



# FOOTBALL BYLAWS

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Ballarat Football Netball League

# BFNL FOOTBALL BYLAWS

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# BFNL FOOTBALL BYLAWS

## 1. Junior-Senior Club Alignment

Each Junior Club shall have an alignment with its Senior Club within the Ballarat Football Netball League, ensuring a clear pathway for all Club members from Junior football to Senior football.

## 2. AFL Goldfields CCSP Bylaw: BFNL ONLY

A maximum of three (3) top age players that have been recruited from Mount Clear FNC to one (1) BFNL Club may be allocated as one (1) point players per season. These players are to be nominated by the BFNL Club to the BFNL Operations Manager at least seven (7) days prior to the start of the upcoming season. Once allocated these players cannot have their point allocation amended under this bylaw. Any top age player recruited from Mount Clear FNC outside of the 3 nominated 1-point players, will be classified consistent with the AFL Victoria Player points system policy.

In addition, BFNL Clubs that have recruited Mount Clear players under this bylaw, who play a minimum of eight (8) games in the Under 18.5 competition for a season, may receive a one (1) point season of service reduction the following season.

If any scenario falling outside of the above bylaw, AFL Goldfields will determine the point allocation for any player consistent with the AFL Victoria Player Points System Policy.

## 3. Interchange Agreement

Each year, all leagues affiliated with AFL Goldfields and AFL Central Victoria will enter into an [Interchange Agreement](#) to facilitate player interchange for Clubs with junior teams, supporting player numbers.

Clubs must familiarise themselves with the terms and conditions of the agreement and ensure that the necessary approvals are in place before allowing any player to participate under the Interchange Agreement.

## 4. Player Transfer

*Refer to Section 1 AFL Vic Country Rules and Section 3 National Community Football Policy Handbook*



## **5. Coach Accreditation**

*Refer to Section 13 AFL Vic Country Rules and Section 6 National Community Football Policy Handbook*

## **6. Registration**

### **6.1 Player Registration**

Clubs are responsible for ensuring all players are registered for the season on an annual basis.

### **6.2 Penalty for Playing Ineligible and/or Unregistered Players**

*Refer to Section 1 AFL Vic Country Rules and Section 3 National Community Football Policy Handbook*

## **7. Interleague**

The League expects all member Clubs to support the Interleague campaign and encourage the participation of selected players and officials. Clubs may be requested to provide facilities for training and/or matches as needed.

The Match Committee, consisting of four Selectors, the Chairman of Selectors, and the Coach, is responsible for selecting the training squad. Adjustments to the squad may be made as necessary.

All squad members, including injured players, are expected to attend training unless excused by the Coach or a member of the selection panel. Players who fail to attend training without prior notification or make themselves unavailable for Interleague selection may face a suspension of at least one (1) match.

At the discretion of the Match Committee, exceptions may be made for playing coaches, players with a history of strong service to the BFNL Interleague campaign, or other exceptional cases approved by the BFNL Board.

## **8. Practice Matches**

The League must be notified of all practice matches, including the participating Clubs, grades, times and venue. It is the Club's responsibility to ensure all policies and procedures are followed.

If Clubs wish to engage the BFUA to umpire Football practice matches, they must complete the [BFUA Practice Match Booking Form](#) at least two (2) weeks prior to the match.

## 9. Underage Eligibility

Competition	Date of Birth	Age	Born Between
<b>Under 18.5</b>	Born between 1 July and 31 December 2006	18.5	July 1 2006 and December 31 2008
	Born between 1 January and 31 December 2007	18	
	Born between 1 January and December 2008	17	
<b>Under 16</b>	Born between 1 January and 31 December 2009	16	January 1 2009 and December 31 2010
	Born between 1 January and 31 December 2010	15	
<b>Under 14</b>	Born between 1 January and 31 December 2011	14	January 1 2011 and December 31 2012
	Born between 1 January and December 2012	13	
<b>Under 12</b>	Born between 1 January and 31 December 2013	12	January 1 2013 and December 31 2014
	Born between 1 January and 31 December 2014	11	
<b>Under 10</b>	Born between 1 January and 31 December 2015	10	January 1 2015 and December 31 2016
	Born between 1 January and 31 December 2016	9	
<b>Under 8</b>	Born between 1 January and 31 December 2017	8	January 1 2017 and April 30 2018
	Born between 1 January and 30 April 2018	7	

In accordance with Section 3 of the AFL National Community Football Policy Handbook, to participate in a competition, a player must be seven years of age by 30<sup>th</sup> of April in the applicable playing year.

Player's age eligibility to participate in a competition age group is as per the following AFL Victoria table:

Age Group	Min. Age to Participate*	Age turning in the applicable playing year
<b>Under 8</b>	7	7 or 8
<b>Under 10</b>	7	8, 9 or 10
<b>Under 12</b>	9	10, 11 or 12
<b>Under 14</b>	11	12, 13 or 14
<b>Under 16</b>	13	14, 15 or 16
<b>Under 18.5</b>	15	16, 17 or 18

*\*Age as at 31 December in the year prior to the applicable playing year*

## 10. Age Dispensation

Refer to [BFNL Age Dispensation Policy](#).

## 11. Football Uniforms

Must be read in conjunction with Section 21 of AFL Victoria Country Rules.

### 11.1 Football Jumpers

All football jumpers in the Seniors and Reserves must display unique numbers, with each number recorded on the team sheet next to the corresponding player.

### 11.2 Replacement Jumper

If a jumper is replaced during a match, the Ground Manager and Central Umpire must be informed of the player's new number.

### 11.3 Bike Shorts

Bike shorts/compression shorts are permitted by players under their playing shorts but must be flesh coloured.

*Penalty:* Clubs found to have a player wearing incorrect coloured bike shorts/compression shorts will incur a \$50 fine per player, per offence.

### 11.4 Alternate Strips

Clubs may be required to wear an alternate strip or clash jumper in situations where the primary team uniforms of opposing Clubs are deemed too similar.

Below are the current alternate strip arrangements:

Alternate Strip	Away Games	Home Games
<b>Darley (Juniors)</b>	Bacchus Marsh, North Ballarat	Bacchus Marsh, North Ballarat
<b>North Ballarat</b>	Bacchus Marsh, Darley, Sunbury	Bacchus Marsh, Darley
<b>Sunbury</b>	North Ballarat, Sebastopol	Sebastopol

The BFNL Board reserves the right to require any Club to wear an alternate strip or clash jumper.

## 12. Wearing Gloves During Competition

Gloves are permitted to be worn in all BFNL competitions.

## 13. Prohibition of Items

Refer to *Laws of Australian Football Clause 9.2*



## **14. Stretchers**

Clubs must ensure a sports specific stretcher is placed at the interchange area. It is recommended an additional stretcher is also placed at the interchange area.

*Penalty:* Clubs failing to comply with this bylaw will incur a \$200 fine.

## **15. Umpires**

The BFNL will engage the BFUA to supply umpires for its competitions.

### **15.1 BFNL Seniors**

The BFUA will supply field, boundary and goal umpires for all BFNL Senior matches.

Club Presidents, Secretaries and Football Coordinators will be notified Friday afternoon of all umpire appointments.

### **15.2 BFNL Juniors**

The BFUA will supply the following for Junior competitions:

<b>Competition</b>	<b>Field</b>	<b>Boundary</b>	<b>Goal</b>
U/16 Seniors	2	2	-
U/16 Reserves	2	-	-
U/14 Seniors	2	-	-
U/14 Reserves	1	-	-
U/12 Seniors	1	-	-
U/12 Reserves	1	-	-
U/10 Seniors	-	-	-
U/10 Reserves	-	-	-

Clubs must supply all other umpires not listed or engage BFUA directly.

*Penalty:* Clubs failing to supply umpires as per these requirements will incur a \$100 fine.

### **15.3 Boundary Umpires**

Clubs must provide a Boundary Umpire, attired in a white shirt or jumper, when required.

*Penalty:* Clubs failing to provide a Boundary Umpire, when required will incur a \$100 fine.

### **15.4 Goal Umpires**

Clubs must provide a Goal Umpire, attired in a white coat, when required. All Goal Umpires supplied by Clubs are to use white flags.

*Penalty:* Clubs failing to supply a Goal Umpire, when required will incur a \$100 fine.

*Penalty:* Clubs failing to comply with uniform requirements will incur a \$100 fine per offence.

## 16. Playing Times

All matches shall commence at times determined by the Board.

The following are the scheduled commencement times:

BFNL SENIORS				
Grade	Day	Start	Quarters	Breaks
Seniors	Saturday	2:15pm	4 x 20min + Time On	5 – 20 – 5
Reserves	Saturday	11:55am	4 x 24min	5 – 12 – 5
Under 18.5	Saturday	9:50am	4 x 22min	4 – 10 – 4

BFNL JUNIORS				
Under 16 Seniors	Sunday	3:00pm	4 x 20min	3 – 5 – 3
Under 16 Reserves	Sunday	1:35pm	4 x 15min	3 – 5 – 3
Under 14 Seniors	Sunday	12:15pm	4 x 15min	2 – 4 – 2
Under 14 Reserves	Sunday	11:00am	4 x 15min	2 – 4 – 2
Under 12 Seniors	Sunday	9:55am	4 x 12min	2 – 4 – 2
Under 12 Reserves	Sunday	8:55am	4 x 10min	2 – 4 – 2
Under 10 Seniors	Sunday	8:00am	4 x 10min	2 – 2 – 2
Under 10 Reserves	Sunday	8:00am	4 x 10min	2 – 2 – 2
Under 8 Seniors	Friday	7:00pm	4 x 10min	3 – 3 – 3
Under 8 Reserves	Friday	6:00pm	4 x 10min	3 – 3 – 3

For competitions where time-on does not apply, if a match is interrupted by an injury, the clock must continue running, and the scheduled finish time must be adhered to. The match can only restart once the player's safety is ensured, and they are removed from the arena. Lost time cannot be recovered.

## 17. Submission of selected sides:

### 17.1 Seniors

Each Club must submit their selected teams for Senior competitions into PlayHQ by 8:00pm on the Thursday night prior to a round. Players must be named in their correct positions, with their allocated jumper numbers entered. Changes may be made after this time, however 17.3 Late Changes must be adhered to.

For matches scheduled on Sundays, Clubs may submit an extended bench of seven (7) players (4 interchange plus 3 emergencies), but all players must still be named in position with their jumper numbers.

*Penalty:* Failure to submit selected side by the specified time will incur a \$200 fine.

*Penalty:* Failure to submit selected side with players named in their corresponding

positions and/or allocated jumper numbers recorded will incur a \$100 fine.

### **17.2 Juniors**

Each club must submit their selected teams for Junior competitions into PlayHQ by 8:00pm on the Friday night prior to a round. Players must have their allocated jumper numbers entered. Changes may be made after this time, however 17.3 Late Changes must be adhered to.

*Penalty:* Failure to submit selected side with players allocated jumper numbers recorded will incur a \$50 fine.

### **17.3 Late Changes**

Late changes may be recorded by hand on the official match day team sheet however these changes must be made prior to the start of the match and submitted on PlayHQ immediately following each game in time for submission of results deadline. Any changes made must also be replicated on any other team sheet in circulation on the day.

*Penalty:* Failure to submit changes on PlayHQ will incur a \$50 fine.

## **18. Live Scores (Senior Football only)**

The Home Club is responsible for conducting live scoring via PlayHQ for Senior Football matches.

*Penalty:* Failure to complete live scoring requirements will incur a \$50 fine.

## **19. Interchange Players**

### **19.1 Senior Competition**

For the Senior competition, Clubs are allowed a maximum of twenty-two (22) players to be listed on the team sheet and eligible to participate in any given match.

### **19.2 Reserve and Under 18.5 Competitions**

For Reserves and Under 18.5 competitions, Clubs are allowed a maximum of twenty-two (22) players to be listed on the team sheet and eligible to participate in any given match, except in the case of 19.2.1.

#### **19.2.1 Reserve and Under 18.5 Competitions - Extended Bench**

If both Clubs have 25 players available for a match, teams may choose to extend their bench by up to three (3) additional players, bringing the total number of players on the team sheet to 25.

The extension of the bench must be mutually agreed upon by both Coaches. Once agreement is reached, confirmation must be emailed to the Football Manager by Friday 8.00pm, the week of the fixtured match.

It is the responsibility of the Clubs to initiate communication with one another to reach an agreement. If no agreement is reached between the Coaches, the game will proceed with no more than 22 players listed on the team sheet.

### **19.3 Junior Competitions – Seniors**

For Under 8, Under 10, Under 12, Under 14 and Under 16 Senior competitions, Clubs are allowed up to six (6) interchange players per side.

### **19.4 Junior Competitions – Reserves**

For Under 8, Under 10, Under 12, Under 14 and Under 16 Junior competitions, Clubs are allowed unlimited interchange players.

## **20. Minimum Numbers to Constitute a Game**

For all football competitions (excluding Senior, Under 8 and Under 10 Reserve competitions), the following rules apply:

- a) Eligible to Play for Points: A Club with twelve (12) or more players (registered or borrowed) is eligible to play for points. This includes recording the score, percentage, best players, and goal kickers.
- b) Loaned Players: If a Club lends players to another and the game proceeds with twelve (12) or more players per side, the rules in point (a) apply.
- c) Forfeiting Points: A Club with eleven (11) or fewer players forfeits the game. Both teams are encouraged to play with available players, and the size of the field can be adjusted if needed.
- d) Assisting Opposition: Clubs must assist their opposition to field at least twelve (12) players where possible.
- e) Equal Numbers for Borrowed Players: If a Club lends players, both teams must have the same number of players to proceed. If there is an odd number, the team with more registered players may play an extra player.
- f) Points Split: If both teams cannot field twelve (12) players, points will be split. The game may still proceed, but score, percentage, and goal kickers will not be recorded.
- g) Bye Round Assistance: The Team with a bye must assist other Clubs by providing as many players as possible.

h) Best & Fairest Eligibility: Borrowed players cannot receive Best & Fairest votes, and goals kicked by them do not count towards League awards.

i) Lending Players for Even Numbers: If a Team has fewer than eighteen (18) players, the opposition must lend players to ensure both sides have equal numbers. No players should remain on the bench.

## **21. Players Exceeding Permitted Number**

If a team has more than the allowed number of players on the field, the provisions outlined in Section 5.5 of Laws of Australian Football will apply.

*Penalty:* Clubs exceeding the permitted number of players on the field will incur a \$300 fine.

## **22. Incorrect Team Sheet Listings**

In the case where a Club submits their team sheet prior to the start of the match to the Umpires and opposition and it has been determined that specific players, who end up participating in the same match and have not been included on the official team sheet for that match, will incur a loss of four (4) premiership points (if the match was won) and percentage.

## **23. Footballs**

The League will allocate match balls to each club before the season starts and will issue an invoice accordingly.

Competition	Material	Specification
Seniors	Leather	Size 5 – Red
Reserves	Leather	Size 5 – Red
Under 18.5	Leather	Size 5 – Red
Under 16	Leather	Size 5 – Red or Yellow
Under 14	Leather	Size 4 – Red or Yellow
Under 12	Synthetic	Size 4 – Red or Yellow
Under 10	Synthetic	Size 3 – Red or Yellow
Under 8	Synthetic	Size 2 – Red or Yellow

The League may, from time to time, use an alternative colour or design football for special rounds or events, to raise awareness for designated causes.

## **24. Use of Two Footballs**

In the event of extreme weather conditions, two (2) footballs may be used in a match



with the change of footballs occurring at each quarter time break to ensure no advantage is gained by either Club. Both Clubs must agree to the use of two (2) footballs. If no agreement is met, only one (1) football may be used.

## **25. Officials in Bench Area**

Only authorised persons may enter the playing arena during a match. Match Day Officials must remain within the marked area around the interchange box.

- **Senior Clubs:** Up to four (4) officials (including Coach, Assistant Coach, etc.) are allowed within the marked interchange box area.
- **Junior Clubs:** A maximum of one (1) Coach and one (1) Assistant Coach is permitted.

Both Junior and Senior Clubs may have up to:

- 2 Runners
- 6 Trainers and/or Water Carriers

All officials, except Trainers and Water Carriers, must remain seated in the coach's box or within its marked perimeter during play. If no lines are marked, they must stay within the coach's box. If space is insufficient, or no box is provided, additional officials should remain outside the boundary line.

Trainers and Water Carriers can move around the ground but must position themselves against the fence, not on the boundary line when at rest. Unauthorised personnel must be removed by the umpire.

Clubs wishing to authorise additional officials must apply to the League before Friday 5:00pm of the week of the scheduled match.

For Junior football, the head Coach must always wear the league-approved coach's vest during the game for easy identification by the umpires. If there are joint coaches, both must wear the approved vest.

*Penalty:* Coaches and coaching staff who fail to remain within the designated area will incur a \$100 fine.

*Penalty:* Clubs will be fined \$100 per offence where a coach is not correctly attired with the approved coaches vest.

## **26. Water Carriers**



### **26.1 Minimum Age**

Water Carriers must be a minimum of 12 years of age.

### **26.2 Duties of Water Carriers**

The sole duty of a Water Carrier shall be to convey water to players and to immediately leave the playing arena. If a team's Water Carrier is found to be filling spaces on the ground, this will be noted in the umpires Match Report.

*Penalty:* Clubs in breach of this bylaw will incur a \$100 fine.

### **26.3 Number of Water Carriers**

No team shall be permitted to have more than four (4) Water Carriers and no more than a combined total of six (6) Trainers and Water Carriers. In extreme weather conditions, Clubs will be permitted to appoint a further two (2) Water Carriers however this must first be approved by the Central Umpire(s).

### **26.4 Water Carrier Uniform**

All Water Carriers are to wear uniforms as approved by the BFNL at the commencement of each season. Water Carrier tops must be a light blue shirt and carry the Club name and the words 'Water Carrier'.

*Penalty:* Clubs failing to comply with uniform requirements will incur a \$100 fine per offence.

## **27. Runners**

### **27.1 Duties of Runners**

The sole duty of the Runner shall be to confer with the player or players of their Club and to immediately leave the playing arena. If a team's Runner is found to be filling spaces on the ground, this will be noted in the umpires Match Report.

*Penalty:* Clubs in breach of this bylaw will incur a \$100 fine.

### **27.2 Number of Runners**

Clubs may have a maximum of two (2) Runners. Should a Club use two runners, strictly only one Runner is permitted on the playing surface at a time. If two Runners are found to be on the ground simultaneously, the Umpire will pay a free kick against the offending team.

### **27.3 Runner Uniform**

All Runners are to wear uniforms as approved by the BFNL at the commencement of each season. Runner tops must be fluorescent pink and carry the Club name and the word 'Runner'.

*Penalty:* Clubs failing to comply with uniform requirements will incur a \$100 fine per offence.

## **28. Trainers**

### **28.1 Duties of Trainers**

The duty of a Trainer/medical staff shall be to render medical assistance and convey water as required. Trainers may enter the arena at any time during the match or intervals, but only to attend to an injured player or replace a damaged uniform. No other purposes are permitted.

### **28.2 Number of Trainers**

No team is permitted to have more than a combined total of six (6) Trainers and Water Carriers.

### **28.3 Trainer Uniform**

All Trainers are to wear uniforms as approved by the BFNL at the commencement of each season. Trainer tops must carry the Club name and the word 'Trainer'.

*Penalty:* Clubs failing to comply with uniform requirements will incur a \$100 fine per offence.

### **28.3 Trainer Minimum Requirements**

*In accordance with Section 15 of the National Community Football Policy Handbook.*

## **29. Ground Manager**

Each BFNL Club must supply a Ground Manager for every home game. All Ground Managers appointed by the BFNL or Clubs shall be required to undertake the following as a minimum requirement for that position:

- Open the umpires' rooms 1 hour before the first game, ensuring the rooms are clean.
- Escort umpires to the change rooms to collect team sheets, meet with coaches and players, inspect boots, and return them to their rooms.
- Escort umpires to the ground centre and remain until their warm-ups are complete.
- Provide a spare ball.
- Ensure both teams are on the ground 5 minutes before the scheduled start time.
- Provide drinks (Home Club's responsibility) and tracksuits for umpires at each break.
- Escort umpires off the ground at halftime and after the game.



- Ensure a stretcher is placed by the home team inside the playing arena fence at the interchange area before the game starts.
- Prevent players or spectators from approaching umpires during the quarter and three-quarter time breaks.
- Restrict access to the umpires' room at all times.
- Ensure Water Carriers and/or Trainers do not linger on the field, perform their duties efficiently, and are properly attired. Also, monitor the number of Water Carriers and Trainers to ensure it does not exceed the maximum allowed by the BFNL.
- Ground Manager Fluro Yellow Vest must be worn

*Penalty:* Failure to supply a Ground Manager will result in a \$500 fine.

*Penalty:* Failure to wear correct uniform will result in a \$100 fine.

### **30. Timekeepers**

Each Club must provide a Timekeeper for all grades. The Home Club is responsible for supplying an audible signalling device and a backup device for the Timekeeper.

Timekeepers are required to keep the scores during all matches. Goal Umpires' scorecards will be used, but in the event of a dispute, the Timekeeper's scores will be submitted to the League as evidence, in accordance with Section 8.2.4 (d) Laws of Australian Football.

*Penalty:* Clubs failing to provide a Timekeeper will incur a \$250 fine.

*Penalty:* Clubs failing to provide an audible signalling device and backup siren/bell will incur a \$200 fine.

### **31. Time clocks**

All time clocks displayed to the public at BFNL venues must run continuously from zero upwards without stopping for time-on.

*Penalty:* Clock is not used or is used incorrectly will incur a \$100 fine per offence.

### **32. Match Timing (Excluding Senior Football)**

The BFNL stresses the importance of adhering to the match day schedule to ensure all games finish on time. The following must be followed for all matches (except Senior football) in any BFNL competition:

- Both Timekeepers must assess the match time at halftime.

- If the match is running behind schedule, the remaining time until the scheduled finish will be split equally, while allowing sufficient time for a three-quarter time break.
- If additional time is lost in the second half, the siren **MUST** sound at the scheduled finish time, regardless of the duration of the final quarter.

*Penalty:* Clubs that fail to sound the siren at the scheduled time, as per the official BFNL running sheet will incur a \$100 fine, per offence.

### **33. Stopping and Recommencing Time**

*Refer to Laws of Australian Football 10.6: Stopping and Recommencing Time.*

### **34. Teams not breaking from the Huddle**

Teams must break from the huddle when the single siren is blown to indicate the end of a break.

*Penalty:* Clubs in breach of this bylaw will incur a \$100 fine, per offence.

### **35. Leaving playing field**

Only Senior, Reserve and Under 18.5 teams shall be permitted to leave the playing field during the half time interval, including the finals series. Junior grade sides must remain on the field at half time, except under extreme weather conditions. Teams must return within the scheduled time.

*Penalty:* Clubs leaving the playing field outside of this bylaw will incur a \$200 fine.

### **36. Late appearance**

Clubs must appear on the playing arena at the scheduled time.

*Penalty:* Clubs failing to return to the playing field at the scheduled time will incur a \$25 fine, per minute late.

### **37. Ground Entry and Warm-Up**

Clubs must not interfere with the opposing team's warm-up during entry to the ground, both at the start of the game and at halftime.

Each Club must warm up at opposite ends of the ground: the Club using the easternmost Coach's Box will warm up at the eastern end, while the other Club, using

the westernmost Coach's Box, will warm up at the western end. This applies to all BFNL competitions.

*Penalty:* Clubs in breach of this will incur a \$200 fine.

For Senior football, when entering the ground, Clubs must complete a lap of the centre square, ensuring they avoid the opposing team and their warm-up area if the other team is already at one end of the ground.

### **38. Points and Ladder Calculation**

In all matches, four (4) points shall be awarded for a win, two (2) points for a draw, and zero (0) points for a loss.

At the conclusion of the Home and Away season, if two or more Clubs have accumulated an equal number of points, their position will be determined by the percentage of goals and behinds scored for and against.

In the event of a bye in the BFNL fixture, four (4) points will be awarded to the team with the bye for the purposes of ladder calculation.

If there is an uneven number of games played across any competition, the League will adopt the Match Ratio format to determine ladder positions. Teams will be sorted based on the ratio of matches won. If multiple teams share the same match ratio, they will be ranked according to highest percentage, points for, followed by last head-to-head results.

### **39. Junior Football Cap**

The Ballarat Football & Netball League enforces a player cap per Junior age group to help clubs evenly distribute players across teams.

- All Junior football grades, from Under 8 to Under 16, have a cap of 50 players per age group.
- A Club may only exceed the 50-player cap if they have more than 50 players re-registering from the previous season. Players not registered with the Club in the prior year are subject to the cap.

*Penalty:* Any Club found to have breached the cap by clearing or registering new players will incur a \$500 fine and face additional penalties at the Board's discretion.

### **40. Team Allocation for Junior Competitions (*Juniors Only*)**

Clubs must field teams in the Senior competition of an age group. The following conditions apply based on the number of team entries per Club:



- If a Club has enough players to field only one team in an age group, the Club must compete in the Senior competition for that age group.
- If a Club has enough players to field two teams in an age group, the Club must field one team in the Senior competition and one team in the Reserve competition.
- If a Club has enough players to field three teams in an age group, the Club must field two teams in the Senior competition and one team in the Reserve competition.
- If a Club has enough players to field four teams in an age group, the Club must field two teams in the Senior competition and two teams in the Reserve competition.

All team allocations will be at the discretion of the BFNL Board.

#### **41. First Aid (*Juniors Only*)**

It is the host/home Club's responsibility to engage a first aid supplier for the fixtured games at their ground.

#### **42. Mentors (*Juniors Only*)**

Mentors are permitted in the Under 8, Under 10 and Under 12 Competitions.

##### **42.1 Duties of Mentors**

The duty of a Mentor shall be to provide on-ground coaching to players learning to play the game and teach them the basics of the game whilst out on the ground. Mentors must not barrack and must keep their instructions clear and concise in relation to the positioning of players on the ground, the movement of play and the provision of feedback to player's decision making out on the ground. Mentors must always be 10m away from the location of the ball. Club or appointed BFUA Umpires can remove a Mentor from the ground if they feel the Mentor is not abiding by the above guidelines.

##### **42.2 Number of Mentors**

Clubs are permitted to have one (1) Mentor out on the ground at a time.

##### **42.3 Mentor Uniform**

All Mentors are to wear uniforms as approved by the BFNL at the commencement of each season. Mentor tops must be purple and carry the Club name and the word 'Mentor'.

#### **43. More Than One Match Per Match Day (*Juniors Only*)**

Clubs with 44 or more registered and available players in a specific age group on a match day are only allowed to play one match that day. Junior players may only be included in Senior and Reserve games if the Club is short on numbers. Clubs are encouraged to inform their opposition if players will be participating in multiple games.

*Penalty:* Clubs that breach this bylaw will incur a \$250 fine and loss of premiership points if the match result was a win.

#### **44. Playing Against a Club with Reserve Side Only (*Juniors Only*)**

If a Club is scheduled to play against an opposition that only has a Reserve competition side (and no Senior side in that competition), the Club cannot "drop" any player who played in the Senior competition in the previous match (unless the player also played in the Reserves match on this day). Any player who participated in the Senior competition in their last match played will be ineligible to play in the Reserve competition match against a Club with only one side entered.

*Penalty:* Clubs found in breach of this bylaw will incur a \$250 fine and will forfeit premiership points if they won the match.

#### **45. Yellow Cards (*Juniors Only*)**

This applies to all players in the Ballarat Football & Netball League Junior competition and Ballarat Football Netball League Womens (Under 16 Seniors and below):

- a) Players who receive a red card must attend an independent tribunal unless a set penalty applies.
- b) A player's first yellow card in a season serves as a warning.
- c) A second yellow card in the same season results in an automatic one-match suspension.
- d) A third yellow card, and any subsequent yellow cards, result in a two-match suspension.
- e) To appeal a yellow card, Clubs must email the Football Operations Manager by the close of business on the first business day after the match.
- f) The Tribunal will handle offending players according to AFL Victoria Country procedures.

## **46. Finals Eligibility**

When reading Finals Eligibility bylaws the below hierarchy of competitions, must be taken into consideration when determining where a player can compete during the finals.

When players qualify to compete in finals, they qualify for that competition and any competition that sits above them on the hierarchy.

These must be read in conjunction with AFL Vic Country Rules and Regulations.

### **BFNL Competition Hierarchy:**

1. Senior Competition
2. Reserve Competition
3. Under 18.5 Competition
4. Under 16 Senior Competition
5. Under 16 Reserve Competition
6. Under 14 Senior Competition
7. Under 14 Reserve Competition
8. Under 12 Senior Competition
9. Under 12 Reserve Competition
10. Under 10 Senior Competition
11. Under 10 Reserve Competition
12. Under 8 Competition

### **46.1 Seniors Finals Eligibility**

**46.1.1** A player must play at least three (3) Home and Away matches in a competition to be eligible for finals, except in the following cases:

- Where a Reserves player is selected to play in the Senior side
- Where a registered Junior player is selected to play in the Under 18.5, Reserves or Senior side
- Where a player who competes in the Coates League has their Coates League games counted as Senior matches played

**46.1.2** Coates Talent League games are counted as Senior matches played.

**46.1.3** A registered player, playing three (3) games during the Home and Away season in a competition, shall be eligible to play finals in that competition and any competition that sits above it on the competition hierarchy, provided all other finals eligibility criteria is met.

**46.1.4** A player selected as an interchange player and whose name is on the list of players exchanged before the commencement of the match and who is at the ground in uniform and ready to play and remains ready until the conclusion of the match, shall for all purposes be deemed to have played in such match.

**46.1.5** Any player who changes Club mid-season shall be deemed a new player for the Club, with which he has been granted a clearance to play and shall be required to therefore complete no less than three (3) Home and Away matches with his new Club before being eligible to play in the final series of matches.

**46.1.6** Any player who has played more than nine (9) matches in the Home and Away season with a specific competition shall be ineligible to compete in a final series of any competition that sits below that competition in the BFNL competition hierarchy.

A player may be eligible to play in a lower competition's finals only if:

- The team in the higher competition, where the player has played more than nine (9) matches, is still active in the finals and competing on the same weekend.
- All other eligibility criteria for the finals are met.

If the team in the higher competition is knocked out of the finals, the player is no longer eligible to play in the finals for any lower-ranked competition.

**46.1.7** No player is allowed to play in more than one (1) finals match during the same weekend of finals, except in the following case:

- When a player has first played in an Under 18.5 or Reserve competition match and is required to play in the Senior competition for the second match, due to a late change in player availability. This must not be at the expense of a registered and available player. In this case, the Club must notify the opposition and the League.

**46.1.8** Finals eligibility is calculated at the conclusion of the Ballarat FNL Home and Away matches. Finals matches played are not included when determining finals eligibility.

**46.1.9** VFL games are not counted as Senior competition matches played. Players may only play with their nominated home Club after being released by their VFL club on an Interchange Agreement.

Clubs found playing players who have not been released by their VFL club will incur a loss of four (4) points and percentage, in which the ineligible player participated, at the discretion of the Board.

**46.1.10** A player who has played more than twelve (12) Home and Away matches with a Club affiliated with the VFL competition in that season will not be eligible to play finals

within the BFNL.

**46.1.11** Permit players are not permitted to play finals, except in the following case:

- Where a Club does not have sides competing in the BFNL Junior competitions and a Junior player is selected to play in the Under 18.5 competition. All other finals eligibility must be met and this cannot be at the expense of a registered and available player.

Permit games played outside of BFNL competitions do not count towards a player's finals eligibility.

## **46.2 Junior Finals Eligibility**

**46.2.1** A player must play at least three (3) Home and Away matches in a competition to be eligible for finals, except in the following case:

- Where a registered Junior player has played in three (3) Home and Away matches in a lower competition on the BFNL Competition Hierarchy is selected to play in a higher ranked competition, provided this does not come at the expense of a registered and available player in that age group.

**46.2.2** A registered player, playing three (3) games during the Home and Away season in a competition, shall be eligible to play finals in that competition and any competition that sits above it on the competition hierarchy, provided all other finals eligibility criteria is met.

**46.2.3** A player selected as an interchange player and whose name is on the list of players exchanged before the commencement of the match and who is at the ground in uniform and ready to play and remains ready until the conclusion of the match, shall for all purposes be deemed to have played in such match.

**46.2.4** Any player who changes Club mid-season shall be deemed a new player for the Club, with which they have been granted a clearance to play and shall be required to therefore complete no less than three (3) Home and Away matches with their new Club before being eligible to play in the final series of matches.

**46.2.5** Any player who has played more than eight (8) matches in the Home and Away season with a specific competition (excluding Under 18.5, Reserves and Senior competitions) shall be ineligible to compete in a final series of any competition that sits below that competition on the BFNL competition hierarchy.

A player may be eligible to play in a lower competition's finals only if:





- The team in the higher competition, where the player has played more than eight (8) matches, is still active in the finals and competing on the same weekend.
- All other eligibility criteria for the finals are met.

If the team in the higher competition is knocked out of the finals, the player is no longer eligible to play in the finals for any lower-ranked competition.

**46.2.6** Where a Club competes in more than one competition during finals, a free interchange of players between competitions shall be permitted. However, a player shall not be eligible to play in the final series of matches of any competition unless they have played at least three (3) games in that competition or a lower competition on the BFNL competition hierarchy.

**46.2.7** If a player participates in more than one (1) match during a round of Home and Away matches, the game will only be counted for the competition that sits highest on the BFNL competition hierarchy.

**46.2.8** No player is allowed to play in more than one (1) finals match during the same weekend of finals, except in the following case:

- When a player has first played in a Reserve competition match and is required to play in a Senior competition for the second match, due to a late change in player availability. This must not be at the expense of a registered and available player. In this case, the Club must notify the opposition and the League.

**46.2.9** If a player has played more than eight (8) Home and Away games in a higher competition age group and is on the team that wins the 2nd Semi Final, skipping the Preliminary Final to go straight to the Grand Final, they cannot play in the lower competition age group during the Preliminary Final, even if both age groups are still in the competition.

**46.2.10** Finals eligibility is calculated at the conclusion of the Ballarat FNL Home and Away matches. Finals matches played are not included when determining finals eligibility.

**46.2.11** Permit games played outside of Ballarat FNL competitions do not count towards a player's finals eligibility.

**46.2.12** Permit players from a Club outside of the Ballarat FNL cannot participate in BFNL Finals matches.

**46.2.13** The BFNL Senior Competitions (Under 18.5, Reserves and Seniors) are classified as separate competitions. Any games played in these competitions will not be considered for Junior finals eligibility.

#### **47. Independent Tribunal**

The BFNL Board shall appoint persons to the Tribunal, who in their opinion, possess sufficient knowledge of Australian Football and are sufficiently qualified to completely perform the role of Chairman or Tribunal panel member. The BFNL Independent Tribunal will operate in accordance with the National Community Football Policy Handbook.

#### **48. Match Review Panel**

A Match Review Panel (MRP), shall be appointed by the BFNL Board. The MRP is an independent panel of members who shall be asked to review incidents raised by Clubs and Umpiring Associations from official league video evidence and asked to determine if a specific player or players in question may have a case to answer to under AFL Victoria Country rules, in accordance with Section 22.2 (b) of the National Community Football Policy Handbook.

##### **48.1 Club Requesting Match Review Panel**

If a Club wishes to have any on-field incident reviewed involving a player or official who has not been reported in a match, they must submit an Incident Referral Form by no later than 12:00pm Tuesday, following a round of matches. A \$100 lodgement fee shall apply for MRP requests and must be paid on submission of the Incident Referral Form.

If an MRP case is requested and the MRP determines there is no case to answer to, the club who requested the case to be reviewed will be charged a \$100 fee.

If the MRP refers the case to the Tribunal, the following shall apply:

- If the reported player(s) is found guilty, the Club of the guilty player shall be charged a \$100 fee and the requesting Club shall be refunded the \$100 request fee.
- If the reported player(s) is found not guilty, the Club requesting the MRP shall forfeit the \$100 fee submitted at the time of the request.
- If the MRP determine a player may have a case to answer to and the set penalty applies, the reported player may accept the set penalty and the Club of the guilty player shall be charged a \$100 fee.

## 49. Investigations

*Refer to Section 5 of the AFL Vic Country Rules and Section 22 of the National Community Football Policy Handbook*

## 50. Melee Matrix

Where a melee occurs at any football match, the following process shall be followed:

1. Umpires to complete Match Report form noting the following:

- a) Players actively involved from the one team
- b) Duration of the melee
- c) Level of aggression in melee
- d) Umpires intervention in melee
- e) Officials involved
- f) Approximate time of match melee occurred (for Match Review purposes)

2. Upon receiving notification of a melee from the match report, the League and/or Match Review Panel will review any footage (if available). The League will then use the information in the Match Report against the Melee Matrix (see appendix 2) to determine an outcome. The League will then contact the clubs involved in the melee and provide Clubs an opportunity to:

- a) Accept the resulting fine; or
- b) Dispute the details completed in the form by provision of official Club submission that outlines their version of events and witnesses who can attest to what is written.

3. The Club submission will be forwarded to the BFNL Board to make final determination on:

- a) Whether the initial fine shall remain in place and apply
- b) Whether the initial fine may be reduced to a lower amount
- c) Whether the initial fine should be overturned; or
- d) Whether the initial fine should be increased

4. Clubs will be informed of the League's final decision and sent an invoice (if applicable) that must be paid within 30 days of the invoice being issued.

Melee Details	Points
<b>Players actively involved from one team</b>	
1 – 4 players	1
5 – 9 players	2
10 or more players	3
<b>Duration of melee</b>	
Less than 30 seconds	1

30 – 60 seconds	2
More than 60 seconds	3
<b>Level of aggression</b>	
Low (minor wrestling, push and shove)	1
Medium (wrestling, jumper punches, etc.)	2
High (striking and/or reports)	3
<b>Umpire intervention</b>	
1 umpire intervening	1
2 umpires intervening	2
3 or more umpires intervening	3
<b>Officials involved</b>	
1 – 2 officials handling own players	1
3 or more officials handling own players	2
Any official handling opposition players	3

*Penalty:* Points will be tallied from the Melee Matrix above and a fine imposed as calculated below:

Melee Grading	Points Accrued	Fine
Low	5 points	\$200
Medium	6 – 10 points	\$300
High	11 or more points	\$500

In addition the above fine, Clubs who are involved in more than one (1) melee during a season will incur further penalties as outlined below:

Melee	Additional Penalty
First Offence	-
Second Offence	\$500
Third Offence	\$1,000
Fourth Offence	\$2,000 and Senior Coach suspended for two (2) matches

## 51. Reporting Process



## 52. Classification Table



## TABLE 2 - CLASSIFICATION TABLE

CONDUCT	IMPACT	CONTACT	BASE SANCTION	EARLY GUILTY PLEA
INTENTIONAL	SEVERE	HIGH / GROIN / CHEST	5+ MATCHES (TRIBUNAL)	N/A
		BODY	4+ MATCHES (TRIBUNAL)	N/A
	HIGH	HIGH / GROIN / CHEST	4 MATCHES	3 MATCHES
		BODY	3 MATCHES	2 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	FINE AND/OR REPRIMAND
CARELESS	SEVERE	HIGH / GROIN / CHEST	4+ MATCHES (TRIBUNAL)	N/A
		BODY	3+ MATCHES (TRIBUNAL)	N/A
	HIGH	HIGH / GROIN / CHEST	3 MATCHES	2 MATCHES
		BODY	2 MATCHES	1 MATCH
	MEDIUM	HIGH / GROIN / CHEST	2 MATCHES	1 MATCH
		BODY	1 MATCH	FINE AND/OR REPRIMAND
	LOW	HIGH / GROIN / CHEST	1 MATCH	FINE AND/OR REPRIMAND
		BODY	1 MATCH	FINE AND/OR REPRIMAND
LOW IMPACT	MEDIUM IMPACT	HIGH IMPACT	SEVERE IMPACT	
Minimal or no impact on the match - the Player continued to play the majority of he match and suffered no or minimal ongoing issues.	Clearly some impact on the Player, and/or the Player left the field for a lengthy period of time, and/or some possible lower level ongoing treatment(s) required and/or may miss one Match	Major impact on the Player, and/or the Player was unable to participate in the remainder of the Match, and/or major ongoing issues that require medical intervention and/or may miss some Matches.	Major impact and serious injury to the Person, and/or likely to miss a significant number of Matches	

## TABLE 8 – AUDITORY CLASSIFICATION TABLE

CONDUCT	RECEIVER	VOLUME	BASE SANCTION	EARLY GUILTY PLEA
THREATENING	UMPIRE*	ANY	4 OR MORE MATCHES (TRIBUNAL)*	N/A
	ANOTHER PERSON	LOUD	4 OR MORE MATCHES (TRIBUNAL)*	N/A
		MEDIUM OR LOW		
HIGH-LEVEL ABUSIVE / OBSCENE / INSULTING	UMPIRE	LOUD	4 MATCHES	3 MATCHES
		MEDIUM OR LOW	3 MATCHES	2 MATCHES
	ANOTHER PERSON	LOUD	3 MATCHES	2 MATCHES
		MEDIUM OR LOW	2 MATCHES	1 MATCH
LOW-LEVEL ABUSIVE / OBSCENE / INSULTING	UMPIRE	LOUD	3 MATCHES	2 MATCHES
		MEDIUM OR LOW	2 MATCHES	1 MATCH
	ANOTHER PERSON	LOUD	2 MATCHES	1 MATCH
		MEDIUM OR LOW	1 MATCH	FINE AND/OR REPRIMAND

