

WVA

Football.

2026 JUNIOR FOOTBALL

COMPETITION POLICIES, RULES & REGULATIONS

CONTENTS

Part A: Introduction	5
This Publication	5
Variation of Rules, Regulations and Policies	5
Interpretation	5
Definitions	6
Part B: Junior Football	7
1. Spirit of Junior Football	7
2. Responsibility of Affiliated Clubs	8
Part C: Players	9
3. Registration	10
4. Year Group Summary	10
5. Primary Registration Policy	11
6. Age Dispensation - Play Ups	13
7. Age Dispensation - Play Downs	13
8. Player Movement between teams	15
9. Permits and multiple competitions	15
10. Transfers and Permits	15
11. Local Transfer rules	16
12. Transfer Refusal	17
13. Finals Eligibility	17
14. Long Term Injuries	17
Part D: Teams	19
15. Team Nominations	20
16. Multiple Teams in a Year Group	20
17. Team Withdrawals	20
18. Uncompetitive Teams	21
19. Colours and Team Uniform	21
Part E: Match Day Roles	22
20. Supporting Umpires and Officials of Junior Football	23
21. Coaches and Assistant Coaches	23
22. Team Managers	24
23. Runners	25
24. Field Umpires	26
25. Goal Umpires	27

26. Boundary Umpires	28
27. Timekeeper	28
28. Interchange Steward	29
29. First Aid / Medical Officer	29
30. Ground Marshal	31
31. WA Football Code of Conduct	32
32. Game Day Volunteers Required for Matches	33
Part F: Match & Ground Operations	34
33. Grounds.....	35
34. Ground Preparation Diagrams	37
35. Match Duration	38
36. Match Balls.....	39
37. Equal Opportunity and Fair Play	40
38. Match On-Field Equalisation (Even Up and Even Down)	41
39. Team Sheets	43
40. Scratch Matches	44
41. Fixtures.....	45
42. Forfeits	45
43. Match Results.....	46
44. Premiership Points and Ladders.....	47
45. Environment Points (E-points)	48
46. Send off Rule (Yellow and Red cards).....	49
47. Umpire Fees	49
48. Approaching Umpires	51
49. Removal of players from the playing field.....	52
50. Ground Encroachment	53
51. Stretchers and Injuries	54
52. Mercy Rule	55
53. Duty of Care	56
54. Dangerous Tackles.....	57
Part G: Competition Rules	58
55. Year 3 and 4 Competition Rules	59
56. Year 5 and 6 Competition Rules	62
57. Year 7 and 8 Competition Rules	64
58. Year 9 and 10 Competition Rules	66
59. Year 11 and 12 Competition Rules	68
60. Competition Rules Matrix – Modified Rules	70

61. Competition Rules Matrix – Female Competitions	71
62. Competition Rules Matrix – Youth Competitions.....	72
Part H: Health and Safety Policies	73
63. Weather	74
64. Protective Equipment, Jewellery and Undergarments	75
65. Concussion	78
Part I: Member Protection Policies.....	84
66. Working With Children Checks.....	85
67. Social Media	86
68. Sponsorship.....	88
69. Drugs, Alcohol and Smoking	89
70. Vilification and discrimination.....	91
71. Photography and Video.....	93
72. Insurance.....	94
73. WA Football Integrity Team.....	94
Part J: Disciplinary.....	95
74. Report Process	96
75. Reportable Offences.....	96
76. Grading and Penalty Ranges	99
77. Policy and Code of Conduct Violations	102
78. Suspension	102
79. Tribunal hearing	103
80. Melees.....	103
81. Investigations	104
Part K: Appeals	105
82. Appeal of Tribunal Decisions	106
83. Appeal of League Decisions	106
84. Request to Appeal.....	106
85. Appeal Panel	107
86. Appeal Hearing.....	107
87. Appeal Decision.....	107
Part L: Document version history.....	108
88. Updates from 2025 Handbook.....	109

PART A: INTRODUCTION

THIS PUBLICATION

This document outlines the Community Football Policies, Rules & Regulations for all Junior competitions conducted by WA Football (WAF) and Country Football WA (CFWA). These competitions are played under the *Laws of Australian Football* and the *National Community Football Policy Handbook* as determined by the Australian Football League (AFL). These Laws and Policies are updated annually and published by the AFL. WA Football and CFWA may deviate from these documents in order to provide for Laws and Policies that better suit Junior competitions.

The WA Football Junior Football Policies, Rules and Regulations Handbook aims to:

- a) make it easier for leagues, clubs, volunteers and other stakeholders to administer Australian Football at the community level;
- b) provide a framework for key organisational requirements in relation to Australian Football at the community level;
- c) support standards of behaviour to provide a safe, fair and inclusive environment for all; and
- d) encourage the game of Australian Football to be played in a good-spirited manner.

VARIATION OF RULES, REGULATIONS AND POLICIES

These rules and regulations may be amended by WA Football from time to time as it, in its absolute discretion, deems fit. Should any situation arise which is not covered in this handbook, WA Football will refer to the AFL National Community Football Policy Handbook.

Any variation or exemption to these Rules and Regulations must be approved prior to implementation. For metropolitan competitions this approval is provided by the WA Juniors and Affiliates Specialist. For regional competitions, approval is provided by Country Football WA.

INTERPRETATION

- a) All volunteers, players and parents must request interpretations, clarifications and explanations regarding the Competition Policies, Rules and Regulations via their respective Club's Executive Committee.
- b) Should any dispute or objection arise regarding the meaning, interpretation or intent of any of these Rules, Regulations or Competition Policies, WA Football shall settle such dispute or objection in its absolute discretion and its decision shall be final.
- c) WA Football may refer to preceding versions of the Rules and Regulations should any dispute arise regarding the interpretation of the current version.
- d) Any matter of any kind whatsoever not dealt with or provided for in this document may be dealt with in such a manner as WA Football determines.
- e) Each rule shall be read and construed independently of all other provisions. Parts of a rule may remain valid even if other parts or provisions of the rule were deleted or adjusted.
- f) WA Football will act in the best interests of the competition, without undue formality and without being bound by the rules if they consider it is not in the best interests of the competition.

DEFINITIONS

Advocate	A support person for a witness at a Tribunal who is not a legal practitioner.
AFL	the Australian Football League
Arena	the playing field and all the area between the playing field and the perimeter fence, including any break in the perimeter fence. Where an arena does not have a perimeter fence, then the perimeter fence shall be interpreted as being located 10m outside and parallel to the playing surface.
Away Team	the second named team for a fixture
Club	any football club which affiliates with WA Football or Country Football WA through membership.
Coach	means a coach, assistant coach or any other Person holding, or seeking to hold, coaching responsibilities at a Club or Team (paid or unpaid) who is Accredited (or required to be Accredited) via CoachAFL.
Club of Origin	a Player's original or current club
Competition	the specific division in which a team has fixtured matches
Country Football WA	Governing Body of Regional Competitions, or an authorised representative of Country Football Western Australia
Development Squad Player	any player who has played in a WAFL / WAFLW match (Colts, Rogers Cup, Futures or Development Squad) in the current and/or previous year
Encroachment	where a person enters the playing surface when they are unauthorised to do so
E-Points	Environment points awarded to a team for displaying positive game day behaviour. The purpose of the E-point system is to weight game day behaviour with the same importance as winning a match. The E-Point model is applied to all Youth Competitions.
Finals match	means an Elimination Final, Qualifying Final, Semi Final, Preliminary Final or Grand Final
Homegrown player	A homegrown player is an individual who has been registered and played for that Club for the immediately preceding three (3) consecutive seasons, having developed through the club's training programs. The Governing Body may also determine a Player to be a Homegrown Player where the Player has spent the majority of their playing career at that Club, notwithstanding any temporary transfer to another Club.
Home Team	the first named team for a fixture
Junior Competitions	any age group in the range Year 3 to Year 12
Laws of the Game	means the Laws of Australian Football as administered and controlled by the AFL and set out at https://play.afl/learning-resource/laws-game#article-0
League Administrator	An individual appointed or employed by the League to administer competition matters and act on behalf of the League in operational matters.
League Official	A staff member of WA Football, Country Football WA, or any other individual appointed by the League to act on its behalf at matches
Melee	an incident involving three or more Players and/or Officials who are grappling or otherwise struggling with one another and which, in the opinion of the field Umpire or any other person authorised by WA Football, is likely to bring the game of Australian Football into disrepute or

	prejudice the interests or reputation of WA Football or the competition(s) conducted by WA Football.
Modified Competition	any age group competition in the range Year 3 to Year 6.
PlayHQ	AFL Registration and Competition system
Playing surface	the field of play inside the Boundary Line, Goal Line and Behind Line, excluding the area between such lines and the perimeter fence.
Policy breach	means a breach of any Section of this handbook (other than a breach constituting a Reportable Offence).
Qualifying Round	means all scheduled regular season matches excluding Byes, Finals, scratch matches and practice matches
Team Official	includes but is not limited to a coach, assistant coach, team manager, runner, employee or any person performing any duties (paid or unpaid) for or on behalf of a Club or Team.
Tribunal	an independent tribunal acting on behalf of Community Football in WA.
Umpire	includes any of the field, boundary, goal and emergency Umpires officiating a match (paid or unpaid) for or on behalf of a Club, Team or League.
WA Football	Governing Body, or an authorised representative of WA Football.
Youth Competition	any age group in the range Year 7 to Year 12

PART B: JUNIOR FOOTBALL

1. SPIRIT OF JUNIOR FOOTBALL

The Spirit of Junior Football exists to ensure that every participant experiences a safe, inclusive and positive sporting environment where development is prioritised over results. It is incumbent on every participant irrespective of their place in the game, to ensure that they will;

- 1.1 **Not focus on winning at all costs** and understand that the role of Junior Football is to foster the development of players, volunteers, umpires, coaches and officials. Learning to win and lose is part of the developmental journey of a participant but must remain secondary to the primary focus of player development.
- 1.2 Maximise the enjoyment and development of Junior footballers.
- 1.3 Provide a game environment that is safe, fun and fair.
- 1.4 Encourage and celebrate the values that contribute to the spirit of the game, including fairness, equality, respect and teamwork
- 1.5 Uphold, promote and protect the Rules, Laws, Codes, Policies and Spirit of Junior Football.
- 1.6 Not accept poor behaviours around our game and deter practices that undermine our game environments (coaching, playing, volunteering, spectating and umpiring).
- 1.7 Adhere to any directive issued by WA Football or Country Football WA in the best interests of achieving the above.

- 1.8 Coaches should adopt an athlete centred coaching philosophy.
- 1.9 A Person, Club or Team must not engage in conduct which is unbecoming or likely to prejudice the interests or reputation of Junior Football in Western Australia or to bring the game of football into disrepute.
- 1.10 Any person attending or participating in a match, event or training session is required to behave in a manner that supports the values of Spirit of the Junior Football. For the avoidance of doubt, this includes spectators.

2. RESPONSIBILITY OF AFFILIATED CLUBS

All Affiliated Clubs, including their players, officials, parents/guardians, volunteers and spectators, shall be bound by the Policies, Rules and Regulations outlined in this Handbook, the *Laws of the Game* and the *National Community Football Policy Handbook*. An Affiliated Club must:

- 2.1. adopt, implement and comply with this Handbook;
- 2.2. use best endeavours to educate their members about the contents of this Handbook and the consequences for breaches;
- 2.3. promote and model appropriate standards of conduct at all times;
- 2.4. be responsible for ensuring their administrators, coaches, officials, volunteers, parents, players and spectators act in a constructive and encouraging manner at all times;
- 2.5. ensure their coaches understand their responsibility to their Club and to the children and young people in their care;
- 2.6. communicate to their members the need to act in accordance with these requirements at all times before, during and after any match, event or function representing their Club, League or WA Football / Country Football WA; and
- 2.7. ensure their club provide equal opportunities for participation in football for all players, regardless of ability, size, shape, gender, sexuality, age, disability, race or ethnic origin.
- 2.8. Failure of an Affiliated Club to comply with these requirements may result in sanctions or disciplinary action at the absolute discretion of WA Football / Country Football WA.

PART C: PLAYERS

- REGISTRATION
- YEAR GROUP SUMMARY
- PRIMARY REGISTRATION POLICY
- AGE DISPENSATION – PLAY UPS
- AGE DISPENSATION – PLAY DOWNS
- PLAYER MOVEMENT BETWEEN TEAMS
- PERMITS AND MULTIPLE COMPETITIONS
- TRANSFERS AND PERMITS
- LOCAL TRANSFER RULES
- TRANSFER REFUSAL
- FINALS ELIGIBILITY
- LONG TERM INJURIES

3. REGISTRATION

- 3.1. No player shall be eligible to take part in any official match until an online registration form is completed and approved through the AFL approved Registration System (PlayHQ).
- 3.2. Players must not falsify their name or date of birth when registering.
- 3.3. Players are not permitted to hold more than one registration in the Registration System.
- 3.4. Proof of age documentation is required for all players new to Junior Football.
A Player is not eligible to play Junior Football until they appear as 'active' in PlayHQ.
- 3.5. WA Football and Country Football WA are committed to the inclusion of gender diverse people within our game and will utilise the [AFL's Gender Diversity Policy](#) in instances where Trans, Non-Binary or other Gender Identity is raised.
- 3.6. No Junior Player is to receive cash / cheque / monies as payment, incentive or reward for playing football in underage competitions. Vouchers from a sponsor or the club canteen are the preferred incentive method.

4. YEAR GROUP SUMMARY

Junior football in WA is aligned to school years with the primary purpose of allowing players to play football with the friends that they attend school with.

Note: Auskick / Superkick aged players are not permitted to play in Junior Competitions

2026 YEAR GROUP		BIRTH DATE RANGE	
Auskick / Superkick <i>(not eligible to play in Junior Competitions)</i>	Pre Primary	1 July 2020	to 30 June 2021
	Year 1	1 July 2019	to 30 June 2020
	Year 2	1 July 2018	to 30 June 2019
Modified Competitions	Year 3	1 July 2017	to 30 June 2018
	Year 4	1 July 2016	to 30 June 2017
	Year 5	1 July 2015	to 30 June 2016
	Year 6	1 July 2014	to 30 June 2015
Youth Competitions	Year 7	1 July 2013	to 30 June 2014
	Year 8	1 July 2012	to 30 June 2013
	Year 9	1 July 2011	to 30 June 2012
	Year 10	1 July 2010	to 30 June 2011
	Year 11	1 July 2009	to 30 June 2010
	Year 12	1 July 2008	to 30 June 2009

5. PRIMARY REGISTRATION POLICY

This policy is developed to provide Clubs with clarity over where players are to be primary registered with an overall goal to increase transparency and communication between Clubs across different competitions.

- 5.1. With the exclusion of WAFL / WAFLW Club listed participants, registered players should hold their Primary Registration with a Club that have teams registered in a Junior competition.
- 5.2. Any player who turns 16 on or after July 1 who requests a transfer of their Primary Registration to a Senior Community Club are subject to approval by WA Football or Country Football WA.

<p>WAFL Futures Players</p>	<p>WAFL Futures players will Primary register to their Junior Club and then obtain a Permit to their WAFL Club.</p> <p>Where a WAFL Futures player is unable to register with their Junior Club because the Club is not open for registrations on 1 February, the player will register with the WAFL Club and then transfer back to their Junior Club at the conclusion of the Futures program.</p>
<p>WAFL and WAFLW Players</p>	<p>Players may hold their Primary Registration with their WAFL Club provided they are listed on the Club's:</p> <ul style="list-style-type: none"> • Colts List (maximum 55 players), or • Rogers Cup List (maximum 40 players). <p>Only players listed on the relevant WAFL list are eligible to hold a Primary Registration with a WAFL Club. A Permit can then be obtained allowing them to play at their Junior Club.</p> <p>Any player not listed on the relevant list but eligible to play Colts or Rogers Cup matches, must be Primary registered to their Junior Club and hold a Permit to their WAFL Club.</p>
<p>Community Juniors</p>	<p>Players turning 18 after 1 July who are not otherwise categorised above, are to hold their primary registration at a Club with teams participating in a Junior aged competition.</p> <p>If a player is 16 years or older and their Club does not field a team in their applicable year group, WA Football may approve their primary registration with a Senior Club upon submission of the Parent/Guardian Consent form. Players who take this option are only eligible to play for the Senior Club and cannot permit back to Juniors.</p> <p>Players who retain their primary registration at a Junior Club may permit to a Senior Club and will be eligible to play for both Clubs.</p>
<p>WAFL PSA Players</p>	<p>A PSA player involved in a WAFL program may hold their Primary Registration with their WAFL Club where it is intended that they will only participate in WAFL and PSA competitions throughout the year and will not participate in Junior competitions. Players who Primary register with a WAFL Club under these circumstances cannot obtain a Permit back to Junior competitions.</p>
<p>Community Seniors</p>	<p>All players turning 18 before June 30 (or older) in the current season who are not listed in a category above are to be primary registered with a Senior Club.</p>

Club of Origin	<p>Players transferring or permitting from a WAFL Club are to be transferred or permitted back to their Club of Origin (being the Club they were registered with immediately prior to transferring to the WAFL Club).</p> <p>If a Player is no longer eligible to play for their Club of Origin (e.g. due to age or competition eligibility), the Player may nominate their preferred Club.</p>
Player Fees	<p>Where Players participate across multiple competitions, Clubs should collaborate to ensure fees are applied equitably based on the number of games played, and that Players are not financially disadvantaged compared to a Player who plays for a single Club. No Club may charge a Player any fee, levy or surcharge for transfers or permits.</p>

6. AGE DISPENSATION - PLAY UPS

- 6.1. On application to the League, a Player may be eligible to play up a MAXIMUM of one year group only. For the avoidance of doubt, combined age competitions do not allow additional year level movement. For example
 - 6.1.a. a Year 7 may be eligible to play up in a Year 8 Competition but is not eligible to play up in a Year 9/10 Competition.
 - 6.1.b. a Year 8 may be eligible to play up in a Year 9 Competition. They may also be eligible to play in a Year 9/10 Competition because the competition includes Year 9.
- 6.2. Players should only be permitted to play up when their physical capability and social development enables them to compete adequately at the higher age level. Approval will be based on the benefit to be gained by the Player, not solely to make up team numbers.
- 6.3. Players are permitted to play up temporarily, only if they are not displacing a registered player in the older year group. For avoidance of doubt, no approval is required from the WA Football for temporary play ups in metro competitions as these are managed by the Club.
- 6.4. No player may play more than four (4) games in an older year group without approval from the League. For avoidance of doubt, applications are to be made by the Club via the approved method determined by the relevant League.
- 6.5. Once a Player has been approved to play a fifth (5th) game in an older year group, they shall be deemed to be a part of that older year group for the remainder of the season (including finals).
 - 6.5.a. The Player will not be eligible to play any further regular season games or finals in the younger year group.
 - 6.5.b. If the Player plays a further game in the younger year group, they shall be deemed ineligible, and the match forfeited.
 - 6.5.c. If a Player has played for multiple teams in the older year group, the League will determine which team that Player is allocated to.
- 6.6. If a Player plays a fifth (5th) game without League approval, the Player will be deemed ineligible, and the match forfeited.
- 6.7. A Player granted permission to play up a year group will be eligible for fairest and best votes for the competition in which they have received permission to play.

7. AGE DISPENSATION - PLAY DOWNS

- 7.1. On application to the League, a Player may be eligible to play down a MAXIMUM of one year group only. For the avoidance of doubt, combined age competitions do not allow additional year level movement. For example:
 - 7.1.a. a Year 6 may be eligible to play down in a Year 5 Competition but is not eligible to play down in a Year 3/4 Competition
 - 7.1.b. a Year 5 may be eligible to play down in a Year 4 competition. They may also be eligible to play down into a Year 3/4 Competition because the competition includes Year 4.

- 7.2. Players are not permitted to play down temporarily. For avoidance of doubt, all play downs must be approved by the League.
- 7.3. Any player who is repeating Year 12 at school is not eligible to play in the Year 11-12 competition and should be encouraged to join a senior community competition.
- 7.4. All play down applications must be submitted by the Club and supported by a parent/guardian, with the request clearly stating the reason for the application.
- 7.5. With the exception of school year group play downs, the granting of any Play Down approval applies only to the current season and may be reviewed by the League at any point.
- 7.6. A Player granted permission to play down a year group will be eligible for fairest and best votes for the competition in which they have received permission to play.
- 7.7. A Player who requests to play down due to their **current school year group** must supply a letter from the school confirming that they are attending school in that year group.
- 7.8. A Player who requests to play down due to **physical development** must supply a written authority from a sports physician or registered medical practitioner confirming that the participant falls below the fifth percentile for height or weight.
- 7.9. A Player who requests to play down due to a **disability** that limits their ability to play must supply written authority from a sports physician or registered medical practitioner outlining the reasons for supporting the request. The supporting documentation may recommend that dispensation be approved for two (2) seasons.
- 7.10. Smaller Clubs with fewer than the minimum required players to nominate a team may apply for play down permits. Permits for this reason will be granted at the discretion of the League, with a maximum of four (4) permits provided per team.
- 7.11. In assessing an application for dispensation, the League will have regard to the following factors:
 - 7.11.a. the Player's previous playing history, ability, competition level previously played in, and the effect of the Player's Disability or Physical Size Considerations on their capacity to effectively participate in Australian Football.
 - 7.11.b. how the proposed dispensation will support the Player to overcome barriers to their effective participation in Australian Football.
 - 7.11.c. the safety and welfare of the Player and those Players they will be participating with and against; and
 - 7.11.d. any other relevant factors as determined by the League.
- 7.12. The League may revoke a dispensation approval at any time provided that the reasons for such revocation are provided to the Permitted Player via their Club.

8. PLAYER MOVEMENT BETWEEN TEAMS

- 8.1. Players are not permitted to move from one team to another team within the same Club and year group after Round One of that season, unless approved or directed to do so by the League. *For avoidance of doubt, Clubs may submit a request to move players during the season for the purposes of rebalancing teams.*
- 8.2. If a Player does play for another team in the same Club and year group after Round One, they will be deemed an ineligible player, and the game deemed a forfeit.
- 8.3. Each team is to be treated as a separate entity.

9. PERMITS AND MULTIPLE COMPETITIONS

- 9.1. Players are not permitted to hold a Permit to participate in two (2) Junior Competitions across separate Leagues or Regions on a regular weekly basis.
- 9.2. Any Player who plays a match at Senior Community level (ie Perth Football League, Peel Football and Netball League etc), is deemed eligible to play in a Junior Competition on the same weekend /corresponding round.
- 9.3. Any Player who is recorded as playing in a WAFL / WAFLW match, is ineligible to play in a Junior Competition on the same weekend/corresponding round.
- 9.4. A Player who is selected to play in a WAFL / WAFLW match is ineligible to play in any Junior Competition match scheduled before that WAFL/WAFLW match is played.
For the avoidance of doubt, a player named in a WAFL/WAFLW team on Thursday for a Sunday match cannot play in a Junior match on the Friday/Saturday in between.
- 9.5. For the purposes of this section, a Player is considered to be selected to play for a WAFL / WAFLW match when they are named in the team for that round (not as an emergency).
- 9.6. A Player who is listed only as an emergency for a WAFL / WAFLW match, remains eligible to play in Junior matches on the same weekend / corresponding round.
For the avoidance of doubt, if an emergency-listed player plays in a Junior match that is played before the WAFL/WAFLW match and is subsequently called up to play in that WAFL/WAFLW match, the Player's eligibility for the Junior match remains valid and the Player is not deemed ineligible.

10. TRANSFERS AND PERMITS

All WA Football competitions adhere to the AFL National Player Transfer Regulations. In addition to these, the below sections (11 and 12) apply to all Junior Competitions under the control of WA Football.

Note: Transfers are open between 1st – 30th November and then 1st February to 30th June, whilst Permits remain open all season.

11. LOCAL TRANSFER RULES

- 11.1. This policy applies only where a team has more than five (5) Players listed on WAFL Development Squad lists.
- 11.2. At the full discretion of WA Football, teams can be penalised for exceeding five (5) WAFL Development Squad Players where additional WAFL Development squad players are transferred or permitted into the team.
- 11.3. If a club has more than 5 *homegrown* WAFL Development Squad players, no penalty will be considered unless further WAFL Development Squad Players are transferred or permitted into the team.
- 11.4. Penalties may include, but are not limited to, loss of Premiership Points. Penalties are discretionary and may be reviewed and applied at any stage of the regular season. Prior to a determination being made, the relevant Club will be provided an opportunity to submit information for consideration. The final determination will be made by WA Football in its absolute discretion.
- 11.5. Penalties will be determined by allocating each player a point value and utilising the below matrix. WA Football may, at its absolute discretion, increase the total points threshold for Teams with exceptionally large Player lists to ensure penalties are proportionate

Player type		Regular player	Development squad player
Homegrown player		1 point	
New player to football		1 point	
New player to League	Registered at closest club	1 point	2 points
	Skipped closest club	2 points	5 points
Transferred	Current season (2026)	2 points	5 points
	Previous season (2025)	2 points	4 points
	Two seasons ago (2024)	2 points	3 points
Team folded or player moved address	Registered at closest club	1 point	3 points
	Skipped closest club	2 points	5 points

Team Points total	Penalty
15 – 20 points	-1 E-point per transferred player
21 – 25 points	-3 E-points per transferred player
26 – 30 points	-6 E-points per transferred player
31 – 35 points	-8 E-points per transferred player
36 or more points	-10 E-points per transferred player
<i>*If team received a breach in the previous season, then penalty above is to be doubled.</i>	

12. TRANSFER REFUSAL

- 12.1. In accordance with the *National Community Football Policy Handbook*, a transfer may only be refused on one or more of the following grounds;
 - 12.1.a. The Player is required to continue playing for the source Club.
(i.e. a permit is required to be submitted instead of a transfer)
 - 12.1.b. The Player is financially indebted to the source club as evidenced by proper financial records.
(i.e. outstanding fees)
 - 12.1.c. The Player is in possession of source club property that must be returned.
(i.e. playing jumper or equipment)
 - 12.1.d. The Player wishes to withdraw their transfer request and continue playing for the source club.

13. FINALS ELIGIBILITY

- 13.1. Players may only compete in one (1) finals series with one (1) Team in a Junior aged competition in any given season.
- 13.2. For Country Football Leagues, the minimum number of qualifying matches required for Finals eligibility will be League dependant. For Metro competitions, the minimum number of matches is:
 - 13.2.a. Non-WAFL / WAFLW Players must have played a minimum of five (5) matches.
 - 13.2.b. WAFL / WAFLW Players must have played a minimum of seven (7) matches.
- 13.3. Any WAFL / WAFLW Player who has played at least three quarters of the total matches of the relevant WAFL/WAFLW season (excluding byes) will be ineligible to play for any Junior Club / team during junior finals. *For the avoidance of doubt, this equates to twelve (12) matches.*
- 13.4. Upon application to the League, a Player may receive one (1) finals eligibility credit for each Junior qualifying match they miss due to participating in a WA Football State Program match. Credits are for finals eligibility only and are applied to the grade in which the Player has played the most matches.
For the avoidance of doubt, this does not include scratch matches, being rested, camps or practice matches.
- 13.5. The League, in its absolute discretion, may grant an exemption to Rule 13.2 in extenuating circumstances.
- 13.6. All applications for exemption under section 13 must be submitted to the League prior to the commencement of the final qualifying round.

14. LONG TERM INJURIES

- 14.1. A Player who has suffered a long-term injury and has subsequently not qualified for finals, may upon application to WA Football prior to the commencement of the final qualifying round, be deemed eligible to participate in finals.
- 14.2. A long-term injury is defined as an injury that results in the Player missing six (6) or more consecutive matches. The League may also apply discretion where the injury period includes multiple byes, such as during school holiday rounds.
- 14.3. The application must include;
 - 14.3.a. letter of support from the club; and

- 14.3.b. supporting documentation from a suitably qualified medical professional confirming the injury, including the date sustained and expected period of non-participation.
- 14.4. If the Player has participated in any other sport or competition during the period of injury, an exemption may not be granted if it is deemed the Player was unlikely to have participated in WA Football Community Competitions during the matches missed.

PART D: TEAMS

- TEAM NOMINATIONS
- MULTIPLE TEAMS IN A YEAR GROUP
- TEAM WITHDRAWALS
- UNCOMPETITIVE TEAMS
- COLOURS AND TEAM UNIFORM

15. TEAM NOMINATIONS

WA Football is committed to forming fair, even and competitive competitions that enable young players of all abilities to have fun, actively participate and improve their knowledge and skills of the game.

- 15.1. WA Football will establish a date each year where clubs will submit team nominations for year groups in which they wish to field teams for the upcoming season.
- 15.2. Each team nomination should include the name and other relevant details of the following people:
 - 15.2.a. An accredited coach capable of teaching players the laws and skills of Australian Football in line with the Spirit of Junior Football and WA Football Code of Conduct.
 - 15.2.b. A manager capable of assisting the coach by carrying out clerical and other duties relating to the efficient functioning of the team.
- 15.3. Team Nomination fees are:
 - 15.3.a. Year 3 to 6 Modified aged Teams - \$300 (plus GST)
 - 15.3.b. Year 7 to 12 Youth aged Teams - \$350 (plus GST)
- 15.4. Team Nomination Fees are non-refundable unless otherwise determined by the League.
- 15.5. The League may refuse a Team Nomination at its absolute discretion. Grounds for refusal may include, but are not limited to, inadequate Player numbers, ongoing Club or Team behavioural issues, or competition structure considerations.

16. MULTIPLE TEAMS IN A YEAR GROUP

WA Football suggests that clubs should endeavour to make their teams as even as possible, splitting players based on their skills, size, speed and overall ability. If a club enters more than one team in a single division in any year group or has multiple teams in a year group, then the following is to apply.

- 16.1. Clubs may nominate multiple Teams within a Year Group; however, the League will determine the appropriate grading and Division placement of all Teams.
- 16.2. Clubs must ensure that each Team is reasonably balanced and capable of being competitive. Evidence of deliberate manipulation of Team competitiveness may result in sanctions at the full discretion of the League.
- 16.3. If the League considers a Team (or Teams) to be uncompetitive, the League may direct the Club to re-allocate Players between Teams.
- 16.4. If a Club is directed to re-allocate players under 16.3, the Club must submit updated Team lists to the League for review. The League will make the final determination on Team lists following any re-allocation process.

17. TEAM WITHDRAWALS

- 17.1. A Club which withdraws a team or teams from any competition without a reason acceptable to the League, may be liable to a penalty.

- 17.2. If a team is withdrawn after the commencement of a season, the League in its absolute discretion shall determine how fixtures are to be adjusted and how premiership points (if applicable) will be allocated.

18. UNCOMPETITIVE TEAMS

- 18.1. Prior to the season, the League may formally notify a Club if it believes a team may be uncompetitive based on the previous season's results. Such notification may include a recommendation to re-allocate players across teams before the season commences.
- 18.2. At any point during the season, the League may formally notify a Club if it believes a Team is uncompetitive and may recommend that the Club re-allocate players across teams.
- 18.3. If a Team is deemed uncompetitive, the Club may be required to provide evidence that reasonable steps have been taken to improve the competitiveness of that Team, including (but not limited to) re-allocating Players between Teams within the Club.
- 18.4. If a Team is deemed uncompetitive and the Club refuses to re-allocate Players after formal notification from the League, the League may impose sanctions at its absolute discretion. Sanctions may include, but are not limited to, being ineligible for premiership points, not having matches fixtured, fines or other competition-based penalties.

19. COLOURS AND TEAM UNIFORM

- 19.1. Each Club shall nominate its colours and design of playing uniform.
- 19.2. All designs must be approved by WA Football or Country Football WA.
- 19.3. Where WA Football or Country Football WA determines that a proposed design creates a uniform clash, they may request that the Club submit an alternative design within the agreed design criteria.
- 19.4. Applications for Indigenous jumper designs must include;
 - 19.4.a. details of the Artist;
 - 19.4.b. details of the Artist's Community;
 - 19.4.c. the story behind the artwork; and
 - 19.4.d. written approval from the Artist specifying how the artwork, design or image may be used and any limitations on its use.
- 19.5. All teams representing a Club shall wear the playing uniform approved for that Club.
- 19.6. Players not wearing the correct, approved uniform may be removed from the playing surface at the discretion of the Field Umpire or a League Administrator.
- 19.7. Where the League determines a uniform clash exists between two (2) teams for a given match, the Away Team must wear an approved alternative strip.
- 19.8. Players wishing to wear compression garments under their uniform are subject to the [Protective Equipment](#) section of this handbook.

PART E: MATCH DAY ROLES

- SUPPORTING UMPIRES AND OFFICIALS OF JUNIOR FOOTBALL
- COACHES AND ASSISTANT COACHES
- TEAM MANAGERS
- RUNNERS
- FIELD UMPIRES
- GOAL UMPIRES
- BOUNDARY UMPIRES
- TIMEKEEPER
- INTERCHANGE STEWARD
- FIRST AID / MEDICAL OFFICER
- GROUND MARSHAL
- WA FOOTBALL CODE OF CONDUCT
- GAME DAY VOLUNTEERS REQUIRED FOR MATCHES

20. SUPPORTING UMPIRES AND OFFICIALS OF JUNIOR FOOTBALL

Umpires and League Officials play a key role in the successful delivery of Community Football.

Coaches, club officials, volunteers, players, and spectators play a vital role in developing the highest quality umpires and officials.

- 20.1. WA Football has a **ZERO TOLERANCE** stance on any form of umpire or official abuse, verbal dissent, intimidation or disputing of decisions.
- 20.2. Players, officials, parents, and spectators are not permitted to comment about an umpire or the performance of an umpire in any way
- 20.3. Only the Captain or Team Manager from either team may approach an umpire during the breaks in a match. The Captain or Team Manager cannot question decisions, interpretations or question the free kick count. *For avoidance of doubt, participants should refer to [Section 48: Approaching Umpires](#) of this document.*
- 20.4. Clubs are responsible for the behaviour of their Players, Team Officials and spectators and must take reasonable steps to enforce this section.

21. COACHES AND ASSISTANT COACHES

When you take on the role of a Coach, you are taking on a powerful leadership role. As a Coach, your actions and behaviours influence everyone around you. You are a role model who sets standards for acceptable behaviour and helps establish a positive football environment

- 21.1. A Coach is responsible for developing players' skills and knowledge of the game while ensuring maximum enjoyment for all participants, including (but not limited to);
 - 21.1.a. Ensuring the match is conducted within the [Spirit of Junior Football](#).
 - 21.1.b. Ensuring all participants within the Coaches Box consistently display appropriate positive sporting behaviours.
 - 21.1.c. Educating players about the importance of respect and responsibilities towards match officials, opposition teams and Umpires, on and off the field.
 - 21.1.d. Ensuring they demonstrate a gesture of good sportsmanship toward the match day umpires and opposition coach both pre and post-game through a handshake, fist bump or elbow bump. This mark of respect reinforces the Coach's commitment to influencing positive game day environments.
 - 21.1.e. Maintaining a working knowledge of and adhering to all relevant AFL and League laws, regulations, policies and by-laws, and continuing to improve coaching skills and knowledge to better serve the development of young athletes.
 - 21.1.f. Ensuring all players participate in a positive environment where skill learning and development are prioritised over winning.
 - 21.1.g. Ensuring players have the same opportunities for involvement with equal game time and equal opportunity to play in a variety of positions on the field.
 - 21.1.h. Ensuring team selection processes are fair and consistent.

- 21.1.i. Prioritising player safety by recognising injury and illness and adhering to Medical and First Aider advice concerning the return of injured, concussed or ill players to training or matches.
- 21.1.j. Understanding and respecting that Coaches are not permitted to enter the playing surface during play unless instructed to do so by the Field Umpire.
- 21.1.k. Abiding by the **WA Football Code of Conduct** at all times.
- 21.2. Each team is required to supply a Coach who has been accredited as an age-appropriate Foundation Coach via [CoachAFL](#) prior to the game.
- 21.3. If a Coach or Assistant Coach is not a [CoachAFL](#) member and does not hold a current Foundation Coach accreditation, they will not be permitted to coach.
- 21.4. Coaches must play all eligible and able players up to the maximum allowed in all home and away matches. For avoidance of doubt, this includes Finals.
- 21.5. Coaches must adhere to the **Equal Opportunity and Fair Play Policy** for all players in all games.
- 21.6. Coaches must avoid overplaying the highly talented players, aiming to maximise the participation and enjoyment for all players regardless of ability.
- 21.7. Only Coaching staff listed on the team sheet may be present within the Coaches Box during play.
- 21.8. Coaching staff must remain within the Coaches Box during play. Coaching staff may only exit at authorised quarter breaks, half time and at the conclusion of the match.
- 21.9. Coaches are subject to the same investigations and penalties as players, including suspensions, sanctions and fines.
- 21.10. Coaches who receive a suspension may also be issued a Code of Conduct breach in addition to the original suspension.
- 21.11. Coaches shall be clearly identified by wearing the approved League requirement i.e. uniform, vest and/or lanyard.

22. TEAM MANAGERS

When you take on the role of a Team Manager, you are entrusted with ensuring the well-being of all participants. Team Managers are integral to Junior Football and enable good working relationships between the club, coach, players, umpires, opposition, volunteers and spectators. On game day you are uniquely positioned to observe and positively influence the behaviours of all participants.

- 22.1. The Team Manager role is responsible for ensuring the efficient and effective operation of the team, including (but not limited to):
 - 22.1.a. Ensuring the match is conducted within the **Spirit of Junior Football**.
 - 22.1.b. Ensuring all match paperwork is completed correctly (both online and paper copies).
 - 22.1.c. Maintaining a working knowledge of and adhering to all relevant AFL and League laws, regulations, policies and by-laws.
 - 22.1.d. Acting as the liaison between your Team and other participants including the Umpires, League Officials and Opposition Team.

- 22.1.e. Ensuring all players are eligible to participate in the match in compliance with this handbook, i.e., registered, active, current permit, and /or not under suspension.
 - 22.1.f. Coordinating and overseeing your team's game-day volunteers including scorekeeping, timing and any other game-related responsibilities.
 - 22.1.g. Assisting in resolving disputes, conflicts, or issues that may arise on game day.
 - 22.1.h. Helping maintain a positive game environment by promptly addressing any negative behaviour from players, volunteers or spectators.
 - 22.1.i. Liaising with the Opposition Team Manager regarding any photography or videography as per the **Photo and Video Policy**.
 - 22.1.j. Maintaining accurate game day records including team sheets and injury reports. This also includes ensuring any concussion reports are submitted.
 - 22.1.k. Ensuring the safety of all participants by inspecting the ground prior to the game to assess its suitability and safety for use as per **33.g Match Day Checklist**.
 - 22.1.l. Abiding by the **WA Football Code of Conduct** at all times.
- 22.2. Each team is required to supply a Team Manager who acts as the primary point of contact for umpires, League officials and opposing teams.
- 22.3. The Home Team Manager is responsible for the welfare of the umpires on match day.
- 22.4. The Home and Away Team Managers may, if required, confer with the Field Umpire at breaks to help ensure a safe and positive game day environment is maintained.
- 22.5. In the case of an alleged vilification incident, the Team Manager must inform their Club President in accordance with the **Vilification Policy**.
- 22.6. Team Managers are permitted to be inside the Coaches Box during game play. Team Managers may also leave the Coaches Box if required to attend to another football related matter.
- 22.7. Understanding and respecting that Team Managers are not permitted to enter the playing surface during the game unless instructed to do so by the Field Umpire.
- 22.8. Team Managers are subject to the same investigations and penalties as players, including suspensions, sanctions and fines.
- 22.9. Team Managers shall be clearly identified by wearing the approved League requirement i.e. uniform, vest and/or lanyard.

23. RUNNERS

- 23.1. The Team Runner role is responsible for communication between the coaches and players, including (but not limited to):
- 23.1.a. Ensuring the match is conducted within the **Spirit of Junior Football**.
 - 23.1.b. Acting as the liaison between the coaches and players during game play.
 - 23.1.c. Monitoring the game play to identify negative game day behaviour from their players and promptly intervening to deescalate any tensions.

- 23.1.d. Assisting the First Aid / Medical Officer with the removal of any injured players from the playing surface.
- 23.1.e. Abiding by the **WA Football Code of Conduct** at all times.
- 23.2. Each team is permitted to have one runner.
- 23.3. Team Runners must be eighteen (18) years or older.
- 23.4. Team Runners must be identified on the Team Sheet (paper copy and online).
- 23.5. Team Runners must enter and exit the playing surface via the interchange area.
- 23.6. Team Runners must deliver messages from the Coach to Players as quickly as possible and immediately leave the playing surface once the message has been delivered.
- 23.7. Team Runners must not remain on the playing surface to loiter, coach, barrack or direct play.
- 23.8. Team Runners are under no circumstances allowed to make verbal or physical contact with umpires, opposition Players, Opposition Team officials or League Officials.
- 23.9. Team Runners are not permitted to question, talk to, or give instruction to the field umpires.
- 23.10. Team Runners are not permitted to enter the 50m arc during kick outs or shots on goal.
- 23.11. Team Runners are not permitted to enter the centre square during ball ups.
- 23.12. Team Runners are only permitted to be on the playing surface for a maximum of seven (7) minutes per quarter.
- 23.13. Team Runners shall be clearly identified by wearing the approved League requirement i.e. uniform, vest and/or lanyard.
- 23.14. Team Runners are not permitted to carry water or medical supplies on the Playing Surface during game play.

24. FIELD UMPIRES

- 24.1. The Field Umpire role is responsible for umpiring the match during general play, including (but not limited to):
 - 24.1.a. Ensuring the match is conducted within the **Spirit of Junior Football**.
 - 24.1.b. Ensuring all match paperwork is completed correctly.
 - 24.1.c. Maintaining a working knowledge of all relevant AFL and League laws, rules, regulations, policies and by-laws.
 - 24.1.d. Ensuring teams follow all relevant AFL and League laws, rules, regulations, policies and bylaws.
For avoidance of doubt, this includes pre match checks of player boots, nails, protective equipment and jewellery.
 - 24.1.e. Ensuring a safe environment wherever possible for all players.
 - 24.1.f. Making fair, unbiased and consistent decisions.
 - 24.1.g. Assisting less experienced Umpires where appropriate.

- 24.1.h. Reporting all match day paperwork, reported offences, unacceptable behaviour or conduct to the relevant League by **9am Monday** following the match.
- 24.1.i. Abiding by the **WA Football Code of Conduct** at all times.
- 24.2. The League will attempt to appoint umpires for all matches.
- 24.3. Should a Field Umpire not be available to officiate at any match, the opposing coaches or team officials may agree to appoint an adult to act in that capacity. Any such appointed umpire shall have the same responsibilities and authority as any umpire appointed by the League.
- 24.4. Any umpire not appointed by the League under rule 24.3 must be:
 - 24.4.a. Eighteen (18) years or older;
 - 24.4.b. named on match documents;
 - 24.4.c. suitably attired for the match as approved by the League; and
 - 24.4.d. compliant with all **Working With Children (WWC) legislation**.
- 24.5. No individual shall be eligible to participate in any official match under the control of WA Football or Country Football WA as a Field Umpire until an online registration form and relevant approved education module has been completed.
For avoidance of doubt, this includes League appointed umpires, Club Umpires and Parent Umpires.

25. GOAL UMPIRES

- 25.1. The Goal Umpire role is responsible for officiating the area behind the goal posts during general play, including (but not limited to):
 - 25.1.a. Ensuring the match is conducted within the **Spirit of Junior Football**.
 - 25.1.b. positioning themselves appropriately to determine whether a Goal or Behind has been scored.
 - 25.1.c. Signalling that a Goal or Behind has been scored after being given the 'All Clear' from the Field Umpire (hand signals first, followed by flags).
 - 25.1.d. Recording the Goals and Behinds scored by each Team during a Match.
 - 25.1.e. Comparing scorecards with the opposing Goal Umpire and the Independent Scorer at each quarter break, and notifying the Field Umpire immediately of any discrepancies
 - 25.1.f. Endeavouring to keep the area immediately behind the goal line clear of spectators and obstructions.
 - 25.1.g. Understanding and respecting that a Field Umpire may overrule any decision made by the Goal Umpire.
 - 25.1.h. Understanding and respecting that Goal Umpires are not permitted to enter the playing surface during the game unless instructed to do so by the Field Umpire.
 - 25.1.i. Making fair, unbiased and consistent decisions.
 - 25.1.j. Understanding and respecting that Goal Umpires are not permitted to coach, instruct or communicate with players during play.

- 25.1.k. Ensuring at the conclusion of the match, the completed scorecard is dated, signed and handed to the Field Umpire.
- 25.1.l. Abiding by the **WA Football Code of Conduct** at all times.
- 25.2. Each team is required to supply a goal umpire with sufficient knowledge and competency to carry out all responsibilities of the position. This individual;
 - 25.2.a. Should be an adult; and
 - 25.2.b. Must not be an injured or rostered off player for that team.

26. BOUNDARY UMPIRES

- 26.1. Boundary Umpires are only required for Year 11/12 Competitions.
Boundary Umpires are not required for any other competition as they utilise the Last Possession Rule.
- 26.2. The Boundary Umpire role is responsible for officiating the boundary of the field during general play, including (but not limited to):
 - 26.2.a. Ensuring the match is conducted within the **Spirit of Junior Football**.
 - 26.2.b. Moving along the boundary line keeping up with play and judging whether the ball is Out of Bounds or Out of Bounds on the Full, and signalling to the Field Umpire when that has occurred by raising their arm above their head.
 - 26.2.c. Throwing the football back into play if it has gone Out of Bounds, when directed to do so by a Field Umpire.
 - 26.2.d. Understanding and respecting that a Field Umpire may overrule any decision made by the Boundary Umpire.
 - 26.2.e. Making fair, unbiased and consistent decisions.
 - 26.2.f. Understanding and respecting that Boundary Umpires are not permitted to coach, instruct or communicate with players during play.
 - 26.2.g. Abiding by the **WA Football Code of Conduct** at all times.

27. TIMEKEEPER

- 27.1. The Timekeeper role is responsible for ensuring accurate game and break times are adhered to, including (but not limited to);
 - 27.1.a. Ensuring the match is conducted within the **Spirit of Junior Football**.
 - 27.1.b. Keeping time for each quarter of the match as outlined in **Section 35: Match Duration**.
 - 27.1.c. Indicating the start and end of each quarter to the Field Umpire via a siren or bell.
 - 27.1.d. Commencing the clock at the beginning of each quarter when the ball leaves the Umpire's hands in the act of throwing the ball up.
(The Field Umpire will signal they are ready for time to commence by raising the ball above their head.)

- 27.1.e. Ensuring that once the clock has commenced during a match, that the clock is not stopped or paused during the quarter.
- 27.1.f. Abiding by the **WA Football Code of Conduct** at all times.
- 27.2. Each home team is required to supply a Timekeeper for each match. This individual can also act as an Independent Scorer for the match.
- 27.3. In the event of a timing dispute, the Field Umpire's decision is final.

28. INTERCHANGE STEWARD

- 28.1. The Interchange Steward is responsible for tracking player rotations and game time during general play, including (but not limited to);
 - 28.1.a. Ensuring the match is conducted within the **Spirit of Junior Football**.
 - 28.1.b. Monitor and keep an accurate record of game time of your team's Players throughout the match on the '[Rookie Me Play](#)' app.
In the event the app is unavailable, player rotations need to be kept manually on paper.
 - 28.1.c. Ensuring the Team's Coach is aware of player game times throughout the match to ensure all players receive a minimum of 60% game time.
 - 28.1.d. Ensuring the "injured" status in the 'Rookie Me Play' app is only applied when a Player has sustained an injury or illness and has been assessed or withdrawn for welfare reasons.
 - 28.1.e. Ensuring players enter and exit the playing surface through the Interchange Area.
 - 28.1.f. Ensuring players do not prematurely enter the playing surface until their teammate has exited the Playing Surface.
 - 28.1.g. Ensuring the players and jumper numbers listed on the [Rookie Me Play](#) app accurately reflect the players taking part in the match.
 - 28.1.h. Ensuring at the conclusion of the match, that the match details are finalised and uploaded by connecting to a WIFI service.
 - 28.1.i. Abiding by the **WA Football Code of Conduct** at all times.
- 28.2. Each team is required to supply an Interchange Steward for each match.
- 28.3. The Interchange Steward is permitted to be in the Interchange Area and may approach the Coaches Box if required.

29. FIRST AID / MEDICAL OFFICER

- 29.1. The First Aid / Medical Officer is responsible for the prevention and prompt attention of injuries to players, including (but not limited to);
 - 29.1.a. Ensuring the match is conducted within the **Spirit of Junior Football**.
 - 29.1.b. Ensuring their team has an adequately stocked and well maintained first aid kit prior to any match commencing.
 - 29.1.c. Ensuring they familiarise themselves with the location of the stretcher and emergency vehicle access points at the ground, prior to any match commencing.

- 29.1.d. Monitor players during general play with regards to potential or occurrence of injuries.
 - 29.1.e. Ensuring the assessment of any injured players promptly and providing initial treatment.
 - 29.1.f. Liaise and coordinate with the Opposition Team’s First Aid / Medical Officer to ensure timely and suitable first aid is delivered to all players, regardless of their team.
 - 29.1.g. Ensuring any player with a concussion or suspected concussion does not return to play and is aware of the **WA Football Concussion Policy**.
 - 29.1.h. Ensuring that all injuries that occur in games are accurately assessed, recorded and documented.
 - 29.1.i. Abiding by the **WA Football Code of Conduct** at all times.
- 29.2. Each team is required to supply a First Aid / Medical Officer with appropriate qualifications for each match. The required qualifications are;

Recommended	Level 1 Sports Trainer or Level 2 Sports Trainer or Qualified Medical Professional
Minimum	First Aider or Qualified Medical Professional

For avoidance of doubt, the above terms have the following meaning;

- Level 1 Sports Trainer** a person who has completed a Level 1 Sports Trainer Course & first aid certificate (HLTAID011 Provide First Aid) which is current & up to date.
- Level 2 Sports Trainer** a person who has completed a Level 2 Sports Trainer Course & first aid certificate (HLTAID011 Provide First Aid) which is current & up to date.
- Qualified Medical Professional** a person who is a qualified doctor, paramedic, physiotherapist, osteopath, chiropractor, registered nurse or firefighter with current Emergency Management Competency & appropriate first aid competencies.
- First Aider** a person who has obtained a nationally accredited first aid certificate (HLTAID011 Provide First Aid) which is current & up-to-date.

- 29.3. In addition to the above, all First Aid / Medical Officers must have completed the AFL’s online First Aid and Concussion Management education module prior to participating in any match day role. This module can be found at <https://play.afl/concussion/resources/concussion-injury-management-module>
- 29.4. Should a team fail to provide a qualified First Aid / Medical Officer, then the opposing team’s suitably qualified First Aid / Medical Officer may assume control of injured players for both teams.
- 29.5. The First Aid / Medical Officer shall be clearly identifiable at all games, ensuring they wear the approved white vest with green cross that is not covered by any clothing such as a jacket or coat.

30. GROUND MARSHAL

Ground Marshals play a key role in supporting a safe, welcoming and well-organised game day environment and in contributing to the quality delivery of Junior Football. The role is proactive, supportive and service-focused. Ground Marshals should conduct themselves in a firm, polite and respectful manner and must not act in an overly officious or confrontational way.

- 30.1. The Ground Marshal role is responsible for assisting with venue readiness and game day support, including (but not limited to);
 - 30.1.a. Inspecting the Playing Surface and surrounding areas prior to the commencement of matches to ensure the venue is appropriately set up and safe for use.
 - 30.1.b. Ensuring all required equipment for the conduct of the match is available prior to the first match of the day, including (but not limited to) goal post padding, stretcher and siren.
 - 30.1.c. Ensuring Coaches Boxes, interchange areas, spectator exclusion zones and behind-the-goals areas are clearly marked and set up in accordance with this Handbook.
 - 30.1.d. Acting as the primary point of contact at the venue for visiting Clubs, Team Officials and League Officials, including assisting with directions to playing surfaces, warm-up areas, change rooms and amenities.
 - 30.1.e. Ground Marshals should be familiar with emergency access points, evacuation procedures, and the location of First Aid equipment (including defibrillators) at the venue.
 - 30.1.f. Being a visible and active observer at the venue to promote a positive, safe and respectful game day environment.
 - 30.1.g. Assisting members, parents, spectators and visiting Clubs with general enquiries and information in a courteous and welcoming manner.
 - 30.1.h. Helping support the safety and welfare of players, umpires, officials and volunteers, including promptly escalating concerns to the appropriate person where required.
 - 30.1.i. Having access to a current copy of this Handbook and being familiar with relevant procedures in the event of questions or disputes.
 - 30.1.j. Abiding by the **WA Football Code of Conduct** at all times.
- 30.2. Each venue hosting Junior Football matches must appoint a Ground Marshal for the duration of play. *For the avoidance of doubt, a single Ground Marshal will generally be sufficient; however, where multiple ovals are in use at a venue, the Host Club must ensure Ground Marshal coverage is adequate for all playing areas.*
- 30.3. Ground Marshals are not responsible for taking disciplinary action, issuing sanctions, or removing individuals from the Playing Surface or venue. Any serious concerns or incidents must be referred to the appropriate Club Official, Field Umpire or League Administrator.
- 30.4. Ground Marshals are expected to de-escalate situations where appropriate through calm communication and by directing matters to the correct authority, rather than intervening directly. Where an issue cannot be resolved through information or redirection, the Ground Marshal must refer the matter to the appropriate Club Official, Team Manager, Field Umpire or League Administrator.
- 30.5. Ground Marshals shall be clearly identified by wearing the approved League requirement i.e. uniform, vest and/or lanyard.

31. WA FOOTBALL CODE OF CONDUCT

The major objective of Junior Football is to provide an opportunity for all children to play Australian Football in a safe, positive environment that maximises skill development and enjoyment. As a participant in Junior Football, your behaviour both on and off the field, reflects not only on yourself but also on your team, Club and the sport as a whole. The WA Football Code of Conduct, when followed by all people involved in our game, helps ensure this important objective is achieved. Failure to adhere to this Code may result in penalties at the full discretion of the League.

For avoidance of doubt, this Code of Conduct applies to all individuals involved, including Players, Officials, Volunteers, Umpires and Spectators.

SPIRIT OF JUNIOR FOOTBALL	
31.a	All participants must understand and adhere to BYLAW #1 'The Spirit of Junior Football'
FAIR PLAY	
31.b	Play by the rules and abide by the principles of fair play.
31.c	Accept both victory and defeat gracefully.
31.d	Players and Officials – shake hands with opponents, coaches and officials before and after each match.
31.e	Always consider the welfare and safety of all participants.
SHOW RESPECT	
31.f	Spectators – refrain from instructing, coaching or distracting players during the match.
31.g	Display and foster respect for all participants regardless of the match outcome.
31.h	Contribute to a safe sporting environment and respectful culture which is accepting of individual differences.
31.i	Support all efforts to remove verbal and physical abuse from sporting activities.
31.j	Do not swear, criticise, sledge, use derogatory language or harass any other participant.
31.k	All communications must be through the correct channels and must be positive, respectful, and constructive at all times, promoting a supportive environment for all participants.
31.l	Stay in control of your emotions, regardless of the situation. Avoid verbal or physical outbursts and do not engage in behaviour that can harm others emotionally, mentally or physically.
SUPPORTING UMPIRES	
31.m	Accept the decision made by umpires and officials, even if you disagree. Show respect by not arguing or challenging their decisions during or after matches.
31.n	Never abuse an umpire. Abuse is defined as any language, behaviour or gesture intended to insult, offend, intimidate, threaten or harm.
31.o	Never approach an umpire unless you are a person authorised to do so under this handbook.
31.p	Never publicly criticise an umpire – raise any concerns you have with your Team Manager or Club.

31.q	Respect the critical and very difficult role that umpires have in our game. Understand that umpires have varying levels of skill and experience and participate to the best of their ability.
HANDLING DISPUTES	
31.r	In the event of a dispute or concern, do not engage in confrontations, arguments or physical altercations. Address issues respectfully through appropriate channels (eg Team Manager or Club Officials).
ANTI DISCRIMINATION AND INCLUSION	
31.s	Treat all individuals with fairness and respect. Reject discrimination, bullying or harassment in any form, on or off the field and report any incident through appropriate channels.
LAWS, RULES, REGULATIONS, POLICIES AND BYLAWS	
31.t	Maintain a working knowledge of and adhering to all relevant AFL and League laws, regulations, policies and by-laws.

32. GAME DAY VOLUNTEERS REQUIRED FOR MATCHES

YEAR 3 – 12 JUNIOR COMPETITIONS	
<p style="text-align: center;">Permitted in the Coaches Box:</p> <p style="text-align: center;">Coach</p> <p style="text-align: center;">Assistant Coach (max of one)</p> <p style="text-align: center;">Team Manager</p> <p style="text-align: center;">Runner</p> <p style="text-align: center;">First Aid / Medical Officer</p> <p style="text-align: center;">Anyone named as playing in the match <i>(ie benched players or players injured in the match)</i></p>	<p style="text-align: center;">Not Permitted in the Coaches Box:</p> <p style="text-align: center;">Interchange Steward</p> <p style="text-align: center;">Goal Umpire</p> <p style="text-align: center;">Independent Scorer / Timer <i>(Home Team only)</i></p> <p style="text-align: center;">Boundary Umpire <i>(Year 11-12 Competitions only)</i></p> <p style="text-align: center;">Anyone <u>not</u> named as playing in the match <i>(ie spectators or previously injured players)</i></p>
Ground Marshall	

PART F: MATCH & GROUND OPERATIONS

- GROUNDS
- GROUND PREPARATION DIAGRAMS
- MATCH DURATION
- MATCH BALLS
- EQUAL OPPORTUNITY AND FAIR PLAY
- MATCH ON-FIELD EQUALISATION (EVEN-UP AND EVEN-DOWN)
- TEAM SHEETS
- SCRATCH MATCHES
- FIXTURES
- FORFEITS
- MATCH RESULTS
- PREMIERSHIP POINTS AND LADDERS
- ENVIRONMENT POINTS (E-POINTS)
- SEND OFF RULE (YELLOW AND RED CARDS)
- UMPIRE FEES
- APPROACHING UMPIRES
- REMOVAL OF PLAYERS FROM THE PLAYING FIELD
- GROUND ENCROACHMENT
- STRETCHERS AND INJURIES
- MERCY RULE
- DUTY OF CARE
- DANGEROUS TACKLES

33. GROUNDS

GROUND MARKING										
33.a	The ground shall be marked in accordance with the Laws of Australian Football , which shall include a spectator line at least two (2) metres outside the boundary line and six (6) metres behind the goals.									
COACHES BOX										
33.b	Two clearly identified Coaches Boxes shall be marked with; <ul style="list-style-type: none"> no less than five (5) metres from either side of the Interchange area. Fifteen (15) to twenty (20) metres distance between the two Coaches Boxes. 									
33.c	The Coaches Boxes must be marked in paint. Where this is not possible, collapsible cones may be used. Bunting or rope should then be used to mark the perimeter to prevent unauthorised individuals entering the Coaches Box.									
33.d	The Coaches Boxes cannot be marked in front of the spectator line.									
33.e	The Coaches Box placement and dimensions shall be set up as per Ground Preparation Diagram Figure 1 .									
INSURANCE MATCH DAY CHECKLIST										
33.f.	A check of the ground surface is to be conducted before the first match of the day and any time there is a change to the ground ie change in playing oval size and/or weather conditions change.									
33.g.	The appropriate Match Day Checklist must be completed for each ground check. Print version - https://au.marsh.com/content/dam/marsh-affinity-2/pacific/documents/afl/match-day-checklist.pdf Online form - https://info-pacific.marsh.com/acton/media/44357/afl-matchday-checklist-marsh									
SAFETY REQUIREMENTS										
33.h.	Matches are not permitted to commence until padding is placed securely around all fixed goal and behind posts as per the Laws of Australian Football.									
33.i	There must be a stretcher present at the ground before a game is permitted to commence.									
OVAL LIGHTING REQUIREMENTS										
33.j.	In accordance with Australian Standards, the following are minimum lighting requirements; <table border="1" data-bbox="341 1666 1217 1843"> <thead> <tr> <th>Competition</th> <th>Training</th> <th>Matches</th> </tr> </thead> <tbody> <tr> <td>Junior (Years 3-6)</td> <td>50 lux</td> <td>50 lux</td> </tr> <tr> <td>Youth (Years 7-12)</td> <td>50 lux</td> <td>100 lux</td> </tr> </tbody> </table> <p>For more information on lighting requirements, please refer to the AFL Community preferred Facility Guidelines.</p>	Competition	Training	Matches	Junior (Years 3-6)	50 lux	50 lux	Youth (Years 7-12)	50 lux	100 lux
Competition	Training	Matches								
Junior (Years 3-6)	50 lux	50 lux								
Youth (Years 7-12)	50 lux	100 lux								

GROUND SIZE SUMMARY

33.k

Field sizes are reduced in younger age groups to suit players' skill level and ability and to cater for the reduced number of players.

Reduced field sizes allow for 'cross-field' matches in Year 7 – 8 and allow for more matches to be played in the same timeslot, reducing the impact on volunteers, and increasing ground availability.

The ranges have been purposefully overlapped to allow for less ground configurations on match day. Ground configuration examples have been outlined in [Ground Preparation Diagram Figure 2](#).

Competition	Length range	Width range
Year 3 - 4	80m – 100m	50m – 75m
Year 5 - 6	90m – 110m	70m – 85m
Year 7 - 8	110m – 140m	70m – 110m

Year 9 Year 9/10 Female	120m – 150m	90m – 120m
Year 10 – 12 Male Year 11 – 12 Female	135m – 185m	110m – 155m

WA Football recommends that where possible, clubs use the lower range of the ground sizes to improve player development.

34. GROUND PREPARATION DIAGRAMS

Figure 1

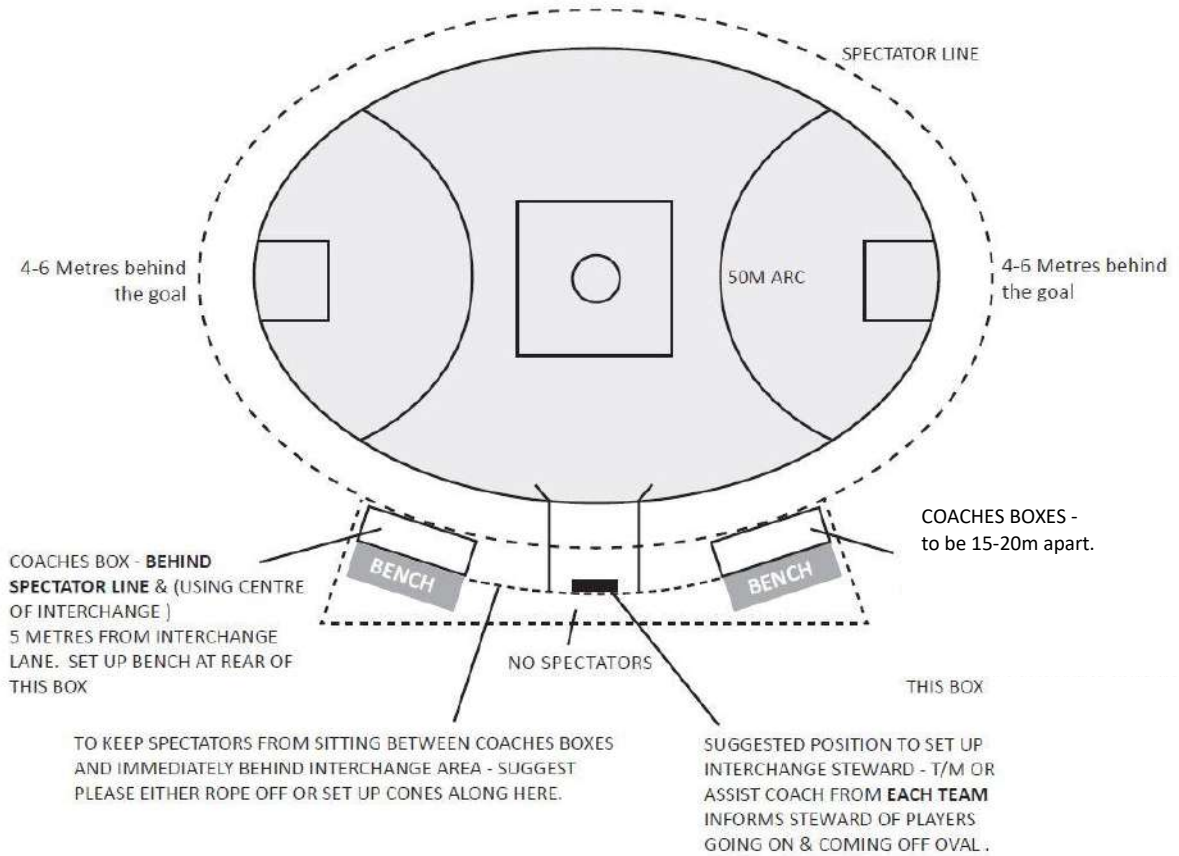
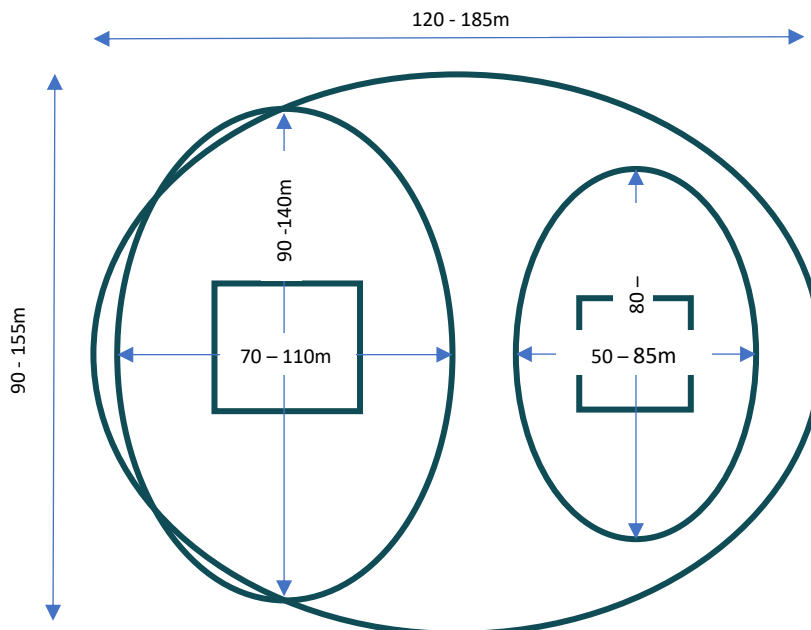


Figure 2



35. MATCH DURATION

MATCH DURATION													
35.a	<p>The length of match duration for all Junior matches controlled by WA Football shall be as follows;</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="background-color: #e67e22; color: white;">Competition</th> <th style="background-color: #e67e22; color: white;">Length</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">Year 3 – 8</td> <td rowspan="2" style="text-align: center;">4x 15-minute quarters</td> </tr> <tr> <td style="text-align: center;">Year 9 – 10 Female</td> </tr> <tr> <td style="text-align: center;">Year 11 – 12 Female</td> <td style="text-align: center;">4x 18-minute quarters</td> </tr> <tr> <td style="text-align: center;">Year 9 – 12 Male</td> <td style="text-align: center;">4x 20-minute quarters</td> </tr> </tbody> </table> <p>No time-on may be added to any game, with the exception of Finals (see below)</p>	Competition	Length	Year 3 – 8	4x 15-minute quarters	Year 9 – 10 Female	Year 11 – 12 Female	4x 18-minute quarters	Year 9 – 12 Male	4x 20-minute quarters			
Competition	Length												
Year 3 – 8	4x 15-minute quarters												
Year 9 – 10 Female													
Year 11 – 12 Female	4x 18-minute quarters												
Year 9 – 12 Male	4x 20-minute quarters												
35.b	<p>Unless otherwise determined by the League, the Field Umpire and/or League Official shall, having regard to the health and safety of the participants and any other relevant circumstances, be responsible for determining:</p> <ul style="list-style-type: none"> (i) whether the start of a Match is to be delayed; (ii) whether a Match is to be delayed at any time after starting; (iii) when the circumstances of that delay have ended; and (iv) whether a match can start or resume (as applicable) following a delay. <p>Following any delay, the remaining quarters must be shortened equally to ensure the match finishes at its scheduled time.</p>												
BREAK INTERVALS													
35.c	<p>The maximum times allowed for break intervals between quarters are:</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="background-color: #e67e22; color: white;">Competition</th> <th style="background-color: #e67e22; color: white;">First quarter</th> <th style="background-color: #e67e22; color: white;">Half time</th> <th style="background-color: #e67e22; color: white;">Third quarter</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">Modified (Years 3-6)</td> <td style="text-align: center;">3 minutes</td> <td style="text-align: center;">8 minutes</td> <td style="text-align: center;">3 minutes</td> </tr> <tr> <td style="text-align: center;">Youth (Years 7-12)</td> <td style="text-align: center;">5 minutes</td> <td style="text-align: center;">10 minutes</td> <td style="text-align: center;">5 minutes</td> </tr> </tbody> </table>	Competition	First quarter	Half time	Third quarter	Modified (Years 3-6)	3 minutes	8 minutes	3 minutes	Youth (Years 7-12)	5 minutes	10 minutes	5 minutes
Competition	First quarter	Half time	Third quarter										
Modified (Years 3-6)	3 minutes	8 minutes	3 minutes										
Youth (Years 7-12)	5 minutes	10 minutes	5 minutes										
35.d	<p>Upon a second warning from the Field Umpire, if a team has not made an acceptable effort to take to the field, the Umpire shall award a free kick to the opposing team.</p> <p>Should both teams be offending, the Field Umpire will pay a free kick to the first returning team.</p>												
35.e	<p>If any team is deemed by the Field Umpire to be in breach of rule 35.c, the Coach of the offending team shall be reported for engaging in time wasting.</p>												
FINALS													
35.f	<p>Should the final scores of both teams be equal at the end of the time allocated for a match in any finals round match, including the Grand Final, such match shall be extended by two (2) additional periods of five (5) minutes.</p>												

35.g	At the end of ordinary time of the drawn match, there will be a two (2) minute break between fulltime and the commencement of the extra time. Coaches are permitted on the playing surface during this time.
35.h	At the completion of the first additional period of five minutes, teams are required to change ends with no break. Coaches, spectators and officials are not permitted to be on the playing surface during this time.
35.i	Should the scores remain tied at the end of the two additional periods, the Team Captains will decide which team will kick to which end of the ground by the toss of a coin. Play will then resume until one team scores. The team who scores shall be declared the winner.

36. MATCH BALLS

- 36.1. Each team competing shall supply a football;
- 36.1.a. The Home team shall provide the match ball.
- 36.1.b. The Away team shall provide a suitable spare football.
- 36.2. All match footballs must be:
- 36.2.a. Of an age-appropriate size as per 36.5.
- 36.2.b. Manufactured by a WA Football/Country Football WA agreed sponsored brand (Burley Sekem).
- 36.2.c. Leather footballs to be 'Premier' quality.
- 36.2.d. Synthetic footballs to be 'Attack' quality.
- 36.2.e. If required, display branding of the nominated WA Football/Country Football WA Ball Sponsor.
- 36.2.f. Yellow in colour.
- 36.3. In circumstances where a match football becomes waterlogged, damaged or unsuitable for play, any replacement football must meet the requirements of 36.2 and be introduced in a manner that maintains fairness for both Teams.
For the avoidance of doubt, replacement footballs should be introduced at a break where both Teams will subsequently have equal time using that football in each direction, unless the Field Umpire determines immediate replacement is necessary for safety or match integrity.
- 36.4. All match footballs used in Grand Finals shall be;
- 36.4.a. new;
- 36.4.b. supplied by WA Football;
- 36.4.c. returned to WA Football following the conclusion of the match.

36.5. All match footballs must adhere to the following sizes;

Competition	Gender	Size	Material
Year 3 Year 3 – 4	Male Female	Size 1	Synthetic
Year 4 Year 5 - 6	Male Female	Size 2	Synthetic
Year 5	Male	Size 2	Leather
Year 6 – 7 Year 7 – 8	Male Female	Size 3	Leather
Year 8 – 10 Year 9 – 12	Male Female	Size 4	Leather
Year 11 - 12	Male	Size 5	Leather

37. EQUAL OPPORTUNITY AND FAIR PLAY

This policy ensures that equal opportunities for participation in football are made available to all children, regardless of ability, size, shape, gender identity, age, disability or ethnic origin.

FEMALE PARTICIPATION	
37.a	Single sex (all male / all female) competitions are preferred if teams can be arranged within the schools or junior districts and / or country regions.
37.b	Female players can participate with males until and including Year 9.
37.c	WA Football/Country Football WA has an expectation that Clubs will provide equal access to facilities for all participants and officials, regardless of gender.
37.d	Female only competitions will be given equitable scheduling of fixtures to mixed and / or male only competitions.
PLAYER ROTATION	
37.e	All players, regardless of their age, size, gender, ability or the competition they are playing in, are to be given an equal opportunity to play in a variety of positions on the field. This is important in allowing players to gain experience and learn and develop the skills of each position. Adhering to this policy and its intent ensures all players and parents feel they are getting a fair go and are a part of the team, enhancing overall participation in Junior Football.
37.f	Every player in a team must play at least sixty percent (60%) of any match they are named as playing in.
37.g	Rule 37.f only applies to the first game a player plays in a weekend, e.g., if a player has completed a match with their team and then plays up for another team who is short of players, that player is not required to play 60% game time in the second match.

37.h	All players must play equal game time across the season.
37.i	Each team is required to track player game time utilising the 'Rookie Me Play' app.
37.j	Breaches of the Equal Opportunity and Fair Play Policy may result in penalties being issued. Penalties will be at the absolute discretion of the League and may include fines, Code of Conduct breaches, loss of E-Points or the game being deemed a forfeit.
MAXIMISE PARTICIPATION OPPORTUNITIES	
37.k	Coaches must utilise all places in the team for each match and play the maximum number of players available to them (including bench spaces). This includes finals, but only refers to players that are qualified to play in finals.
37.l	Teams with excess players must have an equal and fair player roster that ensures wherever possible, that all players have an equal number of matches played across the season. Teams with excess players must ensure different players are rostered off each week. Players should not be excluded from multiple matches in a row without a valid reason ie injury, disciplinary reasons. <i>For the avoidance of doubt, this also includes Finals matches.</i>
37.m	Breaches of the Equal Opportunity and Fair Play Policy may result in a Code of Conduct breach being issued or the game being deemed a forfeit.

38. MATCH ON-FIELD EQUALISATION (EVEN UP AND EVEN DOWN)

The Match On-Field Equalisation Policy is to be enforced in all Junior Football matches controlled by WA Football. The Match On-Field Equalisation Policy is in place to ensure both teams have equal numbers on the field while maximising participants playing time and is to be applied to all home and away matches, including finals.

- 38.1. Teams must have the same number of players on the playing surface during a match at all times.
- 38.2. The only exceptions where teams are not required to match player numbers on the playing surface are:
 - 38.2.a. in the instance where a player has been sent off with a yellow card and there is no replacement player available, no even-up is required during the penalty period.
For avoidance of doubt, once the 15-minute penalty has been served, teams must return to an even number of players on the playing surface.
 - 38.2.b. in the instance where a player has been sent off with a red card, and there is no replacement player available, no even-up is required for the remainder of the match.
- 38.3. If during the match, a player has to leave the playing surface due to an injury and there are no replacement players in that team, the following applies:
 - 38.3.a. The team with the injured player must notify the Opposition Team that they have no replacement player available.
 - 38.3.b. The opposition team is to remove one of their players from the playing surface immediately to keep the numbers on the playing surface even.
For avoidance of doubt, the player removed should be the closest to the interchange area.

38.3.c. If the injured player is subsequently able to return to the playing surface, the team must notify the opposition team and then players from both teams should re-enter the playing surface together.

38.4. As per the Competition Rules, the maximum number of players on the playing surface at any time is;

38.4.a. Year 3 to Year 4 Competitions – 12 players

38.4.b. Year 5 to Year 8 Competitions – 15 players

38.4.c. Year 9, Year 10 Male and Year 9 to 12 Female Competitions – 16 players

38.4.d. Year 11/12 Male Competitions – 18 players

38.5. When teams cannot field the maximum number of players on the playing surface for that competition, the rules in the below table will apply.

Competition	Requirement
Years 3 – 6	<p>‘Even-Up’</p> <p>Teams with higher number of players <u>must</u> offer additional players to play for the opposition team if they are unable to field the required number of players.</p> <p>Players must be rotated so that no single player plays more than one (1) quarter per match for the opposition team.</p>
Year 7 - 12	<p>‘Even-Down’</p> <p>Teams with higher number of players must remove additional players from the playing surface until on-field numbers are even.</p> <p>This team then plays with a larger bench.</p> <p>“Even-Down” will occur until the Team with higher numbers has removed up to three (3) players from the Playing Surface. If more than three (3) players would be required to be removed in order to match numbers (i.e. a difference of four (4) or more), Teams shall revert to “Even-Up” to avoid one Team having an unmanageable bench and reduced participation.</p>

38.6. Where matches are played with less than the maximum as per age specific competition rules, Coaches must ensure that field positions remain even.

The below tables explain how to adjust teams on the playing surface in this scenario.

12-a-side			
On Field	Defenders	Mids / Wings	Forwards
12	4	3 / 1	4
11	4	2 / 1	4
10	3	3 / 1	3
9	3	3 / 0	3
8	2	3 / 1	2
7	2	3 / 0	2

15-a-side			
On Field	Defenders	Mids / Wings	Forwards
15	5	3 / 2	5
14	5	3 / 1	5
13	4	3 / 2	4
12	4	3 / 1	4
11	4	3 / 0	4
10	3	3 / 1	3

16-a-side			
On Field	Defenders	Mids / Wings	Forwards
16	5	4 / 2	5
15	5	3 / 2	5
14	4	4 / 2	4
13	4	3 / 2	4
12	4	4	4
11	4	3	4
10	3	4	3

18-a-side			
On Field	Defenders	Mids / Wings	Forwards
18	6	4 / 2	6
17	6	3 / 2	6
16	5	4 / 2	5
15	5	3 / 2	5
14	4	4 / 2	4
13	4	3 / 2	4
12	4	4	4

39. TEAM SHEETS

- 39.1. A team sheet is required to be prepared by each Team prior to every match using the PlayHQ system.
- 39.2. Team Managers are responsible for ensuring the teamsheet accurately reflects the list of all players and officials participating in the match and must include;
 - 39.2.a. The name of each player participating
 - 39.2.b. The jumper number of each player participating (including last minute changes)
 - 39.2.c. The full name of all Team Officials representing the team, including:
 - 39.2.c.i. Coach
 - 39.2.c.ii. Assistant Coach (if applicable)
 - 39.2.c.iii. Team Manager
 - 39.2.c.iv. Runner
 - 39.2.c.v. First Aid / Medical Officer
 - 39.2.c.vi. Goal Umpire
 - 39.2.c.vii. Boundary Umpire
 - 39.2.c.viii. Interchange Steward
- 39.3. Any person not listed on the teamsheet must not participate in the match as a Player or Official.
- 39.4. Should any individual participate in a match playing or officiating under another individual's name, they will be deemed ineligible, and the match deemed a forfeit.
- 39.5. Team Managers must ensure the accuracy of a teamsheet prior to the commencement of a match and make amendments to it where it is known at the time that:
 - 39.5.a. A person listed on the teamsheet will not be participating in the match *(mark a line through this person's name)*.
 - 39.5.b. A person not listed on the teamsheet will be participating in the match *(handwrite on paper teamsheet and manually adjust online in PlayHQ)*

- 39.6. A completed teamsheet must be submitted to the Field Umpire before the commencement of the match.
- 39.7. Where a teamsheet lists a Player's name that has not been crossed off, the Player will be recorded as having played the match.
- 39.8. Players arriving late will not be permitted to participate in the match until they have been checked by the Field Umpire and appear on the teamsheet. This can only be done at the quarter or half time breaks.
- 39.9. Any player arriving after the commencement of the third quarter cannot participate in the match.
- 39.10. At the conclusion of the match, Field Umpires are to handwrite the score, note any red or yellow cards issued and sign the paper teamsheet.
- 39.11. Team Managers are responsible for ensuring paper teamsheets and PlayHQ records properly reconcile post match.

40. SCRATCH MATCHES

The purpose of scratch matches is to provide additional playing opportunities for players outside of official competitions, fostering skill development, team cohesion and understanding of how to implement strategies and techniques in gameday scenarios.

- 40.1. Clubs may arrange scratch / practice matches outside of League fixtured competitions.
- 40.2. Notification of scratch matches must be submitted to the relevant League a minimum of seventy-two (72) hours prior to the match commencement.
- 40.3. All scratch matches must be played within League Rules, Regulations, Policies and Bylaws.
- 40.4. All scratch matches with official Field Umpires are bound by the *Laws of the Game*, including penalties for reportable offences.
- 40.5. For insurance purposes, wherever possible, all players should be registered in PlayHQ prior to taking the field. Where registration in PlayHQ has not been completed, the following will apply;
 - 40.5.a. Players will be covered under the [AFL National Risk Protection Program](#) from the date of registration. In addition, players will be covered for up to four (4) weeks prior to registering (i.e. considered as a 'prospective player')
 - 40.5.b. Any player who will be transferring into the Club, but cannot complete the transfer until the Transfer Period begins (1st February), will be covered by the [AFL National Risk Protection Program](#) whilst training with the destination Club prior to the transfer being completed.
- 40.6. Any player currently under suspension may still be eligible to participate in a scratch match with their registered club, upon seeking approval from WA Football / Country Football WA.
For the avoidance of doubt, scratch matches will not count as part of the player's suspension period.
- 40.7. Payment of official Field Umpires will be the responsibility of the teams participating in the scratch match.

41. FIXTURES

- 41.1. The League will prepare a fixture list for all matches and determine dates, locations and times of all matches in its controlled competitions at its absolute discretion. Fixturing will endeavour to balance the interests of all participating Clubs as well as venue availability.
- 41.2. The League reserves the right to grade and regrade throughout the season to provide players with competitive matches.
- 41.3. Any re-fixturing that occurs after the commencement of the season will be at the discretion of the League. Changes will be made with fairness and transparency in mind, aiming to minimise disruptions to the overall competition.
- 41.4. Any proposed amendment or alteration to the fixtures by Clubs shall be submitted in writing to the League.
- 41.5. Junior Clubs may only request an amendment to the fixture where it has been agreed to by both competing Clubs. If no agreement can be reached, then the original fixture will remain.
- 41.6. Where possible, all Finals will be played on neutral grounds.
- 41.7. If unforeseen circumstance disrupts finals fixtures, the relevant League will determine how to proceed and whether games will be rescheduled.

42. FORFEITS

- 42.1. All teams participating in League competitions are expected to make every effort to fulfil their scheduled fixtures and play all available matches.
For the avoidance of doubt, this includes negotiating rescheduling of the match with the opposition.
- 42.2. In the event a team anticipates or is forced to forfeit a match, the Club must promptly notify the Opposing Club and the League as soon as they become aware of the situation.
- 42.3. In the event of a forfeit, both Clubs involved shall advise the League in writing of the date of the match and include the reasons for the forfeit.
- 42.4. Should a Team play an ineligible Player or utilise an ineligible Official, that Team will forfeit the match.
- 42.5. A match shall be deemed a forfeit if at the start of the match either team consists of less than the minimum number of players required as listed below;
 - 42.5.a. 9 players (12-a-side competitions)
 - 42.5.b. 12 players (15 and 16-a-side competitions)
 - 42.5.c. 14 players (18-a-side competitions)
- 42.6. For Modified age matches (Year 3 to 6) with insufficient numbers listed as per 42.5, Teams are encouraged to still play a match with all available players and utilise the even-up principle to ensure players and umpires are still provided with a modified game day environment to develop skills and in-play decision making.
- 42.7. In the event of a forfeit, the following payment of umpires will apply;

- 42.7.a. If the forfeiting Club provides more than twenty-four (24) hours' notice to the League, no payment of umpires is required.
- 42.7.b. If the forfeiting Club provides less than twenty-four (24) hours' notice to the League, that team is required to pay one hundred percent (100%) of umpire fees for the match.
- 42.8. In the event of a forfeit, the following match results in Youth competitions will apply;
 - 42.8.a. The Team receiving the forfeit will be credited with a score of sixty (60) points 'for' and zero (0) points 'against' on the competition ladder.
 - 42.8.b. The Team receiving the forfeit will be credited with full Premiership points (4 points) and E-points (4 points) on the competition ladder.
 - 42.8.c. The Team giving the forfeit will be credited with a score of zero (0) points 'for' and sixty (60) points 'against' on the competition ladder.
 - 42.8.d. The Team giving the forfeit will be credited with zero (0) Premiership points and E-points (0 points) on the competition ladder.
 - 42.8.e. If the League believes that a genuine attempt has been made to reschedule the match, point 42.8.d will not apply and the Team giving the forfeit may be credited with zero (0) Premiership points and four (4) E-points on the competition ladder. Application of this clause is at the sole discretion of the League.
For the avoidance of doubt, the Club giving the forfeit must request application of this clause in writing to the League within forty-eight (48) hours of the scheduled fixture time.
- 42.9. In the event of a forfeit, the following teamsheet requirements will apply;
 - 42.9.a. The Team receiving the forfeit are required to create a teamsheet which will credit the listed players as having played that game for the purposes of finals eligibility and historical records.
 - 42.9.b. The Team giving the forfeit are not required to create a teamsheet and players will not be credited as having played the match for the purposes of finals eligibility and historical records.

43. MATCH RESULTS

- 43.1. Clubs are responsible for ensuring match results involving their teams, are entered into the PlayHQ system promptly after the completion of each match.
- 43.2. Scoring in Modified Competitions (Year 3 to Year 6) are for competition purposes only and with the exclusion of official match day paperwork (ie teamsheets, score cards and PlayHQ results), the publishing of match results in print or electronic media is prohibited.
- 43.3. Any match will not be determined as abandoned until the match is officially called off by the Field Umpire, Umpire Coach or League Administrator.

- 43.4. Where a match is unable to commence or continue within the time scheduled, for reasons beyond the control of either team, the following will apply:

Circumstance	Result
Match not commenced	Match result determined by the League.
Game is abandoned <u>prior</u> to halftime	If a match has commenced but is not able to proceed at any time prior to halftime, the match shall be deemed to be drawn and the scores of the teams at the time the match was interrupted shall be used in calculating the percentage of each team.
Game is abandoned <u>after</u> halftime	If the halftime interval has been reached and the match unable to proceed, the scores of the Teams at the time the match was interrupted shall be deemed to be the final scores of the match.
Recommencing of play	If the Field Umpire is unable to resume the match within a reasonable period of time, they shall terminate play at that time and report all circumstances to the League. The League at its absolute discretion, may award the result, declare the match abandoned or call a replay.

- 43.5. If a winning Team's margin exceeds sixty (60) points, the Team will only be credited with a maximum margin of sixty (60) points.
For the avoidance of doubt, scores entered into PlayHQ should be the full score as per the scorecards. The League are then responsible for adjusting the final results at the conclusion of the round.
- 43.6. If a winning Team's margin exceeds sixty (60) points, with the exclusion of official match day paperwork (ie teamsheets, score cards and PlayHQ results), the publishing of match scores in print or electronic media is prohibited.

44. PREMIERSHIP POINTS AND LADDERS

- 44.1. Premiership points and ladders shall be maintained in PlayHQ for Youth Competitions only.
- 44.2. Premiership points and ladders will not be maintained for Modified aged Competitions.
- 44.3. If re-grading occurs in a division, all Premiership points will be reset at the discretion of the League.
- 44.4. Premiership points will be awarded as follows;
- 44.4.a. Four (4) Premiership points to the winning team,
 - 44.4.b. Two (2) Premiership points to both teams in the case of a drawn or cancelled match,
 - 44.4.c. Zero (0) Premiership points to the losing team,
 - 44.4.d. Zero (0) Premiership points for a bye,
 - 44.4.e. Awarded as per point 41.8 for any forfeited matches.
- 44.5. Where equality in combined total of Premiership and E-points occurs at the conclusion of qualifying rounds, the position of a team shall be decided by percentage.

- 44.6. In competitions with an uneven number of matches have been played, a Match Ratio shall apply to the ladder. Match Ratio is calculated by PlayHQ.

45. ENVIRONMENT POINTS (E-POINTS)

Environment Points (known as E-points) have the objective of recognising and rewarding positive game day environments by supplementing Premiership points, to weigh game day behaviour with the same importance as winning a match.

- 45.1. E-points are applied to all Youth Competitions.
- 45.2. E-points will be allocated after the completion of each qualifying round.
- 45.3. Each Team is eligible to be awarded a maximum of four (4) E-points, per match, in the qualifying rounds.
- 45.4. In addition to point 45.3, the League will hold two (2) bonus rounds each season where teams will be eligible to have their awarded E-points doubled. These bonus rounds will occur;
- 45.4.a. The first bonus round will occur within the first four (4) matches of the qualifying rounds.
- 45.4.b. The second bonus round will occur within the last four (4) matches of the qualifying rounds.
- 45.5. Teams will forfeit their match E-points as follows;

Circumstance	Result
Yellow card	Non-allocation of one (1) E-point per card issued.
Red card	Non-allocation of two (2) E-points per card issued.
Team Player, Spectator or Official issued with a prescribed penalty suspension of one match or more	Non-allocation of two (2) E-points per person charged.
Report of poor spectator behaviour	Non-allocation of up to four (4) E-points (at the sole discretion of WA Football)
Team has a Code of Conduct, Policy or Bylaw breach, relating to inappropriate game day behaviour	Non-allocation of up to four (4) E-points (at the sole discretion of WA Football)

- 45.6. Non-allocation of E-points as outlined in 45.5 may be doubled for any breach that occurs during a break of play or after the final siren as the Field Umpire does not have the ability to award a free kick. *For the avoidance of doubt, the maximum is 4 E-Points per match.*
- 45.7. During Finals matches, the League may substitute financial fines in place of E-point forfeitures.
- 45.8. If a Competition is subject to re-grading, Teams will carry forward their E-points into their new Competition.

46. SEND OFF RULE (YELLOW AND RED CARDS)

- 46.1. Umpires and League Administrators can issue Yellow and Red cards to any player, official or spectator as deemed necessary.
- 46.2. A Player ordered off under a Yellow Card is;
 - 46.2.a. Required to leave the Playing Surface immediately through the interchange;
 - 46.2.b. Not permitted to resume playing for fifteen (15) minutes of playing time;
 - 46.2.c. May be replaced on the Playing Surface by a benched player immediately.
- 46.3. A Player ordered off under a Red Card is;
 - 46.3.a. Required to leave the Playing Surface immediately through the interchange;
 - 46.3.b. Not permitted to sit on the bench or enter the Playing Surface for the remainder of the match (including breaks).
 - 46.3.c. May be replaced on the Playing Surface by a benched player after fifteen (15) minutes of playing time.
- 46.4. A Team Official or Spectator ordered off under either a Yellow or Red Card is required to leave the vicinity of the Playing Surface immediately. They are not permitted to enter the Playing Surface, Coaches Box, change rooms or spectate for the duration of their penalty period. The penalty period is as follows;
 - 46.4.a. Yellow cards – fifteen (15) minutes.
 - 46.4.b. Red cards – the remainder of the match.
- 46.5. In the event that an individual is issued with two (2) Yellow cards in one match, the individual will take no further part in the match and receive an automatic one (1) match suspension.
- 46.6. In the event that an individual is issued with three (3) Yellow cards over the duration of the season, then the third and every subsequent Yellow Card received will be upgraded to a Red Card at the conclusion of the match, resulting in an automatic one (1) match suspension.
- 46.7. Any individual who is ordered off for a Yellow Card and fails to leave the Playing Surface immediately, will then be further reported and consequently deemed to have committed a Red Card offence.
- 46.8. Any individual who fails to leave the Playing Surface or Arena immediately when directed to do so shall be reported, the match terminated, and the individual's Team will forfeit the match.
- 46.9. Any individual receiving a Red Card should be assisted by their Club to remove themselves from the Venue as soon as practicably possible.

47. UMPIRE FEES

- 47.1. The League shall determine the maximum fee for umpires annually prior to the commencement of the season.
- 47.2. Only qualified Umpires who are [registered](#) with and appointed by the League can be remunerated by the League, as per the rates stipulated in point 47.5.
- 47.3. The Umpire fees for each match will be shared equally between both competing teams, with the exception of forfeited games as stipulated in point 42.7 and Grand Finals as per point 47.6.

47.4. Clubs will be direct debited or invoiced for their matchday Umpire fees with strict terms of payment.

47.5. Umpire rates of payment for **QUALIFYING ROUNDS** are as follows;

Competition	Fee <i>*GST will be added to these amounts on all invoices</i>
<p style="text-align: center;">Year 11/12</p> <ul style="list-style-type: none"> • Minimum of 2 Field Umpire system • 3 Umpire system recommended. • Official Boundary Umpires and Goal Umpires are optional. 	<p style="text-align: center;">\$120 per Field Umpire</p> <p style="text-align: center;">\$80 per Boundary Umpire (2 umpire)</p> <p style="text-align: center;">\$50 per Goal Umpire</p>
<p style="text-align: center;">Year 10</p> <ul style="list-style-type: none"> • 2 Field Umpire system (where possible) • 'Last Possession' rule removes the need for Boundary Umpires 	<p style="text-align: center;">\$110 per Umpire (1 Umpire)</p> <p style="text-align: center;">\$90 per Umpire (2 Umpire)</p>
<p style="text-align: center;">Year 9</p> <ul style="list-style-type: none"> • 2 Field Umpire system (where possible) • 'Last Possession' rule removes the need for Boundary Umpires 	<p style="text-align: center;">\$100 per Umpire (1 Umpire)</p> <p style="text-align: center;">\$80 per Umpire (2 Umpire)</p>
<p style="text-align: center;">Year 8</p> <ul style="list-style-type: none"> • 2 Field Umpire system (where possible) • 'Last Possession' rule removes the need for Boundary Umpires 	<p style="text-align: center;">\$90 per Umpire (1 Umpire)</p> <p style="text-align: center;">\$70 per Umpire (2 Umpire)</p>
<p style="text-align: center;">Year 7</p> <ul style="list-style-type: none"> • 2 Field Umpire system (where possible) • 'Last Possession' rule removes the need for Boundary Umpires 	<p style="text-align: center;">\$80 per Umpire (1 Umpire)</p> <p style="text-align: center;">\$60 per Umpire (2 Umpire)</p>
<p style="text-align: center;">Year 5 to 6</p> <ul style="list-style-type: none"> • 1 Field Umpire system • 'Last Possession' rule removes the need for Boundary Umpires 	<p style="text-align: center;">\$50 per Umpire</p>
<p style="text-align: center;">Year 3 to 4</p> <ul style="list-style-type: none"> • 1 Field Umpire system • 'Last Possession' rule removes the need for Boundary Umpires 	<p style="text-align: center;">\$45 per Umpire</p>

***Note: Female mixed age competitions default to the higher age for umpire payments.**

Umpires required and rates of payment for **FINAL ROUNDS** are as follows;

Competition	Fee <i>*GST will be added to these amounts on all invoices</i>
<p style="text-align: center;">Year 11/12</p> <ul style="list-style-type: none"> • Field Umpires - minimum of 2 with 3 recommended • Official Boundary Umpires where possible - maximum of 4 • Official Goal Umpires where possible • Emergency Umpire to be provided for Grand Final only - maximum of 1 	<p>ALL AGES</p> <p>Field Umpire rate as per qualifying rounds</p> <p>Goal Umpire \$50 each</p> <p>Boundary Umpire Year 7 – 10 \$50 each</p> <p>Year 11/12 \$80 each – 1 or 2 Umpire \$50 each – 3 or 4 Umpire</p> <p>Emergency Umpire \$25</p>
<p style="text-align: center;">Year 10 Male</p> <ul style="list-style-type: none"> • Field Umpires - minimum of 2 with 3 recommended • Official Boundary Umpires where possible - maximum of 4 • Official Goal Umpires where possible • Emergency Umpire to be provided for Grand Final only - maximum of 1 	
<p style="text-align: center;">Year 9/10 Female</p> <ul style="list-style-type: none"> • Field Umpires - minimum of 2 • Official Boundary Umpires where possible - maximum of 2 • Official Goal Umpires where possible • Emergency Umpire to be provided for Grand Final only - maximum of 1 	
<p style="text-align: center;">Year 7 to 9</p> <ul style="list-style-type: none"> • Field Umpires - minimum of 2 • Official Boundary Umpires where possible - maximum of 2 • Official Goal Umpires where possible • Emergency Umpires will not be provided 	

47.6. The League will cover one hundred percent (100%) of Umpire match fees for Grand Final matches.

47.7. The League will cover one hundred percent (100%) of Emergency Umpire fees for Grand Final matches.

48. APPROACHING UMPIRES

48.1. **No person, except as listed in point 48.2, shall approach or talk to an Umpire (Field, Boundary or Goal) prior to, during or after the conclusion of a match.**

For the avoidance of doubt, this includes when leaving the playing surface and venue.

48.2. The following individuals may approach an umpire;

48.2.a. Team Manager (in accordance with 48.3),

48.2.b. Team Captain (in accordance with 48.3),

48.2.c. Coaches (only for the sole purpose of shaking hands prior to the match and at its conclusion),

48.2.d. League Administrators,

- 48.2.e. Umpire Coaches,
- 48.2.f. Umpire Escorts.
- 48.3. An Umpire may only be approached by a Team Captain or Team Manager for the following reasons;
 - 48.3.a. Clarification of competition rules – enquiry when there is a consistent change/failure to follow the prescribed competition rules. **Not** to query an umpiring decision or interpretation.
 - 48.3.b. Player safety – to address concerns of player safety in event of extreme weather or match/oval conditions **only**.
 - 48.3.c. Clarification of sent off individual – seeking clarification of the details surrounding a send-off (ie what the sanction was for). **Not** to argue or debate the decision of the umpire.
 - 48.3.d. Clarification of Game Day Environment – seeking clarification whether the Umpire has any areas of concern for the Game Day Environment (ie spectator behaviour).
- 48.4. Club officials, players and spectators are not to approach any umpire during or immediately following a match to voice any concerns or other feedback regarding the umpiring.
- 48.5. Club Presidents may provide feedback to WA Football via the prescribed online form. Feedback should be specific and objective to enable it to be used for focused training and improved umpiring standards.

49. REMOVAL OF PLAYERS FROM THE PLAYING FIELD

When other parties view Team Officials entering the field, there can be a perceived perception that they may be entering the field for negative reasons and then choose to enter the field themselves. This can quickly bring the game into disrepute and create an unsafe game environment.

- 49.1. No Coach or Club / Team Official may remove a Team from the playing field during play.
- 49.2. Any Coach or Club / Team Official who has concerns for safety during a match, should have their Team Manager speak with the Field Umpire at the next available break. Should the safety concerns continue, the Team Manager should contact their Club President who will then in turn notify the League for appropriate action.
- 49.3. If a Coach or Club / Team Official remove the Team from the Playing Surface whilst a match is in progress, this individual shall be required to appear before the League and show cause why a penalty should not be imposed on the Club and/or Person, for their actions.
- 49.4. A match will not be deemed finished, abandoned or called off until officially done so by the Field Umpire, Umpire Coach or League Administrator.
- 49.5. All individuals are bound by the **Ground Encroachment Policy** and breaches will be investigated by the League.

50. GROUND ENCROACHMENT

Encroachment refers to a violation that occurs when an unauthorised individual enters the Playing Surface or disrupts the flow of the game. Unauthorised individuals on the Playing Surface pose a risk to both themselves and the participants, meaning Ground Encroachments have the potential to quickly bring the game into disrepute and create an unsafe game environment. For this reason, WA Football / Country Football WA takes a strong stance on any violations of the Ground Encroachment Policy.

- 50.1. Clubs are responsible for ensuring all participants understand and adhere to this handbook, including the Ground Encroachment Policy. This includes education relating to the possible consequences of a breach of the Ground Encroachment Policy.
- 50.2. Individuals who are authorised to be on the playing surface during game play are;
 - 50.2.a. Players listed on the teamsheet and not currently benched;
 - 50.2.b. Team Runners;
 - 50.2.c. Team First Aider / Medical Officers;
 - 50.2.d. Field Umpires;
 - 50.2.e. Any individual requested by the First Aider / Medical Officer to assist with the carrying of an injured player on a stretcher.

*For the avoidance of doubt, individuals covered under 50.2.e are only permitted on the playing surface when directed to do so by the Field Umpire as per the **Stretcher Policy**.*
- 50.3. In the event of an encroachment of the Playing Surface by any unauthorised persons, or that play is prevented by any other means, the Field Umpire shall seek assistance of fellow Umpires and/or any League Officials to clear the Playing Surface so that the match may be resumed.
- 50.4. If the Field Umpire is unable to resume the match as per 50.3 within a reasonable period of time, they shall terminate play at that time and report all circumstances to the League. The League at its absolute discretion, may award the result, declare the match abandoned or call a replay.
- 50.5. Spectators are expected to remain behind the spectator line and refrain from encroaching onto the field of play during matches.

For the avoidance of doubt, this includes instances where players are injured.
- 50.6. Any Club whose officials, players or spectators are found to be responsible for the unauthorised encroachment of the Playing Surface shall be liable for penalties at the discretion of the League.
 - 50.6.a. Based on evidence collected, the League will determine an appropriate suspension penalty between the range of two (2) matches to a life ban.
 - 50.6.b. If the encroachment includes any physical or verbal contact with opposition players, Umpires or League officials, the penalty may be increased up to a Life Ban from all Community Competitions.
- 50.7. The Home Club is responsible for ground security on match day but cannot enter the Playing Surface unless requested to do so by the Field Umpire.

51. STRETCHERS AND INJURIES

- 51.1. The Host Club must provide a stretcher in good condition for all matches, that is readily accessible to the First Aid / Medical Officer.
- 51.2. The location of a stretcher for Venues shall be as follows;
- 51.2.a. One match – the stretcher should be placed behind the interchange area;
- 51.2.b. Multiple matches – recommendation to have one stretcher per oval; however if only one stretcher is available, then it must be located in a quickly accessible central location for all ovals currently in use.
- 51.3. The officially appointed First Aider / Medical Officer on the day is in charge of all players and shall have final say as to the suitability of a player to resume playing the current match.
- 51.4. Any player who is injured during a match and who, in the opinion of the First Aider / Medical Officer, requires the assistance of a stretcher, shall be attended to as soon as possible so as to ensure the health and safety of the player.
- 51.5. Where a First Aid / Medical Officer has deemed a stretcher is required, the following game-play procedure will apply;
- 51.5.a. Upon being advised or noticing that a Player requires a stretcher, the Field Umpire shall stop play at the earliest opportunity to do so by blowing their whistle **once**.
For the avoidance of doubt, game play will pause however the clock will continue.
- 51.5.b. After a stretcher has been called for by the First Aid / Medical Officer, the Field Umpire shall blow their whistle **twice** indicating that authorised persons are now permitted to enter the playing surface to assist with the carrying of the injured player on the stretcher.
For the avoidance of doubt, any unauthorised individuals who enter the playing surface prior to the double whistle will be in violation of the Ground Encroachment Policy.
- 51.5.c. Once the injured player has been removed from the Playing Surface, the Field Umpire shall recommence play.
- 51.6. Where a First Aid / Medical Officer has called for a stretcher, the following player procedures will apply;
- 51.6.a. If a player is removed from the playing surface on a stretcher, then that Player will take no further part in the game whatsoever.
*For the avoidance of doubt, any player who is unable to bear their own weight and is supported by another individual propping them up for any part of the journey off the Playing Surface, will **not** be deemed to have been stretched off.*
- 51.6.b. The injured Player may be removed from the Playing Surface on a stretcher via the most direct route for play to recommence.
- 51.6.c. A Team may replace the injured Player with a benched player, but they must enter the Playing Surface via the Interchange area.
- 51.7. Only authorised persons are permitted to enter the Playing Surface and no team meetings or coaching is permitted during this time.
- 51.7.a. Players are to remain in their positions ready for recommencement of play.

- 51.7.b. Should a Coach enter the playing surface and in the opinion of the Umpire or League Administrator was doing so to provide instruction, a free kick will be awarded to the opposition in front of the goal at the end of the 10-metre square.
- 51.7.c. Should both teams' Coaches enter the playing surface for the purpose of giving instruction, play will resume under the rules of the game and both Teams may have a fine imposed at the discretion of the League.
- 51.8. If the First Aid / Medical Officer is of the opinion that an injured player cannot be moved from the Playing Surface due to the severity of injury, then play may be abandoned at the discretion of a meeting between the two Team Managers, the Field Umpire and/or any League Official. The decision will be made in line with;
 - 51.8.a. Providing a duty of care to the injured Player with due regard for their health and safety.
 - 51.8.b. Allowing First Aider / Medical Officer to provide a level of care consistent with the limits of their qualifications; and
 - 51.8.c. Causing minimal impact on the starting time of any subsequent matches.
- 51.9. All Field Umpires and Team Managers shall report all stretcher call outs and the outcomes on match documentation.

52. MERCY RULE

*The Mercy Rule Policy is established in accordance with the **Spirit of Junior Football**. The purpose is to instil in all participants that it serves no beneficial purpose to inflict massive losses on an opposition team. Player retention is a key focus for Junior Football and this Policy forms a key part of the strategy to ensure players are involved in competitive competitions with a reduction of one-sided matches.*

- 52.1. In the event of a one-sided match, both Coaches have a responsibility to even the match up to the best of their ability.
For avoidance of doubt, teams are not required to ask for the Mercy Rule to be implemented.
- 52.2. There is no discretion for Coaches to agree to the non-implementation of the Mercy Rule.
- 52.3. Clubs and Coaches may be required by the League to explain any circumstance in which there is evident failure to take equalisation measures or achieve a competitive balance between the teams.
- 52.4. Failure to adhere to the Mercy Rule by Coaches may result in penalties including a reprimand, loss of Premiership Points, non-awarding of E-Points, Code of Conduct breach or suspensions.
- 52.5. Where the match score difference between Teams equals or exceeds sixty (60) points, the following is to occur;
 - 52.5.a. Scoring on the Scoreboard is to cease at the end of the quarter the margin has been reached.
 - 52.5.b. Goal Umpires and Independent scorers are to continue scoring as usual.
- 52.6. While the Mercy Rule is in effect, Coaches and Officials should use discretion to ensure the *Spirit of Junior Football* is maintained. Respect for opponents, officials and the game itself remains paramount.

- 52.7. Coaches have a key role in fostering the development of players. Learning to win and lose is part of the developmental journey but must remain secondary to the primary focus of player development and player retention.
- 52.8. In the event of a one-sided match, both Coaches have a responsibility to implement measures to:
- 52.8.a. Equalise the on-field competitive balance of the match; and
 - 52.8.b. Allow for improved participation in the match for the players of the trailing team.
For avoidance of doubt, a match does not need to reach a sixty-point difference before measures are introduced.
- 52.9. Examples of measures that may be implemented in accordance with 52.8 are listed below;

Applying the Mercy Rule – Leading Team
<p>Scoring endlessly is not only unfair on your opponents but will not aid the development of your players.</p> <ul style="list-style-type: none"> • Rotation of dominant/influential players and adjust positions for all players. <i>At junior level its vitally important that all players develop the skills required for all positions.</i> • Setting a challenge of maintain possession for certain periods of time or amount of possessions before scoring. <i>This will develop their game sense allowing increased player involvement.</i> • Challenge the playing group to use non preferred hand and foot. <i>There are many long- term benefits of having players develop skills on both sides of their body.</i>
Applying the Mercy Rule – Trailing Team
<p>Motivating a team that is trailing in a one-sided game can be a tough challenge, however it is achievable when the win/loss situation is not overemphasised by the adults around them.</p> <p>Redefine the definition of winning so your players are focused on self-improvement and individual goal attainment rather than the scoreline.</p> <ul style="list-style-type: none"> • Defenders can be tasked with blocking a shot on goal. • Players can be set the objective of taking a mark and making a good pass to a team mate. • Forwards could be tasked with taking a mark in front of goal. • Teams can be set the objective of conceding fewer points in the next quarter than the last or no points in a set period of time. • Teams can be set the objective of maintaining a number of consecutive possessions

53. DUTY OF CARE

- 53.1. All players have a duty of care to their fellow participants.
- 53.2. All contested elements of the game must be conducted within acceptable bounds to protect the health, safety and welfare of players and to minimise the risk of injury.
- 53.3. Coaches have a duty of care to educate players about the effect their body can have on an opponent, and how to protect not only themselves but also their opponents.

54. DANGEROUS TACKLES

- 54.1. Players when tackling should not place their opponent (head or body) in a vulnerable position which is inherently dangerous.
- 54.2. A dangerous tackle could be considered when the level of force is more than would normally be expected in a given situation.
- 54.3. The cues of a dangerous tackle include;
 - 54.3.a. Leaves head or body in a vulnerable position.
 - 54.3.b. Excessive rotation, including slinging.
 - 54.3.c. One or both arms pinned.
 - 54.3.d. Lifting of the legs.
 - 54.3.e. A tackle that drives or has two actions.
- 54.4. Field Umpires may award a free kick, yellow or red card for Rough Conduct in cases of dangerous tackles.
- 54.5. The below guidelines are designed to assist umpires in determining whether a penalty should be paid for a Dangerous Tackle.

Impact / Severity	Head Contact	Outcome
Low	Head does not hit the ground	Free Kick
Low	Head does hit the ground	Yellow card
High	Head does not hit the ground	Yellow card
High	Head does hit the ground	Red card

- 54.6. Other circumstances which may warrant an instant Red Card are those that are deemed to be inherently dangerous. Examples include;
 - 54.6.a. Slinging motion where the ball player does not have control to brace themselves for landing.
 - 54.6.b. When a player is lifted off the ground and not returned to ground with reasonable care.
 - 54.6.c. When the tackler pins the arms of the ball player, and they have no way to brace themselves for landing.
- 54.7. Any Yellow Card issued may be upgraded by the Field Umpire, Umpire Coach or League Administrator.

PART G: COMPETITION RULES

- YEAR 3 AND 4 COMPETITION RULES
- YEAR 5 AND 6 COMPETITION RULES
- YEAR 7 AND 8 COMPETITION RULES
- YEAR 9 AND 10 COMPETITION RULES
- YEAR 11 AND 12 COMPETITION RULES
- COMPETITION RULES MATRIX – MODIFIED COMPETITIONS
- COMPETITION RULES MATRIX – FEMALE COMPETITIONS
- COMPETITION RULES MATRIX – YOUTH COMPETITIONS

Please note that where mixed year group competitions are played, the competition rules of the lower year group shall be applied.

55. YEAR 3 AND 4 COMPETITION RULES

All competitions are played as per the AFL Laws of the Game. The below modifications have been made to Year 3 & 4 competitions to assist players with skill development and develop an understanding of the game.

MATCH OPERATIONS								
55.a	Ground Size	As per 33.k Ground Size Summary ; Year 3 – Year 4 competitions must be 80m – 100m (L) x 50m – 75m (W)						
55.b	Ball Size	As per 36.5 Match Balls ; <table style="width: 100%; border: none;"> <tr> <td style="text-align: center;">Year 3</td> <td style="text-align: center;">Year 4</td> <td style="text-align: center;">Year 3/4 Female</td> </tr> <tr> <td style="text-align: center;">Size 1 synthetic</td> <td style="text-align: center;">Size 2 synthetic</td> <td style="text-align: center;">Size 1 synthetic</td> </tr> </table>	Year 3	Year 4	Year 3/4 Female	Size 1 synthetic	Size 2 synthetic	Size 1 synthetic
Year 3	Year 4	Year 3/4 Female						
Size 1 synthetic	Size 2 synthetic	Size 1 synthetic						
55.c	Player numbers	As per 38.4 Match On-Field Equalisation ; All ages: 12-a-side with unlimited reserves						
55.d	Match Length	As per 35.a and 35.c Match Duration ; 4x 15-minute quarters Breaks are 3 minutes, 8 minutes and 3 minutes						
GENERAL MATCH RULES								
55.e	Start of Play	<ul style="list-style-type: none"> • Ball-up in the centre of the ground between two (2) players of approximate equal size. • Players are not permitted to take full possession out of a ruck contest. • Maximum of three (3) players from each team are permitted within fifteen (15) metres of ball up. 						
55.f	Positions	<ul style="list-style-type: none"> • Soft zone resets at each stoppage. • No permanent rucks or rovers • Positions as per 38.6 Match On-Field Equalisation; <ul style="list-style-type: none"> • 12-a-side: (4x Defenders, 3x Mids, 1x Wing and 4x Forwards) 						
55.g	Out of Bounds	<p>Last Possession Rule in place.</p> <ul style="list-style-type: none"> • From a kick or handball, a free kick is to be awarded to the nearest opponent. • If a player runs the ball over the boundary line, a free kick is to be awarded to the nearest opponent. • If the ball is off hands or a players body, a ball-up is to occur ten (10) metres in from the boundary line. • If the Field Umpire has any doubt as to whose free kick it is, a ball-up is to occur ten (10) metres in from the boundary line. 						

55.h	Scrimmage	Field Umpire to stop play and with the help of the Coaches (remaining in the Coaches Box), instruct players to return to their positions before throwing the ball up. This is to teach players the positions and reduce congestion.
55.i	Marking	A mark is awarded for any reasonable attempt at catching the ball, regardless of distance covered.
55.j	Bouncing	Players are only permitted to bounce (or touch the ball on the ground) once, before disposing of the ball. This must occur after a player has run for ten (10) metres.
55.k	Kicking off the Ground	<ul style="list-style-type: none"> • Players are not permitted to deliberately kick the ball off the ground or use their feet to control the ball whilst it is on the ground. • Whereby the foot makes accidental contact to the ball, the umpire will call play on.
55.l	Deliberate Rushed Behind	Deliberate rushed behinds will not apply at this level.
55.m	Protected area	The protected area at this level is five (5) metres.
55.n	50m Penalties	Due to the reduced size of the playing field, the Field Umpire may award a twenty-five (25) metre penalty.
55.o	Order-off Rule	To be applied as per section 46, Send off Rule.

CONTACT

55.p	Tackling	<p>Modified Wrap Tackle Rule:</p> <ul style="list-style-type: none"> • Players may wrap both arms around an opponent. • Players must not drop to the ground. • Strictly no slinging or bringing the opposition to the ground. • Grabbing the arm is not permitted. • Once tackled legally, players have three (3) seconds to dispose of the ball, or a free kick for <i>holding the ball</i> will be awarded. • If the player being tackled deliberately goes to ground, a free kick for <i>holding the ball</i> will be awarded to the tackling player.
55.q	High Contact	All high contact shall be paid as a free kick regardless if the ball carrier was responsible for the high contact via a shrug, drop, arm lift or duck.
55.r	Bumping	<ul style="list-style-type: none"> • Strictly no bumping. • When in possession of the ball, no fending, pushing off or barging.
55.s	Smothering	<ul style="list-style-type: none"> • Strictly no smothering, stripping or stealing of the ball.
55.t	Shepherding	Players are not permitted to push, shoulder or block an opponent who is not in possession of the ball.

COMPETITION RESULTS

55.u	Competition	As per section 43 Match Results: No match results, premiership points, ladders or finals.
55.v	Awards	No awards (Fairest and Best etc) at this level.

PLAYER ELIGIBILITY		
55.w	Player Movement	Players are not permitted to play for another team in the same age group.
55.x	Age Dispensation	<ul style="list-style-type: none"> • If a child is born after 30/06/2017, they are not permitted to play in Year 3 or older competitions. These children instead participate in Auskick, Starkick or Superkick Programs. • All other requests for Play downs are as per section 7: Age Dispensation – Play Downs

56. YEAR 5 AND 6 COMPETITION RULES

All competitions are played as per the AFL Laws of the Game. The below modifications have been made to Year 5 & 6 competitions to assist players with skill development and develop an understanding of the game.

MATCH OPERATIONS								
56.a	Ground Size	As per 32.k Ground Size Summary ; Year 5 – Year 6 competitions must be 90m – 110m (L) x 70m – 85m (W)						
56.b	Ball Size	As per 35.5 Match Balls ; <table style="width: 100%; border: none;"> <tr> <td style="text-align: center;">Year 5</td> <td style="text-align: center;">Year 6</td> <td style="text-align: center;">Year 5/6 Female</td> </tr> <tr> <td style="text-align: center;">Size 2 leather</td> <td style="text-align: center;">Size 3 leather</td> <td style="text-align: center;">Size 2 synthetic</td> </tr> </table>	Year 5	Year 6	Year 5/6 Female	Size 2 leather	Size 3 leather	Size 2 synthetic
Year 5	Year 6	Year 5/6 Female						
Size 2 leather	Size 3 leather	Size 2 synthetic						
56.c	Player numbers	As per 37.4 Match On-Field Equalisation ; All ages: 15-a-side with Unlimited reserves						
56.d	Match Length	As per 34.a and 34.c Match Duration ; 4x 15-minute quarters Breaks are 3 minutes, 8 minutes and 3 minutes						
GENERAL MATCH RULES								
56.e	Start of Play	<ul style="list-style-type: none"> • Ball-up in the centre of the ground between two (2) players of approximate equal size. • Players are not permitted to take full possession out of a ruck contest. • Maximum of three (3) players from each team are permitted within fifteen (15) metres of ball up. 						
56.f	Positions	<ul style="list-style-type: none"> • Soft zone resets at each stoppage. • No permanent rucks or rovers • Positions as per 37.6 Match On-Field Equalisation; <ul style="list-style-type: none"> ○ 15-a-side: (5x Defenders, 3x Mids, 2x Wings and 5x Forwards) 						
56.g	Out of Bounds	Last Possession Rule in place. <ul style="list-style-type: none"> • From a kick or handball, a free kick is to be awarded to the nearest opponent. • If a player runs the ball over the boundary line, a free kick is to be awarded to the nearest opponent. • If the ball is off hands or a players body, a ball-up is to occur ten (10) metres in from the boundary line. • If the Field Umpire has any doubt as to whose free kick it is, a ball-up is to occur ten (10) metres in from the boundary line. 						
56.h	Scrimmage	Field Umpire to stop play and with the help of the Coaches, instruct players to return to their positions before throwing the ball up. This is to teach players the positions and reduce congestion.						
56.i	Marking	A mark is awarded for any kick that travels a minimum of ten (10) metres.						

56.j	Bouncing	Players are only permitted to bounce (or touch the ball on the ground) once, before disposing of the ball. This must occur after a player has run for ten (10) metres.
56.k	Kicking off the Ground	<ul style="list-style-type: none"> • Players are not permitted to deliberately kick the ball off the ground or use their feet to control the ball whilst it is on the ground. • Whereby the foot makes accidental contact to the ball, the umpire will call play on.
56.l	Deliberate Rushed Behind	Deliberate rushed behinds will not apply at this level.
56.m	Protected area	The protected area at this level is five (5) metres.
56.n	50m Penalties	Due to the reduced size of the playing field, the Field Umpire may award a twenty-five (25) metre penalty.
56.o	Order-off Rule	To be applied as per section 45, Send off Rule .
CONTACT		
56.p	Tackling	<p>Modified Wrap Tackle Rule:</p> <ul style="list-style-type: none"> • Players may wrap both arms around an opponent. • Players may take their opponent to the ground by dropping their weight. • Strictly no slinging or bringing the opposition player to the ground in an aggressive manner. • Once tackled legally, players have three (3) seconds to dispose of the ball, or a free kick for <i>holding the ball</i> will be awarded.
56.q	High Contact	All high contact shall be paid as a free kick regardless if the ball carrier was responsible for the high contact via a shrug, drop, arm lift or duck.
56.r	Bumping	Bumping is permitted as per AFL Laws of the Game.
56.s	Smothering	• Stealing or smothering the football while the opponent is in the process of kicking or has possession in general play is permitted.
56.t	Shepherding	Players are permitted to block opponents and bump within five (5) metres of the ball.
COMPETITION RESULTS		
56.u	Competition	As per section 43 Match Results : No match results, premiership points, ladders or finals.
56.v	Awards	No awards (Fairest and Best etc) at this level.
PLAYER ELIGIBILITY		
56.w	Player Movement	Players are not permitted to play for another team in the same age group.
56.x	Age Dispensation	Play ups and downs are permitted as per section 6: Age Dispensation – Play Ups and 7: Age Dispensation – Play Downs .

57. YEAR 7 AND 8 COMPETITION RULES

All competitions are played as per the AFL Laws of the Game. The below modifications have been made to Year 7 & 8 competitions to assist players with skill development and ensure fair and even competitions.

MATCH OPERATIONS								
57.a	Ground Size	As per 33.k Ground Size Summary ; Year 7 – Year 8 competitions must be 110m – 140m (L) x 70m – 110m (W)						
57.b	Ball Size	As per 36.5 Match Balls ; <table style="width: 100%; border: none;"> <tr> <td style="text-align: center;">Year 7</td> <td style="text-align: center;">Year 8</td> <td style="text-align: center;">Year 7/8 Female</td> </tr> <tr> <td style="text-align: center;">Size 3 leather</td> <td style="text-align: center;">Size 4 leather</td> <td style="text-align: center;">Size 3 leather</td> </tr> </table>	Year 7	Year 8	Year 7/8 Female	Size 3 leather	Size 4 leather	Size 3 leather
Year 7	Year 8	Year 7/8 Female						
Size 3 leather	Size 4 leather	Size 3 leather						
57.c	Player numbers	As per 38.4 Match On-Field Equalisation ; All ages: 15-a-side with a maximum of five (5) players on the bench.						
57.d	Match Length	As per 35.a and 35.c Match Duration ; 4x 15-minute quarters Breaks are 5 minutes, 10 minutes and 5 minutes						
GENERAL MATCH RULES								
57.e	Start of Play	Players are not permitted to take full possession out of a ruck contest.						
57.f	Positions	<ul style="list-style-type: none"> • Positions as per 38.6 Match On-Field Equalisation; • 15-a-side: 5 forwards, 3 midfielders, 2 wings and 5 defenders 						
57.g	Out of Bounds	Last Possession Rule in place. <ul style="list-style-type: none"> • From a kick or handball, a free kick is to be awarded to the nearest opponent. • If a player runs the ball over the boundary line, a free kick is to be awarded to the nearest opponent. • If the ball is off hands or a players body, a ball-up is to occur ten (10) metres in from the boundary line. • If the Field Umpire has any doubt as to whose free kick it is, a ball-up is to occur ten (10) metres in from the boundary line. 						
57.h	Scrimmage	Field Umpire to stop play and with the help of the Coaches, instruct players to return to their positions before throwing the ball up. This is to teach players the positions and reduce congestion.						
57.i	Marking	A mark is awarded for any kick that travels a minimum of fifteen (15) metres.						
57.j	Bouncing	Players are only permitted to bounce (or touch the ball on the ground) twice, before disposing of the ball. This must occur after a player has run for fifteen (15) metres.						
57.k	Kicking off the Ground	Players are permitted to deliberately kick the ball off the ground or use their feet to control the ball whilst it is on the ground.						
57.l	Deliberate Rushed Behind	Deliberate Rushed Behinds will be paid as per the AFL Laws of the Game.						

57.m	Protected area	The protected area at this level is five (5) metres.
57.n	Order-off Rule	To be applied as per section 46, Send off Rule .
CONTACT		
57.o	Contact	Tackling, bumping, smothering and shepherding is permitted as per AFL Laws of the Game.
57.p	High Contact	All high contact shall be paid as a free kick regardless if the ball carrier was responsible for the high contact via a shrug, drop, arm lift or duck.
COMPETITION RESULTS		
57.q	Competition	<ul style="list-style-type: none"> • Scoring and match results are permitted as per section 43 Match Results. • Premiership Points and Ladders are permitted as per section 44 Premiership Points and Ladders • E-Points will be awarded as per section 45 E-points. • Finals are played.
57.r	Awards	Best Players and Goal Kickers may be recorded and awarded at this level.
PLAYER ELIGIBILITY		
57.s	Player Movement	Players are not permitted to play for another team in the same age group.
57.t	Age Dispensation	Play ups and downs are permitted as per section 6: Age Dispensation – Play Ups and 7: Age Dispensation – Play Downs .
57.u	Finals Eligibility	Players are eligible to participate in finals as per section 13: Finals Eligibility .

58. YEAR 9 AND 10 COMPETITION RULES

All competitions are played as per the AFL Laws of the Game. The below modifications have been made to Year 9 & 10 competitions to assist players with skill development and ensure fair and even competitions.

MATCH OPERATIONS						
58.a	Ground Size	As per 33.k Ground Size Summary ; Year 9 and Year 9/10 Female competitions must be 120m – 150m (L) x 90m – 120m (W) Year 10 Male competitions must be 135m – 185m (L) x 110m – 155m (W)				
58.b	Ball Size	As per 36.5 Match Balls ; All ages: Size 4 leather				
58.c	Player numbers	As per 38.4 Match On-Field Equalisation ; All ages: 16-a-side with a maximum of six (6) players on the bench.				
58.d	Match Length	A per 34.a and 34.c Match Duration ; <table style="width: 100%; border: none;"> <tr> <td style="text-align: center; width: 50%;">Year 9/10 Female 4x 15-minute quarters</td> <td style="text-align: center; width: 50%;">Year 9 and Year 10 4x 20-minute quarters</td> </tr> <tr> <td colspan="2" style="text-align: center;">Breaks are 5 minutes, 10 minutes and 5 minutes</td> </tr> </table>	Year 9/10 Female 4x 15-minute quarters	Year 9 and Year 10 4x 20-minute quarters	Breaks are 5 minutes, 10 minutes and 5 minutes	
Year 9/10 Female 4x 15-minute quarters	Year 9 and Year 10 4x 20-minute quarters					
Breaks are 5 minutes, 10 minutes and 5 minutes						
GENERAL MATCH RULES						
58.e	General	Rules as per AFL Laws of the Game.				
58.f	Positions	<ul style="list-style-type: none"> • Positions as per 38.6 Match On-Field Equalisation; • 16-a-side: 5 forwards, 4 midfielders, 2 wings and 5 defenders 				
58.g	Out of Bounds	<p>Last Possession Rule in place.</p> <ul style="list-style-type: none"> • From a kick or handball, a free kick is to be awarded to the nearest opponent. • If a player runs the ball over the boundary line, a free kick is to be awarded to the nearest opponent. • If the ball is off hands or a players body, a ball-up is to occur ten (10) metres in from the boundary line. • If the Field Umpire has any doubt as to whose free kick it is, a ball-up is to occur ten (10) metres in from the boundary line. 				
58.i	Deliberate Rushed Behind	Deliberate Rushed Behinds will be paid as per the AFL Laws of the Game.				
58.m	Protected area	The protected area at this level is five (5) metres.				
58.n	Order-off Rule	To be applied as per section 46, Send off Rule .				
CONTACT						
58.p	High Contact	All high contact shall be paid as a free kick regardless if the ball carrier was responsible for the high contact via a shrug, drop, arm lift or duck.				

COMPETITION RESULTS		
58.q	Competition	<ul style="list-style-type: none"> • Scoring and match results are permitted as per section 43 Match Results. • Premiership Points and Ladders are permitted as per section 44 Premiership Points and Ladders • E-Points will be awarded as per section 45 E-points. • Finals are played.
58.r	Awards	Best Players and Goal Kickers may be recorded and awarded at this level.
PLAYER ELIGIBILITY		
58.s	Player Movement	<ul style="list-style-type: none"> • Players are not permitted to play for another team in the same age group. • Players are eligible to play across multiple competitions (ie WAFL, WAFLW, PFL) as per section 9 Permits and Multiple Competitions.
58.t	Age Dispensation	Play ups and downs are permitted as per section 6: Age Dispensation – Play Ups and 7: Age Dispensation – Play Downs .
58.u	Finals Eligibility	Players are eligible to participate in finals as per section 13: Finals Eligibility .

59. YEAR 11 AND 12 COMPETITION RULES

All competitions are played as per the AFL Laws of the Game. The below modifications have been made to Year 11 & 12 competitions to assist players with skill development and ensure fair and even competitions.

MATCH OPERATIONS		
59.a	Ground Size	As per 33.k Ground Size Summary ; Year 11 – Year 12 competitions must be 135m – 185m (L) x 110m – 155m (W)
59.b	Ball Size	As per 36.5 Match Balls ; Year 11/12 Female Size 4 leather Year 11/12 Male Size 5 leather
59.c	Player numbers	As per 38.4 Match On-Field Equalisation ; Year 11/12 Female 16-a-side Year 11/12 Male 18-a-side All ages: A maximum of six (6) players on the bench.
59.d	Match Length	As per 35.a and 35.c Match Duration ; Year 11/12 Female 4x 18-minute quarters Year 11/12 Male 4x 20-minute quarters Breaks are 5 minutes, 10 minutes and 5 minutes
GENERAL MATCH RULES		
59.e	General	Rules as per AFL Laws of the Game.
59.f	Positions	<ul style="list-style-type: none"> • Positions as per 38.6 Match On-Field Equalisation; • 16-a-side (Female competitions): 5 forwards, 4 midfielders, 2 wings and 5 defenders • 18-a-side (Male competitions): 6 forwards, 4 midfielders, 2 wings and 6 defenders
59.g	Out of Bounds	As per AFL Laws of the Game
59.h	Deliberate Rushed Behind	Deliberate Rushed Behinds will be paid as per the AFL Laws of the Game.
59.i	Insufficient Intent	Insufficient Intent will be paid as per the AFL Laws of the Game.
59.j	Order-off Rule	To be applied as per section 46, Send off Rule .
CONTACT		
59.k	High Contact	Where a tackle is reasonably applied and the ball carrier is responsible for the high contact via a shrug, drop, arm lift or duck, play on shall be called.
COMPETITION RESULTS		
59.l	Competition	<ul style="list-style-type: none"> • Scoring and match results are permitted as per section 43 Match Results.

		<ul style="list-style-type: none"> • Premiership Points and Ladders are permitted as per section 44 Premiership Points and Ladders • E-Points will be awarded as per section 45 E-points. • Finals are played.
59.m	Awards	Best Players and Goal Kickers may be recorded and awarded at this level.
PLAYER ELIGIBILITY		
59.n	Player Movement	<ul style="list-style-type: none"> • Players are not permitted to play for another team in the same age group. • Players are eligible to play across multiple competitions (ie WAFL, WAFLW, PFL) as per section 9 Permits and Multiple Competitions.
59.o	Age Dispensation	Play ups and downs are permitted as per section 6: Age Dispensation – Play Ups and 7: Age Dispensation – Play Downs .
59.p	Finals Eligibility	Players are eligible to participate in finals as per section 13: Finals Eligibility .

60. COMPETITION RULES MATRIX – MODIFIED RULES

MODIFIEDS	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Players on Field	12 (unlimited bench)	12 (unlimited bench)	15 (unlimited bench)	15 (unlimited bench)
Minimum Players	9	9	12	12
Equalisation	Even-up	Even-up	Even-up	Even-up
Ground Size	80m – 100m (L) 50m – 75m (W)	80m – 100m (L) 50m – 75m (W)	90m – 110m (L) 70m – 85m (W)	90m – 110m (L) 70m – 85m (W)
Match Length	4x 15 min	4x 15 min	4x 15 min	4x 15 min
Breaks	3 mins 8 mins 3 mins	3 mins 8 mins 3 mins	3 mins 8 mins 3 mins	3 mins 8 mins 3 mins
Ball Size	Size 1 synthetic	Size 2 synthetic	Size 2 leather	Size 3 leather
Competition Details	No scores, ladders or finals. No Fairest & Best.	No scores, ladders or finals. No Fairest & Best.	No scores, ladders or finals. No Fairest & Best.	No scores, ladders or finals. No Fairest & Best.
Contact	Modified Wrap Tackle. No taking to ground.	Modified Wrap Tackle. No taking to ground.	Modified Wrap Tackle.	Modified Wrap Tackle.
Bounces	1 Bounce	1 Bounce	1 Bounce	1 Bounce
Marking	Any reasonable attempt	Any reasonable attempt	Kick must have travelled 10m	Kick must have travelled 10m
Out of Bounds	Last Possession Rule	Last Possession Rule	Last Possession Rule	Last Possession Rule
Kicking off Ground	Not permitted	Not permitted	Not permitted	Not permitted
Stealing, bumping, smothering & shepherding.	Not permitted	Not permitted	Permitted within 5m of the ball	Permitted within 5m of the ball
Field Umpire Fee	\$45	\$45	\$50	\$50

61. COMPETITION RULES MATRIX – FEMALE COMPETITIONS

FEMALE	YEAR 3/4	YEAR 5/6	YEAR 7/8	YEAR 9/10	YEAR 11/12
Players on Field	12-a-side (unlimited bench)	15-a-side (unlimited bench)	15-a-side (5 on bench)	16-a-side (6 on bench)	16-a-side (6 on bench)
Minimum Players	9	12	12	12	12
Equalisation	Even-up	Even-up	Even-down	Even-down	Even-down
Ground Size	80m - 100m (L) 50m - 75m (W)	90m - 110m (L) 70m - 85m (W)	110m - 140m (L) 70m - 110m (W)	120m - 150m (L) 90m - 120m (W)	135m - 185m (L) 110m - 155m (W)
Match Length	4x 15 min	4x 15 min	4x 15 min	4x 15 min	4x 18 min
Breaks	3 mins 8 mins 3 mins	3 mins 8 mins 3 mins	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins
Ball Size	Size 1 synthetic	Size 2 synthetic	Size 3 leather	Size 4 leather	Size 4 leather
Competition Details	No scores, ladders, finals or F&B.	No scores, ladders, finals or F&B.	Scores, ladders, finals and F&B permitted. E-points apply.	Scores, ladders, finals and F&B permitted. E-points apply.	Scores, ladders, finals and F&B permitted. E-points apply.
Contact	Modified Wrap Tackle. No taking to ground.	Modified Wrap Tackle.	As per AFL Laws of the Game	As per AFL Laws of the Game	As per AFL Laws of the Game
Bounces	1 Bounce	1 Bounce	2 Bounces	Unlimited	Unlimited
Marking	Any reasonable attempt	Kick must have travelled 10m	Kick must have travelled 15m	Kick must have travelled 15m	Kick must have travelled 15m
Out of Bounds	Last Possession Rule	Last Possession Rule	Last Possession Rule	Last Possession Rule	As per AFL Laws of the Game
Kicking off Ground	Not permitted	Not permitted	Permitted	Permitted	Permitted
Stealing, smothering, shepherding and bumping	Not permitted	Permitted within 5m of the ball	Permitted within 5m of the ball	Permitted within 5m of the ball	Permitted within 5m of the ball
Field Umpire Fee	\$45	\$50	x1 ump - \$90 x2 ump - \$70 ea	x1 ump - \$110 x2 ump - \$90 ea	\$120 per umpire

62. COMPETITION RULES MATRIX – YOUTH COMPETITIONS

OPENS	YEAR 7	YEAR 8	YEAR 9	YEAR 10	YEAR 11/12
Players on Field	15-a-side (5 on bench)	15-a-side (5 on bench)	16-a-side (6 on bench)	16-a-side (6 on bench)	18-a-side (6 on bench)
Minimum Players	12	12	12	12	14
Equalisation	Even-down	Even-down	Even-down	Even-down	Even-down
Ground Size	110m - 140m (L) 70m - 110m (W)	110m - 140m (L) 70m - 110m (W)	120m - 150m (L) 90m - 120m (W)	135m - 185m (L) 110m - 155m (W)	135m - 185m (L) 110m - 155m (W)
Match Length	4x 15 min	4x 15 min	4x 20 min	4x 20 min	4x 20 min
Breaks	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins
Ball Size	Size 3 leather	Size 4 leather	Size 4 leather	Size 4 leather	Size 5 leather
Competition Details	Scores, ladders, finals and F&B permitted. E-points apply.	Scores, ladders, finals and F&B permitted. E-points apply.	Scores, ladders, finals and F&B permitted. E-points apply.	Scores, ladders, finals and F&B permitted. E-points apply.	Scores, ladders, finals and F&B permitted. E-points apply.
Contact	As per AFL Laws of the Game	As per AFL Laws of the Game	As per AFL Laws of the Game	As per AFL Laws of the Game	As per AFL Laws of the Game
Bounces	2 Bounces	2 Bounces	Unlimited	Unlimited	Unlimited
Marking	Kick must have travelled 15m	Kick must have travelled 15m	Kick must have travelled 15m	Kick must have travelled 15m	Kick must have travelled 15m
Out of Bounds	Last Possession Rule	Last Possession Rule	Last Possession Rule	Last Possession Rule	As per AFL Laws of the Game
Kicking off Ground	Permitted	Permitted	Permitted	Permitted	Permitted
Stealing, smothering, shepherding and bumping	Permitted within 5m of the ball	Permitted within 5m of the ball	Permitted within 5m of the ball	Permitted within 5m of the ball	Permitted within 5m of the ball
Field Umpire Fee	x1 ump - \$80 x2 ump - \$60 ea	x1 ump - \$90 x2 ump - \$70 ea	x1 ump - \$100 x2 ump - \$80 ea	x1 ump - \$110 x2 ump - \$90 ea	\$120 per umpire

PART H: HEALTH AND SAFETY POLICIES

- WEATHER
- PROTECTIVE EQUIPMENT, JEWELLERY AND UNDERGARMENTS
- CONCUSSION

63. WEATHER

Environmental factors regularly affect the playing of football. While environmental factors will not usually influence whether a Match should commence or continue, occasionally extremely adverse weather conditions may give rise to a need to assess whether participants are in danger. This section sets out the approach to take when assessing extreme weather conditions.

- 63.1. In the case of events of extreme weather or environmental conditions, consultation of all parties involved must take place to determine the safest outcome for all participants involved.
- 63.2. Environmental conditions that must be assessed include, but are not limited to;
 - 63.2.a. Extremely strong winds;
(wind may create additional hazards in regard to trees, branches or other material becoming projectiles)
 - 63.2.b. Flood;
(heavy rainfall also needs to be considered in relation to its impact on the safety of the playing surface)
 - 63.2.c. Extreme fire danger;
 - 63.2.d. Fires present in the vicinity;
(smoke and air quality also needs to be considered)
 - 63.2.e. Lightning;
 - 63.2.f. Hail;
(size and intensity should be considered)
 - 63.2.g. Extreme heat.
- 63.3. In the event of lightning being present in the immediate proximity of the venue during a match or training, all activity must cease, and participants are to find suitable safe shelter.
- 63.4. In the absence of specific information from a weather radar or specialised warning device, then the **30/30 Safety Guideline** should be used for all cases of thunder and lightning.

Thunder and Lightning 30/30 Safety Guideline
<p>Lightning is the visible part of an electrical discharge. Thunder is the resulting sound from the rapid expansion of air after this discharge. Sound follows light at 0.34km/sec.</p> <p>It is important to note that lightning may be obscured by clouds, so it must be assumed that when thunder is heard, lightning is in the vicinity.</p> <p style="text-align: center;">If the time between the lightning flash and the thunder sound is less than 30 seconds then the match or training must be suspended.</p> <p style="text-align: center;">The match or training must not resume until 30 minutes after the last sighting of lightning <u>or</u> sound of thunder.</p> <p>Blue skies and no rainfall are not reasons to breach the 30-minute minimum return-to-activity rule.</p>

- 63.5. A decision to delay, suspend or resume a match or training session should be made in consultation with all relevant umpires, team officials and League Administrator.
- 63.6. If a lightning threat emerges during a match, the nominated Club Official must contact all relevant parties (League Administrator, Umpires, Spectators, Opposition Club etc) and provide updates on a regular basis.
- 63.7. If a lightning threat emerges during a match or training, all participants are to take shelter immediately.

Safe shelter

- The Primary choice is a large, fully enclosed building.
- When no building is available, a fully enclosed vehicle with a metal roof and the windows completely closed offers some protection.

Unsafe locations and situations

- An open field.
- close vicinity to the tallest structure in the area (eg trees, light pole, goalposts).
- Small structures such as rain/picnic shelters, tents and Coaches Boxes.
- Umbrellas or any object that increases a person's height.
- Use of electrical appliances such as scoreboards.

- 63.8. Any match that is abandoned due to weather conditions will be determined by WA Football Competitions Team in line with 43.4 **Match Results**.

64. PROTECTIVE EQUIPMENT, JEWELLERY AND UNDERGARMENTS

WA Football / Country Football WA understands that due to the nature of Australian Football, parents and players may want to take certain safety measures to ensure they are protected while participating in training and matches. In doing this, we must ensure that any protective equipment is suitable for football and that the safety of all participants is considered.

- 64.1. Below is a list of commonly used protective equipment with notes regarding their classification. Clubs may submit Protective Equipment Permits on behalf of players to the relevant League at any point of the season.

Equipment	Permit	Notes
Mouthguards	No permit required	Mouthguards have a definite role in preventing injuries to the teeth and face and for this reason WA Football / Country Football WA strongly recommends that all players wear a mouth guard when participating in either training or matches.
Headgear	No permit required	A player who desires to wear protective headgear during a match must ensure it is made of soft, lightweight padded material that is suitable for football. <i>For the avoidance of doubt, hats are not permitted.</i>

		Inspection of the head gear prior to each match should ensure it is not dangerous to the player wearing it or any other player.
Breast protection	No permit required	A female player who desires to wear protective breast protection such as Zena Z1 or Boob Armour is able to do so without a permit required.
Eyewear	No permit required	<p>Players who wish to wear prescription glasses or goggles during matches and training sessions should wear glasses or goggles with plastic frames and lenses. A band must also hold the glasses on securely.</p> <p>A permit is not required as long as these conditions are met.</p>
Diabetic pumps / glucose monitors	Permit needed	<p>Diabetic pumps and glucose monitors are able to be worn during matches and training however additional padding must be worn.</p> <p>This padding provides protection for opposition players, the device itself and helps prevent any accidental removal of the device during physical contact.</p> <p>Soft padding can include foam and compression bandages. A permit is required to ensure these conditions are met.</p>
Shin guards	Permit needed	Shin guards are not permitted unless medically prescribed to protect an injury. A permit is required, and this medical recommendation must be attached to the permit request.
Gloves	Permit needed	Gloves are not permitted unless medically prescribed to protect an injury. A permit is required, and this medical recommendation must be attached to the permit request.
All other protective equipment	Permit needed	All other protective equipment including but not limited to, kidney guards, hearing aids, brace supports (ankle, knee, finger etc) require a permit.

64.2. Players are not permitted to wear a plaster cast during matches.

64.3. Players are not permitted to wear jewellery during matches.

64.3.a. All piercings must be removed.

Piercings are **not permitted to be taped**.

64.3.b. Medical bracelets are able to be worn however they must be completely taped and marked 'MEDIC'.

64.4. Black tape arm bands are permitted to be worn to commemorate a deceased individual.

64.5. Players are not permitted to use any hand grip, adhesive or sticky substances in Junior Competitions. For the avoidance of doubt, this includes (but is not limited to) products designed to enhance grip such as tacky sprays, creams, gels or resins, including products commonly marketed for wet weather use.

64.6. The wearing of undergarments are as follows;

Competition age	Equipment	Notes
Junior Football Years 3 -6	Compression undergarments (Skins, Under Armour etc)	Participants may wear compression garments of any style, colour or length.
	Non-compression wear	Long and short sleeve, non-compression t-shirts may be worn on the condition the shirt does not have a hood.
	Jumpers, Jackets and hooded garments	Players are not permitted to wear jumpers, jackets, or hooded garments under their football playing jumper during a match.

Youth Football Years 7 - 12	Compression undergarments (Skins, Under Armour etc)	Participants may wear compression garments of any length without a permit however they must be in line with the playing uniform or be of a neutral colour (black, white or beige). <i>For avoidance of doubt, this means if the team wears green shorts, then the player may wear green, black, white or beige coloured undergarments.</i>
	Non-compression wear	T-shirts, jumpers and other non-compression garments are not permitted to be worn under their football playing jumper unless authorised by the League.

65. CONCUSSION

WA Football and Country Football WA continues to prioritise the health and safety of all participants, and strongly encourages all leagues, clubs and teams to take a cautious approach to the management of concussion in Australian Rules Football.

Head impacts can be associated with serious and potentially fatal brain injuries. In the early stages of injury, it is often not clear whether you are dealing with a concussion or there is a more severe underlying structural head injury. For this reason, the most important steps in initial management include:

1. Recognising a suspected concussion.
2. Removing the player from the game.
3. Referring the player to a medical doctor for assessment.

Any player who has suffered a concussion or is suspected of having a concussion must be medically assessed as soon as possible after the injury and **must NOT** be allowed to return to play in the same game/practice session.

There must be an accredited first aider at every game and the basic rules of first aid should be used when dealing with any player who is unconscious or injured. **If in doubt, then sit them out.**

HEADCHECK CONCUSSION APP
<p>The Headcheck Concussion App continues to help Trainers, Coaches and Parents/Guardians recognise the symptoms of a suspected concussion and its severity through a series of concise questions and observations to quickly identify whether a child’s head injury requires an ambulance, hospital, or a GP visit.</p> <p>The App also assists Parents/Guardians in managing their child’s recovery program based on the symptoms displayed as well as guide the Parents/Guardians on their child’s safe return to school, training, and games.</p> <p>The Headcheck Concussion App can be downloaded for free on both Apple and Android devices. For more information about the app, please visit www.headcheck.com.au</p>
MANAGEMENT GUIDELINES FOR SUSPECTED CONCUSSION
<ol style="list-style-type: none"> 1. Assess for presence of any concussion symptoms or signs (e.g., stunned, confusion, memory problems, balance problems, headache, dizziness, not feeling right). 2. Implement first aid management protocol, including cervical spine immobilisation. 3. Remove from the ground and assess using pocket CRT (Concussion Recognition Tool). 4. Presence of any factors for urgent hospital referral (e.g., confusion, vomiting, worsening headache). If yes – Call for an ambulance and refer to hospital. If no – Do not allow player to return to play. Refer to a medical doctor for assessment.
REPORTING AND RECORD KEEPING
<p>All confirmed and suspected concussions are to be reported on PlayHQ as soon as possible but ideally no later than 9am on the Monday following a match.</p>

RETURN TO TRAIN AND PLAY PROCEDURE
<p>WA Football and Country Football WA align to the national concussion guidelines released by the Australian Institute of Sport (AIS) and the Australian Sports Commission (ASC). A minimum requirement for returning to full training and playing matches is outlined in these Concussion Guidelines as per the diagram on the following page. Players must follow the graded loading program and supply a medical certificate before returning to full training and playing games.</p>
<p>A more conservative approach should be adopted for any player who has had a history of concussion or if there is any reoccurrence of symptoms.</p> <p>The referenced 21 days is not a standard <i>wait and play</i>, it is the minimum requirement, and all concussions should be treated as unique and assessed independently with players following the graduated return to play process, and not be fixed on a set number of days to safely return.</p>
MULTIPLE CONCUSSIONS IN A SEASON
<p>Following any concussion, a player must receive a medical clearance to Return to Play as per the National Community Concussion Guidelines.</p> <p>If a player receives a second concussion in a season, then the player must be assessed by a doctor or medical practitioner who specialises in concussion management, and be medically cleared by them in order to Return to Training or Play.</p> <p>WA Football can assist clubs and families in identifying doctors who specialise in the field of concussion.</p>
<p>If a player receives a third concussion within a season (combined across any competition i.e., club, school, AFL9's, etc) then it is highly recommended, that the player does not play for the remainder of the season, and should continue to be assessed / monitored by a medical specialist in Concussion Management.</p>

There are a number of resources available to assist Clubs with the Management of Concussion, including:

- **AFL Concussion Hub**
<https://play.afl/learning-resources/concussion>
- **AFL At Home Guide for guidance on the steps to take for a safe return to play**
<https://play.afl/concussion/resources/at-home-guide#article-0>
- **AFL Match Day Guide for guidance on recognising a suspected concussion**
<https://play.afl/concussion/resources/match-day-guide>
- **AFL Head Injury Assessment and Referral Form for 12 years and under**
<https://play.afl/concussion/resources/match-day-injury-assessment-12-under#article-0>
- **AFL Head Injury Assessment and Referral Form for 13 years and older**
<https://play.afl/concussion/resources/match-day-injury-assessment-13-plus#article-0>
- **AFL Concussion and Injury Management in Football Module for First Aiders**
<https://play.afl/concussion/resources/concussion-injury-management-module>

- **AFL Medical Clearance Form**
<https://play.afl/concussion/resources/medical-clearance-form#article-0>
- **AFL Signs and Symptoms of Concussion**
<https://play.afl/concussion/resources/signs-and-symptoms#article-0>
- **PlayHQ Concussion User Guides**
<https://play.afl/clubhelp/resources/playhq#article-1>

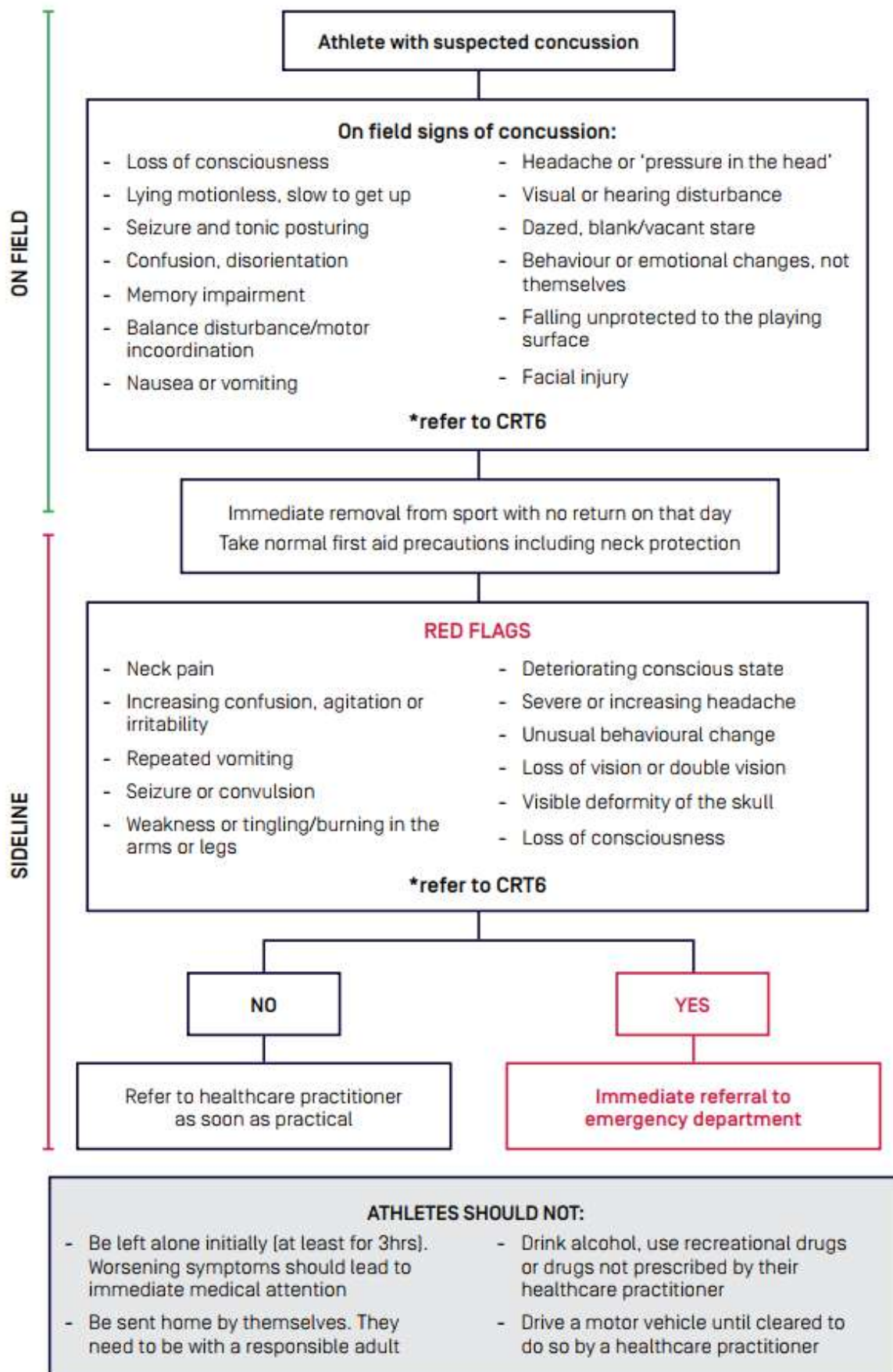
In relation to these protocols, a **Health Care Practitioner** (HCP) refers to a Specialist Sports Doctor / Physician, a General Practitioner (GP), or a AHPRA registered health care practitioner with appropriate training and experience in concussion assessment and management.

It is imperative that all clubs, volunteers, parents, coaches and players take a cautious approach to the management of a concussion, and that players work through each of the steps of a graduated return to play process.

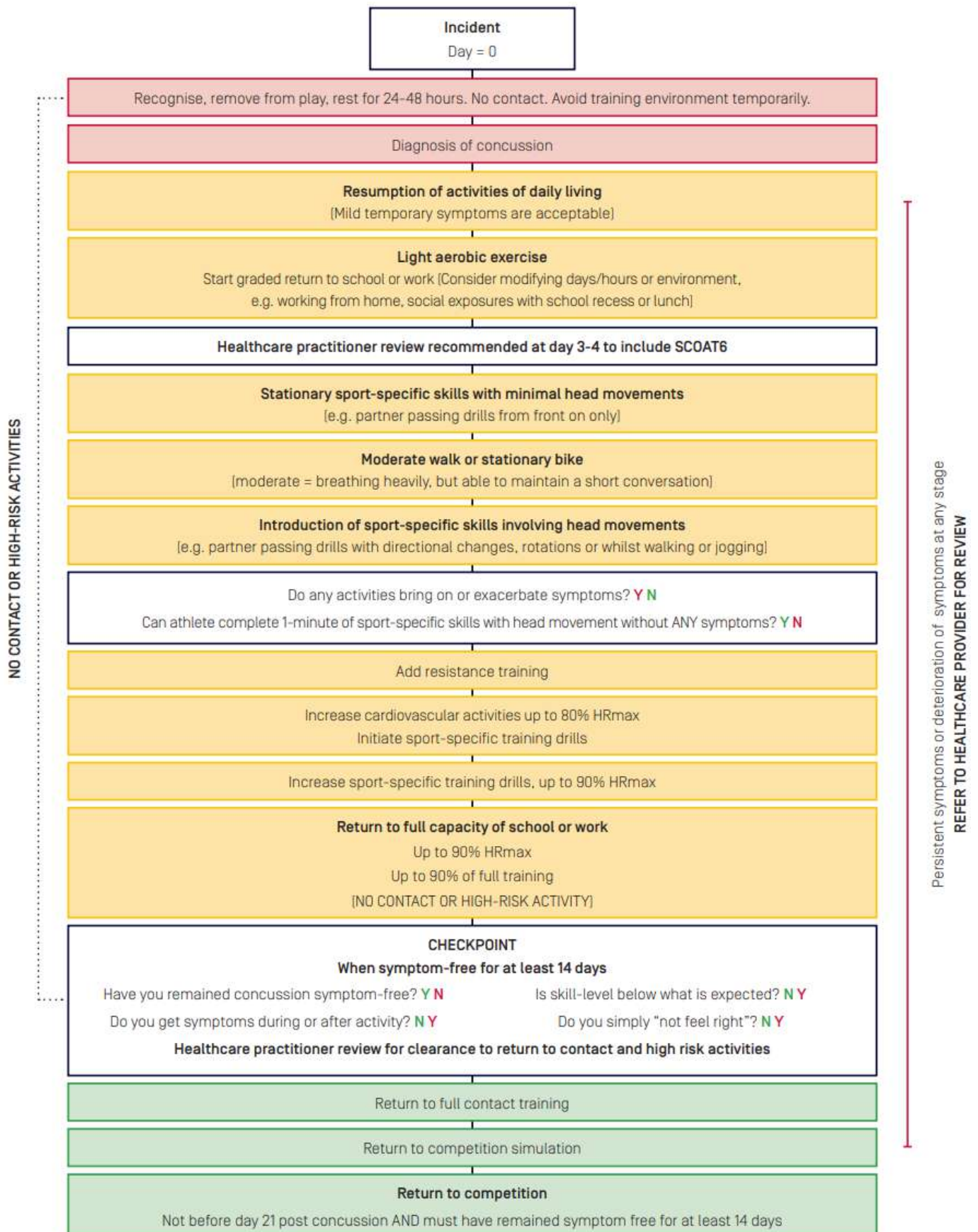
Under-reporting of concussions, or the downplaying of the symptoms of a concussion, has the potential to put the player at greater health risk.

“Everyone has a responsibility to report a suspected concussion”

Recognising a Suspected Concussion



Return to Play Protocols



Examples of return to sport timeframes

Note:

- > Day of concussive incident is considered 'Day 0'
- > Examples below assume a sport where competition occurs weekly on a Saturday
- > The 14 day symptom free period does not start until the first day that the athlete is symptom free

Key:

Incident
Symptomatic
Symptom-free
Contact training
Full competition

Athlete symptom-free on day 3 [Tuesday of the 1st week]				
Saturday	5. Saturday	12. Saturday	Saturday	Saturday
Sunday	6. Sunday	13. Sunday	Sunday	Sunday
Monday	7. Monday	14. Monday	Monday	Monday
1. Tuesday	8. Tuesday	Tuesday	Tuesday	Tuesday
2. Wednesday	9. Wednesday	Wednesday	Wednesday	Wednesday
3. Thursday	10. Thursday	Thursday	Thursday	Thursday
4. Friday	11. Friday	Friday	Friday	Friday

Athlete symptom-free on day 7 [Saturday of second week]				
Saturday	1. Saturday	8. Saturday	Saturday	Saturday
Sunday	2. Sunday	9. Sunday	Sunday	Sunday
Monday	3. Monday	10. Monday	Monday	Monday
Tuesday	4. Tuesday	11. Tuesday	Tuesday	Tuesday
Wednesday	5. Wednesday	12. Wednesday	Wednesday	Wednesday
Thursday	6. Thursday	13. Thursday	Thursday	Thursday
Friday	7. Friday	14. Friday	Friday	Friday

PART I: MEMBER PROTECTION POLICIES

- WORKING WITH CHILDREN CHECKS
- SOCIAL MEDIA
- SPONSORSHIP
- DRUGS, ALCOHOL AND SMOKING
- VILIFICATION AND DISCRIMINATION
- PHOTOGRAPHY AND VIDEO
- INSURANCE
- WA FOOTBALL INTEGRITY TEAM

66. WORKING WITH CHILDREN CHECKS

The Working With Children Check is a compulsory screening strategy for people engaging in child-related work in Western Australia. It is an important part of the measures that Clubs should have in place to protect children and young people when they are engaged with their organisation.

All Clubs and individuals are required to comply with the Working With Children legislation.

Is a Working With Children Check required?

A WWC Check is required if someone has an 'agreement to work' in a role undertaking 'child-related work', and no 'exemptions' apply.

Follow the guide below to determine whether a WWC Check is required.

QUESTION 1 – IS THERE AN AGREEMENT TO WORK?
<p>If yes - move to Question 2. If no - a WWC Check is not required.</p> <p><i>An agreement to work can be a written or unwritten agreement between a person and another person or an organisation, to carry out 'child-related work' in a paid, unpaid or volunteer basis. It can refer to both 'child-related employment' and a 'child-related business' as defined in the Working with Children (Screening) Act 2004</i></p>
QUESTION 2 – IS IT CHILD-RELATED WORK?
<p>If yes - move to Question 3. If no - a WWC Check is not required.</p> <p><i>Work is child-related if the 'usual duties' of the work involve or are likely to involve contact (physical, verbal or electronic) with a child in connection with at least one of the categories of 'child-related work'.</i></p> <p><i>There are 18 categories of child-related work prescribed and the most used category for the sports and recreation sector is 'Category 12 – Club, Association or Movement'.</i></p>
QUESTION 3 – DOES AN EXEMPTION APPLY?
<p>If yes - a WWC Check <u>is not</u> required. If no - a WWC Check <u>is</u> required.</p> <p><i>Certain people do not require a WWC Check because they fit within the description of an exemption from child-related work as outlined in the Working with Children (Screening) Act 2004 and the Working with Children (Screening) Regulations 2005.</i></p>

Child Safety

Remember: a WWC Check is only one strategy to help keep children safe. More information on Working With Children including factsheets, training, record keeping templates, self-assessment reviews and a variety of resources can be found on the Working With Children website.

<https://www.wa.gov.au/organisation/department-of-communities/working-children-check>

67. SOCIAL MEDIA

WA Football and Country Football WA recognises the value in using Social Media to build more meaningful relationships with affiliate clubs, communities, their members and stakeholders. Social Media offers opportunities for people to gather in online communities of shared interest and create, share or consume content that can be beneficial for Australian Football. By way of affiliation, the AFL National Social Media Engagement Policy applies to all Clubs, Leagues and Members.

WA Football and Country Football WA have an obligation to ensure that affiliated Leagues and Clubs maintain a safe physical and emotional environment for members, which includes cyber safety and the safe and responsible use of internet and Information & Communication Technologies (ICT). Individual members also have a responsibility to use ICT in a safe and responsible way and not bring the game into disrepute. This policy outlines expectations for all Community Football stakeholders in supporting a cybersafe environment.

Social media may include (although is not limited to):

- Social networking (e.g. Facebook, Instagram, LinkedIn, Snapchat, Threads)
- Video and photo sharing apps (e.g. TikTok, YouTube, Pinterest,)
- Micro-blogging (e.g. X (formally Twitter))
- Blogs and comment sections (including media-hosted)
- Online collaborations and wikis (e.g. Wikipedia)
- Forums, discussion boards or groups (e.g. Discord, Reddit)
- VOD and podcast platforms (e.g. Twitch, Kick)
- Online multiplayer gaming platforms with chat functions
- Instant messaging services (e.g. SMS, WhatsApp, Viber, Messenger)

*** Legal Restrictions on Social Media use by Minors ***

As of **10 December 2025**, Australia has introduced new regulations that restrict social media use by minors:

- **Minimum Age Requirement:** Individuals under the age of 16 are prohibited from holding a social media account on a number of Social Media platforms.
- **Affected Platforms:** These laws apply to major platforms including (but not limited to) Facebook, Instagram, TikTok, Snapchat, X (Twitter), YouTube, Twitch, Reddit, Kick and Threads.
- **Club Responsibility:** Clubs must not encourage, request or mandate that individuals under 16 create or maintain accounts on platforms subject to age restriction. Team communication should be facilitated via parents/guardians using appropriate messaging channels.
- **Parent & Guardian Support:** The **eSafety Commissioner** provides guides, resources and conversation starters to help families navigate these changes.

WA Football and Country Football WA strongly encourage all individuals to familiarise themselves with these updated legal requirements.

PUBLIC STATEMENT	
67.1	All media enquiries must be directed through WA Football or Country Football WA. League, Club and Team representatives must not make public statements about WA Community competitions.
STATEMENT ON SOCIAL MEDIA	
67.2	<p>Content posted on Social Media can have serious ramifications for the person involved, WA Football, Country Football WA, affiliated Leagues, affiliated Clubs, members, commercial partners and related organisations. This Policy does not intend to discourage personal expression; however, all individuals must recognise potential risks and impacts.</p> <p>Before using Social Media, individuals are encouraged to ask:</p> <ol style="list-style-type: none"> i. Am I revealing any sensitive or confidential information? ii. Would I want my Club, Coach, team, family or friends to see this? iii. Will I regret my actions? iv. Could this negatively impact the reputation of WA Football, Country Football, a League, Club or Team? v. Could this be seen as inappropriate, discriminatory, defamatory or unlawful?
ACCOUNTABILITIES	
67.3	<p>All Community Football stakeholders, including Clubs and their members will help maintain a cybersafe environment by:</p> <ul style="list-style-type: none"> • Using WA Football, Country Football WA, League and Club names, logo and branding appropriately and with permission • using official Club, League or Governing Body communication channels for sanctioned information and updates, • Using SMS and/or email for official communications (via parents/guardians for juniors), • Ensuring posts featuring individuals (especially minors) have appropriate permission, • Ensuring content does not breach any WA Football, Country Football WA, League or Club policies or codes of conduct, • Not engaging in cyber bullying, harassment, teasing, intimidation or threats via electronic means, • Not sending, possessing or distributing sexualised images of persons under 18, which is a criminal offence in Western Australia, • Remaining responsible for the security and content of their own accounts
BREACHES AND PENALTIES	
67.4	<p>If content published on Social Media is believed in good faith to breach this Policy or is otherwise inappropriate or unlawful, it must be reported immediately to the complainant’s Club President.</p> <p>The Club President must then contact the relevant League Administrator and request an investigation.</p>
67.5	Due to the nature of modern digital communication:

	<ul style="list-style-type: none"> • Posts may become instantly and widely accessible • They may be difficult or impossible to delete • They may be replicated or forwarded without consent • They may reach unintended audiences • They may be misinterpreted
67.6	Any alleged breach of this policy may be investigated by the League.
67.7	Any penalties for a breach of this policy may be issued at the absolute discretion of the League. Penalties include but are not limited to suspension, fines, loss of E- Points and/or sanctions. Posts that have been made in closed or 'private' groups will not be a valid reason as to why a penalty should not be applied. Any suspension awarded will be graded in accordance with the table listed in section 76 .

68. SPONSORSHIP

WA Football Brand and Growth team manages all sponsorship / partnership agreements and is responsible for sponsorship policies, templates and proposals.

Sponsorships and explicit endorsement of products and / or services of a sponsor must be in the public interest and must be approved by the management process.

ACCOUNTABILITIES	
68.1	<p>All potential sponsors must have company values that are aligned with the values of WA Football.</p> <p>We place tremendous value on the significant social benefits and the creation of better communities through the values of teamwork, responsibility, respect, leadership, commitment and community participation.</p>
68.2	<p>Sponsorships that could involve football in controversial issues or expose football to adverse criticism must be avoided. The following sponsors are regarded as inappropriate:</p> <ul style="list-style-type: none"> • Political or religious organisations; • Programs that may denigrate, exclude or offend minority community groups; • Sponsors that may be considered a public health risk to the community (including companies that manufacture or whose primary business is to sell tobacco or alcohol products); • Sponsors that create environmental hazards; • Sponsors that do not reflect community standards; • Sponsors that directly conflict with WA Football sponsors or partners, whereby this conflict has been made clear to Clubs; • Sponsors that have the potential to bring the sport into disrepute.
68.3	<p>All Clubs must comply with sponsorship requirements related to Junior Football as directed by WA Football / Country Football WA.</p> <p>Clubs may not partner with or in any way promote:</p>

	<ul style="list-style-type: none"> Any company in the QSR (Quick Service Restaurant) category, including but not limited to McDonalds, Hungry Jacks, Domino’s Pizza and Red Rooster. Alcohol-related brands should not be involved in Junior Football Clubs as a sponsor or partner. Where a Junior Football Club shares its facilities with a Senior Club or other Sporting Club, they should take reasonable measures to ensure that no non-CUB beer or cider product is displayed or sold while the Junior Football Club have primary usage of the facility, as CUB are the exclusive beer and cider supplier to WA Football.
68.4	Sponsorship queries can be addressed to WA Football Commercial team – partnerships@wafootball.com.au

69. DRUGS, ALCOHOL AND SMOKING

WA Football and Country Football WA strictly prohibits illicit drugs and excessive alcohol consumption at any level of Community Football, and greatly appreciate the support of the wider football family by supporting the Smoke Free Environments at football grounds around WA.

ALCOHOL	
69.1	Clubs have a responsibility to ensure they meet legislative requirements regarding alcohol management within the Club. This can be broken down into two areas: <ul style="list-style-type: none"> Liquor License requirements, Responsible Service of Alcohol requirements.
69.2	Clubs with Liquor Licenses must ensure they meet all Responsible Service of Alcohol requirements and ensure anyone consuming alcohol does not engage with Junior Football in any way.
69.3	Bringing your own alcohol to any Junior Football match or training session is strictly prohibited.
69.4	Football Club’s need to have clear policies, procedures and Memorandum of Understanding (MOU’s) that address the issue of alcohol sales and consumption, particularly when attached to Sporting Clubs or Senior Football Clubs. These documents must align with WA Football Sponsorship Policy located within this handbook.
SMOKE FREE ENVIRONMENT	
69.1	For the purpose of this policy, “smoking” includes the use of traditional tobacco products (cigarettes, cigars), heated tobacco products and electronic delivery systems (e-cigarettes, vaping devices), whether or not they contain nicotine.
69.2	Smoke Free Environments must be maintained and implemented into all areas of our game using the following strategies. <ul style="list-style-type: none"> Smoke Free change rooms; Smoke Free Club rooms – social halls, canteens, kitchen etc; Smoke Free Interchange Benches, including any area where Coaches, Managers or Players sit or stand; Smoke Free viewing areas – verandahs, seated outdoor viewing areas, areas close to where Junior players are coached or playing;

	<ul style="list-style-type: none"> Smoke Free NAB AFL Auskick, Starkick and Superkick – ensure there is no smoking in any area where these activities are taking place;
69.3	<p>To assist promoting your sporting area as Smoke Free, the following announcement may be utilised;</p> <p><i>“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 or playing.”</i></p>
69.4	<p>Breaches of this policy may result in future fixtures being relocated or games being deemed a forfeit.</p>

70. VILIFICATION AND DISCRIMINATION

Vilification to any degree is totally unacceptable at any level of football. All those involved in Community Football have the right to be involved in an environment that is free from vilification and/or harassment. WA Football and Country Football WA takes an extremely firm stance on eliminating this type of behaviour from the game.

This Policy applies to all persons involved in community football, including: players, coaches, team officials, club officials, league officials, volunteers, umpires, parents, guardians, spectators and sponsors.

AN ALLEGED INCIDENT		
70.1	Conduct occurs that threatens, disparages, vilifies or insults another person on any basis, including but not limited to, a person's race/colour, religion/spirituality, nationality/ethnic origin, special ability/disability, sexuality, gender identity or other, for example body shaming, mental health, illness or disease etc. Vilified Player to advise their Team Official (Coach / Team Manager) of the alleged incident as soon as possible.	Vilified Player
GAME DAY ACTION		
70.2	The clubs and individuals concerned will take immediate action to resolve the matter at the ground between the two teams concerned.	Team Managers
70.3	If the matter is resolved, it is the responsibility of <u>both</u> Team Managers to inform their respective Club President via a written report within 24 hours.	
70.4	If the matter cannot be resolved immediately, it is the responsibility of <u>both</u> Team Managers to inform their respective Club President of the issue immediately.	
CLUB ACTION		
70.5	If the matter is resolved on game day, a written report is required to be submitted by both Club Presidents to the League within 24 hours post resolution.	Club Presidents
70.6	If the matter cannot be resolved on game day, the Club President of the complainant is required to submit a Notice of Complaint to the League by 5pm on the next business day after the relevant Match.	
NOTICE OF COMPLAINT		
70.7	A complaint may be lodged by a Person <u>or</u> a Club. A person is anyone who is reasonably connected to Australian Football (eg player, official, parent/guardian, spectator). Where a Person or Club is lodging a Complaint on behalf of the Offended Person, they should do so with the consent and support of that Offended person.	Person or Club
70.8	If a Notice of Complaint is lodged by a Club in connection to a match, then the submission must be submitted by 5pm on the next business day after the relevant match.	Club
70.9	If a Notice of Complaint is lodged by a Club and not in connection with a match (ie via social media, at a club event, training etc), then it must be submitted no later than 30 days after the incident.	Club

70.10	If the Notice of Complaint is lodged by a Person for any incident, it must be submitted no later than 30 days after the alleged incident.	Person
70.11	All Notice of Complaints must be submitted via the online form.	Person or Club
PUBLIC STATEMENT		
70.12	No public statement (including via social media) is permitted by the clubs, players, umpires or any representative of the club(s) involved at any stage of the process.	All Parties
WA FOOTBALL RESOLUTION		
70.13	Once a Notice of Complaint is received, the League will complete a preliminary assessment of the complaint to ensure it meets all requirements and is able to proceed. Further information from the complainant may be requested before a decision can be made.	
70.14	The League will investigate the matter and determine the appropriate next course of action. This may involve mediation, the issuing of a policy breach or referral directly to the Tribunal.	
70.15	The League will arrange for a mediation meeting between the individuals and clubs to be held at the earliest convenience. Mediation is a key resolution mechanism of complaints as it provides an opportunity for both parties: - to be heard in a safe and professionally coordinated environment; and - to reach an agreed resolution prior to the League progressing to more formal outcomes.	
70.16	Any matter which has not been resolved by mediation must have a Notice of Breach issued by the League as per the AFL's National Policy. This Notice will include any sanctions that may be accepted under an Early Guilty Plea Offer. Sanctions may include, but are not limited to, one or more of the following: - a suspension from playing and/or officiating in matches; - participation in a community program; - participation in an education course; - a public apology.	
70.17	A response to an Early Guilty Plea Offer under a Notice of Breach must be received by the League no later than 48 hours after receipt of the Notice of Breach. The Offending Person may accept the Early Guilty Plea Offer or may elect to contest the Notice of Breach. Where a person elects to contest the Notice, the matter will progress to Tribunal.	
70.18	The Tribunal will hear the matter in accordance with the Guidelines, Policies, Rules and Regulations of the Competition.	

71. PHOTOGRAPHY AND VIDEO

WA Football and Country Football WA recognises that photographing and filming children in Community Football is usually performed in an appropriate manner and for good reason, however the inappropriate photographing and filming of children can occur which puts children at risk.

Community Football clubs are expected to create and maintain safe environments that are fit for purpose, provide positive experiences, and ensure the safety of children.

If a parent, guardian, or club official needs to discuss images being recorded due to privacy concerns, the team managers must immediately meet and discuss to ensure the privacy and safety of all participants. Respect should be afforded to all requests to not publish any photos or videos on social media platforms.

Where a sporting event is held on private property not owned by the organisers, it is good practice to determine a mutually agreed photography policy.

GENERAL GUIDANCE
<p>In Australia, generally speaking, there is no law restricting photography of people (including children) in public spaces as long as the images are not;</p> <ul style="list-style-type: none"> • Indecent • Being used for voyeurism • Protected by a court order • Defamatory • Being used for commercial purposes
<p>Where a sporting event is held on a club's private property, privately owned land, a school or council owned facilities, the owner of private property or venue is able to restrict, ban or require permission of photography anywhere in their venue (e.g. some council owned facilities will not allow mobile phones or cameras in change rooms or toilets).</p>
<p>Where a sporting event is held on private property not owned by the organisers, it is good practice to determine a mutually agreed photographing policy. In a game setting, Team Managers should complete the following;</p> <ul style="list-style-type: none"> • Ensure the opposing Team Manager is aware there is a Photographer at the venue. The opposing Team Manager should then in turn identify any individual who does not provide consent for their image to be taken (ie due to court order or safety reasons). • Identify where the images will be displayed (ie social media or privately shared) • Provide details of who to contact if concerns or complaints of inappropriate image use are raised.
<p>Use of drones is subject to Civil Aviation Safety Authority (CASA) rules. This includes (but not limited to);</p> <ul style="list-style-type: none"> • You must not fly your drone higher than 120 metres above ground level. • Keeping your drone at least 30 metres away from other people. • You must not fly over or above people when a game is in progress. • Respect personal privacy. Don't record or photograph people without their consent. <p>CASA Rules can be viewed at the following link - https://www.casa.gov.au/knowyourdrone/drone-rules</p>

72. INSURANCE

WA Football in conjunction with the AFL, has negotiated a national insurance program through Insurance Brokers, Marsh (formerly JLT). The program provides coverage across four key areas:

- Player and Volunteer Personal Accident,
- Public Liability,
- Asset protection (theft and/or damage), and
- Association Liability (Directors and Officers Liability)

All Junior Clubs are automatically covered under the AFL National Risk Protection Program from 1 November to 31 October each year and commence at Bronze level Personal Accident cover as a base.

Clubs will be invoiced annually for their insurance premiums. Clubs must ensure that invoices are paid by the required due date to maintain coverage.

Clubs are encouraged to review their level of coverage and may request an upgrade (e.g., Silver or Gold) for higher benefits and returns on claims. Information regarding upgrade options and costs can be obtained from Marsh.

For full coverage details, premiums, certificates of currency and policy updates, please visit:

<https://www.au.marsh.com/sport/afl.html>

PRE-SEASON TRAINING INSURANCE

Within the AFL National Risk Protection Program, Marsh covers all players who are registered to play with a club to the level of cover taken out by that club. In acknowledging that some players train to assess whether they want to register and play the full season, there is scope within the policy whereby 'prospective members' are covered for up to 4 weeks after their initial engagement with the club.

PERSONAL CIRCUMSTANCES

It is strongly recommended that all players and families investigate their personal insurance needs and should consider the benefits of:

- Private Health Insurance
- Life Insurance
- Ambulance Recommendations

73. WA FOOTBALL INTEGRITY TEAM

WA Football is committed to protecting the Health, Safety and Wellbeing of all individuals participating in WA competitions, activities, and programs. All participants are encouraged to report any improper conduct such as;

- Child Safeguarding
- Grooming
- Illicit Substances
- Sexual Misconduct
- Wagering
- Anti-Doping
- Match Fixing

The WA Football Integrity Team can be contacted via the online report form available at -

<https://wafotball.com.au/about-us/integrity/>

PART J: DISCIPLINARY

- REPORT PROCESS
- REPORTABLE OFFENCES
- GRADING AND PENALTY RANGES
- POLICY AND CODE OF CONDUCT VIOLATIONS
- SUSPENSION
- TRIBUNAL HEARING
- MELEES
- INVESTIGATIONS

74. REPORT PROCESS

73.1. Reports can be made by the following groups;

- 73.1.a. Umpires
- 73.1.b. Umpire Coaches
- 73.1.c. Competition Officials
- 73.1.d. League Administrators

73.2. All reports are to be received by the League by **9am Monday** after the match is played.

73.3. The League will assess all reports and potential Reportable Offences. They will gather the required information relevant to deciding whether a charge is made.

73.4. Following the review of each report or referral, the League will determine whether the charge is appropriate and make alterations to the charge if required. This includes;

- 73.4.a. Issuing yellow and red cards
- 73.4.b. Upgrading yellow cards to a red card
- 73.4.c. Downgrading a red card to a yellow card
- 73.4.d. Altering the reported offence to a more appropriate offence
(*eg changing a striking charge to an attempted striking charge etc*).

73.5. The League will inform the relevant Club President whether a reported or referred player/official has been charged, and the corresponding base sanction for that charge by **5pm Monday** after the match is played.

73.6. All timelines mentioned in 73.2 and 73.5 may be adjusted at the discretion of the League under exceptional circumstances.

75. REPORTABLE OFFENCES

A Reportable Offence occurs where a Player or Official commits any of the Offences set out in the current AFL Laws of the Game, or any superseding Rules as provided by the AFL. There are three types of Reportable Offences:

- A low-level offence
- A classifiable offence
- A Direct to Tribunal Offence

Any Offence defined in the current AFL Laws of the Game but not specified in this handbook will be categorised by the League.

The offences covered in this section are bound by the Tribunal process as per the *National Community Football Policy handbook*. These guidelines are adopted by WA Football and Country Junior Competitions to provide Clubs, Players and Officials with clear guidelines for any Player or Team Official involved in a reportable incident.

Reportable Offences span both Players and Team Officials in Year 3 to Year 12 Competitions.

Note: Due to their young age, Modified Players in Year 3 to 6 will not appear at the Community Football Tribunal.

LOW LEVEL OFFENCES	
75.1	Low Level Offences cannot be contested at the Community Football Tribunal. Any request to contest a Low Level Offence must be submitted as an Appeal, which must be lodged by 12:00pm on the day following notification.
75.2	The offences listed below in 74.4 do not require classification and may be addressed by the League through the issuing of a Yellow or Red card.
75.3	In the case of a Red Card for a Low Level Offence, the Player will receive an automatic one (1) match suspension.
75.4	<p>List of Low Level Offences;</p> <ul style="list-style-type: none"> • Attempt to Strike / Kick / Trip • Careless Contact with an Umpire • Disputing a Decision • Instigator of a Melee / Wrestle • Engaging in a Melee / Wrestle • Interfering with a Player Kicking for Goal • Unreasonable or Unnecessary contact with an Injured Player • Unreasonable or Unnecessary contact with an Umpire • Not Leaving the Playing Surface • Obscene Gesture • Pinching • Prohibited Boots, Jewellery or Equipment • Scratching • Shaking, Climbing or Interfering with Goal or Behind Posts • Spitting at another Player • Staging • Striking • Time Wasting • Tripping • Using Abusive, Insulting or Obscene Language • Any Other Act of Low-Level Misconduct which is not a Classifiable Offence or Direct to Tribunal Offence. <p><i>Note: as per National Community Football Policy Handbook, any Misconduct deemed not to be Low-Level may attract a 3 match penalty reduced to 2 with the submission of an Early Guilty Plea.</i></p>
CLASSIFIABLE OFFENCES	
75.6	<p>The determination of a base sanction for a Classifiable Offence will be made based on an assessment of whether:</p> <ul style="list-style-type: none"> - The Conduct is Intentional or Careless; - The Impact is Severe, High, Medium or Low; and - The Contact with the other Person is High/Groin/Chest or to the Body. <p><i>Note: Interpretation provisions for these determinations can be found in the National Community Football Policy Handbook.</i></p>
75.7	All Classifiable and Verbal Offences will be graded in accordance with the tables listed in section 76 .
75.8	At the discretion of the League, all penalties (Base Sanction and Early Guilty Plea) may be doubled if the player or official has been found guilty of a reportable offence in either the current season or the immediately preceding season.

75.9	<p>The base sanction for Classifiable Offences can, in many instances be decreased where a Player or Official submits an Early Guilty Plea.</p> <p>Where no reduction is available, the Player or Official will receive an automatic one (1) match suspension.</p>
75.10	<p>A Player or Official charged with a Classifiable Offence may:</p> <ul style="list-style-type: none"> - Accept the Early Guilty Plea offered. - Contest the charge at the Community Football Tribunal using evidence to show they are not guilty of the Classifiable Offence or are guilty of a lesser charge. <p>The Player or Official charged must submit their option by 12pm Tuesday after the match is played.</p>
75.11	<p>List of Classifiable Offences;</p> <ul style="list-style-type: none"> • Striking • Kicking • Kneeing • Charging • Rough Conduct • Tripping • Unreasonable or Unnecessary Contact to the Face or Eye Region • Forceful Front-On Contact • Headbutt or Contact Using Head • Using Abusive, Insulting, Threatening or Obscene Language towards or in relation to an Umpire • Behaving in an Abusive, Insulting, Threatening or Obscene manner towards or in relation to an Umpire
DIRECT TO TRIBUNAL OFFENCES	
75.12	<p>Direct to Tribunal Offences are sent directly to the Community Football Tribunal to determine an appropriate penalty within the Standard Range of Penalties.</p> <p>No Early Guilty Plea is offered for these offences.</p>
75.13	<p>Due to their young age, Modified Players in Year 3 to 6 will not appear at the Community Football Tribunal. The Grading and Penalty Ranges specified in section 75 will be used to determine an appropriate penalty.</p>
75.14	<p>List of Direct to Tribunal Offences;</p> <ul style="list-style-type: none"> • Attempting to Strike an Umpire • Behaving in an Abusive, Insulting, Threatening or Obscene manner towards or in relation to an Umpire • Intentional Contact with an Umpire • Spitting at or on an Umpire • Spitting on Another Person • Stomping • Striking an Umpire • Any classifiable or low-level offence which attracts a base sanction that WA Football Competitions Match Committee finds inappropriate • Any other act of serious misconduct
75.15	<p>The League and Community Football Tribunal reserve the right to apply penalties beyond the Standard Range of Penalties in circumstances that are deemed necessary.</p> <p>Any such penalty must be endorsed by the relevant WA Football Executive.</p>

76. GRADING AND PENALTY RANGES

GRADING OF CLASSIFIABLE OFFENCES

Conduct	Impact	Contact	Base Sanction	Early Guilty Plea
Intentional	Severe	All	6+ Matches (or Tribunal)	Not Applicable
	High	High / Groin / Chest	5+ Matches (or Tribunal)	Not Applicable
		Body	4 Matches	3 Matches
	Medium	High / Groin / Chest	3 Matches	2 Matches
		Body	2 Matches	1 Match
	Low	High / Groin / Chest	2 Matches	1 Match
Body		1 match	Not Applicable	
Careless	Severe	All	4+ Matches (or Tribunal)	Not Applicable
	High	High / Groin / Chest	3 Matches	2 Matches
		Body	2 Matches	1 Match
	Medium	High / Groin / Chest	2 Matches	1 Match
		Body	1 Match	Not Applicable
	Low	High / Groin / Chest	1 Match	Not Applicable
Body		1 Match	Not Applicable	

Note: Chest applies to Female Football only

GRADING OF SOCIAL MEDIA OFFENCES

Conduct	Directed At	Base Sanction
Threatening	Umpire	8 Matches +
	Another Person or Club	7 Matches +
Abusive / Obscene	Umpire	5 - 7 Matches
	Another Person or Club	3 - 6 Matches
Insulting	Umpire	2 - 4 Matches
	Another Person or Club	1 - 3 Matches

GRADING OF VERBAL ABUSE OFFENCES

Conduct	Directed At	Volume	Base Sanction	Early Guilty Plea
Threatening	Umpire	Any	6+ Matches (or Tribunal)	Not Applicable
	Another Person	Loud	5+ Matches (or Tribunal)	Not Applicable
		Low	4 Matches	3 Matches
Abusive / Obscene	Umpire	Loud	4 Matches	3 Matches
		Low	3 Matches	2 Matches
	Another Person	Loud	3 Matches	2 Matches
		Low	2 Matches	1 Match
Insulting	Umpire	Loud	3 Matches	2 Matches
		Low	2 Matches	1 Match
	Another Person	Loud	2 Matches	1 Match
		Low	1 Match	Yellow Card

Definitions:

Threatening	Any verbal communication or gesture that intimidates, harasses, causes fear, or implies harm or aggression towards another individual. This includes direct or implied threats of physical violence, verbal abuse, emotional harm, or any form of aggressive behaviour that creates a hostile or unsafe environment .
Obscene / Abusive	Any verbal communication or gesture that is offensive, vulgar, or demeaning. This includes the use of profanity, personal insults, slurs, or any form of verbal abuse intended to humiliate, insult or belittle another individual, disrupting a positive game day environment.
Insulting	Any verbal communication or gesture that is disrespectful, derogatory or intended to provoke or demean another person. This includes mocking, belittling, or ridiculing others based on their abilities, appearance, skill level or other personal characteristics, undermining the principles of fair play and mutual respect.
Loud	Could be heard more than 50 metres
Low	Could be heard less than 50 metres

Note: For auditory offences, if the individual is unrepentant, one (1) match may be added to the Base Sanction and Early Guilty Plea at the discretion of the Match Review Panel or Tribunal

For the avoidance of doubt, as specified in the National Community Football Policy Handbook - Vilification offences are treated as Code of Conduct breaches and do not use the above Auditory table

**STANDARD RANGE OF PENALTIES
FOR DIRECT TO TRIBUNAL OFFENCES OR OFFENCES OUTSIDE OF GRADING MATRIX**

Intentionally or carelessly; <ul style="list-style-type: none"> - Striking another person; - Kicking another person; - Kneeing another person; - Charging an opponent; - Engaging in Rough Conduct against an opponent; - Bumping or making forceful contact to an opponent from front-on when that Player has their head down over the football; - Head-butting or making contact to another person using the head; - Making unreasonable or unnecessary contact to the eye region of another person; - Making unreasonable or unnecessary contact to the face of another person; - Tripping another person whether by hand, arm, foot or leg; 	4 – 16 matches
<i>Carelessly</i> eye-gouging another person	2 – 10 matches
<i>Intentionally</i> eye-gouging another person	4 – 16 matches
Stomping on another person	4 – 16 matches
Intentionally <i>making contact with</i> an Umpire	4 matches – 2 years
Intentionally <i>striking</i> an Umpire	2 – 10 years
Attempting to strike an Umpire	5 matches – 2 years
Spitting <i>at</i> an Umpire	10 matches – 2 years
Spitting <i>on</i> an Umpire	1 – 5 years
Behaving in an <i>insulting</i> manner towards or in relation to an Umpire	2 – 6 matches
Behaving in an <i>abusive or obscene</i> manner towards or in relation to an Umpire	4 – 10 matches
Behaving in a <i>threatening</i> manner towards or in relation to an Umpire	6 matches – 10 years
Spitting <i>on</i> another person	5 – 10 matches
Using <i>threatening</i> language	4 – 16 matches
Engaging in any other act of <i>misconduct</i>	2 – 5 matches
Engaging in any other act of <i>serious misconduct</i>	6 matches – 5 years

Note: If this is the second offence within the last twelve months, then penalty range above is to be doubled.

77. POLICY AND CODE OF CONDUCT VIOLATIONS

- 77.1. All Clubs, players, parents, spectators, officials and volunteers are bound by WA Football's Rules, Regulations, Policies and Code of Conduct.
- 77.2. All individuals are subject to penalties at the discretion of WA Football for any breach of 76.1.
- 77.3. If a League is made aware of a Club or Individual who is in breach of its Rules, it may, if it considers appropriate and in exercising its independent discretion, conduct an investigation and make a determination based upon its own investigations.
- 77.4. When the League makes a determination and imposes a penalty (if any), it must immediately inform the Club in writing detailing:
 - 77.4.a. The alleged conduct and its findings in relation to it;
 - 77.4.b. The penalty; and
 - 77.4.c. The Club's right to appeal.
- 77.5. Penalties handed down by the League for breaches of its Rules, Regulations, Policies and Code of Conduct can only be applied and served in competitions within the scope of these rules.
- 77.6. Should any dispute or objection arise as to the meaning or interpretation of any of WA Football Rules, Regulations, Polices or Code of Conduct, WA Football shall settle such dispute or objection by making a determination in its absolute discretion. That determination is final and binding.

78. SUSPENSION

- 78.1. Any Individual suspended by either a Tribunal or Prescribed Penalty in a WA Football affiliated competition for a Law of the Game, will not be permitted to play, coach, or participate in any capacity, in any WA Football affiliated competition including schools, senior metropolitan community football or regional football, for the duration of the penalty unless otherwise stated by WA Football.
- 78.2. Any Individual suspended by either a Tribunal or Prescribed Penalty in a WA Football affiliated competition for a Bylaw or Code of Conduct breach will only be permitted to play, coach, or participate in any capacity, in another WA Football affiliated competition including schools, senior metropolitan community football or regional football, for the duration of the penalty at the discretion of the other competition, in consultation with WA Football.
- 78.3. Any Individual reported or in receipt of a Prescribed Penalty notice, is not to play or act in any official capacity in a WA Football affiliated competition until such time as the charge has been dealt with.
- 78.4. Any Individual who chooses to contest a Red Card, Report or Prescribed Penalty is deemed suspended until such time as the charge or report is dealt with to the satisfaction of WA Football.
- 78.5. Any Individual found guilty of an Offence who has been given a suspension, fine or any other sanction, shall not be permitted to enter the Arena on Match Days while the penalty remains unserved.
- 78.6. Any Player who is suspended throughout the season will be deemed ineligible for fairest and best awards.

79. TRIBUNAL HEARING

All Tribunal Hearings will be heard via WA Football Community Football Tribunal which operates as per WA Football Community Football Tribunal Guidelines. The below points provide a summary for participants.

- 79.1. The Tribunal will hear charge/s for which a Player or Official has;
 - 79.1.a. Plead not guilty;
 - 79.1.b. Plead guilty to a lesser charge;
 - 79.1.c. Been charged with a direct to tribunal offence.
- 79.2. The Tribunal may find the Individual;
 - 79.2.a. Guilty of the original charge;
 - 79.2.b. Guilty of a different charge; or
 - 79.2.c. Not Guilty of any charge.
- 79.3. If the Individual is found guilty, the Tribunal will determine the appropriate sanction within the **Standard Range of Penalties** for the Offence.
- 79.4. Unless requested for attendance by the Tribunal Chair, Umpires or Victims may provide written or video evidence prior to the Tribunal Hearing however, must be available to be contacted by the Tribunal Chair during the Hearing period if required.
- 79.5. Players, Officials and Umpires are permitted to be accompanied by an Advocate.
- 79.6. An Advocate may not be a legal practitioner and is only to act in the role of providing support.
- 79.7. An Advocate will not be permitted to provide evidence.
- 79.8. An Advocate will not be permitted to pose questions to Umpires, Victims or Witnesses.

80. MELEES

- 80.1. A melee is defined as an incident involving three or more Players and/or Officials who are grappling or otherwise struggling with one another and which, in the opinion of the field Umpire or League Official, is likely to bring the game of Australian Football into disrepute or prejudice the interests or reputation of WA Football / Country Football WA or the competition(s) conducted by the League.
- 80.2. The League will assess all melees, and the maximum penalties may be applied to teams who engage in a melee as per the following table.

OFFENCE	MATCH E-POINTS AWARDED	FINE
1 st Melee for the season	0	\$500
2 nd Melee for the season	0	\$750
3 rd and any further Melee for the season	0	\$1,000

81. INVESTIGATIONS

- 81.1. The League Administrator may, in its discretion, investigate any matter it deems necessary to ensure compliance with its rules, regulations, policies and ethical standards.
- 81.2. Any Club or Person requesting an investigation of an alleged breach of these Rules and Regulations, must notify the League Administrator within forty-eight (48) hours of becoming aware of the alleged breach. A Club or Person must not knowingly submit a complaint that is untrue, vexatious or malicious.
- 81.3. As soon as practicable after the League Administrator receives a written complaint, they must undertake a preliminary assessment of the allegation and following its assessment, must either;
 - 81.3.a. Investigate the matter in accordance with these rules and regulations;
 - 81.3.b. Refer the matter to WA Football Integrity Department; or
 - 81.3.c. Refer the matter to an external government agency (ie WA Police).
- 81.4. All Clubs and individuals must cooperate fully and in a timely manner with any investigation carried out by the League or it's representative. Clubs and Individuals must act in good faith by providing truthful and complete information to support the investigation.
- 81.5. Failure to cooperate with an investigation may result in penalties, including reprimand, suspension, fines, removal from competition or any other disciplinary action as determined by WA Football at its full discretion.
- 81.6. All individuals involved in the investigation and decision-making process must act with integrity, fairness, and impartiality. Any conflicts of interest or bias must be disclosed, and those with conflicts may be excluded from the investigation.
- 81.7. The League Administrator may, in its full discretion, stand down any individual subject to any investigation from participating or in connection with a Competition.
- 81.8. The Investigation Team will facilitate the collection and review of evidence including;
 - 81.8.a. Reviewing the request for investigation and any submitted evidence;
 - 81.8.b. Collection of additional evidence as required, including records, video footage, photographs, witness statements or other documentation.
 - 81.8.c. Maintaining confidentiality of all information gathered during the investigation, except where disclosure is required by law or league policy.
 - 81.8.d. A determination of whether a breach has occurred.
- 81.9. At the conclusion of any investigation, any penalties will be determined in accordance with the provisions outlined in this Rules and Regulation document.

PART K: APPEALS

- APPEAL OF TRIBUNAL DECISIONS
- APPEAL OF WA FOOTBALL DECISIONS
- REQUEST TO APPEAL
- APPEAL PANEL
- APPEAL HEARING
- APPEAL DECISION

82. APPEAL OF TRIBUNAL DECISIONS

- 82.1. A charged Player or Official may decide to appeal the decision of the Community Football Tribunal to the Community Football Appeal Panel based on one of the following criteria being applied:
 - 82.1.a. An error of law has occurred;
 - 82.1.b. The decision of the Tribunal is so unreasonable that no Tribunal acting reasonably could have come to that decision having regard to the evidence before it;
 - 82.1.c. The classification of the offence by the Tribunal was manifestly excessive or inadequate; or
 - 82.1.d. The sanction imposed by the Tribunal was manifestly excessive or inadequate.
- 82.2. Competition Management also reserves the right to appeal decisions of the Tribunal to the Community Football Appeal Board based on the above stated appeal criteria.

83. APPEAL OF LEAGUE DECISIONS

- 83.1. Clubs are entitled to appeal penalties and / or decisions made by the League for any breach of its rules, regulations, competition policies or Code of Conduct, on the grounds that the Club's application for appeal meets any one of the following:
 - 83.1.a. An error in the application of a rule has occurred;
 - 83.1.b. The decision is so unreasonable that no decision maker acting reasonably could have come to that decision having regard to the evidence before it; or
 - 83.1.c. The sanction imposed was manifestly excessive or inadequate.
- 83.2. E-Points cannot be appealed if aligned to a Red or Yellow Card infringement.

84. REQUEST TO APPEAL

- 84.1. All appeal lodgements must:
 - 84.1.a. Occur within the applicable timeframe below:
 - 84.1.a.i. League decisions: within 48 hours of notification of the decision;
 - 84.1.a.ii. Low Level Offence decisions: by 12:00pm on the day following notification;
 - 84.1.a.iii. Tribunal decisions: by 5:00pm on the day following the Tribunal hearing.
 - 84.1.b. Be accompanied by a \$750 fee, and
 - 84.1.c. Supply written supporting evidence that articulates how the decision fits into one of the appeal criteria listed above.
- 84.2. The club must outline on what basis the decision meets the appeal criteria (82.1 or 83.1) in its appeal submissions.
- 84.3. If additional time is required to provide further evidence to support the appeal, this must be noted in the submissions and must be supplied before the Appeal Panel meets.

Bank details for appeal fees;

85. APPEAL PANEL

- 85.1. The Community Football Appeal Panel members must be independent to the case and original penalty.
- 85.2. The Community Football Appeal Panel will consist of no less than three (3) people, who must consist of the following:
 - 85.2.a. No less than one (1) member of WA Football Integrity Unit (to act as Chair) or delegate approved by the WA Football Integrity Manager; and
 - 85.2.b. No less than two (2) WA Football / Country Football WA Competition Staff or Community Football Tribunal Members.
- 85.3. The Appeal Panel has the sole discretion and power to determine whether a case should be heard or not on the basis that it does or does not meet the appeal criteria.

86. APPEAL HEARING

- 86.1. The Appeal Panel will meet prior to the appeal proceeding, review all evidence presented before it (including the club's submissions) and determine whether the club's appeal submission meets the Appeal Criteria outlined above (Section **82.1** or **83.1**).
- 86.2. The Appeal Panel has the sole discretion and power to determine whether a case should be heard or not on the basis that it does or does not meet the appeal criteria.
- 86.3. The appeal will be considered by the Appeal Panel based solely on written submissions. The Club or Individual will not be entitled to attend Appeal Hearings
- 86.4. In making its determination, the Appeal Panel may refer to any information it thinks fit or believes is relevant to the case before it.
- 86.5. The Appeal Panel will determine whether the penalty fits within one of the appeal criteria based on the evidence before it and any new additional evidence provided by the club (if any).
- 86.6. The Appeal Panel may not substitute its own opinion for that of the Tribunal merely because it would have exercised its discretion in a manner different from the way the Tribunal exercised its discretion.

87. APPEAL DECISION

- 87.1. The Appeal Panel shall not dismiss any case on grounds of technicality.
- 87.2. The Appeal Panel will decide as to whether the original decision is in breach of one of the appeal criteria.
- 87.3. The Appeal Panel will determine the final and appropriate penalty.
- 87.4. Following a decision by the Appeal Panel, the Club or Individual will have no further right of appeal and must accept the decision and / or penalty imposed by the Community Appeal Panel.
- 87.5. WA Football will communicate the decision of the Appeal Panel back to the club within a reasonable period after the decision has been made.

PART L: DOCUMENT VERSION HISTORY

- UPDATES FROM 2025 HANDBOOK

88. UPDATES FROM 2025 HANDBOOK

Version 2		
Part H: Health and Safety Policies	65. Concussion	- Update of links and resources

Version 1		
Whole document		<ul style="list-style-type: none"> - Addition of Country Football WA references - Change of 'WA Football' and 'WA Football Competitions Team' to 'League' - Change from 'Junior and Youth Competitions' to 'Junior Competitions'
Part A: Introduction	- This Publication	<ul style="list-style-type: none"> - Rewording of clause c - Rewording of clause d
	- Variation of Rules, Regulations and Policies	<ul style="list-style-type: none"> - Minor amendments and rewording - Amendment from WA Football Competition Specialist to adding in Metro and Regional approval mechanisms
	- Interpretation	<ul style="list-style-type: none"> - a) Minor amendments and rewording - b) Minor amendments and rewording - Addition of c, d, e and f
	- Definitions	<ul style="list-style-type: none"> - Addition of 'Country Football WA' - Amendment of 'Homegrown player' - Amendment of 'Junior Competitions' - Addition of 'League Administrator' - Addition of 'League Official' - Amendment of 'Modified Competition' - Addition of 'Qualifying Round' - Amendment of 'Official' to 'Team Official' - Amendment of 'Umpire'
Part B: Junior Football	- Spirit of Junior Football	<ul style="list-style-type: none"> - Minor amendment to intro paragraph - Minor amendment to 1.3 - Rewording of 1.4
	- Responsibility of Affiliated Clubs	<ul style="list-style-type: none"> - Minor amendment to 2.2 - Minor amendment to 2.6 - Addition of 2.8
Part C: Players	3. Registration	<ul style="list-style-type: none"> - Minor amendment to 3.1 - Rewording of 3.2 - Rewording of 3.3 - Rewording of 3.4
	5. Primary Registration Policy	<ul style="list-style-type: none"> - Amendment to 5.2 - Rewording of 'WAFL Futures Players' - Amalgamation of 'WAFL Colts' and 'WAFLW Players' - Rewording of 'WAFL and WAFL Players' - Rewording of 'WAFL PSA Players' - Rewording of 'Community Juniors' - Rewording of 'Club of Origin'

		<ul style="list-style-type: none"> - Rewording of 'Player Fees' with addition that no Club may charge a player any fee, levy or surcharge for a transfer or permit.
	6. Age Dispensation – Play Up	<ul style="list-style-type: none"> - Amendment to 6.1 - Addition of 6.1.a and 6.1.b for clarification on mixed age competitions - Rewording of 6.2 - Amendment to 6.3 clarifying that no approval is required for temporary play ups - Amendment to 6.4 clarifying that Play up applications are submitted by Clubs - Rewording of 6.5.c
	7. Age Dispensation – Play Downs	<ul style="list-style-type: none"> - Amendment to 7.1 - Addition of 7.1.a and 7.1.b for clarification on mixed age competitions - Amendment to 7.2 - Rewording of 7.4 - Amendment to 7.5 - Amendment to 7.7 - Rewording of 7.8 - Rewording of 7.9 - Rewording of 7.10 - Rewording of 7.11.b - Removal of 7.13
	9. Permits and multiple competitions	<ul style="list-style-type: none"> - Amendment to 9.3 - Addition of 9.4 - Addition of 9.5 - Addition of 9.6 - Removal of 9.7
	11. Local Transfer Rules	<ul style="list-style-type: none"> - Addition of 11.1 - Rewording of 11.2 - Amendment to 11.4 - Amendment to 11.5
	13. Finals Eligibility	<ul style="list-style-type: none"> - Rewording of 13.1 - Rewording of 13.2 - Amendment to 13.4 - Addition of 13.5 - Addition of 13.6
	14. Long term injuries	<ul style="list-style-type: none"> - Amendment to 14.1 - Amendment to 14.2 - Amendment to 14.3.b - Amendment to 14.4
Part D: Teams	15. Team Nominations	<ul style="list-style-type: none"> - Amendment to 15.3.a - Amendment to 15.3.b - Addition of 15.4 - Addition of 15.5
	16. Multiple Teams in a Year Group	<ul style="list-style-type: none"> - Rewording of 16.1 - Rewording of 16.2 - Rewording of 16.3 - Rewording of 16.4
	17. Team Withdrawals	<ul style="list-style-type: none"> - Rewording of 17.2
	18. Uncompetitive Teams	<ul style="list-style-type: none"> - Rewording of 18.1

		<ul style="list-style-type: none"> - Rewording of 18.2 - Rewording of 18.3 - Rewording of 18.4
	19. Colours and Team Uniform	<ul style="list-style-type: none"> - Rewording of 19.3 - Rewording of 19.4 - Amendment to 19.4.d
Part E: Match Day Roles	20. Supporting Umpires and Officials of Junior Football	<ul style="list-style-type: none"> - Amendment to 20.1 - Amendment to 20.2 - Addition of 20.4
	21. Coaches and Assistant Coaches	<ul style="list-style-type: none"> - Amendment of intro paragraph - Amendment to 21.1.b - Amendment to 21.1.f - Rewording of 21.1.h - Amendment to 21.1.i - Amendment to 21.6
	22. Team Managers	<ul style="list-style-type: none"> - Amendment of intro paragraph - Rewording of 22.4 - Amendment to 22.6 - Amendment to 23.7 - Amendment to 23.8 - Amendment to 24.1.g
	25. Goal Umpires	<ul style="list-style-type: none"> - Rewording of 25.1.b - Rewording of 25.1.c - Rewording of 25.1.e - Amendment to 25.1.j
	26. Boundary Umpires	<ul style="list-style-type: none"> - Amendment to 26.2.f
	27. Timekeeper	<ul style="list-style-type: none"> - Addition of 27.3
	28. Interchange Steward	<ul style="list-style-type: none"> - Amendment to 28.1 - Addition of 28.1.d - Amendment to 28.3
	29. First Aid / Medical Officer	<ul style="list-style-type: none"> - Addition of 29.3
	30. Ground Marshall (new section)	<ul style="list-style-type: none"> - Addition of section 30 – Ground Marshall
	31. WA Football Code of Conduct	<ul style="list-style-type: none"> - Amendment to intro paragraph - Rewording of 31.j - Amendment to 31.n - Amendment to 31.r - Amendment to 31.s
	32. Game Day Volunteers Required for Matches	<ul style="list-style-type: none"> - Addition of Ground Marshall
	Part F: Match & Ground Operations	33. Grounds
35. Match Duration		<ul style="list-style-type: none"> - Amendment to 35.a - Amendment to 35.b
36. Match Balls		<ul style="list-style-type: none"> - Addition of 36.3
37. Equal Opportunity and Fair Play		<ul style="list-style-type: none"> - Amendment to 37.l
38. Match on-field equalisation (Even up and down)		<ul style="list-style-type: none"> - Amendment to 38.4.a - Amendment to 38.4.b - Amendment to 38.4.c - Amendment to 38.5 - Removal of 38.6 - Amendment to 38.7
42. Forfeits		<ul style="list-style-type: none"> - Amendment to 42.8.e
43. Match Results		<ul style="list-style-type: none"> - Amendment to 43.4

	47. Umpire Fees	- Amendment to 47.5
	48. Approaching Umpires	- Amendment to 48.2.b
Part G: Competition Rules	55. Year 3 and 4 Competition Rules	- Amendment to 55.c - Amendment to 55.j - Amendment to 55.x
	56. Year 5 and 6 Competition Rules	- Amendment to 56.j
	57. Year 7 and 8 Competition Rules	- Amendment to 57.j
	58. Year 9 and 10 Competition Rules	- Amendment to 58.c
	59. Year 11 and 12 Competition Rules	- Amendment to 59.c - Amendment to 58.d
	60. Competition Rules Matrix – Modified Rules	- Amendment to Year 4
	61. Competition Rules Matrix – Female Competitions	- Amendment to Year 7/8 - Amendment to Year 9/10 - Amendment to Year 11/12
	62. Competition Rules Matrix – Youth Competitions	- Amendment to Year 7 - Amendment to Year 8 - Amendment to Year 9 - Amendment to Year 10 - Amendment to Year 11/12
Part H: Health and Safety Policies	64. Protective Equipment, Jewellery and Undergarments	- Addition of 64.5 - Amendment to 64.6
	65. Concussion	- Amendment to Reporting and Record Keeping - Addition of <i>AFL Concussion and Injury Management in Football</i> Module for First Aiders
Part I: Member Protection Policies	66. Working with Children Checks	- Removal of 2023 Update
	67. Social Media	- Update to introduction - Addition of December 2025 update - Amendment to 67.1 - Amendment to 67.2 - Amendment to 67.3 - Amendment to 67.4 - Amendment to 67.5 - Amendment to 67.6
	69. Drugs, Alcohol and Smoking	- Amendment to 69.1 - Amendment to 69.2
	72. Insurance	- Amendment to intro
Part J: Disciplinary	75. Reportable Offences	- Amendment to 75.1 - Amendment to 75.4 - Amendment to 75.8
	76. Grading and Penalty Ranges	- Addition to Grading of Verbal Offences - Amendment to Standard Range of Penalties
Part K: Appeals	83. Appeal of League decisions	- Amendment from 'WA Football' to League
	84. Request to Appeal	- Amendment to 84.1a
	85. Appeal Panel	- Amendment to 85.2a - Amendment to 85.2.b

WA

Football.