

# Western Victoria Female Football League

## FOOTBALL BY-LAWS





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## 1 AFL VIC COUNTRY HANDBOOK

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These By-Laws are to be read in conjunction with the current AFL Vic Country Handbook.

## 2 REGISTRATION OF PLAYERS

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As outlined in the current AFL Vic Country Handbook (Section 2, 1))

## 3 COMPETITION AGE OF PLAYERS

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**Juniors** - The age conditions of players playing in the WVFFL competition shall be in accordance with the rules of AFL Victoria Country and be the age of 13 years on the first of January of that year's competition. The player must be 17 and under, on the first of January of that year's competition.

**Seniors** – Players in the Senior competition must be 18 on the first of January of that year's competition.

## 4 FOOTBALL COMPETITION

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1. All WVFFL junior matches shall consist of a maximum of 18 on the field, with an unlimited bench.
2. All WVFFL Senior matches shall consist of a maximum of 16 on the field, with an unlimited bench.
3. A team must consist of a minimum of 12 players before play can commence and Evening up rules apply as per 6 (a)
  - (a) **Evening Up Rule**

The WVFFL expects all team officials to understand and adhere to the 'spirit' of this rule, which is, the team that has the greater number of players available shall lend as many players as possible to equalize numbers with the other team so that all players available to participate in that match shall have the opportunity to play in as much of that match as possible. If both teams have full sides, game shall be played in line with points 1 and 2 above. If a team does not lend players to equitize the number of players on the ground and then wins the game, no points will be awarded to that team. The spirit of this rule is to play a game with equal numbers on both teams.
  - (b) Where one team has between 12 and 18 players and the second team has more players than the first team, both teams shall field the same number of players, therefore an equal number of players shall take the field. Exceptions to this rule apply in certain circumstances.
  - (c) If a team begins with less than 12 players, the match will be forfeited.
  - (d) If during a match, a team's playing numbers drop to below 12 players a forfeit will occur, and the match will be called off
  - (e) Team Managers, particularly from the Team that requires the evening-up rule to apply, must ensure that the process is organised as early as possible and prior to the teams taking the field.
  - (f) Late Arrivals - Should a player arrive late, that player may take the field at any time provided the following procedure is adhered to:
    1. The Team Manager shall inform the Officials of the opposition Team.
    2. The opposition team is to be informed when the players are ready to take the field that the playing numbers of each side are to be increased.
    3. Addition to the playing numbers on the field can only be made providing the numbers on the field remain equal for both teams.
    4. Where a head count is conducted, and uneven playing numbers are evident the scores at the time of the head count shall be noted and the matter referred to the League for determination of the result of the match.
  - (i) Loss of players during the match due to injury or illness - Should a player be removed from the field due to injury or illness and the team has no interchange players, as soon as practicable but no later than at the next quarter break teams should even the playing numbers. In this circumstance a player should be offered to the opposition to top up, if the team has players on the interchange.
  - (j) Daily loan of players - When players are loaned, the Team Manager of both teams shall note on the Team Sheet the number of players loaned. Players may be loaned on a quarter by quarter rotating basis or for the whole match as appropriate.
  - (k) Penalties may include loss of premiership points and/or score by the offending team and/or the Club of the offending team shall be penalized as the League deems fit.
  - (l) The Evening up Rule is not to be applied in Finals.



- (m) Where a player is ordered off the field by the Field Umpire and there is no replacement available there is no requirement to even-up the playing numbers on the field.

## **5 MATCHES FOR THE PREMIERSHIP – HOME AND AWAY MATCHES**

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- (a) The football season shall be played as per the fixture and By-Laws determined by the League
- (b) A round of home and away matches shall be played with each club playing each other in accordance with the draw adopted by the League at the commencement of the season.
- (c) In all matches four points shall be counted for a win and two for a draw and in the event of any clubs tying at the end of the foregoing round of matches, the position of such clubs shall be determined by the proportion of points kicked for and against each club of those which may be possibly eligible for inclusion in the final's series.

## **6 FORFEIT OF MATCHES**

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In the event of any club failing to keep its engagement to play any match the club so failing shall forfeit.

## **7 GROUND CONDITIONS**

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In all home and away matches the home side shall;

1. Provide a stretcher available for immediate use.
2. Provide at least one scoreboard capable of showing the total number of points.
  - i. If clubs are utilising an electronic scoreboard they must have a backup ready to go in case of failure.
3. Ground to be provided as per AFL markings and AFL Victoria Country rules.

## **8 FOOTBALLS**

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- (a) Home team is responsible for the supply of one (1) size 4 leather match ball in good condition.
- (b) Finals footballs will be provided by the League.

## **9 FINALS ELIGIBILITY**

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- (a) All clubs must comply with the rules and regulations as set out herein and as outlined in the AFL Vic Country Handbook (*Section 2, 13.0 FINALS ELIGIBILITY – TAC CUP AND VFL PLAYERS*)
- (b) A player must play a minimum of 3 home and away games with the club to qualify for the finals for their club.
- (c) No player can play any finals game on permit.

## **10 DRAWN MATCHES - FINALS**

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- (a) In the event of a tied game in any finals match including the Grand Final, the First Score Rule will apply. Two halves of 5 minutes will commence. Teams will kick to the end they were kicking to at the end of regulation time. Then swap after 5 minutes.
- (b) Coaches may only address players, as a group, between the end of full time and the start of the 'extra time' period.
- (c) The First Score Rule
- i. After the goal umpires have consulted (at the end of extra time), both teams remain in the positions they were in after the last period finished.
  - ii. A ball up will commence in the centre square and time keepers will allow play to continue until the next score when they will sound the siren.
  - iii. The team that scores first is the winner.

## **11 UMPIRES**

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- (a) It shall be the responsibility of the goal umpires to record the score of matches, which on being countersigned by each goal umpire at the conclusion of the match shall be the official score of the League.
- (b) On completion of the match goal umpires must provide the score card to the home club secretary.
- (c) All club umpires have the same power of reports as a registered umpire.
- (d) All games are to be officiated by 2 club umpires, one from each side, and 2 Goal umpires, one from each side.



- (e) Umpires must submit a copy of any reports to the home team manager at the end of the match. The home team Manager is required to notify the league of the report or suspension by 8pm Sunday night of the match.
- (f) Any club umpires not presented in the correct uniform may incur a fine against their club

## **12 INDEPENDENT TRIBUNAL**

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- (a) All leagues partnered with the AFL Western District/ Wimmera Mallee of AFL Wimmera Mallee will fall under the same tribunal processes. The Tribunal Panel will consist of individuals charged with the responsibility of adjudicating on reported incidents or referred investigations.
- (b) This tribunal will sit under the guidelines set out by AFL Vic Country (contained within the AFL Victoria Country handbook) and the tribunal guidelines document.
- (c) Tribunal members are not to have held office at a club in the previous 24 months.

## **13 COSTS ASSOCIATED WITH TRIBUNAL HEARINGS & INVESTIGATIONS**

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- (a) Any guilty plea/verdict delivered by the tribunal the charged club will be pay a fee according to Appendix 1 – Schedule of Fees.
- (b) Any guilty plea/verdict delivered by the tribunal relating to an investigation the charged club will pay all costs up to \$1,000.
- (c) In the case of a not guilty verdict from a tribunal or an investigation the league will pay all costs.

## **14 CLUBS AND DELEGATES**

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1. The League shall be affiliated with AFL Western District OR AFL Wimmera and the rules of the League shall apply in all matters not provided for in the rules of AFL Victoria or the two Regions
2. Each club shall be represented at the club meetings by two delegates.
3. At all meetings where a vote is required, each club will be entitled to one vote, thereby reflecting a club unified approach to decision making.

## **15 TIMEKEEPERS**

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- (a) One responsible timekeeper to be provided by each competing club.
- (b) Stop watches to be synchronised.
- (c) Timekeepers shall accurately record all details on a Timekeepers card as supplied by the League.
- (d) Competing teams will supply timekeepers for all finals matches.
- (e) Two (2) timekeeper cards to be submitted to the league for all games.

## **16 TEAMSHEETS**

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- (a) Before commencement of every match, team sheets must be completed correctly with copies provided to the umpires, opposition team, and your team.
- (b) All copies need to be signed before being presented.
- (c) The umpire's copy is to be submitted with the paperwork to the league at the end of the game and will be deemed to be the official team sheet for that match.

## **17 PLAYING UNIFORM**

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- (a) Each club must register its colours and uniform at the beginning of the season, and they shall not be changed without the approval of the League
- (b) Each club shall wear their approved registered club Guernsey's at all games.
- (c) If two (2) clubs' colours are the same or similar, the away club must change its jumper, upon instruction from the League Operations Officer
- (d) In the event of teams whose colours are the same or similar meeting in finals, the club finishing higher on the ladder at the completion of the season will retain its jumper
- (e) All teams will wear their registered shorts club coloured shorts and socks at all games
- (f) Only skin colour compression shorts are to be worn and must not extend below the knee
- (g) Metal boot studs, bobby pins, jewellery and piercings are not permitted to be worn at any time on the field of play.
- (h) Players are required to keep their fingernails trimmed and smooth to avoid scratching or other injuries to other players. Umpires and Team Managers will be responsible for checking hands to ensure fingernails do not extend beyond the end of the finger, and where necessary will require the player to tape their fingernails.

## 18 MATCH RESULTS

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- (a) Home Club to enter all match details at the completion of the game onto Sports TG website.
- (b) This includes quarter by quarter scores, goal kickers, best players (both teams), and checking names on the team sheet. Hand written corrections on the official team sheets including jumper numbers, must be amended on the website.
- (c) Please send all paperwork to PO Box 523 Warrnambool, 3280, or drop it into AFL Western District Office, Deakin University, Warrnambool Campus.
  - i. Official team Sheets (Both teams)
  - ii. League best & fairest Vote slips
  - iii. Time Card x 2
  - iv. Goal Umpire Score Card x 2
- (d) It is the responsibility of the away team to provide the home team with their match details following each match (best players and goal kickers).
- (e) The club must submit the full match results online no later than 4 hours after the game.
- (f) If match results are not entered correctly as outlined above the club may receive a fine of \$100.
- (g) Clubs to notify the RAC ASAP if any issues arise regarding entering match results.
- (h) The two officiating umpires must convene at the conclusion of the match, to allocate votes for the league Best and Fairest, which is to be signed and handed to the home team manager at the conclusion of the match.

## 19 FEES

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- (a) All league fees shall be provided to the clubs prior to the season starting
- (b) Each Club shall pay an administration levy as decided by the Advisory Committee
- (c) All fees are Monthly Payments – four (4) payments from May to August
- (d) The fees include;
  - i. Administration Levy
  - ii. WVFFL Football affiliation
  - iii. Affiliation – Trainers
  - iv. Affiliation - Coaches
  - v. Junior Development
  - vi. Umpires (inc. Travel)

## 20 RUNNERS, WATER-CARRIERS, TRAINERS & COACHES

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- (a) All water carriers, trainers, medical officers, physiotherapists and coaches must comply with the rules and regulations as set out herein and as outlined in the AFL Vic Country Handbook (Section 2, 15)
- (b) Advisory Committee members are authorised to report non-compliance with the below regulations, with the league having the power to fine clubs for breaches.
- (c) All on-field volunteers must be a minimum of 12 years of age.
- (d) Eligibility
  - i. No person who is a registered player or an official of any club of an open or junior age team, who is under disqualification or suspension by his or her home club or League, shall act as an official runner or water carrier in any competition match, or any other match in which an AFL Victoria Country affiliated club or League is participating.
- (e) Listing of Officials
  - i. All official runners, trainers and water carriers shall be listed on the official team sheet (including their given name, surname and shirt number) and for the purposes of interpretation of this regulation shall be deemed to be officials of the club for the match.
- (f) Infringements
  - i. Any club that infringes this rule shall appear before the League's Independent Tribunal to determine the penalty. The penalty applicable for determination by the Independent Tribunal shall include the following: (a) Substantial fine, and/or (b) Loss of points for the match, and/or (c) Such other penalties as determined appropriate by the Tribunal.
  - ii. The officiating field umpire may, upon infringement of these rules, order the runner, trainer or water carrier of the offending club from the arena for a period of 15 minutes. Any infringement of this rule or other infringement reported by the officiating umpire that shall include a field umpire, boundary umpire, goal umpire and emergency umpire, shall be referred to the league's independent tribunal.
- (g) Water Carriers, Trainers- On Field Officials



- i. Trainers entering the playing arena for the purpose of attending an injured player must not interfere with the play in any way and must vacate the arena as soon as possible.
  - ii. Umpires can penalise on field officials with a free kick to the opposing side if the on field official impedes passages of play or remains on the ground after completing their duties. The free kick should take place where the offence occurs as long as there is no disadvantage to the side receiving the free kick.
  - iii. No coaches, assistant coaches or team runners can be water carriers during the course of play
  - iv. A trainer / water carrier must not engage in physical contact that may cause or incite injury to any player, official, or umpire or initiate any physical contact outside the realms of his/her duty of responsibilities.
- (h) Club Runners
- i. Runners to be attired as follows:
    1. WVFFL approved pink vest
    2. Black shorts or pants
    3. Black skins permitted under shorts
  - ii. The runner's sole role is to deliver messages from the coaching staff to players on the ground. The runner must immediately vacate the playing arena once the message has been delivered. The runner must not interfere with the course of play. This includes standing in and filling a space at set plays.
  - iii. As per the AFL Laws of the Australian Football runners are not allowed inside the 50-metre arc at full back kick-ins or in the centre square at centre bounces. The runner is not permitted to stay on the field and coach or barrack.
  - iv. If a runner fails to abide by the instruction above a free kick may be awarded against his / her team at the spot of the infringement or where the ball is at the time, whichever is the greater penalty. If a runner uses foul or abusive language, a free kick may be awarded against his/her team at the spot of the infringement or where the ball is at the time, whichever is the greater penalty.
  - v. A runner must not engage in physical contact that may cause or incite injury to any player, official or umpire or initiate physical contact of any nature while conducting his/her duties. Runners shall be reported by the umpires for infringements of this nature or may come under the scrutiny of the ground manager or affiliated League official. Penalties will then be determined through the appropriate channels. Any penalties incurred by a player acting as a runner shall be viewed as penalties against a player in respect to the league best and fairest medals.
  - vi. Clubs shall be permitted to use one (1) runner
- (i) Coaches
- i. As per AFL Vic Country Handbook All coaches of AFL Victoria Country clubs are required to be registered on Coach.Afl specific to the age of the players they are coaching, prior to the commencement of the season. The penalty to be imposed by leagues if coaches continue to coach having not obtained the necessary accreditation must be
    1. a \$200 fine (Senior) or \$100 fine (Junior) and
    2. the loss of match points for the matches won by the team whilst the unaccredited coach continues to coach.
    3. In the event of no match points being received the league must apply the above fines. Fines are applied once only (\$200 or \$100) and are not applicable to every match.
  - ii. During play coaches are to remain in the designated coach's box area.
  - iii. A coach, Team Manager, Trainer and Club umpire of any junior side are all required to hold a valid Working with Children's Check.

## **21 FINES**

Any breach of the by-laws may incur a penalty at the discretion of the Advisory Committee (up to 10 penalty units). A schedule of fees may be found at the end of these by-laws. One penalty unit shall be \$50.00.

## **22 ISSUES NOT COVERED IN THESE RULES**

In the event of any question arising not provided in these by-laws or League policies, the Advisory Committee shall have the power to decide such question. This decision will then be adopted for the current season and may be included in by-laws or policy, after a review of the by-laws and policies at the end of the season.



### APPENDIX 1 - SCHEDULE OF FEES

| TYPE OF BREACH  | BY-LAW REFERENCE | NUMBER OF PENALTY UNITS |
|---|------------------|-------------------------|
| Play unregistered/ineligible player (penalty per AFL Vic Country Handbook Section 2, 1.3) | 2 a.             | Per AFL Vic Country     |
| Forfeit   | 8 .a             | 6                       |
| Fail to provide stretcher   | 9 .1             | 2                       |
| Fail to provide scoreboard  | 9 .2             | 1                       |
| Fail to prepare venue according to Match Day Checklist                                    | 9.6              | 2                       |
| Fail to complete and forward Match Day Checklist  | 9.6              | 2                       |
| Fail to use match day football including league sponsor                                   | 10.d             | 2                       |
| Guilty verdict/plea at independent tribunal   | 16.a             | 3                       |
| Fail to provide time keeper   | 26               | 2                       |
| Fail to complete and provide correct team sheets  | 29.a             | 3                       |
| Fail to submit signed team sheets   | 29.b             | 1                       |
| Fail to submit umpire's (official) team sheet to league                                   | 29.c             | 2                       |
| Player wearing compression shorts other than beige in colour                              | 28.f             | 1                       |
| Fail to enter all match details on to Sports TG   | 29               | 2                       |
| Fail to provide club documents  | 30               | 4                       |
| Water carrier fail to be correctly attired  | 32.h.x           | 1                       |
| Runner fail to be correctly attired   | 32.i.i           | 1                       |