



**SOUTH
METRO
JUNIOR**
FOOTBALL LEAGUE

**2023 TEAM MANAGERS'
HANDBOOK**

UPDATED 6TH APRIL 2023

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

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League Information

Contact Details

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

Match Day Contact Details

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2023 Season Dates

Season 2023							
Date	Day	U8 & U9	U10	U11-U13	U14+	Partner Round*	
5 March 2023	Sunday	SMJFL Season Launch/Club Conference					
23 April 2023	Sunday	Round 1 (Welcome to Footy Carnival)	Round 1	Round 1	Round 1		
30 April 2023	Sunday	Round 2	Round 2	Round 2	Round 2		
7 May 2023	Sunday	Round 3	Round 3	Round 3	Round 3		
14 May 2023	Sunday	Round 4	Round 4	Round 4	Round 4		
21 May 2023	Sunday	Round 5	Round 5	Round 5	Round 5		
28 May 2023	Sunday	Round 6	Round 6	Round 6	Round 6		
4 June 2023	Sunday	Round 7	Round 7	Round 7	Round 7		
11 June 2023	Sunday	No Games/Kings's Birthday Weekend (Interleague Carnival)					
18 June 2023	Sunday	Round 8	Round 8	Round 8	Round 8		
25 June 2023	Sunday	Round 9	Round 9	Round 9	Round 9		
2 July 2023	Sunday	No Games - School Holidays					
9 July 2023	Sunday	No Games - School Holidays					
16 July 2023	Sunday	Round 10	Round 10	Round 10	Round 10		
23 July 2023	Sunday	Round 11	Round 11	Round 11	Round 11		
30 July 2023	Sunday	Round 12	Round 12	Round 12	Round 12		
6 August 2023	Sunday	Round 13	Round 13	Round 13	Round 13		
13 August 2023	Sunday	Lightning Carnival	Round 14	Round 14	Round 14		
20 August 2023	Sunday		Lightning Carnival	Round 15	Round 15		
27 August 2023	Sunday			Semi Finals	Semi Finals	OpenCorp Finals Series	
3 September 2023	Sunday			Grand Finals	Preliminary Finals	OpenCorp Finals Series	
10 September 2023	Sunday				Grand Finals	OpenCorp Finals Series	

Match Requirements

Team sheets

An example of the downloadable team sheet is at Appendix 4.

If both teams have selected their teams, player names will download on the team sheet. Each team sheet will be two pages - one for each team.

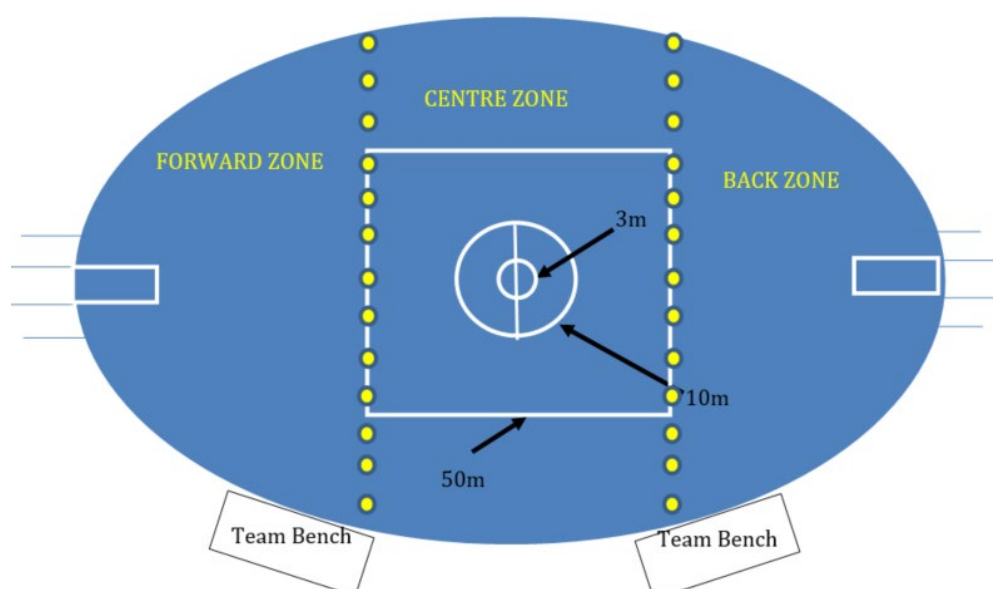
Any player that has been granted a permit or exemption to play in any game (where they would otherwise be ineligible) must have a “P” written next to their name – this will be actioned by the SMJFL.

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

For further information on Team Sheets click [here](#)

Venue Set Up

The playing field boundary line must be at least 3 metres away from any potential obstacles (including perimeter fencing and council requirements). The Team Manager of the home team must ensure the ground is properly marked with boundary lines, goal squares, centre circle and centre square. Grounds specific to modified rules do not need to be marked other than to split the ground into 3 zones (shown in yellow).



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

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

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

- Coach
- Assistant Coach
- Coach Development Program (CDP) - Junior Coach
- Trainer
- Runner

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

We encourage all clubs to set up a designated 3m exclusion area around the Team Bench's where parents/supporters (not including game day officials) are not permitted to enter throughout the duration of the game.

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

Ground Inspection Report

Prior to the first match played at a venue on any given day, an inspection of the ground must be completed prior to the commencement of play and a Ground Inspection Report filled in via the report link [HERE](#).

Unfit Ground

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

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

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

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

Goal Umpire & Timekeeper Equipment

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

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

In a Modified Rules game clubs do not need to provide scorecards. Scores can be kept by the Team Manager on their team sheet.

Club Volunteer Roles & Qualifications

CLUB VOLUNTEER ROLES & QUALIFICATIONS MATRIX										
Role	Min Age	WWCC	Junior Foundation (or Level 1) Coaching Accreditation	Youth Foundation (or Level 1) Coaching Accreditation	Provide First Aid (HLTAID003) & Provide Cardiopulmonary Resuscitation (HLTAID001)	AFL Emergency Response Coordinator (ERC) Training	SMJFL Umpiring Session	Child Protection Training	Infection Control Training - COVID-19	AFL - Returning to Community Football In a COVID-19
Committee	not specified									
Child Safety Officer	18+									
COVID Safety Officer	18+									
Team Manager	not specified									
Junior Coach (U8-U12)	16+									
Junior Assistant Coach (U8-U10)	16+									
Junior Assistant Coach (U11-U12)	16+									
Youth Coach (U13+)	16+									
Youth Assistant Coach (U13+)	16+									
Trainer (U8-U12)	16+									
Trainer (U13+)	16+									
Runner	16+									
Club Volunteer Umpire (U8-U10 Mixed/U12Girls)	18+									
Umpire Escort	18+									
Goal Umpire	16+									
Boundary Umpire	14+									
Water Carrier	12+									
Timekeeper	16+									

Competition Match Report – Digital Form

From 2023 the SMJFL Competition Match Report Form (CMR) will be accessed by League appointed Umpires via OfficialsHQ.

Home Clubs are only required to supply CMR hard copies in the event where a league Umpire is absent or unable to complete a match as per By Law 26.7. The digital Competition Match Report will be completed by the Umpire with both Team Managers full names entered in lieu of a signature.. In the event of a dispute as to the contents of the Umpires' Match Report, Team Managers are requested to respond via email once they have digested the CMR to: footballadmin@smjfl.com.au.

In games where there are SMJFL appointed umpires (U11-U14 Mixed, U15-U17 Boys and U11 Division 1 Girls only and U12-18 Girls) and no umpires attend the game, the home team is responsible for completing all paperwork (including votes from club appointed umpires) and forwarding on to the SMJFL Umpiring Administration Coordinator – umpiring@smjfl.com.au.

In Modified Rules matches (U8 Mixed, U9 Mixed, U10 Mixed, U10 Girls & U11 Girls excluding Division 1), the home team is responsible for completing the Competition Match Report and submitting it online before the Monday 12pm deadline: <http://smjfl.com.au/modified-rules-competition-match-report-cmr/>

Injury Stopped Game

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

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

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

Player Interchange

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

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

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

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

Spectator Behaviour

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

Player/Official Report Form

- (i) League Appointed Umpires'
 - From 2023 the Player/Official Report Form will be digital and managed by the leagues Umpires.
 - When a Player is reported the SMJFL will provide a copy of the report via email to your clubs designated Incident Officer.
 - In lieu of a signature being required previously, Team Managers are required to provide their full name to the Umpire(s) to assist in appropriately completing the Player/Official Report Form.

- (ii) Club Appointed Umpires / Umpire Absence
 - In the instance where a league Umpire is absent or unable to complete a match as per By Law 26.7 the Home Club must provide a hard copy of the Player/Official Report Form as provided by the SMJFL.

The Team Manager of the reported person should contact their relevant club official ASAP after the completion of the match.

Match Footballs

As per SMJFL Bylaw 12 the home Team Manager must provide the Field Umpire/s with 2 footballs (in good condition) no less than 10 minutes before the commencement of the game. Red footballs are to be used for day games and yellow football for night games.

The correct sizes and material are as follows:

Age Group	Size	Material
Under 8 Girls	2	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, 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

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

Results Entry

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

Modified Rules:

Item	Required	Timeline	Notes
Full time scores	Yes	6 Hours after Game Start Time	Will not be displayed on League's website
Update Line Up in Team Sheet	Yes	Up to 6 hours after Game Start Time	Make sure all Players who will play are entered. Remove Players who will not play
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 match paper Team Sheet
Best Players	No		Do not enter this information
Goal kickers	No		Do not enter this information

All other competition:

Item	Required	Timeline	Notes
Quarter by quarter scores	Yes	6 Hours after Game Start Time	
Update Line Up in Team Sheet	Yes	Up to 6 hours after Game Start Time	Make sure all Players who will play are entered.
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 match paper Team Sheet
Best Players	No		May be entered
Goal kickers	No		May be entered

Player Uniform & Officials Apparel

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

Officials/Team Roles

Field Umpires

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

Other Competitions – The SMJFL Umpire Department shall appoint Field Umpires.

Where a Field Umpire is absent or unable to complete a match and another member of the current SMJFL Umpires Department is not available, consistent with SMJFL By-law 26:

- The teams involved may agree to appoint a substitute Field Umpire or Field Umpires
- A team head coach is not permitted to act as a Field Umpire who shall:
 - officiate for the match; and
 - have the power to lodge a Report against a player or Team Official; and
 - award SMJFL best and fairest votes for the match.
- If no substitute Field Umpire(s) can be agreed upon the match shall be abandoned and the matter referred to the CEO for a determination regarding allocation of premiership points.

Goal Umpires

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

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

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

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

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

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

Boundary Umpires

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

When a club provides a boundary umpire, anytime 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. They are not required to throw the ball in as the field umpire will conduct a ball up 10 metres inside the field of play adjacent to where the ball crossed the line.

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

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

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

Umpire Escorts

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

Both teams must supply an Umpires' Escort, who shall escort the field umpires to and from the ground at the commencement of the match, at half-time and at the conclusion of the match. Each escort shall remain outside the umpires' room during half time. The Umpire Escort must remain with the umpires until all SMJFL paperwork has been signed and finalised.

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

During play Umpires' Escorts shall act as Interchange Stewards to ensure that players enter and exit the ground via the designated interchange area. The Umpire Escort may stand immediately inside the fence near the interchange gates.

Timekeeper

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

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

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

The Timekeepers must sound a warning siren five minutes prior to the start of the game, one minute prior to the conclusion of the $\frac{1}{4}$ time and $\frac{3}{4}$ time breaks and 3 minutes prior to the conclusion of the $\frac{1}{2}$ time break.

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

Duration of Football Matches

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

Age Group	Match Duration	Break Duration (Minutes)		
		$\frac{1}{4}$ Time	$\frac{1}{2}$ Time	$\frac{3}{4}$ Time
Under 8, 9 and 10 Girls	10 minute quarters	3	6	3
Under 11 Div 2 and below Girls Modified	12 minute quarters	3	6	3
Under 11 Div 1, 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 $\frac{1}{2}$ Boys	20 minute quarters	3	10	5

Scoreboard Attendant

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

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

Runner

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

Runners may deliver a message to a maximum of two players before immediately leaving the field of play.

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

Water Carrier(s)

Water carriers are not permitted in Modified Rules.

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. One (1) Water Carrier is permitted to enter the field of play to deliver water to players in Under 11 and Under 12 competitions. Two (2) Water Carriers are permitted to enter the field of play to deliver water to players in the Under 13 and above competitions.

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

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

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

Water Carriers:

- may enter the field of play from any position on the ground.
- are not permitted to communicate with the Team Bench other than during the breaks between quarters.

- We encourage clubs to urge players to go to the bench to have a drink throughout the match. Therefore, there will be leniency with the Water Carrier position on the ground. The current By-Law 20.32 states Water Carriers '*Must not at any time other than during the breaks between quarters be within metres of the Team Bench*'. Water Carriers can go to the team bench to retrieve or return individual drink bottles, then re-position themselves in the Water Carrier area.
- are not permitted to pass messages or give instructions to players or disrupt play.

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

Trainer

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

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

A Trainer appointed pursuant to By-Law 20.16 must be present for the duration of all games in which the Trainer's team participates.

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

Medical Practitioners can act as a trainer provided they are in a current clinical practice, are registered with the AHPRA and hold a current CPR qualification.

In the event of an injury to a player, a venue trainer or a second or third trainer may enter the field of play. Only 1 trainer is permitted on the team bench. Any additional trainers must be stationed off the field (outside the fence) and must be wearing the appropriate SMJFL bib.

Team and Match Officials' Attire

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

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

Officials must wear enclosed shoes.

Concussion

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

Head Count

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

The timekeepers are to note the score on the scorecard.

Forfeits

If for any reason you know in advance you won't have enough minimum players (based on clause 15 in the By-Laws) to field a team please let your club Secretary know ASAP so your opposition can be informed.

Where a team has fewer than the minimum number of players, the opposing team shall be awarded a "forfeit".

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

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

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

Fixture Amendments

Requests by Participating Clubs for a change of the time and/or venue of any football match must be received, in writing, by the SMJFL no later than 12pm 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 Chief Executive Officer in their absolute discretion.

The Chief Executive Officer 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.

Adverse Weather Conditions

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

In the event there are no SMJFL staff available to make a decision, a game may be cancelled on the agreement of both Team Managers. This includes but not limited to lack of cover, protection from the elements and inadequate available facilities. However, if the SMJFL, on review of the game,

decides the game should not have been cancelled, it reserves the right to award points or hand down any penalty as it sees fit.

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

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

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

Number of Players

Age Group(s)	On Field		Total on Team Sheet
	Minimum	Maximum	
Under 8, 9 and 10 Girls	9	12	No limit
Under 11 Girls Div 2 and below and U12 Girls Div 3	9	12	No limit
Under 11 Div 1 and U12 Girls Div 1 & 2	12	16	No limit
Under 13, 14 and 15 Girls	14	18	No limit
Under 16 and 18 Girls	14	18	No limit
Under 8 – Under 10 Mixed	14	18	No limit
Under 11 – Under 14 Mixed	14	18	24 (no limit in finals)
Under 15 Boys	14	18	24 (no limit in finals)
Under 16 to Under 17 ½ Boys	14	18	24 (no limit in finals)

Registration of Players/Team Signature Sheet

As per SMJFL Bylaws clause 8:

- 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 .

- A Member 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 pursuant to Rule 4 of the SMJFL Statement of Purpose & Rules.

Player Movement

Under 8 to Under 10 mixed and under 10 girls

Where a Member Club has multiple teams in the Under 8 to Under 10 Mixed, Under 10 Girls, Under 11 Div 2 and below girls age groups, free movement of Players across teams within each age group shall be permitted throughout the season.

Save with the approval of the Chief Executive Officer (which approval is at the absolute discretion of the Chief Executive Officer), a Player may only play in one game per Round in a particular age group.

When a Lightning Carnival is played, a Player shall only be permitted to play in the team in which they played the majority of games throughout the season.

Other Competitions

The following player movement restrictions apply:

- (i) Once a Player has played a total of six matches in any higher ranked competitions (including U19 and/or Seniors), they are unable to play in a lower ranked competition for the remainder of the season (including Finals).
- (ii) When a higher ranked team has a bye or a forfeit, no Player who has played in that team in the previous Round will be permitted to play in a lower ranked competition unless that Player has played more games in the lower ranked competition.
- (iii) Subject to these By-laws, a Player may play in no more than two games per Round.

All Member Clubs are required to adhere to the spirit of this policy by bearing in mind the purposes detailed in Clause 44. Appendix 4 – Player Movement and Finals Qualification Policy Clause 2.1 and not using the policy as a means of “stacking” teams in order to win matches. If the Chief Executive Officer is not satisfied that a Member Club has adhered to the spirit of this policy he or she may, at their absolute discretion, award a forfeit to the opposition team.

Where a Member Club has more than one team in the same division 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.

Finals Eligibility

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

- Play in at least five (5) home and away matches with that particular team; or
- 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 sub-clause 2.5 of this policy; and
- Satisfy sub-clause 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.

In the case of a Player qualifying in a lower ranked team (not having played four games for the higher ranked team), they may only play in Finals if that (higher ranked) team has no more than the following number of Players on the Team Sheet:

Age Group	Number of Players
U12 Girls	18
U13, U14, U15 and U16 Girls	19
U11 to U13 Mixed	20
U14 Mixed, U15 Boys	21
U16 to U 18 Boys and U18 Girls	19

A Player may only play in one Finals match per competition (Girl's competitions are considered to be separate from the Mixed/Boys), per Round.

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

By way of clarification, a Player's record in terms of the Player movement policy, is moved with any team that has been re-graded. ie. 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.

The Chief Executive Officer (at their absolute discretion) may provide an exemption for any of the clauses in this policy. Exemption requests must be submitted via the prescribed form no later than 12:00pm on the business day prior to the match. Late requests may be considered and will be subject to a two-penalty unit administration fee.

Send Off Rules (as per SMJFL By-law 27)

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”).

Yellow card offences are audible obscenity, unsporting behaviour or misconduct. Reportable offences are listed under the Laws of Australian Rules Football. A Player receiving a Red Card shall be reported by the Field Umpire in accordance with By-law 28. These offences are listed in the [Laws of Australian Football](#).

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.

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.

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.

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

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.

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.

Any Player or Team Official sent off twice in the same match is automatically suspended for one match in addition to any sanction as a result of receiving a Red Card.

After receipt of the details, the Chief Executive Officer reserves the right to upgrade any Yellow Card offence to a Red Card offence.

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.

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.

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](#).

Disciplinary Issues

Approaching Official SMJFL Umpires

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

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

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

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

Umpires Additional Power to Report

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

Reports

If a player or official is reported on match day it is the Team Manager's responsibility to inform the Club Secretary ASAP after the match. This includes providing the club copy of the Player/Official Report to the Club Secretary. The SMJFL will be in contact with the Club Secretary as soon as possible following the match to confirm a report has been laid. At this point the SMJFL may offer a set penalty to the player or official rather than sending the matter to a Tribunal Hearing.

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

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

Appendix I - Directory of SMJFL Grounds

Name	Address	Map Ref.
Albert Park - Oval 9, 11 & 12	Aughtie Drive, Albert Park	2N H1
Banksia Reserve	Oak Street, Beaumaris	86 E7
Ben Kavanagh Reserve	McDonald Street, Mordialloc	87 G12
Bentleigh Reserve	Arthur Street, Bentleigh	77 F1
Boss James Reserve	David Street, Hampton	77 A7
Brighton Beach Oval	South Road, Brighton	76 D4
Castlefield Reserve	Ludstone Street, Hampton	76 J5
Centenary Park	Brady Road, East Bentleigh	78 B3
Chadwick Reserve	Howard Road, Dingley Village	88 C6
Chisholm Reserve	Duncan Street, Sandringham	76 K8
Columbia Reserve	Columbia Drive, Wheelers Hill	71 H11
Como Park	Corner of Williams Road & Alexandra Avenue, South Yarra	58 F2
Corrigan Oval	Marcus Road, Dingley Village	88 G8
Darling Park – Basil Reserve	Basil Street, East Malvern	60 A12
Donald McDonald Reserve	Fifth Street, Black Rock	86 B6
DW Lucas Oval – Dunlop Reserve	Moira Street, East Malvern	59 K11
E.E. Gunn Reserve	Malane Street, Ormond	68 E7
Elsternwick Park	St Kilda Street, Elwood	67 D3
Essex Heights Reserve	Outlook Road, Mt Waverley	61 B10
Gardiner Park	Carroll Crescent, Malvern	59 G6
Gerry Green Reserve	Nepean Highway, Parkdale	87 E8
Heatherton Recreation Reserve	Ross Street, Heatherton	87 K2
Highett Reserve	Turner Road, Moorabbin	77 H9
Hurlingham Park	Nepean Highway, East Brighton	67 J10
Jack Barker Oval	Weatherall Road, Cheltenham	86 G3
King George Reserve	East Boundary Road, Bentleigh	77 K3
Koornang Park	Munro Avenue, Carnegie	68 H6
Le Page Park	Corner of Herald & Argus Street, Cheltenham	78 B12
Lum Reserve (West)	Cintra Ave, Wheelers Hill	71 F10
McKinnon Reserve	Tucker Road, McKinnon	68 G11
Meade Reserve	Haughton Road, Clayton	79 B2
Mentone Grammar	756-768 Springvale Road, Braeside	88 H10
Mentone Reserve	Brindisi Street, Mentone	86 K7

Moorleigh Reserve	Bignell Road, Bentleigh	78 B5
Murphy Reserve – Aanenson Oval	Williamstown Road, Port Melbourne	56 K1
Murphy Reserve – J.W Woodruff Oval	Williamstown Road, Port Melbourne	56 K1
Murrumbeena Park	Kangaroo Road, Murrumbeena	69 B7
Namatjira Park	47 Springs Road, Clarinda	79 A4
Packer Park	120 Leila Road, Carnegie	68 J8
Peanut Farm Reserve	Blessington Street, St Kilda	58 A11
Peterson Reserve	Peterson Street, Highett	77 B8
Pinewood Reserve	Pinewood Drive, Mount Waverley	70 G4
Princess Highway Reserve	Princes Highway, Oakleigh East	70 B10
Princes Park – Oval 1	Beech Street, Caulfield South	68 B6
Princes Park – Oval 4	Dover Street, Caulfield South	68 B6
Souter Reserve	Marcus Road, Dingley	88 G6
Southern Road Reserve	Southern Road, Mentone	87 E6
Stanley Grose Reserve	Stanley Grose Drive, East Malvern	60 A12
Toorak Park	Orrong Road, Armadale	2M G12
Trevor Barker Oval	Corner of Beach Road & Hampton Street, Sandringham	76 F8
W.A. Scammell Reserve	Guest Road, Oakleigh South	69 G10
Walter Galt Reserve	Corner Davey and Victoria Streets, Parkdale	87 F8
Wattie Watson Oval – Elwood Park	Ormond Esplanade, Elwood	67 C5
Waverley Oval	Corner of Waverley & Belgrave Road, East Malvern	A2 69
Wellington Reserve	Mackie Road, Mulgrave	80 C3
Widdop Crescent Reserve	Widdop Crescent Moorabbin Hampton North	77 B6
William Street		
Packer Park		
Lila Road		

Appendix 2 – Competition Rankings

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

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 16 Girls Division 3
-8	Under 16 Girls Division 4
-9	Under 14 Girls Division 1
-10	Under 16 Girls Division 5
-11	Under 14 Girls Division 2
-12	Under 14 Girls Division 3
-13	Under 14 Girls Division 4
-14	Under 12 Girls Division 1
-15	Under 14 Girls Division 5
-16	Under 12 Girls Division 2
-17	Under 12 Girls Division 3
-18	Under 12 Girls Division 4
-19	Under 12 Girls Division 5

-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

*Note, U19 and Senior competitions refers to any U19 and Senior competition run by an AFL Victoria affiliated League.

Any changes / additions made to the above table as communicated by AFL Victoria, will be communicated to clubs and updated in these By-laws as soon as practically possible.

Appendix 3 – Rule Variation Matrix

If viewing on line please find the [online version](#)

2023 SMJFL Rule Variation Matrix																	
	Girls								Mixed						Boys		
	8,9 & 10	11 (Excluding Div 1)	U11 Div 1 and 12	U13	U14	U15	16	18	8	9 & 10	11	12	13	14	15	16	17
Regulations																	
Ground size	Modified (approved)	Modified (approved)	Standard	Standard	Standard	Standard	Standard	Standard	Modified (approved)	Modified (approved)	Standard	Standard	Standard	Standard	Standard	Standard	Standard
# players on ground	9 (12)	9 (12) *	12 (16) **	14 (18)	14 (18)	14 (18)	16 (18)	16 (18)	14 (18)	14 (18)	14 (18)	14 (18)	14 (18)	14 (18)	14 (18)	14 (18)	14 (18)
Ball type	Syn only	Syn only	Syn/Leather	Syn/Leather	Syn/Leather	Syn/Leather	Leather	Leather	Syn only	Syn only	Syn / Leather	Syn / Leather	Leather	Leather	Leather	Leather	Leather
Ball size	2	3	3	3	4	4	4	4	2	2	3	3	4	4	full size	full size	full size
Quarter duration (mins)	10	12	15	15	15	15	15	17	10	12	15	15	15	15	20	20	20
Break length 1/4 - 1/2 - 3/4 time	3-6-3	3-6-3	3-8-5	3-8-5	3-8-5	3-8-5	3-8-5	3-8-5	3-6-3	3-6-3	3-8-5	3-8-5	3-8-5	3-8-5	3-10-5	3-10-5	3-10-5
Scoreboard	*	*	✓	✓	✓	✓	✓	✓	*	*	✓	✓	✓	✓	✓	✓	✓
Results	Yes (not published)	Yes (not published)	✓	✓	✓	✓	✓	✓	Yes (not published)			✓	✓	✓	✓	✓	✓
Best & Fairest/Goals	*	*	✓	✓	✓	✓	✓	✓	*	*	✓	✓	✓	✓	✓	✓	✓
Finals	Lightning Carnival	Lightning Carnival	✓	✓	✓	✓	✓	✓	Lightning Carnival			✓	✓	✓	✓	✓	✓
Laws																	
Tackling	Modified	Modified	✓	✓	✓	✓	✓	✓	Modified			✓	✓	✓	✓	✓	✓
Bumping	*	*	✓	✓	✓	✓	✓	✓	*	*	✓	✓	✓	✓	✓	✓	✓
Stealing the ball	*	*	✓	✓	✓	✓	✓	✓	*	*	✓	✓	✓	✓	✓	✓	✓
Barging	*	*	✓	✓	✓	✓	✓	✓	*	*	✓	✓	✓	✓	✓	✓	✓
Smothering	*	*	✓	✓	✓	✓	✓	✓	*	*	✓	✓	✓	✓	✓	✓	✓
Fending off	*	*	✓	✓	✓	✓	✓	✓	*	*	✓	✓	✓	✓	✓	✓	✓
Shepherding	*	*	✓	✓	✓	✓	✓	✓	*	*	✓	✓	✓	✓	✓	✓	✓
Bouncing the ball	1 max	1 max	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited	1 max	1 max	Unlimited						
Kicking off the ground	*	*	✓	✓	✓	✓	✓	✓	*	*	*	*	✓	✓	✓	✓	✓
Ball ups	Nominated players of equal size		✓	✓	✓	✓	✓	✓	Nominated players of equal size			✓	✓	✓	✓	✓	✓
Throw-ins	*	*	✓	✓	✓	✓	✓	✓	*	*	✓	✓	✓	✓	✓	✓	✓
Distance over which marks are paid	0m (reasonable attempt)	0m (shows control)	0m (shows control)	0m (shows control)	0m (shows control)	0m (shows control)	0m (shows control)	15m	0m (shows control)	0m (shows control)	15m	15m	15m	15m	15m	15m	15m
Distance penalty	10m	10m	25m	25m	25m	25m	25m	25m	10m	10m	25m	25m	25m	25m	25m	25m	25m
Play on whilst advancing	*	*	*	*	*	*	*	✓	*	*	*	*	*	*	✓	✓	✓
Zones	✓	✓	*	*	*	*	*	*	✓	✓	*	*	*	*	*	*	*
Deliberate out of bounds	*	*	*	*	*	*	*	✓	*	*	*	*	*	*	✓	✓	✓
Deliberately rushed behind	*	*	*	*	*	*	*	✓	*	*	*	*	*	*	✓	✓	✓
Wait for flag after point	✓	✓	✓	✓	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	*	*
Set playing positions	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Umpires																	
# field umpires	Club Appointed (2)	Club Appointed (2)	2	2	2	2	2	2	Club Appointed (2)	Club Appointed (2)	2	2	2	2	2	2	2
Boundary umpires*	*	*	Club Appointed (2)	Club Appointed (2)	✓ (League Appt Div 1 & 2 only)	✓	✓	✓	*	*	Club Appointed (2)	Club Appointed (2)	Club Appointed (2)	Club Appointed (2)	Club Appointed (2)	Club Appointed (2)	Club Appointed (2)

*In U11 Division 2 and below: if both teams have at least 17 players on the team sheet at the start of the game, both teams must play with 15 players on the field.

**If both teams have at least 20 players on the team sheet at the start of the game, both teams must play with 18 players on the field.

Where no SMJFL Boundary Umpire is appointed, the field umpire will conduct a ball up 10 metres inside the field of play adjacent to where the ball crossed the line.

Appendix 4 – PlayHQ Team Sheet

Geelong Cats Seniors	vs	Western Bulldogs Seniors	565cd7
TEAM A		TEAM B	GAME CODE
2023	North South Seniors	TEST / The G	25 Feb 2023
SEASON	GRADE	GROUND	DATE
			2:00 pm
			TIME
			2
			ROUND

TEAM A: Geelong Cats Seniors									
NO.	PLAYERS	DOB	PLAYER SIGNATURES	PP	GOALS	BEHINDS	BEST	YEL. CARD	RED CARD
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									
21									
22									
23									
24									
25									
26									
27									
28									
29									
30									
				/40					

<p>COACH: _____</p> <p>ASST. COACH: _____</p> <p>ASST. COACH: _____</p> <p>ASST. COACH: _____</p> <p>TEAM MNGR: _____</p> <p>STEWARD: _____</p> <p>RUNNER: _____</p> <p>RUNNER: _____</p> <p>PHYSIO: _____</p> <p>DOCTOR: _____</p> <p>TRAINER 1: _____</p>	<p>TRAINER 2: _____</p> <p>MEDICAL/WATER 1: _____</p> <p>MEDICAL/WATER 2: _____</p> <p>MEDICAL/WATER 3: _____</p> <p>MEDICAL/WATER 4: _____</p> <hr/> <p>FIELD UMPIRE: _____</p> <p>GOAL UMPIRE: _____</p> <p>GOAL UMPIRE: _____</p> <p>BOUNDARY UMPIRE: _____</p> <p>UMPIRE ESCORT: _____</p>
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TEAM A: Geelong Cats Seniors			TEAM B: Western Bulldogs Seniors		
GOALS	BEHINDS	TOTAL	GOALS	BEHINDS	TOTAL
Q1			Q1		
Q2			Q2		
Q3			Q3		
Q4			Q4		
T			T		

<p>INCIDENT 1 <small>[Umpires, Team Managers, Coaches, Leagues Admins only]</small></p> <p><input type="checkbox"/> OFFENCE/BEHAVIOUR <input type="checkbox"/> INJURY <input type="checkbox"/> VENUE ISSUE <input type="checkbox"/> OTHER</p> <p>_____</p> <p style="text-align: right; font-size: x-small;">[Notes]</p>	<p>INCIDENT 1 <small>[Umpires, Team Managers, Coaches, Leagues Admins only]</small></p> <p><input type="checkbox"/> OFFENCE/BEHAVIOUR <input type="checkbox"/> INJURY <input type="checkbox"/> VENUE ISSUE <input type="checkbox"/> OTHER</p> <p>_____</p> <p style="text-align: right; font-size: x-small;">[Notes]</p>
---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

TEAM MANAGER SIGNATURE: _____	UMPIRE SIGNATURE: _____
--------------------------------------	--------------------------------

Water Carrier

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

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

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

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

Water Carriers:

- Water Carrier's must wear disposable gloves during the game and must sanitise before and after entering to the field.
- Strictly no sharing of water bottles.
- 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.
- We encourage clubs to urge players to go to the bench to have a drink throughout the match. Therefore, there will be leniency with the Water Carrier position on the ground. The current By-Law 20.34 states Water Carriers '*Must not at any time other than during the breaks between quarters be within 30 metres of the Team Bench*'. Water Carriers can go to the team bench to retrieve or return individual drink bottles, then re-position themselves in the Water Carrier area.
- **are not permitted to pass messages or give instructions to players, or disrupt play.**

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

field may be replaced.

NO COACHING PERMITTED

Umpire Escort

Umpire Escorts must be at least **18 years of age**

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

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

The Escort **must remain with the umpires** until all SMJFL paperwork has been **signed and finalised**.

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

OTHER DUTIES

Interchange Steward

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

NO COACHING PERMITTED

Team appointed Boundary Umpire

Boundary Umpires are NOT REQUIRED for Modified Rules competitions and Under 12 Girls, excluding Girls Division I competitions.

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

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

When a club provides a boundary umpire, anytime 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. They are not required to throw the ball in as the field umpire will conduct a ball up 10 metres inside the field of play adjacent to where the ball crossed the line

The Boundary Umpires must be familiar with the correct procedures to ensure the proper conduct of the match and Field Umpires may overrule a decision by a Boundary Umpire.

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

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

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

NO COACHING PERMITTED

Team appointed Goal Umpire

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

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

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

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

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

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

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

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

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

NO COACHING PERMITTED

Runner

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

Runners may only enter the playing surface once a goal has been kicked and must exit the playing surface before play recommences.

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

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

**NO ON-FIELD COACHING
PERMITTED**

Trainer

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

Medical Practitioners can act as a trainer provided they are in a current clinical practice, are registered with the AHPRA and hold a current CPR qualification.

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

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

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

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

Coach

All Coaches must have a minimum current Foundation AFL Coaching Accreditation, relevant to their age group to coach in the SMJFL in accordance with the SMJFL Coach Accreditation Policy

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

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

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

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

Coach Development Program – Junior Coach

All CDP Junior Coaches must have a completed the mandatory information and induction session run by AFL Victoria and SMJFL.

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

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

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

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