



**2019 MEN'S FOOTBALL  
COMPETITION REGULATIONS  
MARCH 2019**

**SOUTHERN FOOTBALL NETBALL LEAGUE  
MEN'S COMPETITION REGULATIONS**

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## **1. PRE-AMBLE**

- 1.1 The SFNL Football Competition Regulations must be read in conjunction with –
- (i) SFNL By-Laws
  - (ii) Laws of Australian Football
  - (iii) AFL Victoria Rules and Regulations
- 1.2 Where any conflict arises between provisions of these Competition Regulations, By-Laws and the Rules, the Rules prevail.

## **2. DEFINITIONS AND INTERPRETATION**

- 2.1 These Competition Regulations shall be read in conjunction with the By-Laws and Rules of the Southern Football Netball League Incorporated ('the Rules').
- 2.2 Any dollar amounts referred to in the Competition Regulations will be subject to GST where applicable.

## **3. LAWS OF AUSTRALIAN FOOTBALL**

- 3.1 All football games shall be played in strict accordance with the "Laws of Australian Football" as determined by the AFL, unless otherwise advised by the SFNL.
- 3.2 Where discretion is available under the AFL "Laws of Australian Football" for controlling bodies to nominate rule variations, the Board shall notify each Member Club of the "Laws of Australian Rules Football" applicable to the SFNL in each season.
- 3.3 The Regulations of the SFNL Women's Football Competition are contained in Schedule 18 of the By-Laws.

## **4. REGISTRATIONS**

- 4.1 Every player must be registered in strict accordance with the 'Laws of Australian Football' as determined by the AFL or modified by AFL Victoria or the League.
- 4.2 A player must be registered with the SFNL prior to the commencement of the first game they play for the Club each season.
- 4.3 The registration must be entered and confirmed on the SFNL database.

## **5. TRANSFERS WITHIN THE LEAGUE**

- 5.1 No more than three (3) Men's Senior Community or above categorised Players as determined by AFL Victoria's Player Point Policy will be permitted to be transferred from one Member Club to another Member Club, in any one season unless both Member Clubs involved in the transfer agree that more than three (3) Men's Senior Community or above categorised Players can be transferred.

- 5.2 When both Member Clubs agree that more than three (3) Men's Senior Community or above categorised Players can be transferred, such transfers that exceed the allowable three (3) Men's Senior Community or above categorised Players need to be approved in writing by the General Manager - Operations.
- 5.3 A Player who transfers from one Member Club to another Member Club, to accept the position at the new Member Club of senior playing coach, WILL NOT be included in the total of three (3) Men's Players mentioned in Competition Regulation 5.1.
- 5.4 A Player who transfers from one Member Club to another Member Club, to accept the position at the new Member Club of assistant playing coach, WILL BE included in the total of three (3) Men's Players mentioned in Competition Regulation 5.1.
- 5.5 A Player who transfers from one Member Club to another Member Club that is categorised as a Development Community Player or Transferred Junior as determined by AFL Victoria's Player Point Policy, WILL NOT be included in the total of three (3) Men's Players mentioned in Competition Regulation 5.1.

## **6. FOOTBALL COMPETITION**

### **6.1 POINTS ALLOCATION**

6.1.1 In Home and Away matches:

- (i) four (4) points will be allotted for a win.
- (ii) four (4) points for a team in whose favour a forfeit or walkover is ruled. The forfeit or walkover will be recorded as a win for that team.
- (iii) two (2) points for a draw.
- (iv) zero (0) points for a loss.
- (v) zero (0) points for a team who has caused a forfeit or walkover. The forfeit or walkover will be recorded as a loss for that team.

### **6.2 SCORES**

- 6.2.1 The scores used by the General Manager - Operations to calculate the points and percentages for each Divisional ladder shall be based upon the scores contained in the goal umpires' cards. Should the scores on the cards not match, the timekeeping cards will also be used to assist in calculating points and percentages.
- 6.2.2 In the event that the timekeeping cards disagree, then the General Manager - Operations will investigate the matter and make a final and binding decision.

### 6.3 LADDER

- 6.3.1 The General Manager - Operations shall prepare a weekly ladder for each Division and in addition to awarding points for each win, forfeit, walkover, draw or loss he/she shall also prepare a percentage table comparing the total points scored by each team against the total points scored against each team and in the event that selection for the finals series is between teams with the same number of points, the team with the highest percentage will be entitled to participate in the finals series ahead of a team with lower percentage. Should the percentage of the teams be the same then the team with the highest points 'For' (being the points scored by the team throughout the season) will be entitled to participate. Should the points 'For' of the teams be the same, then the team with the lowest points 'Against' will be entitled to participate.
- 6.3.2 All decisions of the General Manager - Operations in respect of the calculation of the points and percentages shall be final and binding.

### 6.4 MATCH RATIO

- 6.4.1 In competitions involving an uneven number of byes for competing teams, the General Manager - Operations shall also prepare a match ratio which reflects the number of wins by each team against the number of matches played by each team.

## 7. PLAYING TIMES

### 7.1 DURATION OF MATCHES

- 7.1.1 Match commencement, duration and breaks for Seniors, Reserves and Under 19's or Thirds Home and Away matches will be scheduled as (based off three matches in a day):

Grade	Start	Duration	¼ time break	½ time break	¾ time break
Seniors	2:15pm	20 mins + TO	5 mins	20 mins	5 mins
Reserves	12:00pm	20 mins	5 mins	15 mins	5 mins
Under 19's/ Thirds	9:45am	20 mins	5 mins	15 mins	5 mins

- 7.1.2 Match commencement, duration and breaks for Seniors, Reserves, Under 19's and Thirds Home and Away matches will be scheduled as (based off four matches in a day):

Grade	Start	Duration	¼ time break	½ time break	¾ time break
Seniors	2:30pm	20 mins + TO	5 mins	20 mins	5 mins
Reserves	12:30pm	20 mins	5 mins	15 mins	5 mins
Under 19's	10:30am	20 mins	5 mins	15 mins	5 mins
Thirds	8:30am	20 mins	5 mins	15 mins	5 mins

7.1.3 If early matches (prior to Seniors) are running behind time at half time, the last two (2) quarters are to be shortened accordingly to allow the game to finish on time. This provision is NOT applicable in finals matches.

## **7.2 APPLICATION OF “TIME ON”**

7.2.1 Time On will be applied in Home and Away Matches as follows:

- (i) Seniors “Time On” is to be signalled by the Field Umpire by either raising one hand above his head OR by crossing both arms across their chest or when a Goal Umpire signals a score is recorded (NTO when they have completed waving their flags).
- (ii) If the Field Umpire fails to signal “Time On” when the ball goes out of bounds the clock is to be stopped when the signal is given by the Boundary Umpire and restarted when the ball is thrown into play.
- (iii) Reserves, Under 19’s and Thirds “Time On” only where a team head count is called, a stretcher is on the ground or there is a lengthy delay as deemed appropriate by the Umpire(s) in charge.

7.2.2 “Time On” in Finals Matches will be applied as follows:

- (i) Seniors will play “Time On” according to the Competition Regulations applicable during the Home and Away Season.
- (ii) Reserves, Under 19’s and Thirds finals matches will be played according to advertised times with “Time On” for excessive stoppages only.

## **7.3 DRAWN FINAL MATCH PROCEDURE**

7.3.1 If the scores are tied at the end of normal time in a final series, the following procedure will apply:

- (i) all Players will remain on the playing arena.
- (ii) the team runner may enter the playing arena to marshall the team Players together in readiness to change ends.
- (iii) coaches must remain off the playing arena and must not address their Players, except where the opposing team has a playing coach and then, the non-playing coach may enter the arena to address their Players.
- (iv) the Field Umpire will confer with the Goal Umpires and when they verify that the scores are tied, the Players of the two teams will change ends.

- (v) Two (2) periods of five (5) minutes plus time-on will then be played with the teams changing ends at the end of the first period of extra time.
- (vi) at the end of the second period of extra time, the team which has the greater score will be the winner of the match.
- (vii) if the scores are still tied, then all Players will remain on the playing arena.
- (viii) the team runner may enter the playing arena to marshal the team Players together in readiness to change ends.
- (ix) coaches must remain off the playing arena and must not address their Players, except where the opposing team has a playing coach and then, the non-playing coach may enter the arena to address their Players.
- (x) the Field Umpire will confer with the Goal Umpires and when they verify that the scores are still tied, the Players of the two teams will change ends.
- (xi) the Field Umpire will bounce the ball and the team that scores first will be the winner of the match.

## **8. PERMITTED PLAYING NUMBERS**

### **8.1 TEAM NUMBERS**

- 7.1.1 Seniors – There is a limit of 22 Players on the team sheet for any Senior match.
- 7.1.2 Reserves – There is a limit of 22 Players on the team sheet for any Reserve match.
- 7.1.3 Under 19's – There is a limit of 26 Players on the team sheet for any Under 19's match.
- 7.1.4 Thirds – There is a limit of 26 Players on the team sheet for any Thirds match.

### **8.2 EVENING UP RULE**

- 8.2.1 While a match is in progress, a team shall have no more than eighteen (18) Players on the playing surface at any time. In addition:
  - (i) In the Under 19's or Thirds, if one or both teams have a shortage of Players, the numerical strength of each team must be adjusted so that the teams are of equal numbers, or at most, have a difference of one.
  - (ii) The team with the numerical advantage can "loan" Players to the opposition, either for a quarter on a rotating basis, or for the match. If, however, the team with the (greater) shortage of Players refuses to accept an offer of "loan" Players from the opposition, the team with the numerical advantage can play with the full 18 on the field. In addition, if the team with the numerical advantage refuses to

lend Players they must play the match with a difference of one Player only, resulting in additional Players on the interchange.

(iii) There is no evening up rule for Seniors or Reserves.

### **8.3 PLAYERS EXCEEDING PERMITTED NUMBER**

8.3.1 Where a team has more than the permitted number of Players on the playing surface, the following shall apply:

- (i) the score for the team that infringes will revert to their score at the last break, i.e. if the team infringes in the second quarter their score will revert to the quarter time score or if they infringe in the first quarter their score will revert to zero.
- (ii) a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team; and
- (iii) a Fifty-Metre Penalty shall then be imposed from the position where the Free Kick was awarded.

### **8.4 CORRECT NUMBER AND REQUEST WITHOUT MERIT**

8.4.1 Where a count reveals that the opposing Team has the permitted number of Players on the Playing Surface, the following shall apply:

- (i) a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team;
- (ii) a Fifty-Metre Penalty shall then be imposed from the position where the Free Kick was awarded; and
- (iii) if a field Umpire is of the opinion that a request was made primarily to delay play or such request did not have sufficient merit, the field Umpire shall report the Player who requested the count for Time Wasting under Reportable offence Law 19.2.2o.

## **9. ORDER OFF RULE**

9.1 The Order Off rule shall apply to all matches.

9.2 Only a field umpire may order a Player off the ground.

9.3 When a Player has been ordered from the playing arena under Competition Regulation 9.2, they must go immediately to their team's coaches box area, through the designated interchange, and the team runner must report to the timekeepers.



- 9.4 A Player ordered from the field under a red card must remain off the playing arena for the remainder of the match but can be replaced by another Player after fifteen (15) minutes actual playing time has elapsed. Under these circumstances the Player is also reported for the incident.
- 9.5 A Player ordered from the field under a yellow card must remain off the playing arena until fifteen (15) minutes actual playing time has elapsed and can return or be replaced after that fifteen (15) minutes has elapsed. Under these circumstances the Player is also reported for the incident.
- 9.6 A Player ordered from the field under a green card must remain off the playing arena until fifteen (15) minutes actual playing time has elapsed. The Player may be replaced immediately. Under these circumstances the Player is not reported.
- 9.7 The fifteen (15) minutes playing time commences when the team runner reports to the timekeepers.

## **10. FOOTBALL TEAM OFFICIALS**

### **10.1 PERSONS ALLOWED INSIDE THE PLAYING ARENA DURING A MATCH**

10.1.1 The only persons allowed to enter the area between the fence and the boundary line during a match are:

- (i) players;
- (ii) interchange players;
- (iii) umpires;
- (iv) trainers;
- (v) no more than four (4) selection committee including the team coach;
- (vi) the team runner.

10.1.2 Members of a selection committee in the area between the boundary line and the fence must remain seated and stationary while play is in progress in any match.

10.1.3 Trainers may be stationed at various positions around the playing arena, between the boundary and the fence.

10.1.4 Coaching huddles are not permitted inside the centre square prior to the commencement of the game or during quarter time or three-quarter time breaks.

### **10.2 COACHING STAFF**

10.2.1 A person cannot be appointed as a coach of a football team by a Member Club unless that person:

- (i) is a qualified as a level one accredited coach; and

(ii) has signed the SFNL coaches charter of behaviours.

10.2.2 Any person who purports to coach in any matches authorised or conducted by the League without satisfying the requirements of this By-Law may be penalised by the CEO in accordance with By-Law 36.

10.2.3 The team coach and assistant coaches appointed by the Member Club must sit or stand in front of the coach's box. If standing, they must remain reasonably stationary while play is in progress.

10.2.4 The team non-playing coach and coaching staff may only enter onto the playing arena prior to the match commencing, during quarter time, half time, three quarter time intervals and at the conclusion of the match.

10.2.5 Coaches are not permitted to enter the centre square prior to the match or during quarter breaks while the Umpires are there, unless the coaches are going to their position for the game.

### **10.3 RUNNER**

10.3.1 A team runner may enter the playing arena during the match provided that the runner:

(i) has not been named in the competing team of the Member Club.

(ii) is attired in the approved League uniform.

(iii) only enters the playing arena for the purpose of delivering a message or instructions of a coach to a Player of the team.

(iv) exits the playing arena immediately upon fulfilling their task.

(v) does not cajole, encourage or in any way attempt to influence the conduct or performance of any Player or Players present on the playing arena.

(vi) does not communicate, provoke or in any way interfere with any umpire or any Player from the opposing team during the match.

10.3.2 A team runner must report to the official timekeeper should a Player or Players from his/her team be ordered from the playing arena by the Field Umpire to inform the timekeeper of the Player/s number and team and to communicate with the timekeeper regarding the time when the Player is entitled to re-enter the match or be replaced.

#### **10.4 TRAINERS**

10.4.1 Each Member Club must have a minimum of one (1) accredited trainer present during the full course of each match in which a team is fielded by the Member Club. **Penalty \$200**

10.4.2 No trainer will be registered unless the person is qualified as per the AFL Trainers Policy which is a schedule to the By-Laws.

10.4.3 A trainer shall not enter the playing arena unless:

- (i) he/she is dressed in the official trainer's bib;
- (ii) he/she is required for medical treatment of an injured Player, the replacement of damaged attire of a Player or other like purpose;
- (iii) it is prior to the match commencing, during quarter time, half time, three quarter time intervals or at the conclusion of the match.

10.4.4 A trainer shall not communicate, provoke or in any way interfere with the umpire or coaching staff, runner, trainers or any Player from the opposing team during any match.

10.4.5 Nothing in this clause shall be construed to prevent a trainer attending to an injured person.

#### **10.5 MEDICAL STAFF**

10.5.1 Medical practitioners, members of St. John Ambulances or other approved first aid attendants may enter the playing arena provided it is necessary to attend an injured Player.

#### **10.6 CLUB WATER-PERSONS**

10.6.1 The maximum number of Water-persons onto the playing arena during a match is four (4).

10.6.2 There may be any combination equalling the maximum number allowable and must be at least fourteen (14) years of age.

10.6.3 No water-person shall enter the playing arena with the sole purpose of providing refreshment to Players and umpires unless the water-person is wearing the League approved water-person bib.

## **10.7 UMPIRE ESCORTS**

10.7.1 Both Clubs must provide an adult over eighteen (18) years of age to act as an Umpire Escort for all Umpires. Such person must discharge the following duties:

- (i) escorting all Umpires from their change rooms to the centre of the ground prior to the commencement of the first and third quarters.
- (ii) remaining within the centre square during quarter time and three-quarter time intervals.
- (iii) must be introduced to the Umpires prior to the commencement of the match.
- (iv) must be identified by wearing the Official League "Umpire Escort" bib at all times whilst escorting the umpires to and from the playing arena, umpire change rooms and during quarter breaks.

## **11. TEAM MANAGERS**

### **11.1 TEAM SHEETS**

11.1.1 Each Member Club shall appoint a Team Manager.

11.1.2 The Team Manager is to generate all Team Sheets from the SFNL database (SportsTG) for all matches.

11.1.3 All players selected on the official Team Sheet must also be assigned a jumper number and a playing position online by 12:00pm the day before the match.

11.1.4 The Team Manager shall provide one copy of the Team Sheet to each the Field Umpire(s) and opposition Team Manager on the original of a written and accurate official League team sheet no later than 30 minutes prior to the scheduled commencement of a match containing:

- (i) names, jumper numbers and registration numbers of all Players. Jumper numbers to be in numerical order;
- (ii) names of coaches, trainers and club provided umpire/s;
- (iii) name of the runner, water-persons, timekeeper and umpire escort; and
- (iv) name of the team manager.

11.1.5 A Club may replace a player originally listed on its team sheet with an emergency player before the commencement of play of a match providing the following is adhered to:

- (i) A player may be added to the Team Sheet by handwriting First Name, Surname and jumper number.
- (ii) A player may be deleted from the team sheet by crossing a line through the name and jumper number. All such changes are to be replicated on the online team sheet immediately following the match as per post-match requirement.
- (iii) Where an emergency player replaces a player initially listed on the official League team sheet, the amendment to the official League team sheet must be made through the Field Umpire(s).
- (iv) The opposition Team Manager must also be informed of any change immediately after notifying the Field Umpire(s).
- (v) No changes to the selected team may be made once the game has commenced.

11.1.6 All Team Managers must sign their own and the opposition team sheets where indicated.

11.1.7 In a practice match, the Team Manager must ensure each Player's name and jumper number are on the team sheet.

11.1.8 The Team Manager shall be the only team representative who is permitted to approach the umpire change rooms.

## **11.2 GROUND INSPECTION**

11.2.1 The Team Manager must conduct a ground inspection with the opposition Team Manager using the JLT Match Day Checklist App. A traditional hard copy of the form can also be printed from the League website under 'Club Admin – Forms' and used as a backup.

11.2.2 The official JLT Ground Inspection Report must be signed to be deemed completed.

## **11.3 LIVE SCORING**

11.3.1 The Home team must enter the Seniors scores per score (goal or point) via LiveScore.

11.3.2 The Home team must enter the Reserves, U19's and Thirds scores quarter by quarter via LiveScore.

## **11.4 UMPIRE REPORTS**

11.4.1 The Team Manager must report to the Field Umpires to confirm if there have been any reports made during the match.

11.4.2 If a report has been made, the Team Manager must confer with the player to confirm:

- (i) acceptance of the set penalty (where applicable); or
- (ii) their right to challenge and proceed to Independent Tribunal.

11.4.3 The Team Manager must report to the Field umpire the decision of the player (if applicable) and sign the official SFNL Player Report sheet. A carbon copy of this sheet shall be retained by your Club.

11.4.4 A player named as a witness is required to attend the Independent Tribunal.

## **11.5 RESULTS**

11.5.1 Home team to confirm and enter final quarter by quarter scores on SportsTG (online).

11.5.2 Home and Away teams to enter their own goal kickers and best players online by 5:45pm on game day.

11.5.3 All players listed on the official Team Sheet must match the online team sheet. That is, any player hand-written on or crossed off the Team Sheet, must be updated online immediately following the match.

## **12. TIMEKEEPERS**

### **12.1 TIMEKEEPER APPOINTMENT**

12.1.1 A timekeeper must be provided by each competing Member Club.

12.1.2 No person shall be permitted to act as timekeeper unless they have attained the age of eighteen (18) years of age.

12.1.3 Clubs competing in a finals match are to supply their own timekeepers unless provided by the League.

12.1.3 Each Club must provide a suitable clock that is to be synchronised with the other Club's timekeeper at the commencement of each match.

### **12.2 TIMEKEEPER DUTIES**

12.2.1 The timekeeper shall:

- (i) record all playing times.
- (ii) maintain an official timekeeper's card and record on it the scores and the starting and finishing times of each quarter of play of the football match and extra time as directed by the Field Umpire.

- (iii) check the scores on the official timekeeper's card at the end of each quarter and at the end of the match.
- (iv) be supplied by the home team with a suitable siren device with which the timekeeper shall signal a two-minute warning prior to the commencement of play at the start of the game and prior to the commencement of play after half time, signal the commencement of play at the start of each quarter and signal the conclusion of play at the end of each quarter.
- (v) record the card colour, the playing number and club of any Player ordered from the field, such information to be confirmed by the team runner. The information is to be recorded on the back of the timekeeper's card.
- (vi) if a head count is called, make note of the time and the scores at the time it is called. Do not delete any scores from the card and continue as per normal.
- (vii) place his/her signature on the timekeeper's card, after checking all the details, upon completion of the match and submit to the Club Team Manager.

### **12.3 SIREN WARNINGS**

- 12.3.1 Matches shall start at the times decided by the League.
- 12.3.2 Matches shall be played in accordance with the time intervals set out by the League.
- 12.3.3 A warning siren must be sounded ten (10) minutes prior to the official start time – only if the Umpires have not entered the playing arena.
- 12.3.4 When the Umpires enter the playing field prior to the start of the match and prior to the start of the third quarter, the siren shall sound until the Umpire signals recognition of the siren.
- 12.3.5 If both team have not entered the playing field within five (5) minutes of the commencement of the match, the Timekeeper shall give three (3) short siren warnings.
- 12.3.6 When time has elapsed on the clock indicating the end of the quarter, the Timekeeper must continue to sound the siren until the field Umpire signals recognition by raising both hands above their head.
- 12.3.7 A warning siren must be made two (2) minutes prior to the scheduled start of the second quarter.
- 12.3.8 A warning siren must be made five (5) minutes prior to the scheduled start of the third quarter; providing the Umpires have not entered the playing arena.

12.3.9 A warning siren must be made two (2) minutes prior to the scheduled start of the fourth quarter.

#### **12.4 TIMEKEEPERS AND “TIME ON”**

12.4.1 The field Umpire indicates ‘*Time On*’ by blowing the whistle with raised arms. The Timekeeper must stop the time clock. When the field Umpire blows their whistle once again, and raises their arm, then the time clock should be re-started.

12.4.2 After a ‘point’ is scored the time clock is stopped.

12.4.3 The goal Umpire signals the score [by waving one flag]; the time clock is restarted once the player who intends kicking the ball out has the ball in his hands and steps into the Goal square.

12.4.4 After a ‘goal’ is scored the time clock is stopped.

12.4.5 The goal Umpire signals the score [by waving two flags]; the time clock is restarted once the football leaves the hands of the field Umpire by either a bounce or throw-up in the centre square.

12.4.6 There is no time on for out of bounds, except when the field Umpire indicates.

### **13. UMPIRING**

#### **13.1 CLUB PROVIDED UMPIRES**

13.1.1 Where no official umpire is appointed to a match each participating Club shall provide properly attired and equipped persons of at least sixteen (16) years of age to act as substitutes.

13.1.2 The home Club will provide the first and each subsequent alternate umpire as required, and the away Club will provide the second and each subsequent alternate umpire as required.

13.1.3 Club supplied umpires shall be subject to approval of the official Field Umpire who may dispense with the services of any one or all of them during the match.

13.1.4 Club supplied Goal Umpires must have two white flags and must wear the approved League uniform and club supplied Boundary Umpires must wear the approved League uniform.

13.1.5 Club provided Field Umpires must have attained the League’s Accreditation for Club Supplied Field Umpires to be able to officiate in any home and away match.

13.1.6 All Member Clubs must nominate a minimum of one person to attend the League’s Accreditation for Club Supplied Field Umpires course.



13.1.7 Any Member Club who fails to nominate a person or such nominated person fails to attend the League's Accreditation for Club Supplied Field Umpires course, will not be able to participate for premiership points whilst they do not have a qualified Field Umpire.

13.1.8 The League has the ability to revoke any Club Umpire Accreditation at any time.

13.1.9 Where there is no official League field umpire the Club field umpire must deliver the League documentation to the official League field umpire of the senior grade match on the same day. If there is no official League field umpire, the Club umpire must deliver the documentation to the Secretary of the home Club who then must deliver the documentation to the General Manager - Operations by the next business day following the match by electronic means or by hand delivery, the following:

(i) a fully completed Field Umpire's match report;

(ii) the score and time card records of the match; and

(iii) completed vote cards.

## **14. ADDITIONAL PLAYER GARMENTS**

### **14.1 HEADGUARDS, GLOVES AND SURGICAL APPLIANCES**

14.1.1 No Player shall wear a headguard, glove or surgical appliance in a match without first obtaining written approval from the General Manager - Operations. Approval must be sought prior to the Player participating in a match and it may only be used during the currency of that approval.

- Timekeeper supplied with Official Timekeeper cards and copy of Timekeeper Duties.
- Team Sheet completed.
- Players uniform – correct club strip:
- Umpire Escort has keys to the Umpires room, is correctly attired and has been introduced to the Umpires and familiar with duties.
- Match footballs to Umpires for approval.
- Runner and Water carriers correctly attired and familiar with duties.
- Stretcher is accessible and known to Trainers.
- Live Scoring completed.
- Umpires provided with refreshments in their change rooms and at the end of the 1<sup>st</sup> and 3<sup>rd</sup> quarters out on the ground.
- Copy of the official team sheet to the Umpires at opposition Team Manager no later than 30 minutes prior to the scheduled start time of the match.
- Timekeeper card signed by timekeeper and collected.
- Scores, goals and best players for all teams, Senior, Reserve, Thirds and Under 19's and entered into the SportsTG online database before 5:45pm.
- Player Reports confirmed with players/Umpires and paperwork signed.
- All paperwork signed and handed to the Field Umpire at the end of the match.

## MATCHDAY PREPARATION CHECKLIST AND SUPPORT STAFF REQUIREMENTS

	HOME TEAM	AWAY TEAM
<b>Match-day Housekeeping</b>	Check all <u>change rooms</u> are clean and tidy. Make sure all <u>toilets</u> are clean and have ample supply of toilet paper. Provide <u>drinks</u> for the Umpires in their rooms and also at each break during the match.	Ensure all match day equipment is available for the players and officials as required.
<b>Tribunal Advocate:</b>	Is notified of all reports.	Is notified of all reports.
<b>Match Footballs: (Team Manager)</b>	<u>Footballs</u> – 1 new SFNL approved ball and 1 good used SFNL approved ball for Seniors. 2 good used SFNL approved balls for Reserves, Under 19s and Thirds.	Supplied by home team.
<b>Trainer:</b>	Accredited & Registered with SFNL. Is in correct uniform, with medical supplies and has copy of 'Trainer Duties'. Aware of stretcher location.	Accredited & Registered with SFNL. Is in correct uniform, with medical supplies and has copy of 'Trainer Duties'.
<b>Doctor/Physio:</b>	Correct uniform and awareness of rules and regulations pertaining to Doctor/Physio.	Correct uniform and awareness of rules and regulations pertaining to Doctor/Physio.
<b>Runner:</b>	Correct uniform and awareness of rules and regulations pertaining to a Runner.	Correct uniform and awareness of rules and regulations pertaining to a Runner.
<b>Water carrier:</b>	Must be aged 14 years and over and in correct uniform. Awareness of rules and regulations pertaining to a Water person.	Must be aged 14 years and over and in correct uniform. Awareness of rules and regulations pertaining to a Water person.
<b>Timekeeper:</b>	Table, chairs, siren, time clock, order-off flags. Awareness of duties of timekeeper.	Time card and pen.
<b>Umpire Escort:</b>	Umpire escort bib, Umpire change rooms keys. Awareness of Umpire Escort Duties.	Umpire escort bib, Umpire change rooms keys. Awareness of Umpire Escort Duties.
<b>Club Field Umpire:</b>	Accredited and Registered, Official SFNL Uniform, notebook & pencil, whistle, order off cards. Awareness of rules and regulations pertaining to a Club Field Umpire. Knowledge of Laws of Australian Football.	Accredited and Registered, Official SFNL Uniform, notebook & pencil, whistle, order off cards. Awareness of rules and regulations pertaining to a Club Field Umpire. Knowledge of Laws of Australian Football.
<b>Club Boundary Umpire:</b>	Correct uniform, whistle. Awareness of duties of Club Boundary Umpire.	Correct uniform, whistle. Awareness of duties of Club Boundary Umpire.
<b>Club Goal Umpire:</b>	Correct uniform, 1 set white flags, goal Umpire card & pen. Awareness of duties of Club Goal Umpire.	Correct uniform, 1 set white flags, goal Umpire card & pen. Awareness of duties of Club Goal Umpire.
<b>Scoreboard attendant:</b>	Scoreboard, names & numbers. Awareness of duties of Scoreboard attendant.	