



2017 **FREMANTLE CONFERENCE** **COMPETITION** **POLICIES and PROCEDURES**



YOUTH - Year 8's to Year 12's

-

All Girls Competition U12s to U15s

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This booklet's content includes year 8's to year 12's youth and all girl's competitions.

PURPOSE

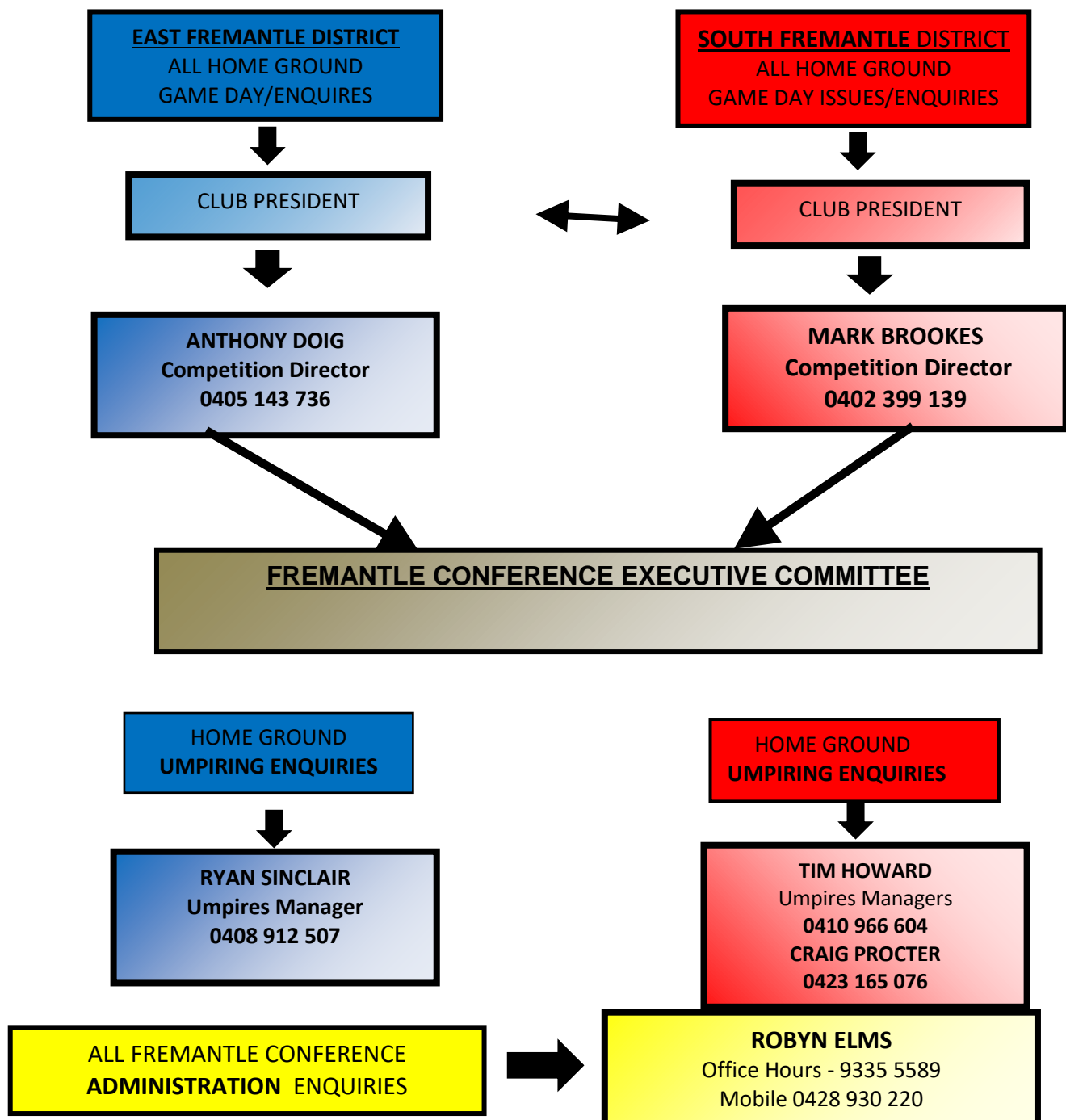
The purpose of the Policies and Procedures document is to provide clear guidance to clubs in relation to the operation of junior football across the Fremantle Conference District's. These Policies and procedures are as adopted by the Fremantle Conference Executive Committee and are to be read in conjunction with the District Football Development Council Global By-laws.

This publication is a "living document" and may be amended from time to time at the discretion of the Fremantle Conference Executive Committee.

FREMANTLE CONFERENCE COMPETITION

POINT OF CONTACT FOR WEEKEND GAME DAY ISSUES/ENQUIRIES

FOR ALL GAME DAY ISSUES/ENQUIRIES THAT HAVE ARISEN DURING ANY GAME PLAYED, THE FREMANTLE CONFERENCE EXECUTIVE RECOMMENDS THAT THE FIRST PORT OF CALL IS FOR CLUB PRESIDENTS TO DISCUSS ANY GAME DAY ENVIRONMENT ABNORMALITIES BETWEEN THEMSELVES. IF THEY CANNOT COME TO AN AGREEMENT OR THE PROBLEM IS NOT BEING ADDRESSED, THEN THE CLUB PRESIDENT SHOULD ELEVATE THE ISSUE TO THE NEXT LEVEL, THE COMPETITION DIRECTOR OF THEIR DISTRICT.



1. FREMANTLE CONFERENCE, E – POINT PROCESS -

Our E Point system will apply to all Players, Coaches, Volunteers, Clubs and Spectators alike. Reward points are earned by simply maintaining the required behavioural standards our codes and laws require. Both teams can earn Four (4) E Points on each game day.

The accumulative points will dictate ladder positions ahead of percentage for our Teams.

Four (4) E Points will be awarded to each team if there has been no breach of codes of conduct, no red cards, no yellow cards, no coaching box warnings, no poor crowd behaviour, no retrospective breach established after a game and if all players, coaches and support staff are dressed accordingly in the correct attire.

It is not a penalty, it is a reward.

- *One (1) E Point will not be awarded for every YELLOW card received by each participating Team on game day. Maximum of Four (4) E Points can be earned/not earned per game played. No Yellow Card infringement appeals will be taken into.*
- *If any Player, Team Official, Support Staff or Spectator is issued with a RED card on game day, then One (1) E Point will automatically not be awarded to the offending team, an additional One (1) E Point will not be awarded to the offending team if found guilty at a P & D Hearing for their actions.*
- *If any Player in any Team is issued with a RED Card and has taken a PRESCRIBED PENALTY, as per the Report by Umpire Form, then the player's aligned team will only be awarded with Two (2) E Points for their actions.*
- *For any bylaw breach/policy breach and inappropriate game day behaviour the offending Team could not be awarded with a maximum of Four (4) E Points per game.*
- *If a Player, Team Official, Support Staff or Spectator is reported and is required to attend a P & D Tribunal Hearing and is found guilty for their actions, then only Two (2) E Points will be awarded to the offending team.*

The Officiating Umpires of the game will record any E Points that are not awarded on the Match Day App. The team mentioned first are deemed to be the home team. The controlling Umpire or a Executive Member of the Fremantle Conference Executive Committee have the authority to record breaches of gameday code of conduct which may result in E Points not being awarded to a team.

If all Four (4) E Points are not allocated to a team on any given game day for any given reason, then it can be up for review by the Fremantle Conference Executive Committee.

The Year 8's to Year 12's, and Under 15's Girls' ladder on the Sports TG website will be available for all clubs to view on Wednesday evening after each round played,

The Premiership Ladder for all Youth Teams will read as follows:

- ***Each Winning Youth Team will be allocated with Four (4) Premiership Points.***
- ***Each Losing Youth Team will be allocated with Zero (0) Premiership Points.***
- ***Two (2) Premiership Points will be given to each participating team if the game ends in a draw.***
- ***If the Winning Team is awarded with any E Points then the winning team will be allocated with Four (4) Premiership Points plus the Four (4) E Points making the Premiership ladder as being Eight (8) points for the win.***
- ***If the Winning Team is not awarded with any E Points then the winning team will be allocated with only Four (4) Premiership Ladder points for the win.***
- ***If the Losing Team is awarded with any E Points then the losing team will be allocated Zero (0) Premiership Ladder points with the allocated Four (4) E Points points making the Premiership ladder as being Four (4) Premiership points for the loss.***
- ***If the Losing Team is not awarded with any E Points then the Losing team will be allocated with Zero (0) Points on the Premiership Ladder points for the loss.***

2. CLUB FINES/BONDS/BEHAVIOUR E POINTS/SANCTIONS

A **\$500** non refundable bond will be incurred by clubs if any of the following is proven to have occurred before, during or after a game;

- 1: Coach, Team Official or Spectator is reported and found guilty by the P&D Tribunal
- 2: Clubs playing ineligible players (refer: Junior Competition ByLaws 22)
- 3: Any given Team who forfeits a game and fails to notify the Fremantle Conference Executive Committee, relms@waafc.com.au within the nominated time, see below policy **number 3. FORFEITS**

A **\$1000** fine will be incurred by clubs whose team participates in a melee.

An automatic loss of Two (2) E Points will not be awarded to any given team involved in a melee.

Definition of a Melee

A melee is defined as "when two (2) players are engaged in a scuffle and a third (3) player comes in. This will be up to the officiating umpires of the game discretion to determine a melee.

Any incidents that occur during the match day breaks or at the completion of any given game played, the offending team will be implemented with double the standard loss of behaviour e points.

- i.e. During game incident - yellow card: offending team will not be awarded with one (1) Behaviour E Point.
Outside game incident - yellow card: offending team will not be awarded with two (2) Behaviour E Points.

One (1) E Point will not be awarded to the home team if there is No Match Day Official in attendance on the day.

Loss of E Point - Appeals

If any club were to appeal a loss of Behaviour E Point for any game day incident that has been implemented upon them, bylaw 50.4 will apply.

50.4 - Any Club may appeal in writing against any imposed penalty by the **JCC Executive** within forty eight (48) hours of receiving notification of this penalty. The Fremantle Conference Executives shall consider any such appeal, which must be accompanied by new evidence and a \$250.00 non-refundable fee.

Each Club participating in any finals series will automatically be put on a **\$500 BOND**.

Offending Club/Team/Official to be sanctioned with being put on a bond or a fine will occur, the amount will be at the discretion of the Fremantle Conference Executive Committee. (refer section 3 – Process For Being Sanctioned)

Any given Team who forfeits a game and fails to notify the Fremantle Conference Executive Committee within the nominated time, is required to put in writing on an official letter, addressed to the Fremantle Conference Executive Committee, relms@waafc.com.au, reasons being for the forfeit. The Fremantle Conference Executive Committee will then proceed with the following sanction to the offending team.

The following sanction will apply.
thereafter.

Offending Club/Team will forfeit their \$500.00 **BOND**
Repeat offenders will be issued with a \$1,000.00 **FINE** for each forfeit

3. FORFEITS

Four (4) Behaviour E Points, plus Four (4) Premiership Points will not be awarded/given to any team who fails to notify the Fremantle Conference Administrator by 10.00pm on the Thursday prior to the fixtured time slot.

4. PROCESS FOR BEING SANCTIONED

1. Letter of warning from the Fremantle Conference Executive Committee to the offending Club/Team/Official and informing offenders of E Point Deduction.
2. Offending Club/Team/Official to be sanctioned with being put on a bond or a fine will occur the amount will be at the discretion of the Fremantle Conference Executive Committee.
3. Offending Club/Team/Official Loses bond and team loses premiership points.
4. Offending Club loses bond again and offending Team/Official loses all points on the premiership ladder.
5. Offending Club loses bond again, then all teams in the offending Club's youth age group will be stripped of all points on the premiership ladder and will be withdrawn from all finals.

5. IDENTIFICATION TAGS – Team Officials

Identification tags, supplied by the Fremantle Conference Executive Committee, are required to be worn during the course of the game by the **Coach, Assistant Coach, First Aid and Team Manager** of each team, within the Fremantle Conference competition.

Failure to adhere to this Fremantle Conference Policy will result in 1 E Point being not awarded to the offending team.

6. GAME DAY ATTIRE– Team Officials

All Coaches, assistant Coaches and Team Managers must be correctly dressed in their club's shirt/attire, this includes stand in volunteers on game day.

- Water Carriers must wear Blue vest/shirt
- Team Runners must wear yellow vest/shirt, appropriate sports shorts/tracksuit pants and running shoes are a must. (no thongs, bare feet or jeans).
- Boundary Umpires must wear white vest,
- First Aid person must wear a White vest with a Green cross.
All Team Official vests must or be clearly identified.
- Goal Umpires are required to wear White coat supplied by the club.

7. SKINS

Only **FLESH, BLACK, WHITE** or the colour of the club shorts skins are to be worn on game days. Skins must be of the short size length.

8.

MATCH DAY OFFICIAL ROLE & RESPONSIBILITIES, (This role is now mandatory in all Fremantle Conference participating clubs)

Role: Point of contact for visiting clubs and umpires, who can make decisions on behalf of the home club.

Responsibilities and Duties:

- The responsibilities of the Match Day Official are to ensure and to facilitate in the smooth running of all Home Ground Football Matches being played at the time of his/her appointment.
- This person will ensure that Ground Inspections have taken place, all debris has been removed and that the surface is in good condition. Should there be any concerns with the playing surface or immediate surroundings, Match Day Official needs to ensure that this situation is rectified to the satisfaction of all team officials and umpires before the game commences.
- The Match Day Official needs to be aware of the storage position of the District By-Laws and Club Rule Book, which should be kept in the Canteen, so as to be able to give clear direction should there be a query regarding the laws of the game.
- The Match Day Official should be familiar with the Ground layout. In the case of two or more matches scheduled at the same oval at the same time, the Match Day Official will need to give direction to officials, participants, umpires and supporters should they be asked.
- The Match Day Official should be the person who also will assist the First Aid Officer if a stretcher is needed or, in the extreme case, will call for an ambulance.
- It is the duty of the Match Day Official to ensure all umpires are;
 - Greeted as soon as possible & shown where ground facilities are
 - Provided water during and after the game
 - Escorted safely from the grounds at half time and the end of the game
 - No verbal abuse or personal attacks are aimed at any umpire.
- Should any umpire have any problems with game day behaviour from any Home and Away Team Official, participant or sideline spectator, it is the game's **Match Day Official's responsibility to manage** the situation calmly and efficiently, making every attempt to diffuse the situation as per the by laws.
- Be familiar with the playing times for each game and ensures the Timekeeper is aware.

Equipment:

- This person should be equipped with a High Visibility Vest with the description of "**Match Day Official**" clearly defined on the back, is also required to wear Identification Tag.
- Ensure that the stretcher is available at the interchange bench.
- First Aid supplies & ice packs / bags are available

9. **WAFL - COMMUNITY - AMATEUR COLTS Players**

WAFL Colts Players – By Laws 29.2

WAFL Colt Players who have played at least half of the total matches in the qualifying rounds of that season for a team with a junior club may participate in one (1) only junior club team for finals competition.

i.e. season consists of 16 rounds played, WAFL Colts player is required to play a minimum of 8 junior games in order to qualify to play finals for their junior club.

COMMUNITY, AMATEURS & PFL Colts Players

30.1 To be eligible to take part in any final round match (Finals) the player must have played a minimum of five (5) matches for that team in the qualifying rounds of that season,

Any WAFL, Community, Amateur Colts player who is named on an official team sheet (not including emergencies) will not be eligible to participate in any Junior Competition for that weekend, no matter how much game time he has played.

29.5 If a club allows an unregistered or ineligible player to play in any team in a final round game the team will be disqualified and the game awarded to the opposing team. In the event both teams play an unregistered or ineligible player the Fremantle Conference Executive Committee may penalise both teams and award the fixture to the next placed participants. Offending team/s will be stripped of all premiership points and behaviour e points.

10. SOCIAL MEDIA

Any member using Social Networking sites such as Face book, Twitter and in some cases YouTube (where video clips are uploaded) may do so. However, comments, videos or accusations that can be deemed improper, intimidating, racist, sexist or degrading, are strictly prohibited when the content involved is of an Australian Rules Football nature.

Should you wish to upload any video clip vision to YouTube that involves any vision of a club member or club or League or League officials that you are unsure if it could be deemed improper, intimidating, racist, sexist, or degrading, you must seek approval from the Fremantle Conference Executive Committee so as to not breach this policy.

Whilst the Fremantle Conference Executive Committee understands that individuals have a right to freedom of speech, there is a Code of Conduct Policy drawn up by the WAFC that all clubs, players, coaches, club officials and club members/ supporters must abide by, for clubs to be granted affiliation to play. **State and Federal Laws also apply.**

The policy requires that an individual or individuals be held to the same standards for Social Media that they would normally and reasonably be held to in other forms of public communications.

Comments or accusations that can be deemed improper, intimidating, racist, sexist or degrading, can result in disciplinary action from the Fremantle Conference Executive Committee, as well as fines, suspensions and/or the requirement to attend an Independent Tribunal.

Using the AFL's Reports and Tribunals regulations, behaviour, which is considered unacceptable, can be brought to the Tribunal even if the behaviour did not occur on the field and as long as an incident is Australian Rules Football related, then it falls under the jurisdiction of the Tribunal.

This type of behaviour is unacceptable in Australian Rules Football at any level and will not be tolerated by the Fremantle Conference Executive Committee.

11. ALCOHOL

There is absolutely no place for Alcohol within Junior sporting environments, and subsequently:

THE SALE AND CONSUMPTION OF ALCOHOL AT JUNIOR FOOTBALL IS STRICTLY PROHIBITED

12. SMOKE FREE ENVIRONMENT POLICY

The Fremantle Conference Executive and the WAFC greatly appreciate the support of the wider football family by supporting the Smoke Free Environments at football grounds around WA. This Smoke Free environment can be maintained and implemented into all areas of our game by the following strategies.

- Smoke Free change rooms – Please ensure player changing areas are smoke free at all times.
- Smoke Free club rooms (social halls, canteens, etc) – please ensure the club rooms, social hall, kitchen and canteen are smoke free at all times.

- Smoke Free interchange benches, including coaches and managers area – Please ensure there is no smoking by any person in the interchange area where the coach, manager and interchange players sit or stand.
- Smoke Free viewing areas – Please ensure the following area are Smoke Free during matches and other events; Club room verandas, interchange benches, seated outdoor viewing areas, areas close to where Juniors area coached.
- Smoke Free NAB AFL Auskick – Our youngest players are the future of our club and game. Please ensure there is no smoking in any area where the NAB AFL Auskick activities are taking place.
- Smoke Free Area acknowledgement – to assist promote your sporting area as smoke free, the following announcements maybe utilised.

“WA Junior Football Clubs support smoke free sporting venues for all members and supporters. Please observe the smoke free areas which include change rooms, club rooms, verandas, interchange benches, outdoor seated viewing areas and areas close to where juniors are coached”

13. GAME DAY PAPERWORK CHECKLIST FOR TEAM MANAGERS & CLUB REGISTRAR

GAME DAY PAPERWORK CHECKLIST FOR TEAM MANAGERS & CLUB REGISTRAR

All Team Managers are to hand over their team sheet to the officiating umpire 20 minutes prior the start of all games unless instructed otherwise by the umpire. In the case of a neutral venue the team mentioned first is the home team therefore the home team manager assumes their respective role.

The JLT Match Day Checklist information is to be recorded and checked off on the Match Day Online App prior to the commencement of the game by both the Home and Away Team Managers and kept at club level.

Please ensure these guidelines are followed and the timelines are met by all involved

Years 8's, 9's 10's, 11's, 12's – Under 15 All Girls

- **Home Team Managers:**
 - 1 - **Team Sheet** (To be signed off by the Umpire at the start of the game and held by the Umpire until game finished)
 - 1 - **Interchange Steward with IPAD for recording-** Interchange recording data to be emailed direct to jcc@sffc.com.au.
 - 3 - **Score Cards** (To be completed by the 2 Goal umpires and 1 independent scorer)
 - 1 - **Boundary Umpire** - (2 Boundary Umpires may be used if necessary, with the exception of where the District Umpires will supply the Boundary Umpires for the Year 11's and Year 12's only)
 - 1 - **Goal Umpire** – (With the exception of when Districts will supply the Goal Umpires for the Year 11's and Year 12's only)

At the completion of each game the Home Team Manager is to collect the team sheet / score cards from the umpire and ensure that the officiating umpire has completed the recordings on the Match Day App. Team Managers to deliver team sheet and score cards to Club Register no later than 6.00pm Sunday evening or as otherwise instructed by your Club Registrar for processing Sunday evening.

The officiating umpires of the game will submit both Home and Away Team Sheets, enter Association Fairest & Best Votes, enter scores, any Game day E Points not awarded with an explanation for not awarding or any relevant information that may have occurred during the course of the game.

- **Away Team Managers:**

- 1 - **Team Sheet** (To be signed off by the Umpire at the start of the game and held by the Umpire until game finished)
- 1 - **Interchange Steward with IPAD for recording** - Interchange recording data to be emailed direct to jcc@sffc.com.au.
- 1 - **Boundary Umpire** - (2 x Boundary Umpires may be used if necessary with the exception of when District Umpires will supply the Boundary Umpires for the Year 11's and Year 12's only)
- 1 - **Goal Umpire** (With the exception of when District Umpires will supply the Goal Umpires for the Year 11's and Year 12's only)

At the completion of each game the Away Team Manager is to collect their Team Sheet from the umpire. Team Manager to deliver the game day team sheet to the Club Registrar no later than 6.00pm Sunday evening or as otherwise instructed by your Club Registrar for processing Sunday evening.

- **Club Registrar:**

The club registrar to adjust team sheets and/or enter scores electronically on Sports TG no later than 9.00pm Sunday Night. Team Sheet and score cards and kept at club level. If there are any game day discrepancies the club register will be called upon to scan and email the team sheet and/or score cards to Fremantle Conference Administrator.

If, and when there is a report, the Report by Umpire document is also to be posted in with all other game day paperwork after it has been scanned and emailed to the Fremantle Conference Administrator on the Sunday evening following the incident.

Home Team Club Registrar - Sportis TG Online Role:

Adjust online team sheet to reflect who played and who did not play. (Remove/Add players as per team sheet). Enter scores to the online scoring section on Sporting Pulse.

Away Team Club Registrar - Sports TG Online Role:

Adjust online team sheet to reflect who played and who did not play. (Remove/Add players as per team sheet).

All Enquiries, please contact:

Robyn Elms
Fremantle Conference Administrator
email: relms@wafc.com.au

Under 12's – All Girls

- **Home Team Managers:**

- 1 - **Team Sheet** (To be signed off by the Umpire at the start of the game and held by the Umpire until game finished)
- 1 - **Boundary Umpire** (Should be an Adult)
- 1 - **Goal Umpire** (Should be an Adult)

At the completion of each game the Home Team Manager is to pay the Officiating Umpire and collect the team sheet from the umpire and ensure that the officiating umpire has completed the recordings on the Match Day App.

- **Away Team Managers:**

- 1 - **Team Sheet** (To be signed off by the Umpire at the start of the game and held by the Umpire until game finished)
- 1 - **Boundary Umpire** (Should be an Adult)
- 1 - **Goal Umpire** (Should be an Adult)

At the completion of each game the Away Team Manager is to pay the officiating Umpire and collect the team sheet from the umpire and ensure that the officiating umpire has completed the recordings on the Match Day App.

- **Club Registrar:**

The club registrar to adjust team sheets and on Sports TG no later than 9.00pm Sunday Night. Team Sheet to be kept at club level. If there are any game day discrepancies the club register will be called upon to scan and email the team sheet to the Fremantle Conference Administrator.

All Enviro Points Awarded for each game played will be available on the District's Sporting Pulse system for all to view on the Wednesday evening after the weekends game played.

Home Team Club Registrar - Sportis TG Online Role:

Adjust online team sheet to reflect who played and who did not play. (Remove/Add players as per team sheet).

Enter scores to the online scoring section on Sporting Pulse. The score for the Under 12's are to be entered as 0 goals 0 behinds and 0 points in the final score section and each game ending in a Draw.

Away Team Club Registrar - Sports TG Online Role:

Adjust online team sheet to reflect who played and who did not play. (Remove/Add players as per team sheet).

All Enquiries, please contact:

Robyn Elms

Fremantle Conference Administrator

email: relms@wafl.com.au

14. P & D HEARING PROCESS - East Fremantle District -South Fremantle District

If and when a tribunal hearing is to be heard for any given reason, the P & D Hearing will take place on a Tuesday and be heard at the Cockburn Youth Centre, Wentworth Avenue, Success, and will be heard by the Fremantle Conference P & D Chairperson and panel.

The P & D Secretary will be responsible for the organization of the tribunal hearing.

15. JUMPER CLASHES -

If and when there is a clash of playing Guernsey's during the home and away season, it is the responsibility of the AWAY team to provide and source an alternative playing jumper FOR game day. If the AWAY team cannot adhere to this responsibility, then they contact the Fremantle Conference administrator who will in turn source an alternative playing Guernsey on their behalf. This must be done at least two weeks leading up to the fixtured game.

16. INTERCHANGE STEWARDS - Recording

Each youth team participating in the Fremantle Conference competition, is to supply their own Interchange Steward for all games played in all Districts during the home and away season.

17. PLAY DOWN PROCESS POLICY

As from the 2016 the play down process will be as follows:

3). All play down applications will be dealt with on a case by case basis and decisions made by the Fremantle Conference Executive will be final.

a) WAFL Colts or Development Squad members- NOT ELIGIBLE TO PLAY DOWN

18. INCLEMENT WEATHER

In the event that weather conditions are poor, a discussion will be held between field umpires and the MDO, to determine the safety of the players.

- Poor conditions include lightning, failure of lights or field unsafe to play.
When play ceases, the umpires and the Match Day Official should ensure that the timekeeper is informed and time stops.
- The final decision as to whether conditions are suitable to continue rests solely with the JCC Executive.
- When the JCC Executive is not in attendance, this responsibility is delegated to the umpires of the game
- If conditions require a delay in play, a 30 minute provision is allowed to complete the game.
- If the game cannot be completed in its entirety within the extra 30mins allowable time, the game is then abandoned at that point in time. If this is prior to half time, the game is incomplete and the result will be a draw. If this is after half time, the scores will stand and become the final match score.

NB: Y8 Games have a 1hr20minute duration, Y9-Y12 have a 1hr40min duration.

Example:

SCENARIO ONE:

11am Y9 Game: Jandakot vs. Kelmscott

Scheduled Finish Time: 12:40pm

Provision for Conditions: 1:10pm

At 11:55am (3rd Quarter 5mins elapsed), lightning stops play. Players head back to the change rooms away from danger.

At 12:19pm, conditions are deemed appropriate for play.

Time remaining in the game =

- 15mins of quarter 3

- 5min 3qtr time

- 20min of quarter 4

TOTAL = 40minutes.

12:19pm + 40minutes = 12:59pm

Result: Game is continued

SCENARIO TWO:

11am Y9 Game: Jandakot vs. Kelmscott

Scheduled Finish Time: 12:40pm

Provision for Conditions: 1:10pm

At 12:07pm (3rd Quarter 17mins elapsed), lightning stops play. Players head back to the change rooms away from danger. At 12:46pm, conditions are deemed appropriate for play.

Time remaining in the game =

- 3mins of quarter 3

- 5min 3qtr time

- 20min of quarter 4

TOTAL = 28minutes.

12:46pm + 28minutes = 1:14pm

Result: Game is not continued, scores at the time of the delay become final scores for the match.

Before the game restarts, the Match Day Official shall advise both Team Manager of the time remaining for the game.

19. Game Day Footballs

All game day football balls must be leather and that of the correct size as stated in the bylaws, number 36. Yellow game day footballs are required for all games fixtured on or after a 3.00pm timeslot.

20. Play Up Rule Year 8's to Year 12's

Any given team, whose participating playing numbers on the day is less than 3 players on the bench, are permitted to have players from a one year younger year group, who have already played on the day, to play up to make playing numbers up to 3 players on the bench for that particular team on the day.

This procedure should be done on a rotational basis with their playing group if called upon on a regular basis throughout the course of the season.

NB. that if a player was to play up more than 5 or more games during the course of the season, then he/she shall be deemed a member of the higher year group for the remainder of the season.

Applications for a player to play a second game in a weekend need to be made to the Fremantle Conference Administrator by 3:00pm Friday afternoon. Should a player be required and prior approval has not been organised, permission must be gained from a member of the Fremantle Conference Executive (numbers in the front of this booklet), the player's details handwritten on the team sheet along with the name of the executive member that has approved the player to play more than one game in a weekend.

NOTE: A player playing WAFL, Community or Amateur Colts will not be approved to also play junior football in the same weekend.

21. Striking Offence.

Any given player who has been reported for striking, is required to attend an P & D hearing for their actions and no prescribed penalty will be given for any striking infringements.

BYLAW CLARIFICATIONS

PLAYER ELIGIBILITY

32.1 If a player plays 5 or more games in the older year/age group, then they shall be deemed to be a part of that older year/age group for the remainder of the season (including finals). They will not be eligible to play any further regular season games or finals in the younger year/age group competition.

**This bylaw refers to the junior competition only and not any given Colts competition.
i.e. WAFL, Community and Amateur Colts players.**

STRETCHER RULE

37.6 Any player whose weight is supported by any person/s propping them up, examples include being Fireman Chaired Off to be treated, for any part of the journey off the field are deemed as Stretched and is not permitted to return to the field of play.
(EG Player is not capable of bearing their own weight)

- A trainer can assist a player in any way they wish whilst a player is on the ground; e.g. If a player is winded they can assist to their feet, or to the best position to regain their breath.
- Once a player is brought onto their feet they must travel to the interchange bench unassisted for the entire journey. Once onto the interchange bench, team officials can assist in any way.
- If a player requires assistance to exit the field, they are deemed to be "injured" and cannot take any further part in the game.
- The Match Day Official shall communicate with the officiating umpires at the first available opportunity to discuss and then advise the player and their Team Manager that the player may not return to the field of play.

EVEN UP RULE

Year 3's to Year 12's

- In Year 3-6, we have an even up rule where teams even up to 15 players per team. If there are less than 30 players available between the two teams, they even up to the highest number of players possible until they reach 9 per side. If there are not enough players for 9 per side, then the game is abandoned.
- In Year 7-12, we have an even up rule where teams even up to 18 players per team. If there are less than 36 players available between the two teams, they even up to the highest number of players possible until one side cannot provide 12 of their own players. In this instance the game is forfeited and the points allocated to the team with more than 12 players.

In both instances, it is an even up rule – not an even down rule. That means taking one player off so both teams play 17 is not appropriate in Youth comps (or 14 a side in modified) so that one team has players on the bench. The argument of (but I don't want to give them players, I will just rest mine and play 16 a side) is not acceptable and sees the coach risking a citation and possible deregistration.

EVEN UP RULE

Under 12's – Under 15' All Girls Competition

U12's	Maximum number of players on field = minimum of 9 players with a maximum of 12 players
U15's	Maximum number of players on field = minimum of 9 players with a maximum of 15 players

- If both teams only have 11 players, then the game is played with 11 players. If both teams only have 10 players, then game is played with 10 players etc...
- If a team has 16 players and the other 9 players, then the even up rule is applied to the maximum number permitted in that age group.

Example, in a U12's game, the team with 16 players will loan 3 players to the team with 9 players - making it a 12 player per team game.

There will be 1 player sitting on the bench of the team that had 16 players

The same process applies for U15's

Players loaned to an opposition team can only play one quarter of football for the opposing team.

If a player is injured on one side and unable to be replaced, then the even up rule is enforced and the opposing team must remove a player.

U15, U18 Girls, Year 3-6 Games		Team B (AWAY) - Number of Players on Team Sheet									
		<9	9	10	11	12	13	14	15	16	17
Team A (HOME) - Number of Players on Team Sheet	<9	Both Teams Forfeit	Team A Forfeits.								
	9		9-as-side. No Bench.	9-as-side. Team B has 1 on Bench.	10-as-side. Team B gives Team A 1 player(s). No Bench.	10-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	11-as-side. Team B gives Team A 2 player(s). No Bench.	11-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	12-as-side. Team B gives Team A 3 player(s). No Bench.	12-as-side. Team B gives Team A 3 player(s). Team B has 1 on Bench.	13-as-side. Team B gives Team A 4 player(s). No Bench.
	10		9-as-side. Team A has 1 on Bench.	10-as-side. No Bench.	10-as-side. Team B has 1 on Bench.	11-as-side. Team B gives Team A 1 player(s). No Bench.	11-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	12-as-side. Team B gives Team A 2 player(s). No Bench.	12-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	13-as-side. Team B gives Team A 3 player(s). No Bench.	13-as-side. Team B gives Team A 3 player(s). Team B has 1 on Bench.
	11		10-as-side. Team A gives Team B 1 player(s). No Bench.	10-as-side. Team A has 1 on Bench.	11-as-side. No Bench.	11-as-side. Team B has 1 on Bench.	12-as-side. Team B gives Team A 1 player(s). No Bench.	12-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	13-as-side. Team B gives Team A 2 player(s). No Bench.	13-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	14-as-side. Team B gives Team A 3 player(s). No Bench.
	12		10-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	11-as-side. Team A gives Team B 1 player(s). No Bench.	11-as-side. Team A has 1 on Bench.	12-as-side. No Bench.	12-as-side. Team B has 1 on Bench.	13-as-side. Team B gives Team A 1 player(s). No Bench.	13-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	14-as-side. Team B gives Team A 2 player(s). No Bench.	14-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.
	13		11-as-side. Team A gives Team B 2 player(s). No Bench.	11-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	12-as-side. Team A gives Team B 1 player(s). No Bench.	12-as-side. Team A has 1 on Bench.	13-as-side. No Bench.	13-as-side. Team B has 1 on Bench.	14-as-side. Team B gives Team A 1 player(s). No Bench.	14-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	15-as-side. Team B gives Team A 2 player(s). No Bench.
	14		11-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	12-as-side. Team A gives Team B 2 player(s). No Bench.	12-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	13-as-side. Team A gives Team B 1 player(s). No Bench.	13-as-side. Team A has 1 on Bench.	14-as-side. No Bench.	14-as-side. Team B has 1 on Bench.	15-as-side. Team B gives Team A 1 player(s). No Bench.	15-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.
	15		12-as-side. Team A gives Team B 3 player(s). No Bench.	12-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	13-as-side. Team A gives Team B 2 player(s). No Bench.	13-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	14-as-side. Team A gives Team B 1 player(s). No Bench.	14-as-side. Team A has 1 on Bench.	Proceed as normal football game. 15-a-side with extra players on bench.		
	16		12-as-side. Team A gives Team B 3 player(s). Team A has 1 on Bench.	13-as-side. Team A gives Team B 3 player(s). No Bench.	13-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	14-as-side. Team A gives Team B 2 player(s). No Bench.	14-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	15-as-side. Team A gives Team B 1 player(s). No Bench.			
	17		13-as-side. Team A gives Team B 4 player(s). No Bench.	13-as-side. Team A gives Team B 3 player(s). Team A has 1 on Bench.	14-as-side. Team A gives Team B 3 player(s). No Bench.	14-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	15-as-side. Team A gives Team B 2 player(s). No Bench.	15-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.			

Year 7-12 Games		Team B (AWAY) - Number of Players on Team Sheet									
		<12	12	13	14	15	16	17	18	19	20
Team A (HOME) - Number of Players on Team Sheet	<12	Both Teams Forfeit, No Points	Team A Forfeits. Team B gets premiership points								
	12	Team A gets premiership points Team B Forfeits.	12-as-side. No Bench.	12-as-side. Team B has 1 on Bench.	13-as-side. Team B gives Team A 1 player(s). No Bench.	13-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	14-as-side. Team B gives Team A 2 player(s). No Bench.	14-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	15-as-side. Team B gives Team A 3 player(s). No Bench.	15-as-side. Team B gives Team A 3 player(s). Team B has 1 on Bench.	16-as-side. Team B gives Team A 4 player(s). No Bench.
	13		12-as-side. Team A has 1 on Bench.	13-as-side. No Bench.	13-as-side. Team B has 1 on Bench.	14-as-side. Team B gives Team A 1 player(s). No Bench.	14-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	15-as-side. Team B gives Team A 2 player(s). No Bench.	15-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	16-as-side. Team B gives Team A 3 player(s). No Bench.	16-as-side. Team B gives Team A 3 player(s). Team B has 1 on Bench.
	14		13-as-side. Team A gives Team B 1 player(s). No Bench.	13-as-side. Team A has 1 on Bench.	14-as-side. No Bench.	14-as-side. Team B has 1 on Bench.	15-as-side. Team B gives Team A 1 player(s). No Bench.	15-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	16-as-side. Team B gives Team A 2 player(s). No Bench.	16-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	17-as-side. Team B gives Team A 3 player(s). No Bench.
	15		13-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	14-as-side. Team A gives Team B 1 player(s). No Bench.	14-as-side. Team A has 1 on Bench.	15-as-side. No Bench.	15-as-side. Team B has 1 on Bench.	16-as-side. Team B gives Team A 1 player(s). No Bench.	16-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	17-as-side. Team B gives Team A 2 player(s). No Bench.	17-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.
	16		14-as-side. Team A gives Team B 2 player(s). No Bench.	14-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	15-as-side. Team A gives Team B 1 player(s). No Bench.	15-as-side. Team A has 1 on Bench.	16-as-side. No Bench.	16-as-side. Team B has 1 on Bench.	17-as-side. Team B gives Team A 1 player(s). No Bench.	17-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	18-as-side. Team B gives Team A 2 player(s). No Bench.
	17		14-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	15-as-side. Team A gives Team B 2 player(s). No Bench.	15-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	16-as-side. Team A gives Team B 1 player(s). No Bench.	16-as-side. Team A has 1 on Bench.	17-as-side. No Bench.	17-as-side. Team B has 1 on Bench.	18-as-side. Team B gives Team A 1 player(s). No Bench.	18-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.
	18		15-as-side. Team A gives Team B 3 player(s). No Bench.	15-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	16-as-side. Team A gives Team B 2 player(s). No Bench.	16-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	17-as-side. Team A gives Team B 1 player(s). No Bench.	17-as-side. Team A has 1 on Bench.	Proceed as normal football game. 18-a-side with extra players on bench.		
	19		15-as-side. Team A gives Team B 3 player(s). Team A has 1 on Bench.	16-as-side. Team A gives Team B 3 player(s). No Bench.	16-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	17-as-side. Team A gives Team B 2 player(s). No Bench.	17-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	18-as-side. Team A gives Team B 1 player(s). No Bench.			
	20		16-as-side. Team A gives Team B 4 player(s). No Bench.	16-as-side. Team A gives Team B 3 player(s). Team A has 1 on Bench.	17-as-side. Team A gives Team B 3 player(s). No Bench.	17-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	18-as-side. Team A gives Team B 2 player(s). No Bench.	18-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.			

VIDEO EVIDENCE

54.8 The tribunal chairman may at their discretion view video evidence of the incident. Video evidence must be unedited and should include vision leading up to and after the reportable incident.

The intention of this bylaw is that should evidence be available, it may be presented to the tribunal. It is not expected that clubs will now video each game to be able to provide evidence at a tribunal should it occur.

Clubs are advised that video or photographic evidence will not be considered by umpires or officials on the day as evidence of incidents that may have occurred.

Clubs are advised that it is expected that courtesy be shown to the opposing team and permission be sought before video or photographs are taken (officially or by parents).

Should a team be advised that there is a player on the opposition team who cannot be photographed for legal reasons and they continue to do so may be guilty of an offence under the legal act.

The tribunal chairman may dismiss available video evidence at their discretion.

UMPIRES

When playing in the Fremantle Conference, the following additional Umpire Fees will apply for each game played, Year 11's and year 12's group only.

3 x Field Umpire System	Year 12's mandatory
3 x Field Umpire System	Year 11's depending on the umpires availability
Boundary Umpire:	\$ 50.00 per game
Goal Umpire:	\$ 35.00 per game

CONTACTS:

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