



**EASTERN
FOOTBALL
LEAGUE**

**Junior Rules
Summary
2009**

INTRODUCTION

This booklet is a summary of the rules specific to the junior competition and specific to particular age groups.

It is important to remember that if there is any dissension, the EFL rules and by-laws, in conjunction with the AFL laws of Australian football, will take precedence over this booklet.

CONTENTS

	PAGE
Age Qualification Requirements	4
Automatic Suspension	3
Best & Fairest Awards	4
Coach Accreditation/Registration.....	4
Finals Eligibility	4
Football Requirements.....	5
Interchange Player Numbers	4
Length of Quarters	6
Maximum Player Lists.....	4
Number of Players Needed to Start Match	5
Officials Required.....	5
One Match Interchange Policy.....	4
Order Off Rule.....	3
Playing Out of Age Group	4
Scoring.....	3
Special Rules – Under 9	7
Special Rules – Under 10	8
Special Rules – Under 11	8
Start Times.....	5
Team Benches.....	4

ORDER OFF RULE

Players in any junior grade, (under 9s to 16s), may be ordered from the field by the field umpire and may be reported. Players can be ordered from the field for breaching the AFL rules of football/EFL codes of conduct.

All players sent off can be replaced.

A. FIRST ORDER OFF DURING GAME BY FIELD UMPIRE

Penalty: Player ordered from the ground for 15 minutes of playing time, and can be replaced from the interchange bench.

The player may be reported for this offence.

This will be notified by the field umpire holding up a yellow card.

B. SECOND ORDER OFF OF SAME PLAYER DURING SAME GAME BY FIELD UMPIRE

Penalty: Player ordered from the field for the duration of the game.

Player will incur an automatic suspension if ordered off more than once during a match or season.

Player ordered off can be replaced from the interchange bench for the remainder of the game.

This will be notified by the Field Umpire holding up a red card.

C. REPORTING OF PLAYER BY FIELD UMPIRE FOR SERIOUS OFFENCE

Penalty: Player ordered from the field for the duration of the game and must appear before the EFL tribunal.

Player ordered off can be replaced from the interchange bench for the remainder of the game.

This will be notified by the Field Umpire holding up a red card.

AUTOMATIC SUSPENSION

Any player ordered from the field more than once during a match or through the course of a season will incur an automatic one match suspension. A third order off will also incur an automatic one match suspension. It must be noted that the penalties incurred by a player ordered off more than once are added to any suspension incurred at the tribunal or through the set penalty system (if applicable).

These suspensions will be notified to clubs by the EFL staff.

Any club who believes a player has been sent off unfairly has the right to appeal and if successful the send off will be taken off EFL records. To have an appeal heard the club must write to the Football Operations Manager stating reasons for seeking an appeal. This letter together with a \$100 bond must be received by 5.00 pm on the Monday immediately following the match in question.

If these requirements have been met the case will be referred to the Independent Tribunal. If subsequently found guilty at the Independent Tribunal the order off will remain on league records, the \$100 bond will not be returned and the player may be suspended. If found not guilty the send off will not be recorded and the \$100 will be returned to the club.

SCORING

In all non competitive age groups (under 9/10/11) ladders will not be maintained and accordingly match results have no consequence. The use of scoreboards is not allowed.

The home club in each junior grade from Under 12 to Under 16 (inclusive) match shall be responsible to lodge scores by no later than 12.00 noon on the Monday following the match in the manner stipulated by the EFL.

INTERCHANGE PLAYER NUMBERS

In all non competitive age groups (under 9/10/11) a maximum of 8 interchange players is permitted.

In all competitive age groups (under 12/13/14/15/16) a maximum of 6 interchange players is permitted.

TEAM BENCHES

No more than 4 people in addition to the interchange players are permitted on the team bench.

AGE QUALIFICATION REQUIREMENTS

To qualify to participate in a particular competition age group, a player must meet the age requirements (i.e. be under 16 etc.) as of the 1 January prior to the season in question.

No player shall be permitted to play in the junior competition unless they attain at least the age of eight years during that person's first year of registration with the EFL.

COACH ACCREDITATION/REGISTRATION

It is compulsory that all junior coaches have obtained at least level one accreditation. All EFL coaches must be registered each season by completing a coach registration form. Any club who seeks to appoint any coach under 18 years of age must gain approval from the junior committee.

ONE MATCH INTERCHANGE POLICY

Clubs are able to loan players to another club within the EFL for one match, if the one match interchange form has been completed correctly.

BEST & FAIREST AWARDS

League best and fairest awards will be voted on by the field umpires in all competitive age groups (under 12/13/14/15/16).

Any player suspended throughout the season will be ineligible to win these awards.

FINALS ELIGIBILITY

For a junior player to be eligible for his club in finals games, the player must have played a minimum of (three) 3 games for his club's team in the division in which that team competes.

Any player who plays with senior teams must play AT LEAST 6 games in the under 16 home and away matches to be eligible for the under 16 final series.

MAXIMUM PLAYER LISTS

No junior grade team in the competitive age group (under 12/13/14/15/16) is permitted to have more than 30 players registered in each season.

PLAYING OUT OF AGE GROUP/TEAM

All players in the under 9 to under 16 grades (inclusive) may play out of their registered age group. However, no player may:

- (i) Play more than two (2) games out of his/her registered age group in any one season.
- (ii) Play more than two years (grades) above his/her registered age group.
- (iii) The first team a player plays his third (3) match in is the **only** team they can qualify for finals in. Once a player has qualified in a division they are limited to two (2) matches in a higher division. They cannot move down to a lower division.

- (b) Where a club field's more than one team in the same competitive age group up to under 16, a player is permitted to move between teams, but once they have played three (3) matches in the higher graded team they may not move to the lower graded team for the remainder of the season.

Players in the lower rated team are free to move to the higher rated team during first round matches (home and away).

The team a player first qualifies in (3 games) is the only team they can represent in finals.

Where a bye is fixtured in the higher graded team, no player is permitted to move to the lower graded team during the week of the bye.

If a club forfeits a match the forfeit can only occur in the lower rated team.

In circumstances where 18 eligible players will not be available to take the field in a nominated under age match, the League CEO may at his absolute discretion grant a permit to play for a player/s for the nominated match only. A request for such a permit must be supported by a statutory declaration stating that 18 eligible players are not available for the match.

NUMBER OF PLAYERS NEEDED TO START MATCH

In the competitive age groups (under 12-16) a minimum of 14 players from both teams is needed to start a match.

If a match is forfeited due to lack of numbers, the teams may agree to conduct an unofficial practice match and the field umpires are requested to assist if necessary.

FOOTBALL REQUIREMENTS

Under 9/10	Sherrin – Size 2
Under 11/12	Sherrin – Size 3
Under 13/14	Sherrin – Size 4
Under 15/16	Sherrin – Full Size

All footballs used must have the EFL approved sponsors logo.

In non competitive age groups (under 9-10) two footballs in good condition must be supplied.

In non competitive age group (under 11) two approved leather footballs in good condition must be supplied. At least one of the two balls supplied must be a red leather football.

In the competitive age groups (under 12-16) two approved leather footballs in good condition must be supplied. At least one of the two balls supplied must be a red leather football. The away team captain will select which ball to use in a match.

START TIMES

Under 9/10	9.30 am
Under 11/12	10.55 am
Under 13/14	12.30 pm
Under 15/16	2.30 pm

LENGTH OF QUARTERS

There is no time on in any junior competition matches.

Under 9/10 12 minute quarters

Under 11/12 15 minute quarters

Under 13/14/15/16 20 minute quarters

OFFICIALS REQUIRED

Team manager all age groups

Trainer (accredited) all age groups

Water Carrier all age groups

Runner all age groups

Interchange Steward all age groups, except 9/10/11

Timekeeper all age groups

Boundary Umpire all age groups, except 9/10

Goal Umpire all age groups, except under 9

Umpires Escort all age groups

SPECIAL RULES - UNDER 9 DIVISION

Player Numbers

15 players per side, with no rucks/ruck-rovers and rovers meaning centre players contest centre bounce.

Ground Size

The matches may be played on a reduced ground to a minimum of one half of a full size ground.

Centre Ball Ups

A player may not take full possession of the ball at a ball up. The ball must go to another player or touch the ground before the player winning the knockout can take possession of the ball. A centre ball up will occur after each score, whether it is a goal or behind.

Field Ball Ups

Two opponents of approximately the same height are to be selected by the umpire to contest the ball up. They do not have to be the closest or the tallest players. As with the centre ball ups full possession is not allowed.

Out of Bounds

Whether by foot or by hand, and regardless of the ball going out on the full, a free kick is awarded against the team who last touched the ball and is taken by the nearest opponent. If there is any doubt as to which team last touched the ball, a free kick is awarded to the nearest player of the defending team.

Tackling/Bumping

Players cannot tackle an opponent, hold an opponent, push an opponent in the side, knock or take the ball out of an opponent's hands. A restrained bump in which the force of the contact is insufficient to knock the opposing player over is permitted. If a player is fairly bumped the ball must be disposed of within a reasonable time by hand or foot.

Shepherding

A player is not allowed to block, shoulder or push an opponent not in possession of the ball.

Marking

A mark is to be paid to a player who catches the ball regardless of the distance of the kick, provided the ball is not touched in transit.

Bouncing the Ball

A player is allowed to bounce the ball once before disposing of it by hand or foot. After disposal the player cannot touch the ball until another player has touched the ball.

Kicking Off the Ground

A player is not allowed to deliberately kick the ball off the ground.

Playing On

A player who has been awarded a mark or free kick cannot play on. They must go back behind the mark and either kick or handball.

Advantage Rule

The advantage rule after a free kick will not be applied.

Coaches

Coaches are not permitted on the ground. An official runner can be used.

SPECIAL RULES – UNDER 10 DIVISION

Ground Size

The matches may be played on a reduced ground to a minimum of one half of a full size ground.

Out of Bounds

Whether by foot or by hand, and regardless of the ball going out on the full a free kick is awarded against the team who last touched the ball, and is taken by the nearest opponent. If there is any doubt as to which team last touched the ball, a free kick is awarded to the nearest player of the defending team.

Bouncing the Ball

A player is allowed to bounce the ball once before disposing of it by hand or foot. After disposal that player cannot touch the ball until another player has touched the ball.

Kicking Off the Ground

A player is not allowed to deliberately kick the ball off the ground.

Playing On

A player who has been awarded a mark or free kick cannot play on. They must go back behind the mark and either kick or handball.

Advantage Rule

The advantage rule after a free kick will not be applied.

Marking the Ball

A mark shall be awarded to a player catching the ball from the kick of another player not less than 5 metres distance, providing the ball has not been touched in transit.

Coaches

Coaches are not permitted on the ground.

An official runner can be used.

SPECIAL RULES – UNDER 11 DIVISIONS

Kicking off the ground

A player is not allowed to deliberately kick the ball off the ground.

SPECIAL RULES - UNDER 9/10/11 DIVISIONS

In all under 9, 10 and 11 competitions if, prior to the commencement of the match, a team has less than the maximum number of players permitted on the ground (for that age group), that team may request sufficient players from the opposition to bring the number of players up to the maximum number permitted. If the request is denied, both teams will play with the same number of players.

If a request for additional players in accordance with above, an equal number of players on each team must be maintained throughout the game. A count of players on each team and subsequent exchange of players will be done at each quarter break.

Where both teams have less than the maximum number of players permitted on the ground, the total number of players will be divided equally. Where an odd number of players exist, the team with the highest number of players will retain the additional player.