enter the field of play while any match is in progress and must always remain in the designated Team Bench area, other than during the quarter time, half time and three-quarter time breaks.
- 20.8 An SMJFL Team Coach or Assistant Coach is not permitted to coach at NGA/ STK Academy Interleague or in a Development Program in the same age group and gender of which they are already a Club Team Coach or Assistant Coach, unless at the absolute discretion of the SMJFL CEO.

Team Manager

- 20.9 Team Managers must comply with the SMJFL By-laws as well as their responsibilities as set out in the [SMJFL Team Managers' Handbook](#) which is available on the SMJFL website.
- 20.10 The Team Manager shall be responsible for addressing issues involving the behaviour of their team's spectators towards the Umpires, Players and other spectators.
- 20.11 Team Managers must always have access to the SMJFL Team Managers Handbook and these By-laws while carrying out their duties.

Runner

- 20.12 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.
- 20.13 Runners may deliver a message to a maximum of two Players before leaving the playing field and must leave the playing field immediately after the messages have been delivered.
- 20.14 Runners must not coach, barrack or in any way deliberately obstruct play or interfere with a Player or Official from the opposing team.
- 20.15 A Field Umpire may order from the field and report any Runner who is in breach of these By-laws or who is deemed to have spent excessive time on field, as determined by the Umpire(s). Any Runner ordered from the field may be replaced.

Trainer

- 20.16 As per the [Sports Trainers in Community Football Policy](#), all Participating Clubs must appoint a minimum of one Trainer per team who holds a minimum qualification of Provide First Aid with an up to date CPR component.
- 20.17 It is recommended that a Venue Trainer is present at all matches. If there is no Venue Trainer with Emergency Response Coordinator (ERC) or [AFL First Aid and Concussion Management](#) qualifications present, the home team Trainer for Under 13 and above age groups must also have completed one of these two qualifications.
- 20.18 A Trainer appointed under By-law 20.16 must be present for the duration of all games in which the Trainer's team participates.
- 20.19 Each team must provide one first aid kit (including ice) for use by their team Trainer(s).
- 20.20 Medical Practitioners can act as a Trainer provided, they are in a current clinical practice, are registered with the AHPRA and hold a current CPR qualification.
- 20.21 If a Player is injured, a Venue Trainer or a second or third Trainer may enter the field of play. Only one Trainer is permitted on the Team Bench. Any additional Trainers must be stationed off the field (outside the fence) and must be wearing the appropriate SMJFL bib.

Coach Development Program (CDP) Coach

- 20.22 Male CDP coaches must be 14 – 18 years old and female CDP coaches must be 14 years or older (no maximum age limit).
- 20.23 All CDP Coaches must 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.
- 20.24 CDP Coaches are not permitted to enter the field of play while any match is in progress and must always remain in the designated Team Bench area, other than during the quarter time, half time and three-quarter time breaks.
- 20.25 If the Head Coach gets reported during the match, the CDP Coach cannot assume the role of Coach.

Water Carrier(s)

- 20.26 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.
- 20.27 Water Carriers must comply with any health directive issued from time to time by the League.
- 20.28 One Water Carrier is permitted to enter the field of play to deliver water to Players in the Under 11 and Under 12 competitions. Two Water Carriers are permitted to enter the field of play to deliver water to Players in the Under 13 and above competitions.
- 20.29 Water Carriers are only permitted to carry plastic water bottles and water bottle carriers on to the field of play. Metal and glass bottles are not permitted on the field of play.
- 20.30 A Water Carrier 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 in the centre of the ground after a goal has been scored.
- 20.31 Where a Player having a set shot for goal misses the goal, all Water Carriers must immediately leave playing field.
- 20.32 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 15m of the Team Bench; and
 - Are not permitted to pass messages or give instructions to Players or disrupt play.

20.33 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.

Match Officials' Roles

20.34 Each team for every match shall provide a:

- Field Umpire (Modified Rules games only)
- Goal Umpire (except where provided by the SMJFL Umpiring Department)
- Boundary Umpire (except where provided by the SMJFL Umpiring Department)
- Timekeeper; and
- Umpires' Escort.

The home team shall also supply a Scoreboard Attendant, if required.

Goal Umpire

20.35 Where Goal Umpires are not provided by the SMJFL Umpiring Department, each team participating in a match 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.

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

20.37 Each Goal Umpire shall be responsible for keeping score. 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.

20.38 Only in the case of a disagreement on scores by the Goal Umpires shall the score recorded on the Official Timekeepers' card be regarded as correct. The scoreboard shall be immediately changed to reflect the correct score.

20.39 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.

20.40 Field Umpires may overrule a decision by a Goal Umpire.

20.41 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 immediately replaced. Club appointed Goal Umpires are not permitted to lay a Report but should submit any Complaints via the Club Secretary after the match.

Boundary Umpire

- 20.42 Boundary Umpires must not be provided for Modified Rules.
- 20.43 Where Boundary Umpires are not provided by the SMJFL Umpiring Department, each team participating in a match must provide a boundary Umpire (or two if preferred) 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.
- 20.44 When a Club provides a Boundary Umpire, in any Age Group, any time the ball crosses the line the Boundary Umpire will signal the Field Umpire with a whistle and arm straight up that the ball is out of bounds. Boundary Umpires are not required to throw the ball in, as the Field Umpire will conduct a ball up 10m inside the field of play adjacent to where the ball crossed the boundary line.
- 20.45 In Finals Series', where in younger Age Groups, the SMJFL DOES provide a Boundary Umpire(s) despite not doing so during the Home and Away Season, any time the ball crosses the boundary line the Boundary Umpire will signal the Field Umpire with a whistle and arm straight up that the ball is out of bounds as per 20.44 and the Boundary Umpire(s) SHALL NOT throw the ball in, as the Field Umpire will conduct a ball up 10m inside the field of play adjacent to where the ball crossed the boundary line.
- 20.46 Clubs may supply two Boundary Umpires (on one side) if they are both correctly attired.
- 20.47 The Boundary Umpires must be familiar with the correct procedures to ensure the proper conduct of the match.
- 20.48 Field Umpires may overrule a decision by a Boundary Umpire.
- 20.49 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 immediately replaced.
- 20.50 Team appointed Boundary Umpires are not permitted to lay a Report but should submit any Complaints via the Club Secretary after the match.

Umpire Escort

- 20.51 Umpire Escorts must be at least 18 years of age.
- 20.52 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 Umpire Escort shall remain outside the Umpires' room during half time. The Umpire Escort must remain with the Umpires until all SMJFL paperwork has been finalised.
- 20.53 During the first and third quarter breaks, the Umpire Escorts must remain with the Umpires and provide drinks for them.
- 20.54 During play the Umpire Escorts shall act as Interchange Stewards to ensure that Players enter and exit the ground via the designated Interchange Area. The Umpire

Escort may stand immediately inside the fence near the Interchange Area.

Timekeeper

- 20.55 A 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.
- 20.56 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.
- 20.57 The Timekeepers shall progressively record the scores on the front of the Official Timekeepers card and shall note the timing of the issuance of any yellow and red cards. At the conclusion of the football match the Timekeeper(s) shall sign the Official Timekeepers card.
- 20.58 Participating Clubs shall ensure that the Timekeepers are aware of the provisions in these By-laws concerning the length of quarters, the length of intervals, time stopped games and yellow and red cards.
- 20.59 The Timekeepers must sound a warning siren five minutes prior to the start of the game, one minute prior to the conclusion of the quarter time and three-quarter time breaks and three minutes prior to the conclusion of the half-time break.

Scoreboard Attendant

- 20.60 The home team shall provide a Scoreboard Attendant, except during Modified Rules formatted fixtures, who must ensure that the scoreboard is up to date at all times during a match. Note: the Timekeeper may act as Scoreboard Attendant where an electronic scoreboard is engaged.
- 20.61 Scoreboard Attendants 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.

Club Umpires (Modified Rules)

- 20.62 In all Modified Rules Competitions each Participating Club shall supply one volunteer to co-Umpire the games (two Umpires in total). The Club Umpire must be at least 18 years of age and must have completed the required SMJFL training.
- 20.63 The home team shall be responsible for submitting the Competition Match Report.

Club Umpires (Other Competitions)

- 20.64 When an SMJFL Field Umpire is not appointed or fails to arrive at a particular game, each team shall appoint one person to act as Umpire.
- 20.65 Both Club Umpires shall officiate the match together.
- 20.66 Both Club Umpires shall jointly award SMJFL Best and Fairest votes for the game.
- 20.67 The home team shall be responsible for submitting the Competition Match Report Form and SMJFL Best and Fairest votes online.

Team and Match Officials' Attire

20.68 The following SMJFL approved bibs and attire shall be provided by Participating Clubs and must be worn (and be always visible) by Team and Match Officials during a football match:

Role	Colour
Ground Manager (Optional)	Pink
Team Manager	Grey
Coach	Red
Assistant Coach	Green
Trainer	White
Runner	Yellow
Coach Development Program Coach	Maroon
Water Carrier	Light blue
Umpire Escort	Orange
Club Umpires	Florescent yellow (shirt)
Boundary Umpires	White
Goal Umpires	White (coat)

20.69 Team and Match Officials must wear enclosed shoes.

Failure to Provide Team or Match Officials

20.70 A Participating Club who fails to provide any of the required Team or Match Officials shall be dealt with at the discretion of the CEO.

Team and Match Officials' Behaviour

20.71 Under no circumstances are Team or Match Officials to abuse, threaten or intimidate Umpires (including umpiring department staff), Players, Officials or spectators.

20.72 No person other than an Umpire Escort or Team Manager is to approach the Field and Boundary Umpires (including Umpire Department staff) at any time. The Umpire Escort or Team Manager may only do so for matters not relating to the manner in which the game is being officiated.

21. MATCH DAY PAPERWORK

Team Sheets

- 21.1 Prior to the start of the season all teams must provide a hard copy of their Sample Signature Team Sheet to their respective Club Secretary, and this is to be kept on file until at least 4 weeks after the conclusion of the current year's season, and must be made available to the SMJFL on request.
- 21.2 The names and numbers of all Players taking part in a match for a particular team must be entered on the Official SMJFL Team Sheet in the Competition Management System.
- 21.3 Team Sheets must include the names of all Officials.
- 21.4 Any Player that has been granted a permit or exemption to play in any game (where they would otherwise be ineligible) will have their permit identified on the Team Sheet. Note: this is a PlayHQ function.
- 21.5 If a Player fails to attend and/or take the field at any point during the match they must be removed from the the match's team sheet. The team sheet may be amended up until 9pm on the day of the match.
- 21.6 All team sheet information must be entered into the Competition Management System by the stipulated timeline in By-law 22.1.
- 21.7 Printed Team Sheets are not required to be exchanged with the Opposition.

Goal Umpire and Timekeeper Cards

- 21.8 Each team must provide their own Goal Umpire and Timekeepers with one Official Scorecard each. All information, including the name and age group of the teams playing must be placed on top of the Scorecards.
- 21.9 At the conclusion of a match, the Timekeepers and Goal Umpires must all sign the Official Scorecards. Only in the case of a disagreement on scores by the Goal Umpires will the Timekeeper cards be regarded as correct.
- 21.10 At the conclusion of the match, each Team Manager must collect their own Official Scorecards to be kept on file until at least 4 weeks after the conclusion of the current year's season and must be made available to the SMJFL on request.
- 21.11 In Modified Rules Matches Clubs are not to provide scorecards. Scores may be kept by the Team Manager on their Team Sheet and must be kept on file until at least 4 weeks after the conclusion of the current year's season and must be made available to the SMJFL on request.

Ground Inspection Report

- 21.12 Prior to the first match played at a venue on any given day, the home Team Manager or Ground Manager must complete an inspection of the ground prior to commencement of play and the Ground Inspection Report completed via the prescribed online application.

Competition Match Reports

- 21.13 The SMJFL Competition Match Report (CMR) Form will be completed by the Umpire(s) via the OfficialsHQ platform for all competitions except Modified Rules Matches where Club Volunteer Umpires will use hard copies of the CMR. Hard copies of CMR forms will be provided to Clubs by the SMJFL and should be kept at all venues.
- 21.14 In Modified Rules Matches, prior to the commencement of the match, the Team Manager of the home team shall provide the Field Umpires with an SMJFL Competition Match Report Form.
- 21.15 At the conclusion of the match, the Umpires shall complete the Competition Match Report via the OfficialsHQ platform and seek acknowledgment from respective Team Managers. At completion of the CMR both Team Managers must provide the Umpires with their full names in lieu of signatures. If there is a dispute as to the contents of the Competition Match Report, Team Managers may submit a dispute to the SMJFL consistent with SMJFL By-law 29.
- 21.16 Distribution of Competition Match Report Form for Modified Rules Matches is as follows:

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

- 21.17 If an SMJFL Umpire is not appointed, it is the responsibility of the Club appointed Umpires to complete the Competition Match Report Form (including the allocation of votes, except in the case of Modified Rules formatted fixtures) and submit it via specified link on the SMJFL website.

Player/Official Report Forms

- 21.18 At the conclusion of the match, the Umpires shall complete the Player/Official Report Form via the OfficialsHQ platform and seek acknowledgment from respective Team Managers. At completion of the Player/Official Report Form both Team Managers must provide the Umpires with their full names in lieu of signatures.
- 21.19 If the Player/Official Report Form is unavailable via technology, the Field Umpire may use hard copies of the Player/Official Report Form to write down the details of the report.
- 21.20 The SMJFL Player/Official Report Form will be completed by the Umpire(s) via the OfficialsHQ platform for all competitions except Modified Rules Matches where Club Volunteer Umpires will use hard copies of the Player/Official Report Form. Hard copies of Player/Official Report Forms will be provided by the SMJFL and should be kept at all venues.

- 21.21 Any Reports by an Umpire must be lodged with the SMJFL by 9:00pm on the day that the match is played and may be withdrawn by the Umpire who made the Report at any time prior to the commencement of the Tribunal hearing.
- 21.22 It shall be the SMJFL's duty to provide copies via email of the completed Player/Official Report Form to the Club Incident Officers as soon as practicable after the conclusion of the match via email. Emails will include a "Delivery Receipt".
- 21.23 The Team Manager shall inform the Club Secretary and Club Incident Officer that a Report has been laid. Refer to By-law 31 for further information on Set Penalties and By-law 32 for further information on Investigations and Tribunal hearings.
- 21.24 Distribution of Player/Official Report Form for Modified Rules Matches is as follows:

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

22. RESULTS ENTRY

22.1 The following details the requirements for results to be entered in the Competition Management System by competing Clubs for the various competitions:

22.1.1 Modified Rules:

Item	Required	Timeline	Notes
Full time scores	Yes	9pm on the day of the match	Will not be displayed on League's website
Update Line Up in Team Sheet	Yes	Prior to Game Start Time	Make sure all Players who will play are entered. Remove Players who will not play
Dispute Published Results	No	12:00pm on the first business day following the match	
Dispute Team Sheet	No	12:00pm on the second business day following the match	Clubs must notify the SMJFL if opposition's online Team Sheet does not reflect the team who took the field
Best Players	No		Do not enter this information
Goal kickers	No		Do not enter this information

22.1.2 All Other Competitions

Item	Required	Timeline	Notes
Quarter by quarter scores	Yes	9pm on the day of the match	
Update Line Up in Team Sheet	Yes	Prior to Game Start Time	Make sure all Players who will play are entered. Remove Players who will not play
Dispute Published Result	No	12:00pm on the first business day following the match	
Dispute Team sheet	No	12:00pm on the second business day following the match	Clubs must notify the SMJFL if opposition's online Team Sheet does not reflect the team who took the field

Best Players	No		May be entered
Goal kickers	No		May be entered

23. PREMIERSHIP LADDERS

- 23.1 No premiership ladders shall be maintained for Modified Rules Competitions.
- 23.2 A premiership ladder shall be maintained during the home and away season for all other competitions.
- 23.3 In home and away matches, four points will be allotted for a win, four points for a team in whose favour a forfeit is ruled, two points for both teams in a draw or an abandoned game that isn't rescheduled and zero points for a loss or for the forfeiting team.
- 23.4 Ladders will be reset for all competitions affected by re-gradings (any teams in or out). Teams in all of these competitions will start following round with zero points and no percentage.
- 23.5 In all competitions the League shall prepare a match ratio which reflects the number of premiership points accumulated by each team against the number of matches played by each team. The match ratio shall be used as the primary determining factor to rank teams on the premiership table.
- 23.6 If more than one team have the same match ratio, the second determining factor shall be for and against points ratio during the season. The team with the highest percentage (total points scored compared to total points against) shall finish higher on the ladder.

Mercy Rule

- 23.7 The official winning margin in Under 11 to Under 13 Mixed / Girls matches shall be no more than 60 points. Where the actual winning margin is greater than 60 points, the CEO shall ensure that the winning team's score is reduced so that the official margin is 60 points, and the adjusted score shall be used for the ladder percentage calculations.
- 23.8 Scoreboards should reflect the mercy rule at the end of each quarter. Teams who do not abide by this rule will be dealt with at the discretion of the CEO.
- 23.9 True results of matches where the Mercy Rule is applied, must not be published by the Club in any form e.g. website, social media or local newspaper. Any Club breaching this By-law will be fined as per Appendix 3 – Fines.

Withdrawal of Team During Home and Away Season

- 23.10 Where a team is withdrawn from the competition after the commencement of Round 5 matches, and prior to having played all other teams in their division on at least one occasion, the CEO shall adjust the ladder in that division to the effect that all matches involving that team shall be deemed to have been byes.

24. FINALS SERIES

- 24.1 A Finals series shall be conducted in all other competitions and shall be conducted in such manner as is decided by the CEO from time to time.
- 24.2 All Finals matches shall be played at such grounds as the CEO shall determine.
- 24.3 Where possible all Umpires for Finals matches shall be appointed by the Umpiring Department.
- 24.4 Despite By-law 14.1, no limit shall apply to the number of Players on the interchange bench in Finals matches, provided they have met the eligibility criteria
- 24.5 The team that finished higher on the ladder at the end of the home and away season will be considered the “home” team for Semi and Preliminary Finals. The team that wins Semi Final 2 shall be considered the “home” team for the Grand Final.
- 24.6 By-law 44, Appendix 4 – Player Movement & Finals eligibility Policy sets out the parameters for Player eligibility for Finals matches.
- 24.7 In a Finals match where scores are tied at the end of the match (as confirmed by the Goal Umpires in accordance with By-law 20.37), the following shall apply:
- The senior Field Umpire shall be informed by the Ground Manager;
 - Two further halves of five minutes with no “time on” shall then be played, with the teams changing ends at the conclusion of the first five-minute half; and
 - Only the Runner is allowed onto the field whilst the teams change ends.
- 24.8 Should the scores remain tied at the end of the two five-minute halves, the process shall be repeated until such time as there is a winner.

25. RULE VARIATIONS

- 25.1 Rule variations are as per the [Rule Variation Matrix](#) available on the SMJFL website.

Zones – Ground Set Up

- 25.2 Ideally, grounds should be set up in accordance with the Rule Variation Matrix in By-law 25.1. Where a ground is larger than these dimensions it should be reduced either by line marking or cones/markers. Any Participating Club wishing to vary the ground size must receive prior written approval from the CEO.
- 25.3 Temporary goal posts may be used to aid in reducing ground size. Such posts must have a plastic or rubber base and no metal or sharp objects. Temporary goal posts do not need padding if they are flexible.
- 25.4 Players are positioned in three zones with equal numbers to prevent congestion around the ball. Field Umpires should encourage Players to stay in their correct positions. Players from centre (mid) zone are required to wear different coloured SMJFL wrist bands as per the following, unless the League issues a health directive to the contrary:

Position	First Named Team	Second Named Team
Forward	N/A	N/A
Centre (Mid-Zone)	Any one colour	Any one colour
Back	N/A	N/A

Transition of Ball

25.5 When the 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 result in a free kick awarded to the opposition team at the point at which the ball entered the forward zone.

Out of Bounds

25.6 When the ball is kicked out of bounds (regardless of whether it bounced before being out of bounds) a free kick is awarded against the Player who last kicked the ball. This free kick will be taken by the closest Player to where the ball went out of play.

25.7 If there is any doubt, or if the ball came off hands or a body, the Umpire shall call a ball-up 5m in from the boundary.

Gaining Possession

25.8 A Player's prime objective should be to gain possession of the ball (eyes on the ball).

25.9 'Running with' the Player rather than 'running at' the Player must be the intention. Any deliberate contact or contact to the back is strictly prohibited, other than in the process of completing a Modified Tackle.

25.10 Once the ball is possessed, an opposition Player may apply a Modified Tackle.

Scoring

25.11 Any Player not designated as a 'forward' who scores will be deemed to be breaching the zones and the score will not be awarded. A free kick will be awarded to the opposition and shall be taken from the goal square.

Results/Scoreboards

25.12 No scoreboards are to be displayed during games. Results (including goal kickers and best Players) must not be published by the Club in any form e.g. website, social media or local newspaper. Any Club breaching this By-law will be fined as per Appendix 3 – Fines.

Modified Tackle

- 25.13 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.
- 25.14 The tackle may be from either side or from behind, providing the tackle from behind does not thrust the Player with the ball forward (i.e. push him or her in the back), otherwise a free kick will be awarded.
- 25.15 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 Field Umpire feels the Player drops to the ground to receive a free kick, they will be penalised for holding the ball.
- 25.16 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. If he or she fails to do so, a free kick shall be awarded to the tackler for holding the ball.
- 25.17 The Field Umpire shall conduct a ball-up when the Player with the ball has it held to the body by an opponent, unless the Player has had a reasonable time to dispose of it prior to being tackled. In that case, a free kick shall be awarded to the tackler for holding the ball.
- 25.18 The Field Umpire shall allow play to continue if the ball is knocked out of a Player's hands by an opponent in the process of applying the wrap-around tackle.
- 25.19 A Player, who is held by an opponent when not in possession of the ball, shall be awarded a free kick.
- 25.20 No Player shall be deliberately dumped or thrown to the ground by a tackle, otherwise a free kick will be awarded.
- 25.21 There is strictly:
- No knocking the ball out of an opponent's hands
 - No pushing the Player in the side
 - No stealing the ball from another Player
 - No bumping an opponent; and
 - No slinging, pulling or otherwise applying force when 'holding' a Player.
- Otherwise a free kick will be awarded.

Ball Ups

- 25.22 Field ball ups are contested by two Players of equal size selected by the Field Umpire. Before the ball-up, the Field Umpire shall clear the area by sending Players back to their positions.
- 25.23 A free kick will be awarded for non-compliance. Field Umpires shall 'coach' the Players to clear the immediate area.

Smothering

25.24 Deliberate smothering is not permitted, and a free kick will be awarded to the nearest opponent. However, when smothering is considered incidental (e.g. the ball is kicked into the person on the mark), play will continue.

Barging

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

Shepherding

25.26 Shepherding is not permitted. A free kick shall be awarded to the nearest opponent.

Distance Run and Bouncing the Ball

25.27 A Player running with the ball must bounce it within 10m. Only one bounce is permitted.

Kicking off the Ground

25.28 A Player is not permitted to deliberately kick the ball off the ground. A free kick shall be awarded to the nearest opponent when this occurs.

Interchange/Game Time

25.29 Interchange may take place at any time. All Players must play at least half a game, but it is strongly recommended that each Player play at least three quarters of the match where possible. Players should be rotated every quarter to provide opportunities in several positions, e.g. Players to change from one zone to another, or interchange on/off the field. Coaches should aim to equalise the teams and opponents as much as possible (match sizes, abilities, etc.).

Officials on the Ground

25.30 The only Officials allowed on the ground during modified rules matches are the Trainer, Runner and Umpire. Coaches must remain in the designated Team Bench Area.

Water Carrier/s

25.31 Water Carriers are not permitted in Modified Rules competitions.

26. UMPIRES

Appointment of Umpires

- 26.1 In all Modified Rules Competitions each Participating Club shall supply one volunteer to co-Umpire the games (two Umpires in total). The Club Umpire must have completed the required SMJFL training and, unless otherwise approved by the CEO, be at least 18 years old.
- 26.2 In all other competitions two Field Umpires and Boundary Umpires shall be appointed by the SMJFL where possible. In Finals matches the SMJFL shall also appoint Goal Umpires and Boundary Umpires where possible.
- 26.2.1 Upon registration, all Umpires must disclose any potential conflicts of interest for example, Home Club, If Player which Age Group and Division etc.
- 26.2.2 Umpires that have a conflict of interest for a particular match may not be appointed to that match.

Umpire Behaviour/Performance

- 26.3 All Umpires are required to sign and abide by the Umpires' Code of Conduct. Any breaches will be dealt with by the SMJFL who may refer any matter to the Tribunal.
- 26.4 Any feedback by Participating Clubs regarding Umpire behaviour or performance must be submitted via the prescribed online form.

Availability of Umpires

- 26.5 All Umpires must be at the ground at least thirty minutes before the official starting time of the match and must be on the field correctly attired at least five minutes before such starting time.
- 26.6 The SMJFL will endeavour to appoint two Field Umpires to each match. If only one Field Umpire is appointed, it is not a requirement of the Clubs to appoint a second Field Umpire. However, the home Club shall provide a Field Umpire if the League appointed Umpire requests assistance.
- 26.7 Where a Field Umpire is absent or unable to complete a match and another member of the current SMJFL Umpiring Department is not available, the teams involved may agree to appoint a substitute Field Umpire or Field Umpires who shall:
- Officiate for the match;
 - Have the power to lodge a Report against a Player or Team Official; and
 - Award SMJFL Best and Fairest votes for the match.
- 26.8 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.
- 26.9 A team Head Coach is not permitted to act as a Field Umpire.

Match Abandonment

- 26.10 If an Umpire abandons a game due to concerns for their safety, the CEO will determine the result of the match and investigate at their absolute discretion.

27. SEND OFFS

- 27.1 Players and Team Officials may be sent off by the Umpire, in their absolute discretion, for either one quarter (Yellow Card offence) or for the remainder of the match (Red Card offence, or a third White Card as per By-law 41 Appendix 1)
- 27.2 Yellow card offences are audible obscenity, unsporting behaviour, or misconduct. A Player receiving a Red Card shall be reported by the Field Umpire in accordance with By-law 28. All offences are listed in the [Laws of Australian Football](#).
- 27.3 Any Player or Team Official sent from the ground must have the reason for and duration of the send-off explained to them by the Field Umpire.
- 27.4 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 penalty time commences upon arrival at the Timekeepers' area by the Team Manager.
- 27.5 Play must not restart until such time as the Player being sent off has left the ground through the Interchange Area. For clarity, the clock does not stop.
- 27.6 The Timekeeper shall advise the Team Manager when the penalty time has expired.
- 27.7 A Player or Team Official 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.
- Example: Where a Player or Team Official 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.
- 27.8 A Player or Team Official sent from the ground for a Red Card offence shall not take any further part in the game and shall not be replaced. Subsequently, a Player receiving a Red Card may not participate in any other match within that Round.
- 27.9 Any Player or Team Official sent off twice in the same match is automatically suspended for one match in addition to any sanction because of receiving a Red Card.
- 27.10 After receipt of the details, the CEO reserves the right to upgrade any Yellow Card offence to a Red Card offence.
- 27.11 Any Player or Team Official who has been sent off two times with Yellow Cards in separate matches within 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 the 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. The 12-month period restarts after each Yellow Card.

- 27.12 Any Team or Match Official who receives a Red Card shall not take any further part in the game and may be replaced by a suitably qualified person. Subsequently, a Team or Match Official receiving a Red Card shall not participate in any other match within that Round.
- 27.13 Any Team or Match Official who receives a Red Card shall be reported by the Field Umpire in accordance with the SMJFL By-laws. Reportable offences are listed under the [Laws of Australian Football](#).
- 27.14 Unacceptable coaching box behaviours can be managed by the umpires in real-time by the White Card System. This system applies to all competitions in the SMJFL. Bylaw 41 - Appendix 1 provides details regarding its application.
- 27.15 Under the White Card System, a head coach who receives three white cards in a match will result in them being reported, given a Red Card and sent off from the game. Any head coach reported under the White Card System shall automatically be referred to the CEO, and may also receive a coaching citation.

28. REPORTS (AS LISTED IN THE LAWS OF AUSTRALIAN FOOTBALL)

Reports by Umpires

- 28.1 An Umpire shall report any Player or Team or Match Official who commits or engages in conduct which may constitute a Reportable Offence, either:
- During a match; or
 - On the day of the match and within immediate proximity of the ground where the match is being played.
- 28.2 All Umpires reporting Players/Officials must enter details of the report on the online Player/Official Report Form.
- 28.3 Any Reports by Umpires against Players or Team or Match Officials must be lodged with the SMJFL by 9.00pm on the day that the match is played, or 9.00am the following day after a night game and may be withdrawn by the Umpire who made the Report in consultation with the SMJFL at any time prior to the SMJFL taking action in accordance with By-law 31.2.
- 28.4 After receipt of the report, the CEO reserves the right to downgrade it to a Yellow Card offence.
- 28.5 When a player is reported the SMJFL will provide a copy of the report via email to the Participating Club's designated Incident Officer.
- 28.6 As soon as practicable after the conclusion of the match, it shall be the Team Manager's responsibility to provide their full name to the Umpire(s) to assist in appropriately completing the Player / Official Report Form; however, the Umpires should make every effort to ensure this occurs. This serves as Official notice that a report has been laid and the SMJFL reporting process consistent with the SMJFL

By-laws has commenced.

Additional Power to Report

- 28.7 Members of the Umpiring Department shall have the power to report Players and Team or Match Officials in relation to an incident which they observe first-hand, except in relation to a match in which a Participating Club with which he or she is involved other than as a member of the Umpiring Department is taking part. The Umpiring Academy Manager or the Football Operations Department shall have the power to report Players and Team or Match Officials in relation to an incident of which he or she becomes aware.
- 28.8 Reports under By-laws 28.7 must be provided to the CEO no later than 5.00pm on the next business day following the match at which the incident is alleged to have occurred.
- 28.9 Where a Participating Club requests the SMJFL Umpiring Department or the Football Operations Department to review an incident where video footage is available, such footage must be provided to the CEO no later than 12.00pm on the next business day following the match at which the incident is alleged to have occurred. In the case of a report being laid, the CEO will provide relevant footage to the applicable Club.
- 28.10 Upon receipt of a Report under By-laws 28.3, the CEO must notify the Secretary of the reported Player or Official's Participating Club of the Report as soon as is practicable.
- 28.11 The CEO shall have the discretion to extend the time limit for lodging any Report.

29. MATCH PROTEST

- 29.1 A Participating Club may protest the match result, via the prescribed form, with the CEO no later than 12:00pm on the next business day after the match concerned. The CEO may extend this time limit at their absolute discretion.
- 29.2 A Participating Club lodging a protest with the SMJFL shall pay a protest fee of 25-penalty units upon lodgement.
- 29.3 Where the 25-penalty units protest fee is not paid upon lodgement of the protest, no action in relation to the protest shall be taken by the CEO until such time as the protest fee has been received.
- 29.4 Upon receipt and consideration of a protest the CEO may deal with the matter in their absolute discretion including, but not limited to, awarding a forfeit to the opposition team.
- 29.5 In the event a Match Protest is upheld the protest fee will be refunded.
- 29.6 In the event a Match Protest is not upheld the protest fee will be retained by the SMJFL.

30. COMPLAINTS BY PARTICIPATING CLUBS

- 30.1 All complaints by Participating Clubs must be lodged, via the prescribed form, with the CEO no later than 12:00pm two business days after the match concerned. The CEO may extend this time limit at their absolute discretion.
- 30.2 For the avoidance of doubt, no more than one incident may be submitted on each complaint form.
- 30.3 Each official complaint is subject to a 25-penalty unit administration fee.
- 30.4 In the case of a complaint being referred to a Tribunal hearing which results in a Player or Official being found guilty, the Club to which the guilty party belongs will be charged a 25-penalty unit administration fee in addition to any fees set out in By-law 30.3.
- 30.5 A complaint shall not be entertained by the SMJFL unless it has been investigated and endorsed by the Committee of the Participating Club concerned.
- 30.6 Upon receipt and consideration of an official complaint the CEO may in their absolute discretion:
 - 30.6.1 Take no further action
 - 30.6.2 Refer the matter to mediation to be conducted as per arrangement with the SMJFL
 - 30.6.3 Appoint an Investigator to investigate in accordance with By-law 32.1.
 - 30.6.4 Offer a set penalty in accordance with By-law 31.1 to a Player or Official
 - 30.6.5 Offer a penalty to a Participating Club
 - 30.6.6 Recommend to the Board that the matter be “called in” and dealt with by the Board under the SMJFL Statement of Purpose & Rules; and
 - 30.6.7 Refer the matter to a hearing by the Independent Tribunal.
- 30.7 To assist with consideration of a complaint, the CEO may request further information from anyone directly or indirectly involved with matters pertaining to the complaint.
- 30.8 In the event where the Participating Club Complaint is upheld, and not determined to be frivolous, vexatious or made in bad faith, the Club will receive a 10-penalty unit refund.
- 30.9 In the event where the Participating Club Complaint is not upheld, the administration fee will be retained by the SMJFL.
- 30.10 Where a Participating Club refuses to accept a penalty offered CEO under By-law 30.6, the matter shall be referred to and dealt with by the Independent Tribunal.

31. SET PENALTIES

- 31.1 Players and Officials who are the subject of a report or complaint may, at the CEO's absolute discretion, be offered a set penalty for which a set penalty is available or be referred to an independent Investigator. The availability and level of the set penalties shall be determined by the Board and is outlined in Appendix 2 – Set Penalties.
- 31.2 For the avoidance of doubt, the CEO may:
- 31.2.1 Offer a set penalty for an alleged breach of any By-law or policy.
 - 31.2.2 Refer the matter to an Independent Investigator as per By-law 32.
- 31.3 Any witness may provide information that may assist the CEO when deciding on a possible set penalty. Any information must be submitted via the Participating Club and be received by no later than 12:00pm on the day after the match. The CEO has the discretion to extend the time limit for submission.
- 31.4 In addition to any period of suspension imposed under By-law 31 the CEO may, in their absolute discretion, impose additional requirements upon a reported Player or Team Official.
- 31.5 Where a Player or Official has previously been suspended during the current season to which the report relates, the Player or Official may, at the CEO's discretion, accept a penalty of no more than double the set penalty rather than appear before the Tribunal.
- 31.6 The CEO will determine how a matter is to be handled as soon as practical after a match but will aim to provide the option of any set penalty to the Club by 3:00pm on the next business day after the match.
- 31.7 The Secretary of a reported person's Participating Club must, no later than 9:00am, on the second business day following the day of the report, notify the CEO whether the reported person wishes to accept the set penalty.
- 31.8 Where a person chooses not to accept the set penalty the matter will be referred directly to an independent Investigator. The Participating Club will be subject to a 15-penalty unit administration fee if the outcome from the investigation results in the reported person subsequently being found guilty of an offence.
- 31.9 Unless otherwise agreed with the SMJFL, where a person does not respond to a set penalty offer by the deadline stipulated, the set penalty will be taken as accepted.

32. SMJFL INVESTIGATIONS AND TRIBUNAL

The CEO may appoint an independent Investigator to investigate any matter where the CEO in their absolute discretion is of the view that an Investigation is warranted.

32.1 INVESTIGATIONS

- 32.1.1 Participating Clubs must make such persons (including Players and Team or Match Officials) available for interview by the Investigator. Forty-eight hours' notice of such requirement must be given unless otherwise agreed.
- 32.1.2 Participating Clubs must provide to the Investigator such other information including documents as the Investigator requests. Forty-eight hours' notice of such request must be given unless otherwise agreed.
- 32.1.3 Participating Club, registered Player or Team/Match Official who does not comply with any reasonable request of the Investigator or does not make information available upon request or does not fully cooperate with the Investigator may be dealt with by the CEO in their absolute discretion.
- 32.1.4 After investigating the matter, the Investigator shall provide to the CEO all relevant documents and a written report setting out the results of their investigation including recommendations for further action(s), if any.
- 32.1.5 Any report(s) submitted by the Investigator to the CEO shall be considered confidential and may be shared with any party(s) involved in the investigation, at the discretion of the CEO.
- 32.1.6 The Investigator is required to keep an open mind and any doubt regarding the events being considered must go in favour of the investigated Player, Team Official or Participating Club.
- 32.1.7 Upon receipt and consideration of the Investigator's report the CEO may in their absolute discretion decide on the following courses of action. The CEO's decision is not capable of review by any party:
 - 32.1.7.1 Take no further action;
 - 32.1.7.2 Offer a set penalty in accordance with By-law 31 to a Player or Official;
 - 32.1.7.3 Offer a penalty to a Participating Club;
 - 32.1.7.4 Refer the matter to mediation to be conducted in accordance with the AFL Victoria Member Protection Policy;
 - 32.1.7.5 Recommend to the Board that the matter be "called in" and dealt with by the Board under the SMJFL Statement of Purpose & Rules;
 - 32.1.7.6 Refer the matter to a hearing by the Independent Tribunal
- 32.1.8 If the CEO chooses to enact By-laws 32.1.7.1 to 32.1.7.3, the outcome will be deemed final. For By-laws 32.1.7.4 to 32.1.7.6, the applicable process will be followed.
- 32.1.9 The CEO in considering the Investigator's report is not bound by the opinion of the Investigator.
- 32.1.10 The Investigator may act as an SMJFL representative in accordance with By-law 32.2.3.5.

32.2 TRIBUNAL

32.2.1 Appointment and Composition of the Tribunal

32.2.1.1 The SMJFL shall appoint a panel of Tribunal Members consisting of such person or persons as the SMJFL shall from time to time deem fit.

32.2.1.2 The SMJFL will appoint Tribunal Members to conduct a Tribunal at its absolute discretion in accordance with this By-law.

32.2.1.3 Subject to this By-law the Tribunal shall, ordinarily, consist of three Tribunal Members but will sit with a minimum of two members.

32.2.1.4 A person shall not be appointed to a Tribunal if they are:

- A current, Life or Honorary Member or Official of one of the Clubs involved in this tribunal
- An SMJFL Board member
- An SMJFL employee
- A party to or in any way directly interested in a matter to be heard by the Tribunal; or
- Otherwise have any relationship with any party to the matter such that they are or may reasonably be seen not to be independent.

32.2.1.5 If a Tribunal Member becomes aware that they have a relationship with any party to the matter of a nature that they believe they may reasonably be seen not to be independent, then they must immediately withdraw from the Tribunal.

32.2.1.6 A person appointed as a Tribunal Member may be removed from the panel of Tribunal Members at the discretion of the CEO.

32.2.2 SMJFL Tribunal Powers

32.2.2.1 The SMJFL Tribunal shall have power to:

- Hear and determine any reports made by a member of the SMJFL Umpiring Department or the SMJFL Football Operations Department concerning the conduct of a registered Player or Official before, during or after a football match controlled or authorised by the SMJFL; and
- Hear and determine any other matter referred to it by the Board or CEO.

32.2.3 SMJFL Tribunal Procedure

- 32.2.3.1 If the SMJFL determines to refer a Report to the Tribunal, it shall notify all persons who may be affected by the Tribunal's decision of the following matters:
- The time, date and place at which the hearing will take place
 - Sufficient details of the allegations against the reported party charged to enable the party to prepare a response to the allegations
 - Details of any documents or other evidence (e.g. video evidence) which will be relied upon at the hearing in support of the Report; and
 - That the party may make written representations to the Tribunal and/or appear before the Tribunal to make submissions.
- 32.2.3.2 The reported person (through the Participating Club) must, at least 24 hours prior to the time of the hearing (as stipulated in By-law 32.2.3.16), notify the CEO:
- The name and role of witnesses that the reported person proposes to call (maximum of three); and
 - If the reported person will seek to adduce any other evidence (e.g. video evidence) at the hearing.
- 32.2.3.3 The reported person, the reporting Official and (where applicable) the person alleged to have been offended against must each be represented by an advocate. The advocate must be familiar with all relevant By-laws and must not have a Bachelor of Laws. The advocate must not be under suspension by the SMJFL, a Participating Club or any Association associated with AFL Victoria.
- 32.2.3.4 A parent/guardian of any reported person under 18 years of age shall be permitted to be present during the Tribunal hearing but shall remain silent unless called upon by the Tribunal Chairperson.
- 32.2.3.5 Where the matter before the Tribunal is a charge referred by the SMJFL, a representative from the SMJFL must attend to present all relevant evidence obtained by the SMJFL regarding the charge.
- 32.2.3.6 The Tribunal is not bound by the rules of evidence or by the practices or procedures applicable to courts of record but may inform itself as to any matter and in such manner it deems appropriate provided that the Tribunal adheres to the rules of natural justice.

- 32.2.3.7 Where a reported person seeks and is granted any deferral or adjournment of a Tribunal hearing, that person shall not be eligible to participate in any manner whatsoever in any football match controlled or authorised by the SMJFL or any Association associated with AFL Victoria until such time as the hearing has concluded.
- 32.2.3.8 The Tribunal at its sole discretion may determine a matter before it in the absence of any parties.
- 32.2.3.9 Subject to this By-law, the Tribunal may make guidelines with respect to the practice and procedure of hearings provided that such guidelines are not inconsistent with this By-law. Any such guidelines are not binding on the Tribunal and any decision by the Tribunal will not be invalid by reason of a guideline not being followed.
- 32.2.3.10 Notwithstanding the above, the Tribunal may follow these procedures unless in all the circumstances the Tribunal determines it is not practical to do so provided always that the principles of natural justice, as follows, are observed.
- 32.2.3.11 At the commencement of a hearing a Tribunal Member or Tribunal Chair must read out each charge.
- 32.2.3.12 The person charged, if present, must be asked whether they plead guilty or not guilty.
- 32.2.3.13 The parties must be invited to give to the Tribunal a summary of the matters on which they wish to rely.
- 32.2.3.14 The Tribunal may require any witnesses who are not parties to the matter to leave the hearing room until they are called upon to give evidence.
- 32.2.3.15 Where the author of a document relied upon by a party is not present to be questioned about that document, the Tribunal may attach such weight as it seems appropriate to the document.
- 32.2.3.16 The parties may call evidence from a maximum of three witnesses that can be subject to questioning by the other party or members of the Tribunal. Where a witness is not present at the hearing either in person or via video link or other telecommunication method to be questioned about their evidence, the Tribunal may attach less weight to that evidence as it sees fit.
- 32.2.3.17 Evidence may be given in person or by way of a telephone or video link.
- 32.2.3.18 If video evidence is to be relied on then the Tribunal must view all the relevant sections of that video evidence.
- 32.2.3.19 Submissions made by the relevant parties to a hearing shall be considered by the Tribunal at its discretion.
- 32.2.3.20 At the completion of evidence:

- The parties will leave the hearing room if requested by the Tribunal.
- The Tribunal will consider all the evidence and submissions made during the hearing and decide on the balance of probabilities with respect to whether or not the charge or charges have been proven.
- The Tribunal may determine that the reported party is guilty of the offence charged but at a lesser grading or is guilty of a different offence provided that if the Tribunal considers a different offence may have been committed it must give the reported party an opportunity to put any evidence in relation to that different offence that it wishes to.
- Where the Tribunal is constituted by three persons then it will be sufficient for a majority of those person to agree on the decision.
- Where the Tribunal is constituted by two persons the Tribunal Chairperson shall have a casting vote.

32.2.4 Penalties and Sanctions

32.2.4.1 If the Tribunal find that the charge or charges have been proved then prior to imposing any penalty or sanction it must invite the parties to make submissions to the Tribunal at that point of the hearing on the question of what penalty or sanction, if any, ought to be imposed.

32.2.4.2 In addition, the SMJFL or its representative(s) may make submissions to the Tribunal at that point of the hearing on the question of what penalty or sanction, if any, ought to be imposed.

32.2.4.3 The Tribunal may have regard to any matters which it considers relevant to the question of penalty and, without limitation, may consider:

- The seriousness of the conduct with which the party is charged or found guilty of by the Tribunal
- Any loss or damage sustained or likely to be sustained by any party including but not limited to the SMJFL arising from the conduct
- Evidence of the Tribunal history of the person charged; and
- Insofar as they are relevant, the objectives of the SMJFL Statement of Purpose & Rules.

32.2.4.4 After submissions have been made the parties shall leave the hearing room and the Tribunal shall consider its verdict on the question of penalty. Unless the Tribunal is unable to reach a

decision within a reasonable time it shall announce such a decision to the parties on the day of the hearing. Where that is not possible the SMJFL shall advise the parties of the Tribunal's decision as soon as practicable following the Tribunal hearing. Without imposing any binding obligation on the Tribunal, it is expected that in most cases the Tribunal will announce its decision on the day of the hearing.

32.2.4.5 Where, at the hearing or before or after it, a party conducts itself in a manner which the Tribunal considers is in contempt of or shows contempt for the Tribunal the Tribunal may impose a fine on such a party in addition to any other penalty or sanction handed down by the Tribunal.

32.2.4.6 The Tribunal is not obliged to give reasons for any decision made by it.

32.2.4.7 The Tribunal may impose, in its own absolute discretion, any one or more of the following penalties or outcomes on such terms as it sees fit:

- A suspension
- A fine
- A reprimand or caution
- A suspended penalty
- The deduction of points
- Compulsory attendance at a course or courses of education or rehabilitation, providing that the SMJFL has received professional advice regarding the efficacy of the proposed attendance, on such terms as the Tribunal sees fit; or
- Any such other sanction or penalty as the Tribunal sees fit.

32.2.4.8 Where any person has been offered a set penalty and elects to have the matter determined by the SMJFL Tribunal and is found guilty of the charge, the minimum penalty that the SMJFL Tribunal must impose is a suspension of no less than the base penalty that was offered.

32.2.5 Suspensions

32.2.5.1 A suspension from a match is a ban on taking part in any SMJFL match in any capacity, including Interleague, which includes but is not limited to, participating in any capacity as an Official or entering the Team Bench area. In addition, any Team or Match Official suspended must not enter the change rooms.

32.2.5.2 A suspension must be served in consecutive fixtures for which the person is eligible to participate.

- 32.2.5.3 The person must not participate in any other football competition or representative match until the suspension has been served.
- 32.2.5.4 If a match is postponed prior to its commencement, such match shall not be classified as a match served under a suspension.
- 32.2.5.5 A match which is abandoned after it has commencement, or forfeited, shall count as a match served under suspension unless either:
 - 32.2.5.6 Any Club or team to which the suspended person belongs was responsible for the facts that led to the abandonment or forfeit; or
 - 32.2.5.7 An incident leading to the abandonment or forfeit of the fixture is referred to the Tribunal.

33. SMJFL APPEALS BOARD

- 33.1 Subject to this By-law only the following parties may appeal a determination of a Tribunal (save for By-law 33.2):
 - 33.1.1 A Player who has been suspended by the Tribunal for more than two matches; or
 - 33.1.2 An Official who has been suspended by the Tribunal for more than four matches; or
 - 33.1.3 In any event or circumstance, the CEO.
- 33.2 A party that is the subject of a determination of the Tribunal who does not appear at the hearing of the Tribunal shall have no right of appeal unless such non-appearance is due to an exceptional circumstance such as health, accident, death or other extraordinary situation accepted by the CEO at their absolute discretion. The onus to establish such exceptional circumstances shall be on the party who did not appear at the hearing of the Tribunal. Work and sport related commitments shall not ordinarily be deemed an exceptional circumstance.
- 33.3 The SMJFL shall establish an Appeals Board to hear appeals under this By-law or appeals allowed under any other SMJFL By-laws, Rules or Policies. The Appeals Board shall be constituted by such persons as the CEO sees fit.
- 33.4 Time and Notice of Appeal
 - 33.4.1 An appeal by a Participating Club shall be brought:
 - 33.4.1.1 No later than two business days after the notification of the Tribunal decision; and
 - 33.4.1.2 By lodging the duly completed prescribed form with the CEO and payment of a 40-penalty unit appeal fee.
 - 33.4.2 The Notice of Appeal shall specify:
 - 33.4.2.1 The grounds of appeal against the finding made by the Tribunal.

33.4.2.2 Whether the appeal is against the severity of the penalty or outcome imposed by the Tribunal; and

33.4.2.3 Such other details as set out in the relevant form.

33.4.3 An Appeal by the CEO shall be brought:

33.4.3.1 In any event or circumstance; and

33.4.3.2 By lodging the duly completed prescribed form with the Chair of the SMJFL Board.

33.4.4 Upon receipt of the Notice of Appeal, the SMJFL shall

33.4.4.1 Fix a date, time and place for the hearing of the appeal as soon as practicable; and

33.4.4.2 Advise all parties interested in the appeal in writing of these particulars.

33.5 Appeal Hearing

33.5.1 The provisions of By-law 32 shall apply to the appointment, composition and procedures of the Appeals Board with such modifications as are necessary as thought. A reference to 'Tribunal' therein was a reference to 'Appeals Board'.

33.5.2 At the hearing the Appeals Board shall have no power to reduce a penalty but may make a finding that one or more of the offence(s) has/have not been proven in which case:

33.5.3 It may order that some or all the appeal fee, less a 20-penalty unit administration fee, be refunded.

33.5.4 In the case of a penalty, one or more of the following findings may occur:

33.5.4.1 The offence has been proven as charged

33.5.4.2 The offence has been proven at a different severity level, in which case:

33.5.4.3 The Appeals Board may impose any sanctions as it sees fit

33.5.5 A different offence has been proven, in which case:

33.5.5.1 The Appeals Board must impose or confirm the relevant maximum set penalty for that offence.

33.5.5.2 In addition it may, in its discretion, increase the set penalty or impose any additional sanctions as it sees fit.

33.5.5.3 On a matter without a specified set penalty, impose any penalty as it sees fit.

33.5.6 If the Appeals Board considers a different offence may have been committed it must give the reported party an opportunity to put any evidence and/or submissions in relations to that different offence.

- 33.5.7 Where a reported party unsuccessfully appeals a determination of the SMJFL Tribunal, an automatic loading of two weeks suspension shall be added to the penalty that was imposed by the Tribunal.

34. SMJFL BEST AND FAIREST AWARDS

- 34.1 Each season the SMJFL shall make available Best and Fairest awards for the top three Players in each division of each age group from Under 11 to Under 17 ½ Mixed/Boys and the Under 11 to Under 18 Girls on the basis of votes cast by the Field Umpires after the first four Rounds of the season unless, in the case where a Division is not re-graded, Best and Fairest Votes will be counted from Round One.
- 34.2 The Field Umpires shall allocate three votes for the best and fairest Player, two votes for the second best and fairest Player and one vote for the third best and fairest Player in each match.
- 34.3 The Field Umpires shall cast their votes at the completion of each match in OfficialsHQ. The Field Umpire shall submit the Competition Match Report Form online by 9.00pm on the day of the game or 9.00am the following day for a night match.
- 34.4 No individual person, other than the Field Umpire(s) shall be entitled to sight the Field Umpires votes for any purpose.
- 34.5 At the conclusion of the home and away series, the Player receiving the highest number of votes in each grade shall be declared the winner. The Player receiving the next highest number of votes shall be declared the runner up and so on.
- 34.6 Where a Player has been found guilty of an offence in the home and away season, either by the Independent Tribunal or the Appeals Board or by accepting a set penalty under By-law 31, the Player shall be ineligible for an award in the year in which the offence occurred. Such Player's votes will not be tallied at the conclusion of the home and away season.
- 34.7 Where a Player has been found guilty of an offence in a Finals match, either by the Tribunal or Appeals Board or by accepting a set penalty under By-law 31, the Player shall be ineligible for an award in the following year to when the offence occurred. Such Player's votes will not be tallied at the conclusion of the home and away season in the following year.

35. FEES, FINES AND OTHER PAYMENTS

- 35.1 Each Member or Participating Club shall pay such annual or other fees, fines or levies as determined by the Board and such payments shall not be made later than 30 days from the date of notification.
- 35.2 A Member or Participating Club that has not paid an outstanding SMJFL invoice in full within 45 days of the date of the invoice may be charged a late fee of 2% per month, or part thereof applied to the invoice total.
- 35.3 A Member or Participating Club that has any monies outstanding will not be eligible to participate in Finals. Full payment of all monies outstanding must be made at least 14 days prior to the date of the Club's next Finals match.
- 35.4 Member or Participating Clubs may be required to lodge a bond as by the Board against late payment of accounts. Should any accounts not be paid within the period specified above such bond shall be forfeited.
- 35.5 The amount of all fines for offences shall be determined annually by the Board and shall be listed in Appendix 3 – Fines.
- 35.6 All fees, fines and other payments are listed exclusive of GST.

Penalty Units

- 35.7 The value of one penalty unit is AUD\$20.00.

SMJFL Monies Received by Clubs

- 35.8 All monies received by Member or Participating Clubs on behalf of the SMJFL must be remitted to SMJFL accounts (accounts@smjfl.com.au) within seven days.

Expenses not Authorised

- 35.9 No Member or Participating Club or person shall commit the SMJFL to any expense unless authorised by the Board to do so.

36. INSURANCE

- 36.1 The SMJFL is not liable, and will not accept liability, for injury to any Player, Umpire, Official or spectator and recommends that all Players and Umpires be covered by some form of insurance.
- 36.2 All Member or Participating Clubs must subscribe to and pay the compulsory insurance levies as set out in the SMJFL Club Fees document.

37. MEDIA COMMENT

- 37.1 A Member or Participating Club or its members must not make any derogatory comment(s) to the media or in any public forum whether verbally or in writing (including any form of electronic communications and social media) about the League, its members or the performance of Umpires.
- 37.2 Any breaches of By-law 37.1 shall be dealt with at the absolute discretion of the CEO.

38. SMOKING AND CONSUMPTION OF ALCOHOL

- 38.1 Alcohol
- 38.1.1 The consumption of alcohol by any person in any form at a ground including surrounding areas and or associated buildings prior to or during SMJFL scheduled matches and practice matches where League Umpires are appointed, is strictly prohibited and will be dealt with at the discretion of the CEO. The consumption of alcohol during training sessions is strongly discouraged.
- 38.2 Smoking and Vaping
- 38.2.1 Under the *Tobacco Act 1987 (Act)*, smoking and vaping is banned in areas commonly used by children and young people for recreational and sporting activities including at or within 10m of a sporting venue that is an outdoor public place during an organised underage sporting event, including training or practice sessions and during breaks or intervals in play. Further information can be found on the SMJFL website. Offending Clubs are liable to a fine administered at the discretion of the CEO.

39. AMENDMENT OF BY-LAWS

- 39.1 These By-laws may only be interpreted, amended, altered or varied by the Board in their absolute discretion.
- 39.2 Where a Member Club seeks to have these By-laws amended, altered or varied, such Member Club shall forward to the CEO a written proposal in a manner prescribed by the SMJFL which outlines the proposed amendment, alteration or variation together with the reasons for which it is sought.
- 39.3 The CEO shall table at the next following meeting of the Board the written proposal, and the Board shall then act upon it as it sees fit.

40. AFL NATIONAL COMMUNITY FOOTBALL POLICY HANDBOOK (NCFPH)

40.1 The following parts of the Handbook ([AFL National Community Football Policy Handbook \(NCFPH\)](#)) are adopted by SMJFL and form part of these By-laws:

- Part A1 – Definitions and Interpretation
- Part B3 – Player Registration, transfers and permits
- Part B6 – Coach and Umpire eligibility and accreditation
- Part B7 – Deregistration
- Part B8 – Gender diversity
- Part C9 – Member protection
 - Part C9.2 – General code of conduct
 - Part C9.3 – Coach code of conduct
- Part C10 – Vilification and discrimination
- Part C11 – Safeguarding Children and Young People
- Part C12 – Social Media
- Part C13 – Gambling and match fixing
- Part C14 – Anti-doping
- Part D15 – Injury management
- Part D17 – Extreme weather
- Part D18 – Concussion
- Part D19 – Pregnant players
- Part D20 – Active bleeding

41. APPENDIX I – WHITE CARD SYSTEM

41.1 INTRODUCTION

The “White Card” for Umpires is a management tool used to deal with unacceptable team bench behaviour (Coaches and Team Officials) towards umpires during matches.

41.2 UNACCEPTABLE BEHAVIOURS

The following behaviours when observed (audibly or visually) within the immediate vicinity of a coaching box can result in the issuing of a White Card (regardless of phase) including but not limited to:

- Continuously disputing and / or arguing the decision of an umpire/s
- Behaving in a demonstrative manner towards or in relation to an umpire
- Using abusive or insulting language towards or in relation to an umpire where the individual/s is unable to be identified
- Behaving in a manner that is in breach of the Coaches Code of Conduct and/or Player Code of Conduct
- Any other behaviour that is considered as misconduct

Umpires should recognise that the game of Australian Rules Football can involve emotions from all participants and should only use this card as a management tool for repeated behaviours, isolated incidents consistent with this By-law, or otherwise where a free kick would have usually been awarded.

This system should not override an umpire’s ability to report a team official or player, should an individual that can be identified, commit a reportable offence as per the Laws of Australian Football, and then follow the standard SMJFL reporting process for umpires.

Questions being asked from the team bench should *generally* not be assessed as unacceptable behaviour, unless the question was asked in a demonstrative manner, or alike.

41.3 APPLICATION OF WHITE CARD PROCESS

The White Card System will consist of a 3-phase system.

Where a team bench demonstrates unacceptable behaviours (consistent with By-law 41.2), an officiating umpire will intervene these actions in real-time by undertaking the White Card System and apply the relevant phase of the System they are at. The system consists of three (3) phases, which are:

- Phase 1 – White Card shown, free kick
- Phase 2 – White Card shown, free kick and 25m/50m penalty*
- Phase 3 – White Card shown, followed immediately by a Red Card being shown, Head Coach is reported and removed from team bench, free kick and 50m/100m penalty*

*Distance penalty based on Rule Variation Matrix for relevant age group with Phase 3 being double the distance.

41.4 PHASE I – FREE KICK

- 41.4.1 A field umpire can halt play at any time in the game when they observe any behaviours outlined in By-law 41.3 and award a White Card to the offending team's bench.
- 41.4.2 The field umpire shall halt play by whistling and signalling one arm straight up, gain possession of the football, place the ball on the ground where the play has stopped and proceed to approach the vicinity of the offending bench (approximately 30 metres away) and clearly show a White Card.
- If a League appointed boundary umpire / goal umpire observes the behaviour, at the next stoppage, they should approach the field umpire to notify them of the behaviour.
 - The field umpire will then determine whether it is appropriate to award a White Card, based on the information provided.
 - If determined that a White Card is to be awarded, By-law 41.5.2 shall be undertaken
- 41.4.3 The field umpire shall not engage in any conversation, nor answer any questions from the bench.
- 41.4.4 The umpire will then award a free kick from where the play was halted to the opposition team to a player of their choosing.
- 41.4.5 Should a team wish to have clarification on why a White Card was issued, the team Captain only may respectfully approach the field umpire in-between quarters. The Captain shall not use this as an opportunity to debate/contest the decision.

41.5 PHASE 2 – FREE KICK AND 25M/50M PENALTY

- 41.5.1 A field umpire who observes any behaviours outlined in By-law 41.3 within the immediate vicinity of a **re-offending** bench shall issue a second White Card.
- 41.5.2 Process consistent with By-law 41.4.2
- 41.5.3 The field umpire shall not engage in any conversation, nor answer any questions from the bench.
- 41.5.4 The field umpire shall then award a free kick and a 25m/50m penalty (in accordance with SMJFL Rule Variation Matrix) to the opposition team.
- The ball will be given to any player of the team's choosing to take the free kick and 25m/50m penalty.
 - The penalty will be applied from the point where the play stopped.
- 41.5.5 Once the 25m/50m penalty has been awarded, play shall resume.

41.5.6 Should a team wish to have clarification on why a White Card was issued, the team Captain only may respectfully approach the field umpire in-between quarters. The Captain shall not use this as an opportunity to debate/contest the decision.

41.6 PHASE 3 – HEAD COACH REPORTED AND REMOVED FROM THE MATCH + FREE KICK AND 50M/100M PENALTY

41.6.1 A field umpire who observes any behaviour outlined in By-law 41.3 from within the immediate vicinity of a re-offending bench shall be issued a White Card, then a Red Card immediately after.

- If a League appointed boundary umpire / goal umpire observes the behaviour, the process is consistent with By-law 41.4.2.

41.6.2 The field umpire at the next stoppage will halt play by whistling and signalling one arm straight up and proceed to approach the vicinity of the re-offending bench (approximately 30 metres away) and clearly show a White Card first, then a Red Card immediately after.

41.6.3 After the Red Card, the Head Coach must remove themselves from the bench area (and remove their Coach's bib) and cannot take in any further part of the game.

- They are not to be standing within the immediate vicinity of the bench area outside of the field of play and cannot fulfill any further official role for the remainder of the match.
- The role of the Head Coach must be replaced by someone who has the appropriate accreditation to fulfill a Head Coach role. It is not up to the Umpire to ascertain the appropriate accreditation from the replacement coach, however the name of the replacement coach must be noted in the Competition Match Report.
- The game must not continue until the Head Coach has been replaced.

41.6.4 The field umpire shall wait for the reported Head Coach to leave the bench area within the field, then award a free kick and a 50m/100m penalty (in accordance with the SMJFL Rule Variation Matrix, then doubled) to the opposition team.

41.6.5 The ball will be given to any player of the team's choosing to take the free kick and 50m/100m penalty.

41.6.6 The penalty will be applied from the point where the play stopped.

41.6.7 Once the 50m/100m penalty has been awarded and applied, play shall resume.

42. APPENDIX 2 – SET PENALTIES

The following tables and definitions are utilised by the CEO in the review of incidents and application of appropriate penalties. Whilst the below will be used to assist the process, it is acknowledged that all incidents occur in a unique set of circumstances and the CEO may elect to utilise their discretion when determining what set penalty to offer.

Category I – Verbal Offences and Offensive Gestures (Players and Officials)

For any incident report received involving the use of offensive language and/or gestures, the following table may be used to classify the severity of the offence. This category may also be assigned to address offenses not captured by other categories (e.g. time wasting, staging, shaking of goal posts, etc).

Notes:

- Instances of reportable offences towards an Umpire will attract a 1.5 loading to the Match Sanctions listed below.
- “Another Person” under Appendix 2 – Set Penalties means any person that is not an Umpire, regardless of whether that person is able to be identified or not.
- For clarification on conduct definitions, please refer to Reportable Offences section of the National Community Football Policy Handbook (NCFPH)

Officials:

Conduct	Receiver	Volume	Base Sanction	Early Guilty Plea
Threatening	Umpire	Any	10 Matches	6 Matches
	Another Person	Loud	10 Matches	6 Matches
		Medium or Low	8 Matches	4 Matches
High-level Abusive / Obscene / Insulting	Umpire	Loud	10 Matches	6 Matches
		Medium or Low	8 Matches	4 Matches
	Another Person	Loud	8 Matches	4 Matches
		Medium or Low	6 Matches	3 Matches
Low-level Abusive / Obscene / Insulting	Umpire	Loud	8 Matches	4 Matches
		Medium or Low	6 Matches	3 Matches
	Another Person	Loud	6 Matches	3 Matches
		Medium or Low	4 Matches	2 Matches

Players:

Conduct	Receiver	Volume	Base Sanction	Early Guilty Plea
Threatening	Umpire	Any	5 Matches	4 Matches
	Another Person	Loud	5 Matches	4 Matches
		Medium or Low	4 Matches	3 Matches
High-level Abusive / Obscene / Insulting	Umpire	Loud	5 Matches	4 Matches
		Medium or Low	4 Matches	3 Matches
	Another Person	Loud	4 Matches	3 Matches
		Medium or Low	3 Matches	2 Matches
Low-level Abusive / Obscene / Insulting	Umpire	Loud	4 Matches	3 Matches
		Medium or Low	3 Matches	2 Matches
	Another Person	Loud	3 Matches	2 Matches
		Medium or Low	2 Matches	1 Match

Category 2 – Physical Contact Offences

For incidents involving physical contact between Players or Officials or attempts at prohibited contact, the following table may be used to assess Classifiable Offences.

Conduct	Level	Contact	Base Sanction	Early Guilt Plea
Intentional	Severe	All	Tribunal	N/A
	High	High/Groin	6 Matches	4 Matches
		Body	4 Matches	3 Matches
	Medium	High/Groin	4 Matches	3 Matches
		Body	3 Matches	2 Matches
	Low	High/Groin	3 Matches	2 Matches
Body		2 Matches	1 Match	
Careless	Severe	All	Tribunal	N/A
	High	High/Groin	3 Matches	2 Matches
		Body	2 Matches	1 Match
	Medium	High/Groin	2 Matches	1 Match
		Body	1 Match	Reprimand
	Low	High/Groin	1 Match	Reprimand
Body		1 Match	Reprimand	

Conduct (Intentional OR Careless)

Intentional Conduct: A Player intentionally commits a Classifiable Offence if the Player engages in the conduct constituting the Reportable Offence with the intention of committing that offence. For example, a strike will be regarded as Intentional where a Player delivers a blow to an opponent with the intention of striking them.

Careless Conduct: A Player's conduct will be regarded as careless where it constitutes a breach of the duty of care owed by the Player to all other Players. Each Player owes a duty of care to all other Players, Umpires and other persons (as applicable) not to engage in conduct which will constitute a Reportable Offence being committed against that other Player, Umpire or other person (as applicable). To constitute such a breach of that duty of care, the conduct must be such that a reasonable Player would not regard it as prudent in all the circumstances. Further, a Player will be careless if they breach their duty to take reasonable care to avoid acts which can be reasonably foreseen to result in a Reportable Offence.

Determination of Impact (Low, Medium, High or Severe)

In determining the level of impact, the following will be considered *:

1. The extent of the force and, in particular, any injury sustained by the Player who was offended against; and
2. The potential for injury. * Except for spitting, which is outlined below.

For example – striking to the head:

- Low – very minimal force, no laceration and the victim Player continues to participate in the match unaffected.
- Medium – laceration or the victim Player dazed by the contact.
- High – the victim Player affected for an extended period of time (or takes no further part in the match) and/or low-level concussion is apparent or indicated post-match.
- Severe – victim is immediately unconscious, sustains a serious injury and takes no further part in the match.

Contact (High/Groin, Body)

High contact is not limited to contact to the head and includes contact above the shoulders. Contact to the groin includes contact to the crease or hollow at the junction of the inner part of each thigh with the trunk together with the adjacent region and including the genitals. Contact shall be classified as high or to the groin where a Player's head or groin makes contact with another Player or object such as the fence or the ground as a result of the actions of the offending Player. By way of example, should a Player tackle another Player around the waist and as a result of the tackle, the tackled Player's head made forceful contact with the fence or the ground the contact in these circumstances would be classified as high, even though the tackle was to the body.

Spitting

If a Player or Official is found to have spat in an offensive manner, the determination of the set penalty will be at the sole discretion of the CEO and will not be any less than the maximum penalty set out in the Category I – Verbal Offences and Offensive Gestures (Players and Officials) table.

Vilification

No League Participant or Club Official shall engage in conduct which may reasonably be considered to incite hatred towards, contempt for, ridicule of or discrimination against a person or group of persons on the ground of their:

- race;
- religion;
- gender;
- colour;
- sexual preference, orientation or identity; or
- special ability or disability.

In the instance of a Vilification and Discrimination matter the AFL Vilification and Discrimination Policy will prevail.

43. APPENDIX 3 – FINES

43.1.1 Breach	43.1.2 Penalty
Forfeit – On day of match	Full Umpires fees plus 10 penalty units
Forfeit – after 12:00pm Thursday before match day	5 penalty units
Unacceptable behaviour of Team Bench Officials	20 penalty units
Unacceptable behaviour of Officials not on the bench	20 penalty units
Non-attendance at compulsory meetings	20 penalty units
No Umpire Escort at stated times	5 penalty units
Officials incorrectly attired (per Official)	2 penalty units
Players incorrectly attired (per Player)	1 penalty unit
Late start at each given time (1/4, 1/2, and 3/4 Time)	2 penalty units
Incorrect Team Sheet	2 penalty units
Home team fails to enter scores by 9:00pm on the day of the match.	3.5 penalty units
Failure of Team Manager to provide their full name at the conclusion of a match to the Umpire	3.5 penalty units
Any required paperwork received by SMJFL after stipulated time	3.5 penalty units
Any required changes to match statistics made after 9:00pm match day	2 penalty units
Goal posts not padded (at start of each game)	3.5 penalty units
Failure to provide SMJFL approved match footballs	8 penalty units
Failure to provide stretcher	5 penalty units
Failure to provide Team and Match Officials	5 penalty units
Failure for Club Umpires (Home Team) to submit Competition Match Report Form online – before Monday 12:00pm	2 penalty units
Displaying scoreboard at Modified Rules game	5 penalty units
Coach not accredited (per coach)	10 penalty units
Members/team participating in a melee	50 penalty units
Acting as an Official without a valid Working With Children Check	100 penalty units
Other	As the CEO deems appropriate

Note: Fines will be invoiced to Clubs on a weekly basis

44. APPENDIX 4 – PLAYER MOVEMENT & FINALS ELIGIBILITY POLICY

All Participating Clubs are required to adhere to the spirit of this policy by bearing in mind the purpose and not using the policy as a means of “stacking” teams in order to win matches.

If the CEO is not satisfied that a Participating Club has adhered to the spirit of this policy they may deal with the matter at their absolute discretion.

I. PLAYER MOVEMENT

I.1 MODIFIED FOOTBALL - Under 8 to Under 10 Mixed and Girls

- a) Where a Participating Club has multiple teams in the Under 8 to Under 10 Mixed or Girls Age Groups, free movement of Players across teams WITHIN each Age Group shall be permitted throughout the season.
- b) A Player may play a maximum of two (2) games per Round in Modified Age Groups.
- c) When a Lightning Carnival is played, a Player shall only be permitted to play in the team and Age Group in which they played the majority of games throughout the season.

I.2 NON-MODIFIED FOOTBALL - All other Competitions

The following Player Movement Restrictions apply:

- a) Once a Player has played a total of six matches in any higher ranked competition(s) (including U19 and/or Seniors), they are unable to play in a lower ranked competition for the remainder of the season, including Finals.
- b) Subject to these By-laws, a Player may play in no more than two games per Round consistent with the Restricted Player List (RPL) Rules (as applicable).

I.3 PLAYER MOVEMENT BETWEEN TEAMS FOR AGE GROUPS U13 to U18 MIXED, BOYS and GIRLS

- a) In the event that a Club has more than one team in an Age Group (per competition), a Restricted Player List (RPL) is used to manage the movement of Players between teams.
- b) An RPL Player is not permitted to play in ANY lower ranked competition, consistent with the **SMJFL Competition Ranking Matrix** (see By-law 44 Appendix 4 2.7).

- c) A Player may move from a lower ranked competition to a higher ranked competition within the same Age Group based on the **SMJFL Competition Ranking Matrix** (see By-law 44 Appendix 4 2.7).
- d) Where a Participating Club has more than one team in the same competition at the start of the season, the team that is higher on the ladder after Round 4 will be deemed to be the higher ranked team for the remainder of the season.

1.4 RESTRICTED PLAYER LISTS (RPLs)

- a) Participating Clubs are required to submit an RPL for their:
 - top 12 Players for each team (in an 18-a-side competition) or
 - top 8 Players for each team (in a 16-a-side competition)

where they have a team ranked below it within the same Age Group per competition.
- b) Clubs shall submit their FINAL RPL(s) via the prescribed RPL submission form by no later than 9:00pm on the Tuesday prior to first round i.e. where a Club has multiple teams within an age group, an RPL must be submitted for all but the lowest ranked team by competition.
- c) Clubs failing to submit the requisite Restricted Player Lists (RPL) by the designated date will be sanctioned consistent with By-law 43 Appendix 3 – Fines.
- d) The Players nominated on a RPL as per 1.4 (a) cannot play in a lower ranked competition for the season except as outlined as per 1.4 (f).
- e) Any Player that is currently part of the:
 - STK Academy
 - Interleague squad
 - Coates League (U16 or U18 squad player)

for that season must be included in the RPL for the Club's highest ranked team in the Player's Age Group. If a player currently a part of one of these squads is playing the season in a higher age group than what they are eligible to play in, that player is not required to be nominated on an RPL. In special circumstances, a Club may seek an exemption to allow the exclusion of a such a Player on their RPL.

- f) Injured RPL Players who wish to return to play through a lower ranked competition, must apply via the prescribed SMJFL JotForm via their Club to

SMJFL Football Operations for permission to do so. Such an application must contain a Medical Certificate stating the injuries and approval to return to play. Each case will be determined on its own merits.

- g) If SMJFL Football Operations grants approval (as in Regulation 1.4 (f)) for the injured player to return through a lower ranked competition, unless in extenuating circumstances, will only be permitted for a maximum of two (2) competition games and then they must return to the higher ranked competition that they were originally nominated for.
- h) An injured RPL Player from a higher ranked competition cannot play in the finals of a lower ranked competition.

1.5 PLAYERS NOT ON AN RPL

- a) If playing DOWN (a competition (in a lower division)) within the same Age Group, a player can only be selected for the Club's next lower ranked team within the Age Group, i.e., a player can play in a Club's first and second ranked teams, but not their first and third ranked teams.
- b) If playing UP from a lower ranked competition within an Age Group there is no cap on a Player playing in a higher ranked competition within the Age Group, (or other higher ranked competition) other than By-law 44 Appendix 4 1.2 (a). i.e. a player that starts the season in a Club's third graded team within an Age Group can continue to play up in higher ranked competitions.

1.6 MERGED TEAMS

RPL requirements DO NOT apply to merged teams with season long permit agreements in place, AS LONG AS there is only ONE Merged Team per age group per Club.

In the instance where there are multiple teams within an age group from the same Club, which includes merged team(s) and stand-alone team(s), then an RPL will be required for the higher ranked team(s).

1.7 PLAYER(S) REGISTERING or TRANSFERRING AFTER the NOMINATED RPL SUBMISSION DATE

A Player(s) registering or transferring Clubs after the nominated RPL Submission date will be subject to being added to a Club's Restricted Player List at the absolute discretion of the CEO.

For the avoidance of doubt the SMJFL reserves the right to add ANY Player(s) to an RPL which may result in Teams having more than the prescribed number of RPL Players for said Team(s).

2. FINALS QUALIFICATION

2.1. To qualify for Finals in a particular team a Player must:

- a) Play in at least five (5) home and away matches with that particular team; or
- b) Play in at least five (5) home and away matches with a lower ranked team to be eligible for the higher ranked team whilst satisfying By-law 2.2 of this policy.

By way of clarification, if a Player, plays a total of three home and away matches in the higher ranked team and two home and away matches in the lower ranked team, this Player is not eligible to participate in either team's Finals series.

2.2 A team may top up with Players from a lower ranked competition up to the number prescribed below, providing the Player(s) have played a minimum of 5 games in the lower ranked competition:

Age Group	Maximum Number of Players Incl Exemptions*
U11 Girls	15
U11 to U14 Mixed	21
U15 to U17.5 Boys	23
U12 to U18 Girls	20

2.3 A Player may only play in one Finals match per Round, either Mixed or Girls, but not both.

2.4 A Player is ineligible for a particular team once they play a Finals match in a higher ranked competition.

2.5 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 four games in U13 Division 1 but the team has moved to U13 Division 2 their record (for Player movement purposes) is four games in U13 Division 2.

2.6 The CEO, at their absolute discretion, may provide an exemption for any of the By-laws in this policy. Exemption requests must be submitted via the prescribed form no later than 12:00pm two business days prior to the match. Late requests may be considered and will be subject to a 2.5-penalty unit administration fee. For late requests Participating Clubs must contact the SMJFL

General Manager Football Operations.

2.7 For the purposes of this policy, Girl's competitions are considered to be separate from the Mixed and Boys. Competitions are ranked by AFL Victoria as per the **SMJFL Competition Ranking Matrix** below:

Ranking	Age & Division
-1	Senior Men's Football
-2	Under 19 Football
-3	Under 17 ½ Boys Division 1
-4	Under 17 ½ Boys Division 2
-5	Under 16 Boys Division 1
-6	Under 17 ½ Boys Division 3
-7	Under 16 Boys Division 2
-8	Under 17 ½ Boys Division 4
-9	Under 15 Boys Division 1
-10	Under 16 Boys Division 3
-11	Under 15 Boys Division 2
-12	Under 16 Boys Division 4
-13	Under 15 Boys Division 3
-14	Under 14 Mixed Division 1
-15	Under 15 Boys Division 4
-16	Under 14 Mixed Division 2
-17	Under 15 Boys Division 5
-18	Under 14 Mixed Division 3
-19	Under 13 Mixed Division 1
-20	Under 14 Mixed Division 4
-21	Under 13 Mixed Division 2
-22	Under 14 Mixed Division 5
-23	Under 13 Mixed Division 3
-24	Under 13 Mixed Division 4
-25	Under 12 Mixed Division 1
-26	Under 13 Mixed Division 5
-27	Under 12 Mixed Division 2
-28	Under 13 Mixed Division 6
-29	Under 12 Mixed Division 3
-30	Under 12 Mixed Division 4
-31	Under 11 Mixed Division 1
-32	Under 12 Mixed Division 5
-33	Under 11 Mixed Division 2
-34	Under 12 Mixed Division 6
-35	Under 11 Mixed Division 3
-36	Under 12 Mixed Division 7
-37	Under 11 Mixed Division 4
-38	Under 11 Mixed Division 5
-39	Under 11 Mixed Division 6
-40	Under 11 Mixed Division 7

Ranking	Age & Division
-1	Senior Women's Football
-2	Under 18 Girls Division 1
-3	Under 18 Girls Division 2
-4	Under 16 Girls Division 1
-5	Under 18 Girls Division 3
-6	Under 16 Girls Division 2
-7	Under 15 Girls Division 1
-8	Under 16 Girls Division 3
-9	Under 15 Girls Division 2
-10	Under 14 Girls Division 1
-11	Under 15 Girls Division 3
-12	Under 16 Girls Division 4
-13	Under 14 Girls Division 2
-14	Under 16 Girls Division 5
-15	Under 14 Girls Division 3
-16	Under 13 Girls Division 1
-17	Under 13 Girls Division 2
-18	Under 14 Girls Division 4
-19	Under 13 Girls Division 3
-20	Under 12 Girls Division 1
-21	Under 14 Girls Division 5
-22	Under 12 Girls Division 2
-23	Under 12 Girls Division 3
-24	Under 11 Girls Division 1
-25	Under 12 Girls Division 4
-26	Under 11 Girls Division 2
-27	Under 12 Girls Division 5
-28	Under 11 Girls Division 3
-29	Under 11 Girls Division 4

***Notes:**

- i. U19 and Senior competitions refers to any U19 and Senior competition run by an AFL Victoria affiliated League.
- ii. U8-U10 Modified Rules competitions are not classified as part of the Competition Ranking Matrix.
- iii. Any changes / additions made to the above table as recommended by AFL Victoria, will be communicated to Clubs and updated in these By-laws as soon as practically possible.

45. APPENDIX 5 – RESOLUTION OF ISSUES WITHIN MEMBER OR PARTICIPATING CLUBS

1. Policy

The SMJFL requires that all issues arising within Member or Participating Clubs are resolved to the satisfaction of the members and Committees of those Member or Participating Clubs in a timely fashion. Accordingly, the following issue resolution procedures have been developed to enable this objective to be fulfilled. All members have a responsibility to participate in reasonable actions to resolve issues. The procedures below detail the level of involvement for expediting issue resolution. The SMJFL will not act as mediators and the Club should seek external mediation if the matter/s aren't resolved to the satisfaction of both parties.

2. Procedure

2.1. Any person wishing to raise an issue shall do so as follows:

If the issue is...	Then, raise it with...
Football or team related	Team Manager or Coach
General in nature	Committee Member

2.2. Where the initial parties cannot resolve the issue, the Team Manager should refer the matter to the Member or Participating Club's Committee through the Football Manager, President or Secretary as soon as possible.

2.3. In attempting to resolve the issue, all parties should consider the following factors:

- The extent of the issue i.e. is it likely to have a wider effect within the Member or Participating Club
- The number of Players or teams affected
- Whether appropriate temporary measures are possible or desirable
- The expected time before the issue can be addressed; and
- What resources may be needed to resolve the issue.

2.4. The consent of the Member or Participating Club's Committee must be obtained before any external parties are involved in the resolution of the issue. Only the Member or Participating Club President is authorised to make public statements on behalf of the Club.

2.5. The Team Manager and/or Coach may at any time call on Committee Members for assistance.

2.6. Any football or team related issue reported to the Member or Participating Club's Committee, where the Team Manager and/or Coach has not been given the initial opportunity to resolve any such issue, will be referred to the Team Manager/Coach.

- 2.7. All persons must take reasonable actions to avoid situations that could cause serious injury or harm to the health of Players, Officials or the public. If any hazard is identified the Committee are to be informed as soon as possible.

46. APPENDIX 6 – COMPLIANCE WITH CODES OF CONDUCT

All Participating Clubs of the SMJFL must adopt specific Codes of Conduct. The SMJFL encourages Clubs to be vigilant in enforcing such codes whether via support for those who constantly abide by the codes and/or penalties for those who fail to act in accordance with the codes.

46.1 SMJFL Codes of Conduct

The SMJFL has adopted the following codes of conduct for Officials and administrators.

Umpires

Participating Club Umpires must sign the SMJFL Umpire Code of Conduct and participate in SMJFL approved Umpire training program prior to the commencement of umpiring duties.

Coaches

Coaches must sign the [AFL Coach's Code of Conduct](#) as part of the applicable Coach Accreditation Course

Parents and Supporters

- Remember that you are there for the participants to enjoy the game.
- Encourage participation, but don't force it.
- Teach that enjoyment is more important than winning.
- Never ridicule mistakes or losses – supporters are there to support not downgrade.
- Lead by example and respect all Players, coaches, Umpires and spectators – physical or verbal abuse will not be tolerated.
- Recognise all volunteers who are giving up their valuable time.
- Never publicly criticise Umpires – raise personal concerns with Club Officials in private.
- Do not use ugly remarks based on race, religion, cultural background, gender, sexuality, appearance, disability or football ability – you'll let down your coach, team-mates and family if you do and many such comments are now illegal.

By registering their child with the SMJFL parents agree to abide by these principles and support their Participating Club in its undertakings and authorise their Club to take any necessary disciplinary actions where warranted of any Players, parents and or spectators for repeated or serious breaches of these Codes of Conduct.

Players

- Play by the rules – the rules of your Club, the League and the Laws of Australian Football (LOAF).
- Never argue with an Umpire or Official – without these people, you can't play football.
- Control your temper - verbal abuse and sledging of Umpires, Officials other Players doesn't help you enjoy or win any games.
- Be a team Player – It's a team game, treat it that way.
- Treat all Players as you would like to be treated – fairly.
- Co-operate with your Coach, Officials, the Umpires and team-mates.
- Play for your own enjoyment and to improve your skills.
- Do not use ugly remarks based on race, religion, cultural background, gender, sexuality, appearance, disability or football ability – you'll let down your team, Club and family if you do – and many such comments are now illegal.

Officials

- Place the safety and welfare of the Players above all else.
- Ensure all Players are included and can participate, regardless of their race, religion, cultural background, gender, sexuality, appearance, disability or football ability.
- Be consistent, impartial and objective when making decisions.
- Address unsporting behaviour and promote respect for other Players, Officials and Umpires.

Administrators

- Ensure quality supervision and instruction for Players.
- Support Coaches, Officials and Club Umpires to improve their skills and competencies.
- Act honestly, in good faith, with integrity and in the best interests of the sport.
- Ensure that any information acquired, or advantage gained from the position is not used improperly.
- Conduct Club responsibilities with due care, competence and diligence.