



2021 MATCH DAY GUIDE



MATCH CONDITIONS

MIXED NON PREMIERSHIP

Phase	SANFL Minis	Under 8s	Under 9s	Under 10s	Under 11s
Players on ground	9 a side (3 equal zones)		12 a side (3 equal zones)	12 a side	18 a side (Anti Density)
Max. Game Day Squad	12		16		22
Oval Size	Optimal 80m x 60m		Optimal 100m x 80m		Full Size
Match Length	4 x 10mins		4 x 12min		4 x 15min
Breaks	3min Quarter, 5min Half				
Competition Details	No scores, ladders, finals or recording of best players permitted				
The Ball	Synthetic Size 1		Synthetic Size 2		Synthetic/Leather Size 3
Coaching Position	On Field		Optional		Sidelines
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds As per Rule 15.6 of the Laws of the Game				
Contact	No tackle or bump. No contact or spoiling except when accidental in nature		Modified Tackle, No Bumping		Tackling permitted as per Laws of Australian football
Stealing, Smothering Shepherding, Barging	No stealing, smothering, shepherding or barging				Permitted as per Laws of Australian Football
Bounces	1 Bounce				2 Bounces
Marking	A mark is awarded irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it		A mark is awarded irrespective of the distance the ball has travelled to any player who catches it or shows control.		A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10m
Kick off the ground	Not permitted unless accidental				
Penalties	No distance penalty applies		10m penalty, at the umpire's discretion		25m penalty, at umpire's discretion
	Players can be ordered off at the umpire's discretion				



MATCH CONDITIONS

PREMIERSHIP GRADES

Phase	Under 12s	Under 13s	Under 14s	Under 15s	Under 16s & 17.5s
Players on ground	18 a side				
Max. Game Day Squad	22				
Oval Size	Full Size				
Match Length	4 x 15min	4 x 18min		4 x 20min	
Breaks	5min Quarter, 5min Half	5min Quarter, 8min Half			
Competition Details	Scores, ladders and finals permitted				
The Ball	Lether Size 3	Leather Size 4			Full Size Leather
Coaching Position	Sidelines				
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds As per Rule 15.6 of the Laws of the Game				
Contact	Tackling permitted as per Laws of Australian Football				
Stealing, Smothering Shepherding, Barging	Permitted as per Laws of Australian Football				
Bounces	Unlimited				
Marking	A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 15m				
Kick off the ground	Permitted				
Penalties	25m penalty applied at umpire's discretion				
	Players can be ordered off at umpire's discretion				



MATCH CONDITIONS - GIRLS

Phase	U9 Girls	U11 Girls	U13 Girls	U15 Girls	U16 & 17.5 Girls
Players on ground	9 a side (3 equal zones)	12 a side	15 a side	18 a side	
Max. Game Day Squad	12	16	18	22	
Oval Size	Optimal 80m x 60m	Optimal 100m x 80m	Full Length & Narrowed Wings	Full Size	
Match Length	4 x 10min	4 x 12min	4 x 15min	4 x 17min	
Breaks	3min Quarter, 5min Half		5min Quarter, 8min Half		
Competition Details	No scores, ladders, finals or recording of best players permitted		Scores, ladders and finals permitted		
The Ball	Synthetic Size 1	Synthetic Size 2	Synthetic Size 3	Leather Size 3	Leather Size 4
Coaching Position	On Field	Optional	Sidelines		
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds As per Rule 15.6 of the Laws of the Game				
Contact	No tackle or bump. No contact or spoiling except when accidental in nature	Modified tackle	Tackling permitted as per Laws of Australian football		
Stealing, Smothering Shepherding, Barging	No stealing, smothering, shepherding or barging		Permitted as per Laws of Australian Football		
Bounces	1 bounce		2 bounces	Unlimited	
Marking	A mark is awarded irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it	A mark is awarded irrespective of the distance the ball has travelled to any player who catches it or shows control.	A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10m		
Kick off the ground	Not permitted unless accidental		Kick to Score, From Goal Square	Permitted	
Penalties	No distance penalty applies	10m penalty, at the umpire's discretion	25m penalty, at umpire's discretion		
	Players can be ordered off at the umpire's discretion				



MATCH DAY PROCESSES

This list of processes is to be read in conjunction with the Rules, Regulations & Policies of SANFL Juniors. How the roles and responsibilities associated with match day processes is managed is at the discretion of each club (Registrars, Team Managers, Committee, etc.). Below is a list of requirements that need to be completed by clubs for each match day.

TRANSFERS / CLEARANCES

- All player transfers must have a completed transfer request form (SJ13) lodged with SANFL Juniors before being submitted onto SportsTG. Forms must be emailed to sanfljuniors@sanfl.com.au.
- Any clubs wanting to 'Dual Register' a player using a Type 2 Permit, must lodge a request to SANFL Juniors before accepting and registering that player.
 - There are limits on 'Dual Registrations', as per rule 6.10.
 - If you have registered a player via 'Dual Registration' without permission, the player is deemed to be unqualified and penalties will apply.

Transfers and Permits must be submitted by 12pm on the Friday before the match, otherwise they will not be processed until the next business day.

RULES

It is essential that the appropriate officials are familiar with the SANFL Juniors Rules & Regulations, Codes of Conduct and Club Policies. A players medical treatment plan (provided by the family if a player has a known medical condition) must be available at all matches and training sessions & the Team Manager should be aware of any alerts or immediate treatment requirements specified on those forms.

MATCH DAY PAPERWORK

- Print three (3) Team Sheets from the database (1 for opposition, 1 for the Umpires, and 1 for yourself).

HOME CLUB PAPERWORK

- Team Manager (home team) to collect Umpires Team Sheet for both clubs from the umpire/s at end of the game.
- Collect three (3) scorecards, which have been signed by both Goal Umpires and the Timekeeper.
- Results and Best Players – Home clubs are to enter Results (required) and Best Players (optional) into SportsTG by COB Monday after each game. Umpires will enter scores via the Match Day App also.

AWAY CLUB

- Goals kicked by individual players for Under 12 to Under 16.5's need to be entered into SportsTG for your team if you wish to have them published.

NO MATCH DAY PAPERWORK IS REQUIRED TO BE SENT TO SANFL JUNIORS UNLESS SPECIFICALLY REQUESTED

Clubs should have all rounds match day paperwork on file if it is required to be submitted at a later date.



MATCH DAY PROCESSES

TEAM SHEET / SPORTSTG TASKS

PRIOR TO THE MATCH

Sign into SportsTG and create the Team Sheet for your team's pending match:

- Competitions --> Match Results --> select '**PRE GAME**' (for date of your match to be played).
- Just above the 'Selected Players' panel, there is 'Autoselect Players' with three (3) options below. Select "Players registered to this team".
- The 'Selected Players' panel will filter appropriately and show the list of your teams total available players. Check the list carefully and adjust jumper numbers as required, either:
 - Temporarily by manually entering; or
 - Permanently by selecting '**TOOLS**' (right of page) and clicking 'EDIT CLUB DEFAULT PLAYER NUMBER' in the drop down selection.
- Hit the green '**SAVE**' button on the 'Selected Players' panel.
- At the bottom of the page, update Team Officials. In the 'Autoselect Team Officials', there are three (3) options. Choose "Select all staff from last week" if Team Officials are the same as the week before.
- Check the list carefully and manually adjust if required, then select the green '**SAVE TEAM OFFICIALS**' button.
- Once completed, select the '**TEAM SHEET**' button to generate the team sheet for the upcoming match.
- Check the list carefully one last time and make any final changes if necessary e.g. duplicate jumper numbers. Once ready, please ensure that three (3) hard copies are printed.

AT THE MATCH

Please ensure to:

- Write with pen on all three (3) Team Sheets of who is actually playing, including any jumper number changes.
- Sign each of your teams three (3) Team Sheets.
- Prior to the start of the game, swap one (1) of your three (3) Team Sheets with the opposition Team Manager so each team has a copy of their oppositions updated Team Sheet. Of the two (2) remaining Team Sheets, provide one (1) to the Umpire and keep a copy for yourself.
- Complete a Match Day Incident Report for any issues/incidents that occur prior, during or after the match, and must be completed via the Match Day App or via SportsTG when entering results.
- Umpires and the HOME team are responsible for entering scores, votes, reported players, and match day incidents online.

AFTER THE MATCH

Please sign into SportsTG no later than midnight Monday evening:

- Competitions --> Match Results --> select '**PRE GAME**' (for date of your match just played).
- Adjust the SportsTG team list so that only the players who actually played appear in the 'Selected Players' list (use the little red button with a minus sign to remove a player from the 'Selected Players' list). Therefore, only those players who actually played will be credited with a game. If required, you can manually adjust any jumper numbers too.
- Hit the green '**SAVE**' button on the 'Selected Players' panel.
- Once completed (or if the above isn't required), select '**POST GAME**'.



MATCH DAY PROCESSES

- Go to the 'Final Match Scores' tab and enter scores and results for both teams.
- Once completed, hit the green '**UPDATE MATCH SCORES**' button to publish results onto SportsTG.
- Clubs can choose to record goals scored and best player votes by individual players, however this is not a requirement of the SANFL Juniors.

PLAYER REPORTS

- In the event of a player being reported, there is no need for clubs to notify SANFL Juniors as umpires will be reporting this via the Match Day App.

MATCH DAY CHECKLIST

- Match Day Checklist can be completed online using the JLT app. Please fill out all information on the checklist.
- This form is for insurance purposes and must be completed by the home club.
- If matches are halted due to weather, a new Match Day Checklist will need to be completed before matches recommence.

PENALTIES

Please note that failure to comply with the above requirements may result in penalties, such as fines, to your club. The fines table below are breaches that are relevant to the Match Day processes, however for a comprehensive list, please view Appendix 10.6 – Fines, which can be found on the SANFL Juniors website.

Any fines which remain outstanding following the minor round may jeopardise the clubs opportunity to host/participate in the Finals Series.

BREACH	FINE
Failure to provide team sheet to umpire	\$50.00
Failure to enter completed match day results by midnight Monday	\$50.00
Any player playing under another name	\$500.00
Club playing ineligible, suspended, unregistered and/or over-age players as per regulation 6.11	
First instance	\$100.00 plus loss of match ratio
Second instance	\$250.00 plus loss of match ratio
Third instance	\$500.00 plus team withdrawn from competition
Fourth instance	Any further penalty that SANFL Juniors deems appropriate



UMPIRE COMMUNICATION FRAMEWORK

SECTION #1 – Who can talk to an Umpire and why?

Only the Team Manager from a SANFL Juniors team can talk to an Umpire at a quarter break. An Umpire can be approached for the following reasons:

- **Clarification of Match Conditions** – An enquiry when there is a consistent change/failure to follow the prescribed Match Conditions. Not to query an umpiring mistake.
- **Player Safety** – To address concerns of player safety in the event of extreme weather or a change to the match/oval conditions only.
- **Clarification of Send Off/Reported Player** – To seek clarification of the details surrounding a send-off or reported player (i.e. what the sanction was for) and when the player can return to the field. Not to argue or debate the decision of the umpire.

SECTION #2 – The process of communicating with an umpire.

Step #1: The Team Manager is to approach the opposition Team Manager to advise them of the communication being directed to the Umpire. Both Team Managers are not permitted to approach the Umpire together, only the Team Manager who has initiated contact.

Step #2: The Team Manager is to approach the Umpire and introduce themselves using one of the statements in Section 3.

Step #3: The Team Manager is to address their concerns/query using the below statements in Section 3 (with the appropriate Match Conditions in hand if applicable to the query).

Step #4: Once the Team Manager has addressed their query to the Umpire, any further communication is to be directed to SANFL Juniors Umpiring Department and/or SANFL Juniors Competition Management post game.

SECTION #3 – Applicable Statements to communicate to an umpire which are to be strictly adhered to.

- **Clarification of Match Conditions**
Applicable Statement: *Hi, my name is _____, I am the Team Manager of _____ and I am seeking clarification of _____ as per our Match Conditions for Under ____.*
- **Player Safety**
Applicable Statement: *Hi, my name is _____, I am the Team Manager of _____ and I would like to address concerns for the safety of our players for the following reasons _____.*
- **Clarification of Send Off/Reported Player**
Applicable Statement: *Hi, my name is _____, I am the Team Manager of _____ and I would like clarification surrounding the send-off/report of player number ____ for _____ Football Club.*

SECTION #4 – Failure to Adhere to Umpire Communication Framework.

Failure to adhere to the Umpire Communication Framework will be treated as a serious infraction and can result in a report being made to SANFL Juniors Competition Management and subsequent penalties being applied to clubs;

- 1st offence – \$250.00 fine.
- 2nd offence – \$500.00 fine and potential loss of premiership points if applicable.
- Further Offences – To be determined by SANFL Juniors Competition Management and/or SANFL Juniors Tribunal.

Any further clarification can be directed to SANFL Juniors at sanfljuniors@sanfl.com.au.



EQUALISATION POLICY

EQUALISATION BEFORE START OF PLAY

The Equalisation Rule of on field playing numbers, will be applied to all grade levels for all games, excluding Finals.

- The Team with the higher numbers will make the decision on how this rule is to be applied.
- The enactment of this rule is to be within the spirit of the game.
- The introduction of the Equalisation Rule across all grades is motivated by the desire that participation is the key objective and a good game is played.
- The SANFL Juniors would like to see Clubs & particularly Coaches embrace this rule to ensure a good game of football. Below are examples of how the rule may work. The rule allows for the club with the most players to decide how it is to be played.

Example 1

Team A 22 players & Team B 15 players

Start of match – 18 v 18

Example 2

Team A 19 players & Team B 16 players

Start of match – 17 v 17

***NOTE:** If Team B refuses to accept players from Team A to even up playing numbers, Team A are entitled to play with 18 players.*

- For the Rule to work in the spirit of the game, Clubs & Coaches must be prepared to encourage players to play a game.

EQUALISATION DURING PLAY WHEN INJURIES OCCUR

The following playing number conditions only apply when players have match ending injuries.

When a player leaves the field due to injury, a determination is required as to whether the player will be able to be treated and return to the field or it is a match ending injury. If it is determined to be a match ending injury, under no circumstances is the player allowed to return to the field.

These conditions do not apply for the following:

- When players leave the field to be treated and expect to return to the field;
- When players leave the field to go to another venue to fill in for another team;
- Normal conditions apply when a player is sent from the field by an umpire for an indiscretion.

Example 1

Team A 22 players & Team B 18 players

Start of match – 18 v 18

Team B has 1 injury – 18 v 17

Team B has 2 injuries – 16 v 16

Team B has 3 injuries – 16 v 15

Team B has 4 injuries – 16 v 14

Team B has 5 injuries – End of match

Example 2

Team A 22 players & Team B 17 players

Start of match – 17 v 17

Team B has 1 injury – 17 v 16

Team B has 2 injuries – 16 v 15

Team B has 3 injuries – 16 v 14

Team B has 4 injuries – End of match

Example 3

Team A 22 players & Team B 16 players

Start of match – 16 v 16

Team B has 1 injury – 16 v 15

Team B has 2 injuries – 16 v 14

Team B has 3 injuries - End of match

Example 4

Team A 22 players & Team B 15 players

Start of match – 16 v 15

Team B has 1 injury – 16 v 14

Team B has 2 injuries – End of match



EQUALISATION POLICY

Example 5

Team A 22 players & Team B 14 players

Start of match – 16 v 14

Team B has 1 injury – End of match

PROCEDURE

In the event of second (or more) match ending injuries, the following procedure should be followed:

- The Team Manager of the team with injured players notifies the opposition Team Manager;
- The Team Manager of the team without injured players advises the Coach that players must be taken from the field as soon as possible. Note – the players taken from the field become part of the interchange and can be interchanged back on to the field at any stage;
- Before the next quarter break, the Team Manager of the team with injured players advises the Ground Marshall of the new on field playing numbers;
- At the next quarter break, the Ground Marshall notifies the Umpire of the new on field playing numbers.

DISPUTES

In the event of a team not taking players from the field, the following procedure should be followed:

- The Team Manager of the team with injured players notifies the Ground Marshall;
- The Ground Marshall notifies the Umpire as soon as practicable;
- The Umpire instructs the Coach to take players from the field.

PENALTIES

If the team without injured players fails to comply:

- The Umpire will report the breach and the Coach will face disciplinary action for breach of Code of Conduct;
- SANFL Juniors will carry out an investigation which could result in possible loss of premiership points.



Adelaide Lutheran



Angle Vale



Athelstone



Blackwood



Brighton Districts & Old Scholars



Broadview



Colonel Light Gardens



Eastern Park



Edwardstown



Elizabeth



Fitzroy



Flagstaff Hill



Gaza



Gepps Cross



Golden Grove



Goodwood Saints



Glenunga



Hectorville



Henley



Greenacres



CLUB GUERNSEYS



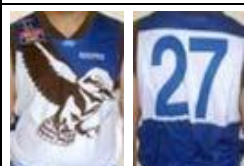
Hope Valley



Houghton Districts



Ingle Farm



Kenilworth



Kensington



Kilburn



Lockleys



Marion



Mawson Lakes



Mitcham



Modbury



Morphettville Park



Mt. Lofty



North Haven



North Pines



Para Hills



Payneham Norwood Union



Phantoms



Plympton



Pooraka



Port District



CLUB GUERNSEYS



Portland



Port Noarlunga



Rosewater



Salisbury



Salisbury North



Salisbury West



Seaton



Smithfield



SMOSH West Lakes



Tea Tree Gully



Unley



Walkerville



West Croydon



Woodville South



GUERNSEY CLASHES

Adelaide Lutheran – Athelstone, Eastern Park, Gepps Cross, Glenunga, Hope Valley, Lockleys, Pooraka, Port Noarlunga, Rosewater, Smithfield, Unley

Angle Vale – Brighton, Broadview, Goodwood, Mawson Lakes, Salisbury West

Athelstone – Adelaide Lutheran, Glenunga, Port Noarlunga, Rosewater, Smithfield, Unley, Walkerville

Blackwood – Ingle Farm, Seaton

Brighton – Angle Vale, Broadview, Goodwood, Mawson Lakes, Port District, Salisbury West

Broadview – Angle Vale, Brighton, Goodwood, Mawson Lakes Salisbury North, Salisbury West

Colonel Light Gardens – Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Kensington, Mt Lofty, Para Hills, SMOSH West Lakes

Eastern Park – Colonel Light Gardens, Edwardstown, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Kensington, Lockleys, North Pines, Pooraka, Tea Tree Gully

Edwardstown – Athelstone, Eastern Park, Flagstaff Hill, Glenunga, Golden Grove, Henley, Lockleys, Pooraka, Port District, Port Noarlunga, Rosewater, Smithfield, Unley, Walkerville

Elizabeth – Athelstone, Gepps Cross, Glenunga, Phantoms, Unley, Walkerville

Fitzroy – Colonel Light Gardens, Eastern Park, Flinders Park, Hectorville, Kensington, Para Hills, SMOSH West Lakes

Flagstaff Hill - Colonel Light Gardens, Eastern Park, Edwardstown, Flinders Park, Hectorville, Hope Valley, Kensington, Lockleys, North Pines, Pooraka, SMOSH West Lakes

Flinders Park – Colonel Light Gardens, Eastern Park, Fitzroy, Hectorville, Kensington, North Pines, Para Hills, SMOSH West Lakes

Gaza – Mitcham, Modbury, West Croydon

Gepps Cross – Adelaide Lutheran, Athelstone, Elizabeth, Rosewater, Unley, Walkerville

Glenunga – Adelaide Lutheran, Athelstone, Edwardstown, Henley, Port Noarlunga, Smithfield, Unley, Walkerville

Golden Grove – Elizabeth, Marion, Mitchell Park

Goodwood – Brighton, Broadview, Mawson Lakes, Salisbury West

Greenacres – No Clashes

Hectorville – Colonel Light Gardens, Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Kensington, North Pines, Para Hills, SMOSH West Lakes

Henley – Brighton, Edwardstown, Port District

Hope Valley – Adelaide Lutheran, Eastern Park, Flagstaff Hill, Gepps Cross, Kensington, North Pines, Rosewater

Houghton – Modbury, West Croydon

Ingle Farm – North Haven, Payneham, Salisbury, Seaton

Kenilworth – No Clashes

Kensington – Colonel Light Gardens, Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Lockleys, Para Hills, Plympton, Pooraka, SMOSH West Lakes

Kilburn – North Haven, Payneham, Salisbury

Lockleys – Eastern Park, Edwardstown Flagstaff Hill, Kensington, North Pines, Pooraka, Tea Tree Gully

Marion, Salisbury North

Mawson Lakes – Angle Vale, Brighton, Broadview, Goodwood, Port District, Salisbury West

Mitcham – Gaza, Modbury, West Croydon

Modbury – Gaza, Houghton, Mitcham, West Croydon

Morphettville Park – Modbury, West Croydon

Mt Lofty – Colonel Light Gardens, Para Hills, Woodville South



GUERNSEY CLASHES

North Haven – Ingle Farm, Kilburn, Payneham, Port District, Salisbury

North Pines – Eastern Park, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Lockleys, Plympton, Pooraka, Tea Tree Gully

Para Hills – Colonel Light Gardens, Fitzroy, Flinders Park, Hectorville, Mt Lofty, Plympton, Woodville South

Payneham – Ingle Farm, Kilburn, North Haven, Salisbury

Phantoms – Elizabeth

Plympton – Kensington, North Pines, Para Hills, Tea Tree Gully

Pooraka – Adelaide Lutheran, Eastern Park, Edwardstown, Flagstaff Hill, Hope Valley, Kensington, Lockleys, North Pines, Tea Tree Gully

Port District – Brighton, Edwardstown, Henley, Mawson Lakes, Salisbury West, Portland

Port Noarlunga – Adelaide Lutheran, Athelstone, Edwardstown, Glenunga, Henley, Smithfield, Unley, Walkerville

Portland – Port District

Rosewater – Adelaide Lutheran, Elizabeth, Gepps Cross, Hope Valley, Unley

Salisbury – Ingle Farm, Kilburn, North Haven, Payneham

Salisbury North – Broadview, Marion

Salisbury West – Angle Vale, Brighton, Broadview, Goodwood, Mawson Lakes, Port District

Seaton – Ingle Farm, Blackwood

Smithfield – Adelaide Lutheran, Athelstone, Edwardstown, Glenunga, Henley, Port Noarlunga, Unley, Walkerville

SMOSH West Lakes – Colonel Light Gardens, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Kensington

Tea Tree Gully – Eastern Park, Lockleys, North Pines, Pooraka, Plympton

Unley – Athelstone, Edwardstown, Elizabeth, Gepps Cross, Glenunga, Port Noarlunga, Smithfield, Walkerville

Walkerville – Athelstone, Elizabeth, Gepps Cross, Glenunga, Port Noarlunga, Smithfield, Unley

West Croydon – Gaza, Houghton, Mitcham, Modbury, Morphettville Park

Woodville South – Mt Lofty, Para Hills



EQUALISATION POLICY

EQUALISATION BEFORE START OF PLAY

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Example 1

Team A 22 players & Team B 15 players

Start of match – 18 v 18

Example 2

Team A 19 players & Team B 16 players

Start of match – 17 v 17

***NOTE:** If Team B refuses to accept players from Team A to even up playing numbers, Team A are entitled to play with 18 players.*

- For the Rule to work in the spirit of the game, Clubs & Coaches must be prepared to encourage players to play a game.

EQUALISATION DURING PLAY WHEN INJURIES OCCUR

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These conditions do not apply for the following:

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- Normal conditions apply when a player is sent from the field by an umpire for an indiscretion.

Example 1

Team A 22 players & Team B 18 players

Start of match – 18 v 18

Team B has 1 injury – 18 v 17

Team B has 2 injuries – 16 v 16

Team B has 3 injuries – 16 v 15

Team B has 4 injuries – 16 v 14

Team B has 5 injuries – End of match

Example 2

Team A 22 players & Team B 17 players

Start of match – 17 v 17

Team B has 1 injury – 17 v 16

Team B has 2 injuries – 16 v 15

Team B has 3 injuries – 16 v 14

Team B has 4 injuries – End of match

Example 3

Team A 22 players & Team B 16 players

Start of match – 16 v 16

Team B has 1 injury – 16 v 15

Team B has 2 injuries – 16 v 14

Team B has 3 injuries - End of match

Example 4

Team A 22 players & Team B 15 players

Start of match – 16 v 15

Team B has 1 injury – 16 v 14

Team B has 2 injuries – End of match



EQUALISATION POLICY

Example 5

Team A 22 players & Team B 14 players

Start of match – 16 v 14

Team B has 1 injury – End of match

PROCEDURE

In the event of second (or more) match ending injuries, the following procedure should be followed:

- The Team Manager of the team with injured players notifies the opposition Team Manager;
- The Team Manager of the team without injured players advises the Coach that players must be taken from the field as soon as possible. Note – the players taken from the field become part of the interchange and can be interchanged back on to the field at any stage;
- Before the next quarter break, the Team Manager of the team with injured players advises the Ground Marshall of the new on field playing numbers;
- At the next quarter break, the Ground Marshall notifies the Umpire of the new on field playing numbers.

DISPUTES

In the event of a team not taking players from the field, the following procedure should be followed:

- The Team Manager of the team with injured players notifies the Ground Marshall;
- The Ground Marshall notifies the Umpire as soon as practicable;
- The Umpire instructs the Coach to take players from the field.

PENALTIES

If the team without injured players fails to comply:

- The Umpire will report the breach and the Coach will face disciplinary action for breach of Code of Conduct;
- SANFL Juniors will carry out an investigation which could result in possible loss of premiership points.



CLUB CONTACT LIST

SANFL Juniors Email: sanfljuniors@sanfl.com.au

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Competition Coordinator – North/East

Daniel Joyce

P: 8440 6930

Competition Coordinator – South/West

Steven Marotti

P: 8424 2219

Umpire Manager

Barry Oates

P: 8440 6933

Umpire Coordinator

Leanne Carter

P: 8440 6934

CLUB	ADDRESS	CONTACT
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ATHELSTONE	Cnr George St & Schulze Rd Paradise SA 5075	Ben Norsworthy 0427 612 279 athelstonejfc@internode.on.net
BLACKWOOD	Trevor Terrace Blackwood SA 5051	Damien Venning 0437 161 246 dve78102@bigpond.net.au
BRIGHTON	Highlet Avenue Hove SA 5048	James Inglis 0438 447 644 james.inglis@adam.com.au
BROADVIEW	Poltawa Terrace Broadview SA 5084	Ben Paltridge 0499 120 627 ben.paltridge@outlook.com
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