



**WESTERN**  
FOOTBALL NETBALL LEAGUE

**FOOTBALL  
OPERATIONS & TEAM  
MANAGERS  
HANDBOOK**

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2024

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# INTRODUCTION



This document is designed as an operation manual specifically for Administrators and Team Managers. It is not a complete set of rules and should be used in conjunction with the WFNL By-Laws.

## FOOTBALL OPERATIONS STAFF

### **Luke Henry**

General Manager of Operations - 0433 355 516 (Senior Contact)

### **Dom Lammardo**

Manager - Junior Football - 0450 318 824 (Junior Contact)

## OFFICE

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Enter via Door 3

# INTRODUCTION



## 2024 SEASON DATES

### WFNL 2024 SEASON

	Division 1	Division 2	Senior Women #	Under 18 Boys #	Under 18 Girls #*	Thirds +	Juniors *	Netball Div 1 - 2	Netball Div 3+
<b>30-Mar</b>	Round 1	Round 1	Round 1	Round 1	Round 1	Round 1	Round 1	Grading	Grading
<b>7-Apr</b>	Round 2	Round 2	Round 2	Round 2	Round 2	Round 2	Round 2	Grading	Grading
<b>13-Apr</b>	Round 3	Round 3	Round 3	Round 3	Round 3	Round 3	Round 3	Grading	Grading
<b>20-Apr</b>	Round 4	Round 4	Round 4	Round 4	Round 4	Round 4	Round 4	Grading	Grading
<b>27-Apr</b>	Round 5	Round 5	Round 5	Round 5	Round 5	Round 5	Round 5	<b>GRADING BYE</b>	
<b>4-May</b>	Round 6	Round 6	Round 6	Round 6	Round 6	Round 6	Round 6	Round 1	Round 1
<b>11-May</b>	Round 7	Round 7	Round 7	Round 7	Round 7	Round 7	Round 7	Round 2	Round 2
<b>18-May</b>	Round 8	Round 8	Round 8	Round 8	Round 8	Round 8	Round 8	Round 3	Round 3
<b>25-May</b>									
<b>1-Jun</b>									
<b>8-Jun</b>									
<b>15-Jun</b>	Round 9	Round 9	Round 9	Round 9	Round 9	Round 9	Round 9	Round 4	Round 4
<b>22-Jun</b>	Round 10	Round 10	Round 10	Round 10	Round 10	Round 10	Round 10	Round 5	Round 5
<b>29-Jun</b>	Round 11	Round 11	Round 11	Round 11	Round 11	Round 11	Round 11	Round 6	Round 6
<b>6-Jul</b>	Round 12	Round 12	Round 12	Round 12	Round 12	Round 12	Round 12	Round 7	Round 7
<b>13-Jul</b>	Round 13	Round 13	Round 13	Round 13	Round 13	Round 13	Round 13	Round 8	Round 8
<b>20-Jul</b>	Round 14	Round 14	Round 14	Round 14	Round 14	Round 14	Round 14	Round 9	Round 9
<b>27-Jul</b>	Round 15	Round 15	Round 15	Round 15	Round 15	Round 15	Round 15	Round 10	Round 10
<b>3-Aug</b>	Round 16	Round 16	Round 16	Round 16	Round 16	Round 16	Round 16	Round 11	Round 11
<b>10-Aug</b>	Round 17	Round 17	Round 17	Round 17	Round 17	Round 17	Round 17	Round 12	Round 12
<b>17-Aug</b>	Round 18	Round 18	Semi Finals	Round 18	Semi Finals	Round 18	Semi Finals	Semi Finals	Semi Finals
<b>24-Aug</b>	Round 18	Qual/Elim Finals	Preliminary Final	Round 18	Preliminary Final	Round 18	Preliminary Final	Preliminary Final	Preliminary Final
<b>31-Aug</b>	Qual/Elim Finals	Semi Finals	Grand Final	Qual/Elim Finals	Grand Final	Qual/Elim Finals	Grand Final	Grand Final	Grand Final
<b>7-Sep</b>	Semi Finals	Preliminary Final	Semi Finals	Semi Finals	Semi Finals	Semi Finals	Semi Finals	Semi Finals	Semi Finals
<b>8-Sep</b>	Preliminary Final	Grand Final	Preliminary Final	Preliminary Final	Preliminary Final	Preliminary Final	Preliminary Final	Preliminary Final	Preliminary Final
<b>14-Sep</b>	Grand Final		Grand Final	Grand Final	Grand Final	Grand Final	Grand Final	Grand Final	Grand Final
<b>15-Sep</b>									
<b>21-Sep</b>									

30-Mar  
7-Apr  
13-Apr  
20-Apr  
27-Apr  
4-May  
11-May  
18-May  
25-May  
1-Jun  
8-Jun  
15-Jun  
22-Jun  
29-Jun  
6-Jul  
13-Jul  
20-Jul  
27-Jul  
3-Aug  
10-Aug  
17-Aug  
24-Aug  
31-Aug  
7-Sep  
8-Sep  
14-Sep  
15-Sep  
21-Sep

**School Holidays:**

Last Day of Term 1: Friday 28 March  
First Day of Term 2: Monday 15 April  
Last Day of Term 2: Friday 28 June  
First Day of Term 3: Monday 15 July  
Last Day of Term 3: Friday 20 September  
Shaded means school holidays

**Notes:**

- # Women's, Under 18's Boys and Girls home and away rounds (including finals structure) will be finalised in early 2024 (with confirmation of team numbers)
- \* All Junior and Under 18 Girls games to be scheduled for Sundays (Under 18 Girls will follow Senior Women's finals and extended home and away season)
- \*\* Netball competitions to be scheduled for Friday nights unless agreed otherwise
- + Thirds competition to be scheduled for Friday nights unless agreed otherwise

# INTRODUCTION



## PLAYING DAYS / START TIMES

GRADE	DAY	Start Time	Qtr Length	Time On	1/4 Break	1/2 Break	3/4 Break
Div 1 & 2 Seniors	Saturday	2:15pm	20	YES	5	15	5
Div 1 & 2 Reserves	Saturday	12:00pm	22**	NO*	5	15	5
Senior Women	Dependent on Home Team		20	NO*	5	15	5
Thirds	Dependent on Home Team		20	NO*	5	10	5
Under 18.5 Boys	Dependent on Home Team		22	NO*	5	15	5
Under 18.5 Girls	Sunday	2:40pm	20	NO*	5	10	5
Under 16 Boys	Sunday	2:40pm	20	NO*	3	10	5
Under 16 Girls	Sunday	12:50pm	15	NO*	3	8	5
Under 14 Mixed	Sunday	12:50pm	18	NO*	3	10	5
Under 14 Girls	Sunday	11:25am	15	NO*	3	8	5
Under 12 Mixed	Sunday	9:50am	15	NO*	3	8	5
Under 12 Girls	Sunday	9:50am	12	NO*	3	8	5
Under 10 Mixed	Sunday	11:25am	15	NO*	3	7	3
Under 10 Girls	Sunday	11:25am	10	NO*	3	7	3
Under 9 Mixed	Sunday	8:40am	12	NO*	3	6	3
Under 8 Mixed	Sunday	8:40am	12	NO*	3	6	3

\* Clock stops while stretcher is on ground

\*\* Should the third quarter of a senior reserves game not commence by 1:10pm, the remaining time before 2:00pm is to be determined, subtracted by six (6) minutes (three quarter time) and divided by two (2). This figure shall be the length of the remaining two quarters.

Juniors, Under 18, Thirds, and Senior Women's, please note starting times will vary according to ground availability the times above are just an indicator of start times.

Start times for finals may vary depending on ground availability and finals system. Competing clubs will be provided with this information on a week by week basis during any finals series.

## FIXTURE AMENDMENT REQUESTS

Any club that is looking to change the timing/day/location of a Senior, Reserve, Under 18 or junior grade match once the fixture has been published must complete the following process to have the change approved in 2024.

- 14 days' notice is provided to WFNL Operations through written agreement from both opposing clubs dictating the specific alteration required.

## UNDERAGE ELIGIBILITY

All players must have turned seven (7) years of age on or before April 30th 2017 to be registered to play in the 2024 season. The eligibility of an underage competition player shall then be determined by the age of the player on the last day of December immediately prior to the start of the current season.

In junior divisions, subject to by-law 4.1.2.3, players must not be any more than two (2) years younger than the age group he/she is playing in.

To participate in the following age groups in 2024, a player must be born in the following years;

### **Under 8 Mixed**

1st Jan 2016 - 31st Dec 2016

1st Jan 2017 - 30th Apr 2017 (players must be seven (7) years of age before 30 April)

### **Under 9 Mixed**

1st Jan 2015 - 31st Dec 2015

### **Under 10 Mixed**

1st Jan 2014 - 31st Dec 2014

### **Under 10 Girls**

1st Jan 2014 - 30th Apr 2017

### **Under 12 Mixed & Girls**

1st Jan 2013 - 31st Dec 2013

1st Jan 2012 - 31st Dec 2012

### **Under 14 Mixed & Girls**

1st Jan 2011 - 31st Dec 2011

1st Jan 2010 - 31st Dec 2010

### **Under 16 Boys & Girls**

1st Jan 2009 - 31st Dec 2009

1st Jan 2008 - 31st Dec 2008

### **Under 18.5 Boys & Girls**

1st Jan 2007 - 31st Dec 2007

1st Jan 2006 - 31st Dec 2006

1st July 2005 - 31st Dec 2005

### **Senior Womens**

As a minimum, to participate in senior women's competitions, girls should be turning 16 years of age during the year the competition commences.

A player may seek to play in Senior Women's competition when they are under the minimum age by written application to the League submitted by the player's club, accompanied by written consent of the player's parent or guardian using a Parent Consent Form. Approval by the League may only be granted in exceptional circumstances and in accordance with the relevant considerations in the Australian Football Match Policy

## REGISTRATIONS / TRANSFERS / RE-REGISTRATIONS

### REGISTRATIONS

It is the club's responsibility to ensure that players have been registered with the WFNL. To gain registration all players must register on the WFNL Member Database. Players who have played at a different club will require a transfer from their former club (see transfers).

Clubs are required to maintain a copy of proof of age, such as birth certificate, extract of birth certificate or passport.

### JUNIOR REGISTRATION PROCESS

Once a player is registered, clubs are to maintain copies of proof of age. At any stage the WFNL can request copies of this document and the club will need to submit them to the WFNL within 24 hours.

### TRANSFERS

Any new players who have played at another club will require a transfer.

Your club administrator or registrar will control all transfers however it is important to note that transfers can take up to six (6) business days to be processed, so it is very important that you pass on any forms requiring clearance to the administrator as soon as possible.

### PLAYERS PLAYING OUTSIDE (UP OR DOWN) AN AGE GROUP

In all Junior grades, subject to by-law 4.1.2.3, no player shall be permitted to play if any more than two (2) years younger than the eligibility date of the oldest Junior age group in which he/she qualifies to play.

The following process must be followed to allow for such permit to be credited.

1. The application has been completed on the APPLICATION TO PLAY UP AN AGE GROUP form, signed by parent/legal guardian, President and Administrator/Junior Coordinator
2. This application is then forwarded onto WFNL Operations
3. Approval is provided by the Manager Junior Football on the grounds that;
  - a. There is a genuine reason for the player to play in a higher age group/division
  - b. The player has the necessary skill and physique to play in the higher age group

Players wishing to play down an age group for which they qualify by age must apply to the League by completing the necessary forms and medical documents (AFL Age Dispensation Policy).



## HOME & AWAY ELIGIBILITY

Movement of players between teams during home and away season:

By-law 4.1.2.5

Where a club has multiple teams in the under 11 to under 18 age groups movement of players between teams is subject to the following:

- a) When a higher grade team has a bye no player who played in that team in the previous round will be permitted to play with a team in a lower grade in the same age group or lower age group.
- b) If the lower grade or lower age group team has a genuine shortage of players the club may seek approval of the CEO for utilisation of players from the higher grade or age group team. Penalty for breach: treated as per ineligible player (refer by-law 4.2)
- c) For the purpose of By-Law 4.2.1.5 (b), a team has a "genuine shortage" when they have less than 20 players. Teams where approval has been granted under by-law 4.2.1.5 (b) must not take the field with any more than 20 players.
- d) Players shall be permitted to play in more than one (1) under age competition (ie age group) in any given home & away round provided they qualify by age to play in such under age competition(s) as provided in these By-laws. Players are NOT permitted to play in more than one (1) division of the same under age competition in any given round.

## FINALS ELIGIBILITY

### ELIGIBILITY OF SENIOR PLAYERS FOR FINALS

#### 4.6.1 Eligibility to play in Senior Official Competition Finals Games:

4.6.1.1 To be eligible for Senior and/or Reserve Men's grade finals games, players must play a minimum of six (6) home and away games with that club. To be eligible for Senior and/or Reserve Women's grade finals games, players must play a minimum of five (5) home and away games with that club. Any player who has played half the possible home and away games (taking account of any byes) plus one (1) game during the season with teams in a higher grade may not play in a finals game in a lower grade. Players who play in two (2) or more games in the same weekend can only count the game played in the higher grade as qualifying for finals.

4.6.1.2 Clubs who have their Senior and Reserve grade teams (subject to by-law 4.1.2.1) playing in finals games on the same weekend will be allowed free interchange of players between those teams for that weekend's finals games provided that no player may play more than one (1) finals game on the same weekend (unless special circumstances arise, which must be approved by the CEO or his/her delegate.

4.6.1.3 Subject to by-law 4.6.1.2, to be eligible for Reserve grade finals games players must have played in at least two (2) Reserve grade games in that season.

4.6.1.4 To be eligible for Under 18 finals games, players must have played at least five (5) Under 18 grade games in the team they wish to represent in finals or, subject to by-law 4.1.2.1 (the "two year rule"), a lower Under 18 division with their own club. This includes players participating in the NAB League Competition. Players who play in two (2) or more games in the same weekend can only count the game played in the highest grade towards qualification for finals.

4.6.1.5 Clubs who have more than one (1) team in the Under 18 grades playing in finals matches on the same weekend will be allowed free interchange of players for that weekend's finals matches. Players may play no more than one (1) Under 18 finals match per weekend. 4.6.1.6 If a player has played nine (9) or more home and away matches in a higher grade Under 18 team he shall be ineligible to play in finals in a lower grade Under 18 team.

4.6.1.7 VFL Men's and/or NAB League Boys' listed WFNL players and VFLW and/or NAB League Girls' listed WFNL players are eligible to participate in WFNL finals when not selected in VFL/NAB League on any weekend, provided that they satisfy the minimum game provisions specified in by-laws 4.6.1.1 and 4.6.1.4.

#### 4.6.3 Board discretion in exceptional circumstances:

In the event of unforeseen circumstances resulting in variation to the number of home and away rounds in any competition/season (eg government directions resulting from natural disasters, epidemics, pandemics etc), the Board may in its absolute discretion alter the qualifications set out in By-laws 4.6.1 and 4.6.2 et al for participation in finals. Where any such variation is directed by the Board, the amended qualifications for finals participation shall be notified to affected clubs at the earliest possible opportunity as dictated by circumstances."

## ELIGIBILITY OF JUNIOR PLAYERS FOR FINALS

### 4.6.2 Eligibility of Underage (U12 - U16 incl. U18 girls) Players in Finals Games:

4.6.2.1 To be eligible to compete in a finals team, a player must have played the minimum number of matches required in the team concerned. This minimum number may vary depending on the number of home and away matches the team is eligible to play (as specified in the following table):

Number of matches team plays in season	Minimum matches required to be eligible
10/11 matches	4
12/13/14 matches	5
15/16 matches	6

4.6.2.2 Clubs who have all of their teams of the same age group playing finals matches on the same weekend shall, subject to the eligibility requirements specified in by-law 4.6.2.1, be allowed free interchange of players for that weekend's finals matches. Where clubs have fewer than all of their teams of the same age group playing finals matches on the same weekend, players must meet the eligibility conditions specified in by-law 4.6.2.1. If a player has played seven (7) or more matches in a higher grade team in the same or higher age group he/she shall be ineligible to play in finals in a lower grade team in the same or lower age group.

4.6.2.3 Players may play in more than one (1) finals match on the same weekend PROVIDED THAT they qualify for finals having played the required number of matches for each grade AND THAT they play no more than one (1) match per weekend in the same age group. If special circumstances arise an exemption to this rule may be approved by the CEO or his/her delegate.

4.6.2.4 Where a team has a genuine shortage of eligible players for a finals match because of injury or other special circumstances the club may seek approval from the CEO for the utilisation of players from other teams. League approval will only be considered for players from a team playing in a lower grade of the same age group. If the club does not have a team in a lower grade of the same age group it may seek approval to use players from a lower age group.

4.6.2.5 For the purpose of By-Law 4.6.2.4, a team has a "genuine shortage" when they have less than 20 players. Teams where approval has been granted under by-law 4.6.2.4 must not take the field with any more than 20 players.

### 4.6.3 Board discretion in exceptional circumstances:

In the event of unforeseen circumstances resulting in variation to the number of home and away rounds in any competition/season (eg government directions resulting from natural disasters, epidemics, pandemics etc), the Board may in its absolute discretion alter the qualifications set out in By-laws 4.6.1 and 4.6.2 et al for participation in finals. Where any such variation is directed by the Board, the amended qualifications for finals participation shall be notified to affected clubs at the earliest possible opportunity as dictated by circumstances."

# PRE-GAME REQUIREMENTS



## FOOTBALL SIZE / REQUIREMENTS

MATCH GRADE	BALL SIZE / TYPE
U8, U9, U10 Mixed & U10 Girls	Size 2 Synthetic
U12 Mixed	Size 3 Leather
U12 Girls	Size 3 Synthetic
U14 Mixed, U14 Girls, U16 Girls, U18.5 Girls, Senior Women	Size 4 Leather
U16 Boys, U18.5 Boys, Thirds & Reserves Men	Size 5 Leather (Match)
Seniors Men	Size 5 Leather (Kangaroo Brand)

## NUMBER OF INTERCHANGE PLAYERS ALLOWED

MATCH GRADE	INTERCHANGE PLAYERS ALLOWED
U8, U9, U10 Mixed, U10 Girls & U12 Girls	Unlimited
U12 Mixed, U14 Mixed, U14 Girls, U16 Boys, U16 Girls	7
Thirds	8
U18.5 Boys, U18.5 Girls & Senior Women	7
Reserves Men	6
Seniors Men	4

# PRE-GAME REQUIREMENTS

## TEAM MINIMUM NUMBERS

An Affiliated Club not fielding at least 14 players\*, 20 minutes after the scheduled starting time of the match shall forfeit the match. If, during the course of the match a team is reduced to less than 14 players the match shall be forfeited and the team sheets shall immediately be signed on the ground in the presence of the field umpire, endorsed by him/her and forwarded in the usual manner to the CEO. An Affiliated Club forfeiting the match shall pay all umpire fees in full.

\*For Specific Junior Minimum Numbers, please refer to 2024 WFNL Junior Rules Matrix

## TEAM OFFICIALS ON BENCH

### Seniors:

Seven (7) Officials permitted on the bench and must include trainer and runner

### Juniors:

Five (5) Officials permitted on the bench and must include trainer and runner

## CLUB OFFICIAL UNIFORMS



**JUNIOR COACH**



**RUNNER**



**JUNIOR ASSISTANT COACH**



**UMPIRES ESCORT**



**JUNIOR TEAM MANAGER**



**TRAINER**



**JUNIOR MATCH MANAGER**



**WATER CARRIER**

Club Boundary, Field and Goal Umpire bibs must be purchased from Ascot Vale Sports & Trophies. These are compulsory for season 2024.

For a full list of roles & descriptions for each volunteer role please view "Volunteer Roles Explained" which can be found on the WFNL website.

# PRE-GAME REQUIREMENTS



## UNIFORMS & EQUIPMENT

### Jumpers and Shorts

All players shall be fitted in numbered Club Jumper/Guernsey. The number must be a one or two figure number (between 1 and 99), no two players in the same team shall wear the same number.

Players shall wear:

- Coloured shorts for all home games
- White shorts for all away games (except in U8, U9 and U10 competitions – wear Club colours for every game)

Female players in female only teams will not be required to wear white shorts for away matches. Teams may wear coloured shorts for all home/away and finals matches.

### Protective Equipment

Protective Equipment such as Mouthguards, Thigh padded shorts, shin guards, ankle brace, simple neoprene only devices, breast protection, Helmets (soft padded or foam helmets only) and Spectacles (plastic frame, plastic lenses and secure band) do not require prior notification, inspection or approval from WFNL.

Protective Equipment such as Shoulder Guards, Arm Guards, Hand & Finger Guards, Trunk Guards and Hip, Pelvis & Thigh Guards requires inspection from the WFNL prior to the relevant match.

Protective Equipment such as Knee Braces (other than simple Neoprene only devices), Helmets (except soft padded or foam helmets), gloves, shoulder pads, and back supports require prior approval from the WFNL. To assist a Controlling Body with its assessment, Players are encouraged to provide medical certification from a Qualified Medical Practitioner which outlines the clinical need for the Protective Equipment and confirms that it does not pose any unreasonable safety risk to the Player or others.

Protective Equipment approval requests are to be sent to either General Manager of Operations (Seniors) or Manager - Junior Football (Juniors) Please refer to the Section 16 of the National Community Football Policy Handbook for more information on Protective Equipment.

### Undergarments (Such as Skins)

For all junior and senior players, the colour of lower body undergarments that are visible below the team uniform shall be either beige, black or same colour as the shorts. For junior players only, any upper body undergarments worn with sleeveless jumpers shall be the same colour as the predominant jumper colour.

For senior players, upper body undergarments with sleeves of any length may not be worn with sleeveless jumpers.

### Football Boots

Football boots must be of an acceptable safety standard. No metal studs are allowed.

# PRE-GAME REQUIREMENTS



## EXCLUSION ZONES

Each home team shall secure an exclusion zone immediately around each of the coaches' boxes of not less than one (1) metre behind and three (3) metre to both sides, making certain nobody goes into that area except those eligible under 3.26 to be on the coaches bench. The club whose officials occupy each of the coaches' boxes shall be responsible to ensure that no unauthorised person(s) enter the exclusion zone.

The game will not start/continue until both exclusion zones are clear. Where applicable the offending club(s) shall be subject to fine(s) of ten (10) penalty units

## DISTRIBUTION OF TEAM SHEETS

Your team sheet will be produced via the PlayHQ database. This will be done by either the club administrator or each individual team manager (if the team manager has been given the required PlayHQ authorisation. Please speak to your administrator to confirm this process).

Three copies will be required of your team sheet;

1. Umpires (30 minutes before the start of the game)
2. Opposition (if requested)
3. Record own best players and goal kickers

## PLAYER LIST

A list of players in surname alphabetical order (with their numbers shown) on official team sheet provided by the League, must be handed to the umpire prior to the game and opposition Team Manager if requested. Additional players can be added by hand in the spaces at the bottom of the page. All players must sign the team sheet with the exception of the U8, U9 and U10 age groups. The Team Manager of an U8, U9 and U10 team is to sign the team sheet to confirm its accuracy.

If a player is appearing on your team sheet in error, or does not participate in the match, place a line through this person.

If an opposition team forfeits a match you must still provide an official team sheet to the either the match umpire, or if not available, directly to the League.

All such changes are to be replicated on the online team sheet immediately following the match. These changes need to be made prior to 9am the next Monday

## OFFICIALS LIST

Underneath the player list fill in the respective officials (with full names, clearly written) before handing to umpire before the game.



## GROUND INSPECTION

A Ground Inspection Report must be completed before the first game on a ground each match day. This is done via the Marsh Matchday Checklist link on our website under Club Hub - Forms and Policies.

Check with your club administrator if you believe that you will be responsible for completing the ground inspection. Should the ground not be fit for football the umpires must be alerted and the problem rectified within 30 minutes. If it cannot be rectified within that time, the game is cancelled and the result decided by the WFNL.

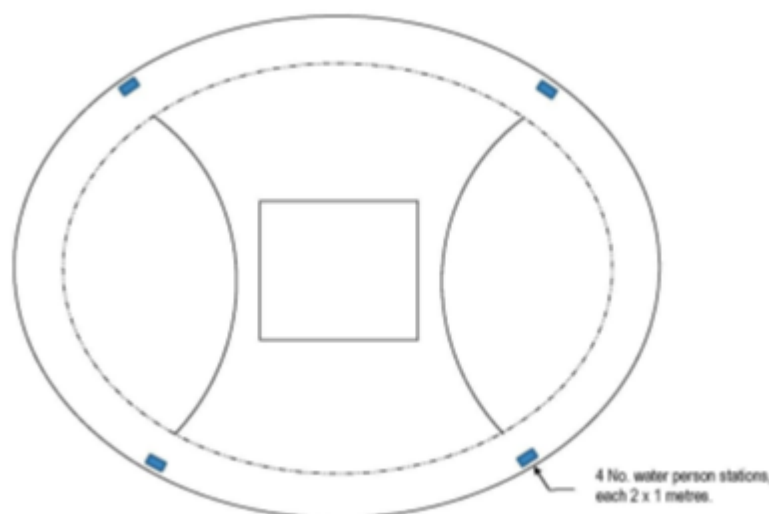
Ground inspection also includes ensuring that the lines are properly marked and the goal posts have adequate padding.

## MATCH DAY STAFF

For a full list of roles & descriptions for each volunteer role please view "Volunteer Roles Explained" which can be found on the WFNL website.

## WATER CARRIERS / TRAINERS

Clubs may field a maximum of five (5) water-persons, inclusive of trainers (i.e. 1 trainer and 4 water-persons, 2 trainers and 3 water-persons, etc). Water persons shall only enter the playing arena after a goal is scored. At all other times, water persons shall be stationed in marked locations against the arena fence line and adjacent to the intersections of the boundary line and 50 metre arcs (refer to diagram). The precise location of water person stations may be varied in the event that coaches' boxes or other interfering structures are located adjacent to the 50 metre arcs. They must be wearing the official WFNL bib (pink).



## MAXIMUM PLAYING NUMBERS

Division 1 & 2 Senior Grade teams – 18 per side with 4 interchange (maximum 22 players)

Division 1 & 2 Reserve Grade – 18 per side with 6 interchange (maximum 24 players)

Senior Women – 18 per side with 7 interchange (maximum 25 players)

Thirds – 18 per side with 8 interchange (maximum 26 players)

Under 18.5 Boys & 18.5 Girls - 18 per side with 7 interchange players (maximum 25 players)

Under 16 Boys – 18 per side with 7 interchange players (maximum 25 players)

Under 16 Girls – 16 per side with 7 interchange players (maximum 23 players)

Under 14 Mixed – 18 per side with 7 interchange players (maximum 25 players)

Under 14 Girls – 16 per side with 7 interchange players (maximum 23 players)

Under 12 Mixed – 18 per side with 7 interchange players (maximum 25 players)

Under 12 Girls – 16 per side with unlimited interchange

Under 10 Mixed – 18 per side with unlimited interchange

Under 10 Girls – 12 per side with unlimited interchange

Under 9 Mixed – 15 per side with unlimited interchange

Under 8 Mixed – 12 per side with unlimited interchange

## LATE ARRIVAL PROCEDURE

Additional players (to complete the teams permitted number) may take their place in the team at any time before the start of the final quarter. The field umpire is to be advised of such addition by the runner giving to the umpire at a break in play a completed approved 'Late Arrival Form'. The names and signatures of such player/s must be added to the team list immediately after the conclusion of either the first half, or the final quarter. It is recommended that you keep a supply of the late arrival form with this manual. They can be found on the website.

## BLOOD RULE

The WFNL follows the Laws of Australian Football Blood Rule. Put simply;

- The umpire shall stop the game when he/she notices blood on any player or official.
- The player or official must leave the playing area and play will not resume until the player is off the ground and a replacement player (if available) is in position.
- All blood flow must have ceased and be covered or not be visible, and any blood on any part of the player's body must be cleaned and removed before re-joining the match.
- Any blood stained item of clothing must be removed and replaced.

## PLAYER INTERCHANGE

Clubs shall have free interchange at their discretion during home and away games and finals. The player leaving the ground must interchange at the coaches' box with the player entering the ground (with the exception of seriously injured players). If not adhered to player cannot re-enter the arena for the remainder of the game.

## PLAYER BENCH

A marked white line must be placed one (1) metre outside the boundary line immediately in front of the Coaches' Box. All approved Club officials occupying the Coaches' Box must stand behind this line during the course of the game in order not to hinder the movement of the boundary umpires around the boundary line. Failure to stand behind the white line will incur a fine of \$50.

The only persons allowed on the bench are SENIORS: the coach, three (3) assistant coaches, team manager, club runner, one (1) trainer and the interchange players and JUNIORS: coach, assistant coach, team manager (team manager may be replaced by another assistant coach, club runner, one (1) trainer and the interchange players – no more than 5 officials) Club officials cannot go around the boundary line further than 5 metres from either side of the 'coaching bench area' save the runner or the trainer in the course of performing their duties and interchange players during warm up runs. Failure to comply will result in a free kick to the opposition being paid.

Each home team shall secure an exclusion zone immediately around each of the coaches' boxes of not less than one (1) metre behind and three (3) metres to both sides, making certain nobody goes into that area except those eligible under by-law 3.26 to be on the coaches bench. The club whose officials occupy each of the coaches' boxes shall be responsible to ensure that no unauthorised person(s) enter the exclusion zone.

# GAME DAY: POST MATCH



Home and Away teams to enter their own goal kickers and best players. All of this information must be entered online by 5:45pm on the day of the game.

Home team to enter final scores online through PlayHQ

## SENIOR MEN'S & WOMEN'S REQUIREMENTS

Home team to enter the ¼ by ¼ scores via PlayHQ's E-Scoring (instructions can be found on the WFNL Website or by contacting your Administrator.

- Seniors (Men's & Women's) to be completed Live (goal by goal)
- Reserves and Under 18s to be completed by the end of each quarter

Please refer to the Live Scores Handbook which can be found on the WFNL website.

Junior teams are encouraged to use LiveScores although it is not compulsory

## COMPETITION MATCH REPORTS

The umpires will collect the relevant paperwork (team sheets, goal umpire cards and timekeepers reports) and upload these via the online Competition Match Report. In 2024, Competition Match Report will be online, Umpires will confirm with both Team Managers everything they have listed prior to submitting online. Club Administrators can request copies of submitted Competition Match Report through the WFNL Operations Team. Umpires will be asked to keep the copy of the Match Day Paperwork for a month should the hard copies be required.

In the event of a club umpire being used, an online Competition Match Report has been created for Club Umpires/Home Team Manager to submit. The Club Umpires/Home Team Manager will be required to collect the relevant paperwork (team sheets, goal umpire cards and time keepers reports) and upload these via the online Competition Match Report. Club Umpires/Home Team Manager will confirm with Team Managers everything they have listed prior to submitting online. Club Administrators can request copies of submitted Competition Match Report through the WFNL Operations Team. Home Clubs will be asked to keep the copy of the Match Day Paperwork for a month should the hard copies be required. The link to the Club Umpire Online Competition Match Report is under Club Corner.

Please ensure that club umpires have completed the Best and Fairest Voting on the online Match Report Sheet.

# GAME DAY: POST MATCH



## TRIBUNAL

All players/officials reported, and/or named in connection therewith, together with the witnesses and advocates are required to attend before the Tribunal at, Hamner Reserve, Harris Street, Footscray by 6:00pm (or at a time / place set by the league) on the Tuesday following the match in which the report occurred.

The umpire report sheet is seen as notification of required attendance. Unless otherwise notified the reported player, the chief witness and advocates are expected to be at the tribunal at the above times. The tribunal has the right to suspend witnesses (e.g., the victim of the report) for non attendance.

Any required person unable to attend a hearing should advise the Manager Football Operations by Monday 5pm.

The Tribunal shall allow any evidence or witness to be lead or called before it at any hearing providing the party wanting to lead the evidence or call the witness shall, not later than 12 noon on the day of the hearing, advise the Secretary at the League Office the name of the witness.

This Rule does not apply to any witness directed to attend a hearing by the umpire on the day of the match in which the report was made.

Make sure you discuss any reports with your club administrator ASAP to begin preparations for the case.

# JUNIOR RULES MATRIX



## 2024 WRFL JUNIOR RULES MATRIX



Rules & Regulations	Under 8	Under 9	Under 10	Under 10 Girls	Under 12	Under 12 Girls	Under 14	Under 14 Girls	Under 16	Under 16 Girls	
<b>Players on Field</b>	12 (unlimited bench)	15 (unlimited bench)	18 (unlimited bench)	12 (unlimited bench)	18 (7 on bench)	16 (unlimited bench)	18 (7 on bench)	16 (7 on bench)	18 (7 on bench)	16 (7 on bench)	
<b>Minimum Players</b>	6	9	9	6	14	12	14	12	14	12	
<b>Maximum Ground Size / Use of Zones</b>	80m x 60m 3 Zones	100m x 80m 3 Zones	Half Size to Full Size No Zones	80m x 60m 3 Zones	Full Size	100m x 80m	Full Size	Full Size	Full Size	Full Size	
<b>Match Length</b>	4 x 12 min	4 x 12 min	4 x 15 min	4 x 10 min	4 x 15 min	4 x 12 min	4 x 18 min	4 x 15 min	4 x 20 min	4 x 15 min	
<b>Breaks</b>	3 min, 6 min, 3 min	3 min, 6 min, 3 min	3 min, 7 min, 3 min	3 min, 7 min, 3 min	3 min, 8 min, 5 min	3 min, 8 min, 5 min	3 min, 10 min, 5 min	3 min, 8 min, 5 min	3 min, 10 min, 5 min	3 min, 10 min, 5 min	
<b>Competition Details</b>	No scoring permitted. No kicking / no buns. No recording of best players & goal kickers permitted.	No scoring permitted. No kicking / no buns. No recording of best players & goal kickers permitted.	No scoring permitted. No kicking / no buns. No recording of best players & goal kickers permitted.	No scoring permitted. No kicking / no buns. No recording of best players & goal kickers permitted.	Scoring: leaders & flags permitted. Buns & buns not permitted. Best players & goal kickers permitted.	Scoring: leaders & flags permitted. Buns & buns not permitted. Best players & goal kickers permitted.	Scoring: leaders & flags permitted. Buns & buns not permitted. Best players & goal kickers permitted.	Scoring: leaders & flags permitted. Buns & buns not permitted. Best players & goal kickers permitted.	Scoring: leaders & flags permitted. Buns & buns not permitted. Best players & goal kickers permitted.	Scoring: leaders & flags permitted. Buns & buns not permitted. Best players & goal kickers permitted.	
<b>Contact</b>	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.	Medicine tackle / no buns. Players cannot bump / push an opponent. Hand/foot on the ball out of the hand/foot is an opponent's kick.
<b>Ball Size</b>	Synthetic Size 2	Synthetic Size 2	Synthetic Size 2	Synthetic Size 2	Leather Size 3	Synthetic Size 3	Leather Size 4	Leather Size 4	Leather Size 5	Leather Size 4	
<b>Umpiring</b>	Club appointed 2 field, 2 goal (one each per club)	Club appointed 2 field, 2 goal (one each per club)	Club appointed 2 field, 2 goal (one each per club)	Club appointed 2 field, 2 goal (one each per club)	2 field (appointed) 2 goal (club)	Club appointed 2 field, 2 goal (one each per club)	2 field (appointed) 2 goal (club)	2 field (appointed) 2 goal (club)	2 field, 2 goal, 2 boundary (all appointed)	2 field (appointed) 2 goal (club), 2 boundary (club)	
<b>Coaching Position</b>	On-Field / Sideline	On-Field / Sideline	On-Field / Sideline	On-Field / Sideline	Sideline	Sideline	Sideline	Sideline	Sideline	Sideline	
<b>Bounces</b>	1 Bounce	1 Bounce	1 Bounce	1 Bounce	Unlimited	1 Bounce	Unlimited	Unlimited	Unlimited	Unlimited	
<b>Marking</b>	A mark is awarded irrespective of the distance the ball has travelled at least 15 metres from another player's kick that has travelled at least 15 metres.	A mark is awarded irrespective of the distance the ball has travelled at least 15 metres from another player's kick that has travelled at least 15 metres.	A mark is awarded irrespective of the distance the ball has travelled at least 15 metres from another player's kick that has travelled at least 15 metres.	A mark is awarded irrespective of the distance the ball has travelled at least 15 metres from another player's kick that has travelled at least 15 metres.	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 15 metres.	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 15 metres.	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 15 metres.	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 15 metres.	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 15 metres.	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 15 metres.	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 15 metres.
<b>Out of Bounds</b>	Last Touch Rule	Last Touch Rule	Last Touch Rule	Last Touch Rule	Last Touch Rule (Modified)	Last Touch Rule (Modified)	As per Laws of Australian Football	As per Laws of Australian Football	As per Laws of Australian Football	As per Laws of Australian Football	
<b>Kick off the Ground</b>	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental	Permitted	Not permitted unless accidental	Permitted	Permitted	
<b>Stealing, Smothering, Shepherding &amp; Barging</b>	No stealing, smothering, shepherding or barging	No stealing, smothering, shepherding or barging	No stealing, smothering, shepherding or barging	No stealing, smothering, shepherding or barging	Permitted as per Laws of the Game	No stealing, smothering or barging	Permitted as per Laws of the Game	Permitted as per Laws of the Game	Permitted as per Laws of the Game	Permitted as per Laws of the Game	
<b>Penalties</b>	15m	15m	15m	15m	15m	15m	15m	15m	50m	25m	

# JUNIOR RULES



All junior match rules, specifically competitions with modified rules can be found on the WFNL website.

You will find a breakdown of modified rules specific to your age group/competition.

## WFNL BY-LAW 3.21 ORDER OFF RULE

- Any player or match official may be ordered from the field, for any offence of manhandling, assault or threatening an umpire during the progress of any match and shall be precluded from returning to the field for the remainder of the match, and shall be reported by the field umpire. The umpire will show a RED card. Any such player so ordered off cannot be replaced.
- The field umpire shall have the power to report to the Tribunal and/or order from the field any player or official who during any match commits a reportable offence or whose actions are not considered in the best interest of the League. The offender shall be shown a YELLOW card and is to remain off the field for a period of 15 minutes playing time, in which time they cannot be replaced.
- Upon being shown the YELLOW card the offender must go directly to the coaches box, save any match official who must leave the playing arena (behind the fence or four meters behind the boundary line), and remain there for the duration of the order off period. The official team runner must report to the timekeepers who will note the time that the report was received (not the time of the incident triggering the send-off) and advise the official or player through the runner when a further period of 15 minutes is completed.
- Any player ordered off who does not go straight to the coaches box, or remain there (unless carried off or via the blood rule), will not be able to return for the remainder of the match, but can be replaced after the 15 minutes of playing time has elapsed, unless the player had been ordered off for the second time in the match.
- In the event of a player or official failing or refusing to leave the ground when ordered off, they shall be reported for misconduct, the match shall terminate and the offending player's team deemed to have forfeited.
- Any player or match official ordered from the field for the second time during any match, shall be precluded from returning to the field for the remainder of the match, and shall be reported by the field umpire. The umpire shall show a RED card, the player cannot be replaced.
- In the event of a player or players being ordered off while on the interchange bench, the team shall be required to remove the equivalent number of players from the field for the duration of the send-off (example: two players are sent off while on the bench, the team must play with 23 16 players for the duration of the send-off). The player or players who received the order off cannot play during the order off period.
- In all home/away and finals games, all officially appointed umpires in addition to the field umpire appointed to that game shall have the power to order players or match officials from the playing field. They shall contact the field umpire at the first opportunity who shall direct the player or match official in accordance with by-laws 3.21.1 and 3.21.2.
- Any player or match official ordered off for a third occasion during the one (1) season shall automatically receive a one (1) week suspension. A fourth order off shall incur a two (2) week suspension, a fifth order off shall incur a three (3) week suspension. Further send offs shall result in the player appearing before the tribunal
- Any such suspensions shall be served cumulatively with any penalty handed down by the Tribunal, IHC or accepted under by-law 3.14.4 (automatic penalty). Any player/official ordered off who is reported for the incident for which they were ordered off, and subsequently found not guilty, the send-off shall not apply for the purpose of calculating a suspension under this by-law



# EVENING-UP RULE



Applied in the following competitions;

- Under 12 Mixed & Girls
- Under 14 Mixed & Girls
- Under 16 Boys & Girls
- Under 18.5 Girls
- Senior Women

\*Under 8, 9, 10 (mixed and girls) matches MUST even up players in the spirit of junior football.

Where a team in grades listed above has less than 18 players on their team sheet, the following modified rules shall apply:

- 1) If a team does not have 14 of its own registered players (12 players in Under 12 girls – Under 18 girls) a scratch match will be played with the opposing team receiving a win by forfeit (as per by-law 3.5).
- 2) Where a team does not have a full 18 players, it must approach the opposing team and request that players be loaned to even up team numbers. This request should be made at least 15 minutes prior to the commencement of the match. If the team requiring players does not make this request, then the opposing team may take the field with an additional two players (up to the maximum player numbers of 18 e.g. team A has 15 players and does not request players be loaned, team B may take the field with 17 players).
- 3) Where a team has requested players to be loaned and still takes the field with less than 18 players, the opposing team must also take the field with the same amount of players.
- 4) Any goals kicked or best player votes received whilst playing for the opposing team should appear for the player's regular team.
- 5) Players on loan can be rotated back each quarter.
- 6) If a club requiring players does not have sufficient jumpers available the evening up rule will not apply.
- 7) Player send offs or injuries incurred during the game will not result in evening up of players.
- 8) The evening up rule does not apply in finals matches
- 9) The evening up rule can be used for junior grades other than those previously listed, with the mutual agreement of both coaches.

Any disputes relating to the Evening Up Rule shall be referred to the CEO or his/her delegate for decision.

# TIME KEEPER PROCEDURES



## TIME ON

### Stopping time:

The time keepers shall stop the clock which is used for the timing of the match when: -

- directed to do so by a field umpire in accordance with AFL Law 10.5.3 (when umpire blows his/her whistle and signals by raising one arm above his/her head) THE CLOCK DOES NOT STOP FOR AROUND THE GROUND FIELD BOUNCES.
- the goal umpire signals that a goal has been scored
- the goal umpire signals that a behind has been scored
- the boundary umpire signals that the football is out of bounds or out of bounds on the full

### Re-commencing time:

The timekeepers shall recommence the clock used for timing of the match when:-

- directed to do so by the field umpire in accordance with Law 10.5.3 (blows his/her whistle and raises his/her arm above their head) THE CLOCK DOES NOT STOP FOR AROUND THE GROUND FIELD BOUNCES.
- the football is bounced (or thrown up) in the Centre Square after a goal has been scored
- the football is brought back into play after a behind has been scored
- the football is thrown back into play by the boundary umpire or brought back into play by a player, (as the case may be), after it had gone Out of Bounds or out of bounds on the full
- the football is obviously in play.
- the umpire calls 'play on'

# TIME KEEPER PROCEDURES



## **TIME CLOCKS**

Every club must supply a 'stop clock' and every timekeeper shall have a watch.

## **SOUNDING SIREN**

- Umpires entering ground - time keepers should sound the siren/bell when the umpire raises the football above his/her head on every entry onto the ground prior to starting time (ie start of first half and start of second half). Such acknowledgment signifies to the field umpire that you are ready to start the game at his/her given signal.
- Completion of quarter - when each quarter has been completed the timekeepers are to sound the siren/bell CONTINUALLY until the umpire acknowledges by raising both hands above his/her head (if using a bell which is not very loud, it would be a considerable help for the timekeepers to position themselves so that the wind will carry the sound of the bell 'down field').
- During Intervals – The timekeeper shall sound the siren three times when there are two minutes remaining of the interval break.

## **DISAGREEMENTS ON TIME REMAINING**

If both timekeepers' clocks disagree as to the time in any quarter, half the variation should signify the actual time to sound the siren/bell.

# TIME KEEPER PROCEDURES



## PLAYERS SENT FROM FIELD

- Any player or match official may be ordered from the field, for any offence of manhandling, assault or threatening an umpire during the progress of any match and shall be precluded from returning to the field for the remainder of the match, and shall be reported by the field umpire. The umpire will show a RED card. Any such player so ordered off cannot be replaced.
- The field umpire shall have the power to report to the Tribunal and/or order from the field any player or match official who during the progress of any match commits a reportable offence under the rules of the game or whose conduct is considered not in the best interest of the League. The offender shall be shown a Yellow Card and is to remain off the field for a period of 15 minutes playing time (including time-on), in which time they cannot be replaced.
- Any player or match official ordered from the field, for a second time during the progress of any match, shall be precluded from returning to the field for the remainder of the match, and shall be reported by the field umpire. The umpire will show a RED card. Any such player so ordered off cannot be replaced.

*Once sent off, the player (first occasion) must go directly to the coach's box. The Runner will then on behalf of the player report to the time-keepers, who shall note the time and advise through the runner the 15 minutes playing time (including time-on) have elapsed.*

## DURING/POST MATCH

Time and score card – is an official document of the WFNL and all details should be neat and correctly recorded and signed by both time-keepers. Quarter by quarter scores should be checked with the goal umpires. At the conclusion of the game this sheet is to be handed to our Team Manager.

Should the third quarter of a Reserves game not commence by 1.10pm, the remaining time before 2.00pm is to be determined, subtracted by six (6) minutes (three quarter time) and divided by two (2). This figure shall be the length of the remaining two quarters.

# TIME KEEPER PROCEDURES



## **Time Keepers**

Each club must supply a timekeeper who shall sign the official time card and who shall carry out the duties in the presence of the timekeeper of the opposing club during the course of the match.

The two competing teams in any final series match are to provide a competent timekeeper. The CEO or WFNL Match Manager on request of either competing club may appoint a neutral timekeeper, or if they consider any club timekeeper incompetent or unsuitable to replace him/her at anytime with neutral timekeeper.

In the case of the two (2) clocks differing then half the variation will signify the actual time to ring the bell/siren, in all grades, club shall provide their timekeeper with an approved stop clock. A fine of \$50.00 shall be imposed for non-compliance.

That a weatherproof area be provided for timekeepers:

- if this area be in a place with no elevated facility for timekeepers that an area with a 180° view be provided such area to exclude all persons bar those keeping time;
- in the event of timekeepers vision being obstructed as would impede them seeing the umpires giving time on that the umpires be informed and the game stopped until such vision of the game is restored; and
- seating be provided for timekeepers.