



2022

RULES AND REGULATIONS

Updated as of November 2021

SANFL JUNIORS COMPETITION RULES & REGULATIONS

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1. DEFINITIONS

<u>ADVOCATE:</u>	A person representing a witness at a Tribunal who is not a legal practitioner.
<u>AFL:</u>	The Australian Football League.
<u>AFL MATCH GUIDE:</u>	Competition specific playing rules.
<u>ARENA:</u>	Means the playing surface and all the area between the playing surface and the perimeter fence, including any break in the perimeter fence.
<u>BASE SANCTION:</u>	Means a set sanction or penalty for a reportable offence that is offered to an offender by the Controlling Body.
<u>BOARDERS:</u>	Boarders are students who reside during school term at their schools boarding house.
<u>CLUB:</u>	A club affiliated with SANFL Juniors (member Club).
<u>CLUB OFFICIAL:</u>	The elected officials of the club and any person appointed by the club to act in a position on behalf of the club, including Match Officials and Team Officials.
<u>COACH:</u>	The person who has been appointed to train and organise the team.
<u>COACHES RATING SYSTEM:</u>	A system via PlayHQ to rate coaches on conduct completed by field umpires
<u>CONTROLLING BODY:</u>	As defined in the Laws of Australian Football, generally is the overall administrator of the game and is responsible for the organisation and conduct of matches of Australian Football.
<u>DEFENDANT:</u>	A player or official accused of a reportable offense.
<u>DELEGATE:</u>	The nominated representative of a club affiliated with the League.
<u>EXCLUSION ZONE:</u>	An area surrounding the coaches box and interchange area into which entry is forbidden from non-Team Officials.
<u>FIELD UMPIRE:</u>	The field umpire appointed by the SANFL Juniors Umpiring Manager on behalf of SANFL Juniors officiating at a match.
<u>FINAL SERIES:</u>	The Elimination Final, Qualifying Final, First Semi Final, Second Semi Final, Preliminary Final and the Grand Final.
<u>FIRST AID OFFICIAL:</u>	First Aid officials include Level 1 Sports Trainers, holders of a Nationally Accredited First Aid Certificate or a person with medical or higher level allied health qualifications.
<u>FIXTURE:</u>	The match program supplied by SANFL Juniors for the competition.
<u>HOME CLUB:</u>	First named club or team in the fixture. When the game is transferred to another ground, first named team assumes home club duties in regard to match day paperwork and other duties.
<u>HOST CLUB:</u>	The club whose ground the match is being played on. This could be a home club or a neutral ground where the two participating teams are playing away from their home ground.

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<u>INCLEMENT WEATHER:</u>	Unstable weather characterised by lightning in the vicinity of the playing surface, hailstorm(s), extreme winds and the like.
<u>INVESTIGATIONS COMMITTEE:</u>	Means the Committee appointed by SANFL Juniors to investigate any matter as referred to them by the SANFL Juniors.
<u>MAJOR ROUND:</u>	As defined for Final Series.
<u>MATCH:</u>	Means a contest of Australian Football played between two teams.
<u>MATCH RATIO:</u>	Number of wins divided by number of games played.
<u>MEMBER PROTECTION POLICY:</u>	Addresses issues of harassment, discrimination and child protection within their organisation.
<u>MINOR ROUND:</u>	Matches for which premierships points are awarded.
<u>MISCONDUCT:</u>	Any unacceptable or inappropriate behaviour.
<u>OFFICIAL:</u>	Includes but is not limited to an officer, coach, assistant coach, trainer, runner, employee or any person performing any duties (paid or unpaid) for or on behalf of the club or a specific team.
<u>ORIGIN CLUB:</u>	A players original or previous club.
<u>OTHER APPOINTED PERSON:</u>	A Person authorised by the Controlling Body to report any Player or Official who commits or engages in conduct which may constitute a Reportable Offence. The Person shall have the same powers and duties as imposed upon an Umpire under Law 23.
<u>PARTICIPANT:</u>	Includes members of a club, match officials, umpires or SANFL Juniors officials, who attend or take part in any event organised by SANFL Juniors, including events organised in conjunction with any other Controlling Body.
<u>PERCENTAGE:</u>	The calculation result achieved by dividing the total points a team has scored by the sum of the total points the team has scored and the total points scored by other teams it has played, expressed as a percentage.
<u>PERIMETER FENCE:</u>	Is the physical barrier surrounding the playing surface. Where an arena does not have a perimeter fence, then the perimeter fence shall be interpreted as being located 10m outside and parallel to the playing surface.
<u>PLAYER:</u>	Means a person who plays or is selected to play with a team or a person who otherwise trains with a team or who is included within the scope of the Laws of Australian Football.
<u>PLAYING SURFACE:</u>	Means the field of play inside the Boundary Line, Goal Line and Behind Line, excluding the area between such lines and the Perimeter Fence.
<u>PLAYHQ:</u>	AFL Registration and Competition system.
<u>PREMIERSHIP TEAM:</u>	Any team who wins a Grand Final in a premierships competition and a premierships trophy/shield are awarded.

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<u>REGISTRAR:</u>	The Registrar of SANFL Juniors or Member Club who manages and keeps accurate records of all registrations.
<u>REGISTRATION:</u>	The official player registration form(s) of SANFL Juniors.
<u>RESTRICTED PLAYER LIST:</u>	A restricted player list or RPL is a list compiled by a club with one or more team in any premiership competition. Where the two teams are in different divisions, players included on this list may only play in the highest of the two teams. Where the two teams are in the same division, an RPL must be submitted for both teams and will be used to control the movement of players between the two teams.
<u>RUNNER:</u>	The person appointed by the coach to relay messages to players on the field of play.
<u>SANFL:</u>	The South Australian National Football League Inc.
<u>SANFL APPOINTED OFFICIAL:</u>	SANFL Employee or Club Ground Marshall.
<u>SANFL COMMUNITY FOOTBALL:</u>	A person or persons employed by SANFL to manage Community Football in South Australia, and ensure compliance of the SANFL Community Football Regulations.
<u>SANFL JUNIORS COMPETITION MANAGEMENT:</u>	A person or persons employed by SANFL to administer and manage the SANFL Juniors Competition.
<u>SANFL LEAGUE COMPETITION:</u>	Refers to both Men's umpires and Womens equivalent SANFL Under 16, 18, Reserves or League Competitions.
<u>SANFL LISTED YOUTH PLAYER:</u>	Any player who is registered to play with a SANFL Club or is involved with a development squad.
<u>SENIOR FOOTBALL:</u>	A Senior match is any senior division match in any league (eg, AdFL, SANFL, HFL, SFL etc).
<u>TEAM:</u>	Means a group of players competing against other group of players in a match of Australian Football.
<u>TEAM LIST/SHEET:</u>	The official team sheet supplied to SANFL Juniors at the end of each match, listing the players who played in the match.
<u>TEAM OFFICIAL:</u>	The coach, assistant coach, team manager, runner(s), water carrier(s), trainer(s), first aid providers and any other team position appointed by a club.
<u>TRAINER:</u>	The person appointed by the club to provide first aid/minor medical assistance to players.
<u>TRANSFER:</u>	Means an approval to transfer a player from a Member Club or Affiliated League Club to another Member Club or Affiliated League Club.
<u>TRIBUNAL:</u>	Herein referred to as 'SANFL Tribunal' or 'the Tribunal', is an independent body appointed by SANFL Juniors to hear and determine charges or matters. It has the authority to apply sanctions, penalties or fines set by SANFL Juniors.
<u>TRIBUNAL MEMBERS:</u>	A person or persons appointed by SANFL Juniors to constitute a Tribunal and execute the duties of the Tribunal.
<u>UMPIRE:</u>	Means all Field, Boundary, Goal and Emergency Umpires officiating in or at a match.

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<u>UNQUALIFIED PLAYER:</u>	A playing member of a team who is unregistered or a player who is overage, under suspension or who has not played sufficient matches to qualify for the finals series.
<u>VICTIM:</u>	Means a person attending a Tribunal who is the person offended against on the designated report or charge form.
<u>WALK OFF:</u>	Team/Club refusal to continue the match to its natural conclusion.
<u>WATER CARRIER:</u>	The person/s appointed to run water to player's on-field when they require a drink.
<u>WEEK, GAME OR MATCH:</u>	A term used by the Tribunal to describe a scheduled game or match penalty of a Home and Away fixture or a Final fixture of the offender's club.
<u>WITNESS:</u>	Means any person attending a Tribunal convened by SANFL Juniors, including but not limited to a Defendant, Advocate, Official, Player or Victim.

2. SPIRIT OF JUNIOR FOOTBALL IN SANFL JUNIORS COMPETITIONS

- 2.1. Every participant understands that Junior Football in SANFL Competitions is delivered to the Community with the Spirit of the Game in mind. It is incumbent on every participant irrespective of their place in the game, to ensure that they will:
- 2.1.1. Not focus on winning at all cost and understand that the role of Junior Football is to foster the development of Junior Players, Volunteers, Umpires, Coaches and Officials. Learning to win and lose is part of the developmental journey of a participant but must remain secondary to the primary focus of junior player development.
 - 2.1.2. Maximise the enjoyment and development of junior footballers.
 - 2.1.3. Provide our children with a game environment that is safe, fun and fair.
 - 2.1.4. Ensure that the values which add to the spirit of our game, which include fairness, equality, respect and teamwork are encouraged and celebrated.
 - 2.1.5. Uphold, promote and protect the Rules, Laws, Codes, Policies and Spirit of the game.
 - 2.1.6. Not accept poor behaviours around our game and deter practices that undermine our games environments (Coaching, Playing, Volunteering, Spectating and Umpiring).
 - 2.1.7. Adhere to any directive issued by the games controlling bodies in the best interests of achieving the above.

3. PURPOSE AND OBJECTIVES

- 3.1. The Rules of the SANFL Juniors set out in this document have been established to provide all participants in the League's competition with an understanding of SANFL Juniors requirements. The structure of the Rules has been broadly aligned to the way the season and competition matches are managed.
- 3.2. SANFL Juniors recognises that the member clubs are part of a larger sporting body which includes competitive, open age competition. However, all participants should clearly understand the League's objectives for its competition and make themselves aware of the expectations that apply to them.
- 3.3. Above all else, SANFL Juniors competition is for the benefit, development and enjoyment of all players.
- 3.4. The powers and objectives of SANFL Juniors Competition Management are to:
 - 3.4.1. Promote, organise and foster the playing of the game of Australian Rules Football through junior competitions and contribute to the advancement of the game.
 - 3.4.2. Promote healthy, competitive and inclusive recreation opportunities through competitions as set out in the Rules of SANFL Juniors

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- 3.4.3. Arrange, control and manage all football matches and competitions between Clubs.
- 3.4.4. Manage, administer and control junior football within SANFL Juniors including all questions, disputes or any matters arising thereto.
- 3.4.5. Arrange times, places and conditions under which all matches promoted by SANFL Juniors should be played.
- 3.4.6. Improve the conduct of junior and youth football through liaison with community clubs and other stakeholders.
- 3.4.7. Identify opportunities for innovation and improvement of the environments in which junior and youth footballers participate including mechanisms for recruitment and retention of players and officials alike.
- 3.4.8. Set and collect fees from Clubs and participants which may be decided upon annually to cover development, administration and promotion of the game.

4. APPLICATION OF AND INTERPRETATION OF RULES, REGULATIONS AND POLICIES

- 4.1. Subject to the modifications and additions to the rules, regulations and policies provided herein, and referred to, all matches shall be played in accordance with the AFL Junior Match Guide and the Laws of Australian Football as adopted from time to time by the AFL.
- 4.2. These Rules and Regulations are to be adopted in conjunction with the Laws of Australian Football, the AFL and SANFL Policies, Rules, Regulations and Policies. Where these Rules, Regulations and Policies vary from that of the Laws of Australian Football and the AFL and the SANFL Rules, Regulations and Policies, these Rules, Regulations and Policies apply. On all matters where these Rules and Regulations are silent, at the discretion of the League, the AFL and SANFL Rules, Regulations and Policies apply.
- 4.3. The SANFL Juniors Competition Rules, Regulations and Policies apply to all SANFL Junior Competitions and the Associated Affiliated Clubs and any Officials appointed by Clubs.
- 4.4. Any point arising out of these Rules or not provided for herein, shall be decided by SANFL Juniors Competition Management, the SANFL, its staff and/or the SA Football Commission.
- 4.5. Any breach of SANFL Juniors Policies (as listed in the Appendices) will be deemed to be a breach of SANFL Juniors Rules, Regulations and Policies and will be subject to fines and/or penalties as determined by SANFL Juniors Competition Management and/or SANFL Juniors Tribunal.
- 4.6. No Affiliated Club shall participate in competitions and/or organised footballing activities which conflict with these Regulations and/or the AFL Junior Match Policy. In the event of a Club participating in a competition and/or organised footballing activity which conflicts with these Regulations and/or the AFL Junior Match Policy, a Club may be subject to fines and/or penalties as determined by SANFL Juniors Staff and/or SANFL Juniors Tribunal at their discretion.

5. BREACHES

- 5.1. Penalties for breaching SANFL Juniors Rules, Regulations, Policies and/or Codes of Conduct:
 - 5.1.1. Any Official, Player or Spectator breaching SANFL Juniors Rules, Regulations, Policies and/or Codes of Conduct, may be issued with a warning for a minor breach. Further or more serious breaches may result in dismissal or suspension from participation in competition/s.
 - 5.1.2. A breach of SANFL Juniors Rules, Regulations, Policies and/or Codes of Conduct is to be referred to the SANFL Juniors Competition Management Team.
 - 5.1.3. The following is indicative of the penalties that may be applied for breaching SANFL Juniors Rules, Regulations, Policies and/or Codes of Conduct:

	Level	Remedy
1	Minor indiscretion	Individuals name recorded. Counselling and/or an apology if appropriate.

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2	More serious infraction or repetition	In the case of an individual, the Club shall appoint a mentor for the individual for a period of time nominated by SANFL Juniors Competition Management. For a repeat violation, the Club will be contacted to discuss what executive action will be taken to avert future problems and/or the Club shall appoint a mentor.
3	Serious infraction	Suspension or removal of membership rights of an individual or for a team or Club plus potential loss of premiership points and/or fines.

- 5.2. A breach of SANFL Juniors Rules, Regulations, Policies and/or Codes of Conduct by a Player or Official may result in the Player or Official being reported pursuant to the provisions of Regulation 9.2 – Process of Reporting by Field Umpire.

6. PLAYER REGISTRATIONS

6.1. REGISTRATIONS

- 6.1.1. Any person desiring to play with a club in SANFL Juniors must first make application on the prescribed online registration form prior to participating in any match.
- 6.1.2. No player(s) can play in a SANFL Juniors competition until the online registration form is completed.
- 6.1.3. The granting of each application for registration is at the discretion of SANFL Juniors Competition Management.
- 6.1.4. As per Regulation 6.3, all new players must provide a copy of their 'Proof of Age' documentation to the club at which they are registering.

6.2. AGE POLICY

- 6.2.1. To be eligible to play in SANFL Minis (U7), a player must turn 6 prior to January 1 of the current football year and have completed one (1) term of Auskick. No exemptions will be granted for this age group.
- 6.2.2. To be eligible to play in under 8 competitions, a player must turn 7 prior to January 1 of the current football year.
- 6.2.3. To be eligible to play under 17.5, a player must turn 18 on or after July 1 of the current football year.

6.3. PROOF OF AGE

- 6.3.1. Any player registering for the first time must provide one of the following Proof of Age documents with the players full and correct name and Date of Birth:
 - 6.3.1.1. Birth Certificate
 - 6.3.1.2. Passport
 - 6.3.1.3. Baptism Certificate
 - 6.3.1.4. Student Photo ID
 - 6.3.1.5. Legal Document Certifying Proof of Age of Applicant
 - 6.3.1.6. Letter confirming age from School must be signed by Principal
- 6.3.2. The Club Registrar must sight the original Proof of Age document and approve/certify on the PlayHQ system.
- 6.3.3. Upon request, the Club Registrar must provide a copy of Proof of Age to SANFL Juniors Competition Management within twenty-four (24) hours of receiving the request.

6.4. SQUAD SIZES

- 6.4.1. Squad sizes for all competitions and age groups are specified in the SANFL Juniors Squad Sizes document.

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- 6.4.2. The squad size number, as per the Squad Size document, is the maximum amount of players permitted per team in that specific age group.
- 6.4.3. Failure to comply with Regulation 6.4.2 will result in penalties by SANFL Juniors Competition Management to the teams and clubs involved, as outlined in Appendix 10.6 – Fines.

6.5. TRANSFER BETWEEN CLUBS

- 6.5.1. Players can transfer between November 1 to November 30 and then February 1 until June 30 each year as subject to the AFL National Player Transfer Regulations, unless otherwise communicated by the AFL.
- 6.5.2. A Player playing for a Club without transfer consent via the SANFL Juniors Transfer Form will result in the loss of premiership points, percentage awarded and any financial penalties, as outlined in Appendix 10.6 – Fines, while the infringement of these Rules continues.
- 6.5.3. Transfers not officially approved by SANFL Juniors Competition Management will result in penalties to the teams and clubs involved, as outlined in Appendix 10.6 – Fines, in accepting and playing a non-approved player. Player will be deemed ineligible under these regulations.
- 6.5.4. Where a Club does not seek prior approval of a transfer by SANFL Juniors Competition Management, any premiership points will be forfeited if the transfer is revoked.
- 6.5.5. Transfers caps will apply as follows:
 - 6.5.5.1. A SANFL Juniors Affiliated Club shall transfer no more than four (4) junior players into any one age group in a football year. Of these four (4) players, no more than two (2) shall be from any one club.
 - 6.5.5.2. Maximum transfers between any two (2) clubs are capped at six (6) players, across all age groups in a football year.
 - 6.5.5.3. SANFL Juniors Competition Management may approve, with absolute discretion, transfers in excess of the limit where special circumstances exist (e.g. start-up club or personal reasons) or with the endorsement of the Origin Club.
- 6.5.6. Rule 6.5.5 does not apply where the former Club does not field a team in the Age Group of the Players concerned and the former Club has informed SANFL Juniors that they will not be fielding a team in the age group. For the purpose of this Rule, a team in the age group of the Players concerned includes a combined team of a number of Clubs, where there is an agreement by the former Club to field its Players in or refer its Players to the combined team.
- 6.5.7. An Origin Club may refuse a Transfer Request within six (6) business days from lodgement of the application via PlayHQ.
- 6.5.8. Subject to Regulation 6.5.7, a refusal can only occur where a Club can substantiate that the player:
 - 6.5.8.1. Is indebted to the Club; and/or
 - 6.5.8.2. Is in possession of Club property (e.g. jumper) that needs to be returned; and/or
 - 6.5.8.3. Is serving an internal Club suspension as per Regulation 6.11.5.
- 6.5.9. If the Origin Club does not approve or refuse a Transfer Request within the timeframe in Regulation 6.5.7, the system will automatically approve the transfer.
- 6.5.10. All transfers must abide by the AFL National Player Transfer Regulations.
- 6.5.11. For any player requesting a second (or subsequent) transfer within any one season, each club with which the player has been registered in the previous 12 months will be considered in the application of Regulation 6.5.5.
- 6.5.12. Any transfer of a player from a SA League affiliated with SANFL Community Football must abide by the SANFL Community Football Regulations in regard to player movement.

6.6. PLAYER MOVEMENT BETWEEN TEAMS

- 6.6.1. In the event that a club has more than one team in the premiership grade (Under 12 to Under 17.5), a Restricted Player List (RPL) is used to manage the movement of players between teams.
- 6.6.2. The requirement applies only to “true age” players (e.g. Under 14’s or 15’s playing in Under 16’s are not to be included on the RPL).

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- 6.6.3. A player may move from a lower division to a higher division in the same age group.
 - 6.6.4. The Club is required to submit a RPL of their top 15 players for each team (18-a-side competition) or top 10 players for each team (15-a-side competition) that has a team below it to SANFL Juniors Competition Management by no later than the end of round 2 (i.e. where a club has three teams, a RPL must be submitted for Division 1 and Division 2 teams).
 - 6.6.5. The players nominated on a RPL as per Regulation 6.6.4 cannot play in a lower division for the season except as outlined in Regulation 6.6.7.
 - 6.6.6. Any SANFL Listed Youth Player must be included in the RPL for the team in the highest division of that player's age group. In special circumstances, a club may seek an exemption to allow the exclusion of a SANFL listed player on their RPL.
 - 6.6.7. Injured Top 15 players who wish to return to playing through a lower division, must submit in writing, an application (through the Club) to SANFL Juniors Competition Management for permission to do so. Such an application must contain a Medical Certificate stating the injuries and approval to return to play. Each case will be determined on its own merits.
 - 6.6.8. If SANFL Juniors Competition Management gives approval (as in Regulation 6.6.7) for the injured player to return through a lower division, it will only be for a maximum of two (2) competition games and then they must return to the higher division that they were originally nominated for.
 - 6.6.9. An injured Top 15 player from a higher division cannot play in the finals of a lower division (i.e. an injured Division 1 player cannot play in the Division 2 Final Series).
 - 6.6.10. In the event that a club is having behavioural issues with a player/s on their RPL (i.e. on field discipline, missing training sessions), they may seek an exemption from SANFL Juniors Competition Management to allow player/s to play in a lower division. It will only be for a maximum of two (2) competition games and then he/she must return to the division that they were originally nominated for. If player/s continue to have behavioural issues after playing two (2) competition games in a lower division, further guidance must be sought from SANFL Juniors Competition Management.
- 6.7. **PLAYING FOR SANFL LEAGUE CLUBS OR STATE REPRESENTATIVE PROGRAMS**
- 6.7.1. A player who is playing in a SANFL League Competition (refer to definition) or playing in Trial Games for State Representative Teams, shall play only one (1) match in any 72-hour period.
 - 6.7.2. A player listed as an emergency for their SANFL League Club who takes no part in the game is not considered to have represented that club and therefore is available for selection at their community club.
 - 6.7.3. Prior to the 72-hour period elapsing, any player who has played for a SANFL club or representative team shall be deemed ineligible.
- 6.8. **TRANSFERS OF REPRESENTATIVE/ACADEMY/SANFL PLAYERS**
- 6.8.1. A player cannot transfer to another club within SANFL Juniors if they are playing for a SANFL League Club in the U16s, U18s, SANFL Reserves or SANFL League Competitions without the endorsement of their Origin Club.
 - 6.8.2. Exceptions to Regulation 6.8.1 are:
 - 6.8.2.1. A player can transfer to another club within SANFL Juniors if their existing club does not field a team in their age group.
 - 6.8.2.2. A player's residential address has changed since registering with their SANFL Juniors club.
 - 6.8.2.3. A player can transfer back to their original club that they have transferred from within the past three years.
 - 6.8.2.3.1. To be eligible for approval under Regulation 6.8.2.3, a player must have played a minimum of two years in the original club prior to their transfer.
 - 6.8.2.3.2. A parent has the right of appeal in exceptional circumstances to SANFL Juniors Competition Management.

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6.9. PERMITS

6.9.1. Playing Up

- 6.9.1.1. SANFL Juniors acknowledges the principal role of the parent/guardian in determining if a player should play in a higher age group than the one determined by a player's chronological age. Players should only be permitted to play up an age level when their physical capacity and social sense enables them to compete adequately at the higher age level and should be based on the advantage to be gained by the player, not just to make up numbers.
- 6.9.1.2. A player can be requested to play up in an age group which is no more than two (2) years their current birth year. For example, an Under 11 age eligible player can request to play up in Under 13's, however an Under 10 age eligible player cannot due to the 3 year age group gap.
- 6.9.1.3. Prior to participating in a competition outside the recommended age span, the player's parent/guardian must sign a consent form and have this approved by SANFL Juniors Competition Management.
- 6.9.1.4. A player approved to play up can return to their correct/appropriate age group (as per their year of birth) at any stage, however are still subject to finals eligibility requirements as per Regulation 8.6.

6.9.2. Playing Down – Players with Disabilities (physical and intellectual)

- 6.9.2.1. A player with a disability may apply to SANFL Juniors Competition Management for permission to play down an age group during the current season.
- 6.9.2.2. Approval will only be granted if the player submits, with their application to play down, a written authority by a registered Medical Practitioner.
- 6.9.2.3. The granting of any such request shall apply to the current season only and may be revoked at the discretion of SANFL Juniors Competition Management.

6.9.3. Playing Down – Overage Players

- 6.9.3.1. Players will only be permitted to play in a competition below their correct age group if a playing down application form is completed and written approval of application is granted by SANFL Juniors Competition Management. Teams will be allowed a maximum of three (3) playing down approvals.
 - 6.8.2.1.1 Approval will only be granted if the player submits, with their application to play down, a written authority by a registered Medical Practitioner.
 - 6.8.2.1.2 Approval on medical/health grounds will be considered if the player falls below the fifth (5th) percentile for height and/or weight for their age as per the Child Youth Health height/weight percentile charts.
 - 6.8.2.1.3 The granting of any such request shall apply to the current season only and may be revoked at the discretion of SANFL Juniors Competition Management.
 - 6.8.2.1.4 A permit to play down in the Under 17.5 Competition will be revoked if the player plays one (1) 'A Grade' game of Senior Football or three (3) "Reserves" games of Senior Football, in that Football season.
- 6.9.3.2. A club is unable to apply for a play down permit if the player has already played in their correct/appropriate age group and/or higher age groups within that season.

6.9.4. Playing Down – Small Clubs

- 6.9.4.1. Smaller clubs may apply for permits based on the following conditions:
 - 6.9.4.1.1. Team must have less than 22 players registered one month before the start of the season.
 - 6.9.4.1.2. Maximum of four (4) permits will be provided per team.
- 6.9.4.2. A club is unable to apply for a play down permit if the player has already played in their correct/appropriate age group and/or higher age groups within that season.

6.9.5. Permits will be granted at the discretion of SANFL Juniors Competition Management.

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- 6.9.5.1. A player with an approved permit to play down is not permitted to play any games in their correct/appropriate age group (as per their year of birth) and/or higher age groups (including seniors).
- 6.9.5.2. Permits may be revoked if SANFL Juniors Competition Management deems they are being misused or a breach of any regulations.

6.10. TYPE 2 PERMITS

- 6.10.1. Type 2 Permits (also known as Local Interchange Permit) are used for a player to dual register with a SANFL Juniors club, as well as a club from another affiliated league. For the purpose of clarification, the permit can apply to the following:
 - 6.10.1.1. Player permitted from a SANFL Community Football affiliated league and club to a SANFL Juniors club or vice versa.
 - 6.10.1.2. Player permitted from a SANFL Juniors club to their senior club.
 - 6.10.1.3. Player permitted from a SANFL Community Football affiliated club who has junior teams in SANFL Juniors and their local affiliated league (e.g. SFL, HFL etc).
 - 6.10.1.4. Player permitted from a SANFL Juniors club to another SANFL Juniors club (e.g. merged teams).
 - 6.10.1.5. Player permitted from a SANFL Juniors club to SANFL League club or vice versa.
- 6.10.2. If a player is permitted to play at a second club/league, the Type 2 Permit request must be approved from the players home club, which is the club the player is currently registered at, as well as SANFL Juniors.
- 6.10.3. A player who is over the age of fifteen (15) years on January 1st in the current year may play with a second club via a Type 2 Permit, however shall only represent one (1) club on any given weekend.
- 6.10.4. In relation to regulation 6.10.1.1, Type 2 Permits will only be issued to SANFL Junior clubs as per the following:
 - 6.10.4.1. A team must have less than the following player numbers in their team two weeks before commencement of the season:
 - 6.10.4.1.1. 9 a side competitions less than 11 players
 - 6.10.4.1.2. 12 a side competitions less than 14 players
 - 6.10.4.1.3. 18 a side competitions less than 22 players
 - 6.10.4.1.4. Maximum of 3 permit players per age group, inclusive of Boarders.
 - 6.10.4.2. Regulation 6.10.4.1 does not apply to SANFL Juniors clubs with multiple teams in any given age group.
 - 6.10.4.3. Any other circumstances will require a submission to SANFL Juniors Competition Management for consideration.
 - 6.10.4.3.1. Primary consideration will be given to players from split families who wish to be registered at the clubs closest to parent/guardians residential addresses.
- 6.10.5. In relation to regulation 6.10.1.2, a player who is permitted to play juniors and seniors for the same club can play for one or both teams on the same weekend as they're not subject to regulation 6.10.3, however are still subject to other applicable SANFL Juniors rules and regulations (i.e. play up/down permits, finals eligibility etc).
- 6.10.6. In relation to regulation 6.10.1.3, a player who is permitted to play juniors in two separate leagues for the same club can play for one or both teams on the same weekend as they're not subject to regulation 6.10.3, however are still subject to other applicable SANFL Juniors rules and regulations (i.e. squad sizes, player movement between teams, play up/down permits, finals eligibility etc).
- 6.10.7. Type 2 Permits may be revoked if SANFL Juniors Competition Management deems they are being misused or a breach of any regulations.

6.11. PLAYING UNREGISTERED OR INELIGIBLE PLAYERS

- 6.11.1. Ineligible or unregistered players shall not be included on any team sheet or take part in any match.
- 6.11.2. The following players shall be classified as ineligible:
 - 6.11.2.1. A player not properly registered with an Affiliated Club and SANFL Juniors.

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- 6.11.2.2. A player who is over the age limit for any particular game unless that player has a disability or meets the physical size and development criteria, and is granted permission by SANFL Juniors Competition Management to play down in that particular grade.
- 6.11.2.3. A player who is under suspension, whether or not an Appeal is pending.
- 6.11.2.4. A player who has been reported but is yet to attend a Tribunal Hearing in relation to the report.
- 6.11.2.5. A player, who in the opinion of an appropriate medical authority has suffered a concussion, should not play the week following the concussion.
- 6.11.2.6. A player who has not received a lawful clearance or permit from another affiliated club or another league with which they were previously registered.
- 6.11.2.7. Only players that are suitably prepared and able to actually participate in the match can be listed on the team sheet.
- 6.11.2.8. Players suspended in any other competition with Cross Competition Sanctions – see Appendix 10.5.
- 6.11.2.9. Any player who may be deemed ineligible according to any part of these regulations.
- 6.11.3. No club shall play a player whom for any reason is unregistered in accordance with these regulations.
- 6.11.4. A club may query the qualification of any opposing teams player by approaching the Team Manager of the opposing team and informing them that verification will be sought from SANFL Juniors Competition Management.
 - 6.11.4.1. A club must lodge request for verification of player eligibility by 5pm on the Monday following the match.
 - 6.11.4.2. A club found to have breached regulation 6.11.2 shall receive penalties as outlined in Appendix 10.6 – Fines.
- 6.11.5. Internal Club Suspension
 - 6.11.5.1. Where a club has issued an internal Club suspension to a player or official, that player or official must serve the suspension prior to seeking a transfer to another club. The new club must not register any player or official who is serving an internal club suspension issued by their previous club until the suspension is served.
 - 6.11.5.2. Club Registrar can deny the transfer if player or official is serving an internal suspension and indicate online why transfer has been denied.

7. GAME RESPONSIBILITIES

7.1. TEAM OFFICIALS

- 7.1.1. Team Officials to be provided during Minor Rounds.
 - 7.1.1.1. Each team representing a club shall be supported by a one (1) coach, up to two (2) assistant coaches, one (1) team manager, one (1) runner, trainer or first aid provider, one (1) Ground Marshall and up to four (4) water carriers.
 - 7.1.1.2. In SANFL Minis (U7) to Under 10 grades, the coach may also act as the runner.
 - 7.1.1.3. Each club shall provide the following match officials for each minor round match played:
 - 7.1.1.3.1. A goal umpire, who shall be at least 14 years of age. The goal umpire shall be provided with a white coat/bib, a SANFL Juniors score card, a suitable writing instrument and two white flags.
 - 7.1.1.3.2. For Under 11 and above, a boundary umpire, who shall be at least 14 years of age, capable of keeping up with the match and throwing the ball into the playing field for a fair ruck contest. The boundary umpire shall be provided with a white top/bib and a whistle.
 - 7.1.1.3.3. A timekeeper, who shall be at least 18 years of age. The timekeeper shall be provided with an accurate time keeping device and a siren that is audible from all parts of the playing field and by the scoreboard attendant.
 - 7.1.1.3.4. A Scoreboard attendant for each Youth Competition (U12 to U17.5) matches only.

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- 7.1.1.3.5. A Ground Marshall, who shall be at least 18 years of age. The Ground Marshall shall provide assistance to SANFL Juniors Umpires and other duties as specified on their Ground Marshall Function Card.
- 7.1.2. SANFL Juniors shall provide field, goal and boundary umpires (where possible) for all minor round matches.
 - 7.1.2.1. Each club shall pay half of all umpires' fees applicable for each match. The fees shall be paid via an invoice from the SANFL.
 - 7.1.2.2. In matches where two field umpires are allocated, in the event of only one field umpire being available, the field umpire who officiates will receive a 1.5 match payment and each club will be invoiced accordingly.
 - 7.1.2.3. At a clubs discretion, they can elect to pay other match officials as deemed appropriate.
 - 7.1.2.4. Any changes to match officials being provided by clubs in regulation 7.1.1.3 will be advised by SANFL Juniors Umpiring Department prior to the season commencing.
- 7.1.3. SANFL Juniors shall provide field, goal and boundary umpires (where possible) for all major round matches.
 - 7.1.3.1. Each club shall pay half of all umpires' fees applicable for each match. The fees shall be paid via an invoice from the SANFL.
 - 7.1.3.2. In matches where two field umpires are allocated, in the event of only one field umpire being available, the field umpire who officiates will receive a 1.5 match payment and each club will be invoiced accordingly.
 - 7.1.3.3. At a clubs discretion, they can elect to pay other match officials as deemed appropriate.
 - 7.1.3.4. Any changes to match officials being provided by clubs in regulation 7.1.1.3 will be advised by SANFL Juniors Umpiring Department prior to the final series commencing.
- 7.1.4. Team Officials to be provided during Major Rounds.
 - 7.1.4.1. The host club shall provide the following match officials for each major round match played:
 - 7.1.4.1.1. A timekeeper, who shall be at least 18 years of age. The timekeeper shall be provided with an accurate time keeping device and a siren that is audible from all parts of the playing field and by the scoreboard attendants.
 - 7.1.4.1.2. A Scoreboard attendant for each Youth Competition (U12 to U17.5) matches only.
 - 7.1.4.1.3. A Ground Marshall, who shall be at least 18 years of age. The Ground Marshall shall provide assistance to SANFL Juniors Umpires and other duties as specified on their Ground Marshall Function card.
 - 7.1.4.2. Competing teams shall provide the following match officials for each major round match played:
 - 7.1.4.2.1. A Ground Marshall, who shall be at least 18 years of age. The Ground Marshall shall provide assistance to SANFL Juniors Umpires and other duties as specified on their Ground Marshall Function card.
- 7.1.5. Team Officials allowed in the coaches box or exclusion zone:
 - 7.1.5.1. One (1) coach, two (2) assistant coaches, one (1) team manager, one (1) runner and interchange players. Ground Marshall, First Aid and Water Carriers are not to be in the coaches box or exclusion zone at any time, unless when required.
 - 7.1.5.2. All coaching staff are to wear enclosed shoes for health and safety considerations.
 - 7.1.5.3. Permitted team officials must remain within the designated coaching box and exclusion zone as outlined in 7.5.1.2. In the absence of an appropriately marked coaches box or exclusion zone, team officials must remain within 5 metres of their interchange bench.
- 7.1.6. Team Officials must be attired in the following SANFL Juniors coloured top/bib/vest:
 - 7.1.6.1. Ground Marshall Red
 - 7.1.6.2. Goal Umpire White
 - 7.1.6.3. Boundary Umpire White
 - 7.1.6.4. Runner Fluorescent Green or Yellow Top

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- 7.1.6.5. Water Carriers Blue or Pink
- 7.1.6.6. Team Managers Orange
- 7.1.6.7. First Aid Green
- 7.1.6.8. SANFL Minis (U7) to Under 10 Coaches who are coaching from the ground must wear a Yellow Vest.
- 7.1.6.9. Coaches not required to wear a coaches vest/shirt must wear club branded attire.

7.2. COACHES

7.2.1. Accreditation

- 7.2.1.1. All coaches officiating at SANFL Juniors matches must hold a current minimum level AFL coaching accreditation.
- 7.2.1.2. New coaches appointed in the current year must complete their accreditation in their first year.
- 7.2.1.3. An unaccredited coach not provided dispensation to continue coaching by SANFL Juniors will not be permitted to:
 - 7.2.1.3.1. Display visible signs of coaching, which includes communicating to the players, assistant coach or coaches, runners, water carriers, trainers etc., before or during the game.
 - 7.2.1.3.2. Enter the playing arena at any stage during the match.
 - 7.2.1.3.3. Be closer than 25 metres from the team's interchange bench during the game.
- 7.2.1.4. Any coach suspended will not be permitted, during the period of suspension, to:
 - 7.2.1.4.1. Display visible signs of coaching, which includes communicating to the players, assistant coach or coaches, runners, water carriers, trainers etc., before or during the game.
 - 7.2.1.4.2. Enter the change rooms before or during the game, including half time.
- 7.2.1.5. Any coach must adhere to all SANFL Juniors coaching policies and will be bound by the Coaches Rating System.

7.3. FIRST AID

7.3.1. Sports Trainers in Community Australian Football Policy

- 7.3.1.1. In the event that a player is injured, the match must stop, if in the opinion of the Field Umpire, continued play is likely to cause further injury. The Field Umpire shall stop play at the first opportunity after being so advised and invite the First Aid Official (as defined in these Rules, Regulations and Procedures) onto the field.
- 7.3.1.2. If First Aid is needed and the advice is that the player should not continue playing, the coach shall abide by the decision of the First Aid Official.

7.3.2. Requirements:

- 7.3.2.1. There must be at least one person with the competencies in medical emergency management procedures and responses in attendance at any youth (Under 12 – Under 17.5) game.

7.3.3. The Sports Trainer Policy applies to all youth (Under 12 – Under 17.5) matches.

- 7.3.3.1. Must include assessed competencies (Apply First Aid or Provide Emergency Life Support).
- 7.3.3.2. Only players, umpires, trainers, water carriers, first aid officials and runners are permitted on the field during the course of play.

7.3.4. Education and Training

- 7.3.4.1. Training courses are available to clubs that do not have the appropriate access to the necessary resources as required under the Sports Trainers Policy.

7.3.5. The Sports Trainers Policy refers to first aid usually being provided by sports trainers or by other volunteers with medical or higher level allied health qualifications. If a club has a person present in any of the following occupations, they are deemed as acceptable under the Policy:

- 7.3.5.1. Nurse
- 7.3.5.2. Physiotherapist

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- 7.3.5.3. A certified Sports Trainer
- 7.3.5.4. St John Officer
- 7.3.5.5. Paramedic
- 7.3.5.6. Doctor

7.4. SAFETY EQUIPMENT

- 7.4.1. Clubs are required to provide safety equipment at all training sessions, trial matches and minor and major round matches. The following safety equipment shall be maintained in good condition and working order:
 - 7.4.1.1. Goal and behind post padding for fixed posts complying with the Laws of Australian Football.
 - 7.4.1.2. A stretcher which must be a rigid spinal board made from either fibreglass or moulded plastic.
 - 7.4.1.3. Stretchers must be by the interchange area or as near as possible before the game may commence.
 - 7.4.1.4. Cervical collars (neck braces) need to be stiff and adjustable to fit all neck sizes.
 - 7.4.1.5. Trainers/First Aid must be supplied an appropriate and adequately maintained first aid kit.
 - 7.4.1.6. Any temporary goal and behind posts shall be designed and manufactured to an acceptable standard by SANFL Juniors.

7.5. GROUND SET UP

- 7.5.1. Each home or host club shall be responsible for the following at its home ground:
 - 7.5.1.1. The oval shall be marked in accordance with SANFL Juniors Match Guides, which shall include a spectator line at least two (2) meters outside the boundary line and three (3) metres behind the goals. Please note the coaches box and exclusion zone cannot be marked in front of the spectator's line.
 - 7.5.1.2. A clearly identified exclusion zone, coaches box and players box shall be marked no less than five (5) metres from either side of the interchange area in Under 11's and above. This must be marked in paint. Where this is not possible, collapsible cones may be used with permission from SANFL Juniors Competition Management.
 - 7.5.1.3. Matches will not commence until padding is placed around all fixed goal posts and behind posts as per the Laws of Australian Football.
 - 7.5.1.4. Where a match is allocated to a neutral venue, the host club shall be responsible for all provisions of ground setup.
 - 7.5.1.5. A check of the ground surface is to be conducted before the first match of the day and the appropriate Match Day Checklist completed. If in the event that weather conditions change then another Match Day Checklist should occur prior to that game commencing and be documented.
 - 7.5.1.6. Penalty for breach – any club, player or team official considered by SANFL Juniors Competition Management to be in breach of any of these Rules, Regulations or Policies, may be fined or suspended or otherwise penalised as decided by SANFL Juniors Competition Management, according to its agreed penalties.

7.6. MATCH DAY/GROUND MARSHALL

- 7.6.1. The appointed Ground Marshall must be 18 years of age or older.
- 7.6.2. Ground Marshall is clearly identified by a Red Bib.
- 7.6.3. The host club Ground Marshall is a representative of their club and is the contact point for information for visiting teams, parents and umpires.
- 7.6.4. Both teams must provide a Ground Marshall who oversees the Codes of Conduct on match day and reports to SANFL Juniors any breaches of Codes of Conduct and is the first point of contact for their club for any disputes/indiscretions that may arise.
- 7.6.5. Ground Marshall's responsibilities:
 - 7.6.5.1. Inspect the ground on match day to ensure it is prepared to acceptable standards.

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- 7.6.5.2. Ensure that games commence at designated times, in consultation with umpires.
- 7.6.5.3. Attend to the umpires prior to and after the game and ensure umpires have an escort on and off the ground.
- 7.6.5.4. Ensure that teams remain on the ground during breaks, unless otherwise directed by the Field Umpire/s.
- 7.6.5.5. Ensure that during breaks, parents/spectators are to remain on the sidelines and are not to approach the team huddle.
- 7.6.5.6. It is important to note that the Ground Marshall's duties/responsibilities are to assist/contribute to the quality management of junior football on match day. Ground Marshalls should reflect the positive aspects of the Code of Conduct. They should be able to provide a pro-active service to all junior football participants on Match Day.
- 7.6.5.7. Complete Ground Marshall Match Day Incident Report Form.
- 7.6.5.8. See SANFL website for forms, checklists and function cards.

7.7. ENTERING FIELD OF PLAY

- 7.7.1. Non-competition grades (SANFL Minis to Under 11)
 - 7.7.1.1. Parents and spectators may enter the field of play during the breaks for the purposes of providing support to players.
 - 7.7.1.2. The Ground Marshall should ensure during breaks that parents/spectators are not to approach umpires or officials.
- 7.7.2. Competition grades (Under 12 to Under 17.5)
 - 7.7.2.1. Parents and spectators may not cross the boundary line at any break for the purpose of approaching the team huddle.
 - 7.7.2.2. There is no restriction on where the huddle may be positioned (within the field of play).
 - 7.7.2.3. The Ground Marshall should ensure during breaks that parents/spectators are not to approach the umpires or officials.
- 7.7.3. In any grade, parents or spectators are permitted to cross the oval or kick the football in areas away from the team huddle.

7.8. TEAM MANAGER

- 7.8.1. Each team must supply a Team Manager.
- 7.8.2. The Team Manager is responsible for the management of the team with lodgement of team sheets, lodgement of results following each match, and completion of any match day paperwork – refer to SANFL Juniors Match Day Guide and Checklist for more information and responsibilities.

7.9. MEMBER PROTECTION/WORKING WITH CHILDREN CHECKS

- 7.9.1. Refer to the SANFL Member Protection Policy.

8. COMPETITION OPERATIONS

8.1. PREMIERSHIP CONDITIONS

- 8.1.1. Premiership points shall only apply for all grades from Under 12 and above.
- 8.1.2. In all minor round matches, four (4) premiership points shall be awarded for a win, two (2) premiership points to each team for a draw and zero (0) premiership points for a loss.
- 8.1.3. No percentage will be recorded during a designated re-grading period.
- 8.1.4. In all cases of a forfeit, the non-forfeiting team shall receive four (4) premiership points and the score recorded as sixty points (60) to nil (0). The forfeiting team shall receive zero (0) premiership points and a score recorded as nil (0) to sixty points (60).
- 8.1.5. At the end of the minor round, each team's position on the Premiership Table will be decided by:
 - 8.1.5.1. Match points, and then

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8.1.5.2. Percentage

8.1.6. If a competition has an uneven number of byes use:

8.1.6.1. Match points, and then

8.1.6.2. Match ratio, and then

8.1.6.3. Percentage

8.2. LOSS OF PREMIERSHIP POINTS

8.2.1. An official or player of any club found guilty of a breach of the Rules, Regulations and Policies and where the penalty imposed for the breach includes loss of premiership points for a team or teams for a number of matches, the loss shall be managed in the following manner:

8.2.1.1. Where a penalised team won:

8.2.1.1.1. Loss of premiership points gained and those points awarded to the opposing team.

8.2.1.1.2. The opposing team shall be credited with a sixty (60) point to nil (0) win.

8.2.1.2. Where a penalised team lost:

8.2.1.2.1. Loss of points equivalent to the number of points played for in all of the losing matches.

8.2.1.2.2. Should the margin in any losing match be less than sixty (60) points, then the margin shall be recorded as a sixty (60) to nil (0) win to the opposing team.

8.2.1.2.3. Should the margin in any losing match be greater than sixty (60) points, then the actual result shall be the result recorded.

8.3. UNIFORMS

8.3.1. The current SANFL Community Football Licensed Suppliers Policy shall apply for remainder of its term. This requires all on-field apparel to be supplied by approved Licensed Suppliers.

8.3.2. Requirements on logo positioning and sizing are found in Appendix 10.13 – Branding Policy.

8.3.3. All playing apparel should carry SANFL Juniors logo at the commencement of each season.

8.3.4. All players must play in the club or team uniform as agreed by SANFL Juniors. Players must wear different full numbers on the back of each jumper, which are clearly recognisable. Those numbers must correspond to those on the respective team sheet.

8.3.5. Any club desiring to alter or vary its colours, uniform design or logo shall first apply for and obtain the permission of SANFL Juniors Competition Management to make such variation or alteration.

8.3.6. Registrations of such colours, uniform design and logo by either SANFL Juniors Competition Management or clubs, in accordance with these Rules, Regulations and Policies, shall give such clubs and SANFL Juniors the exclusive right to colours, uniform design and logo against any other club subsequently attempting to register the same colours, uniform design and/or logo.

8.3.7. For junior players only (SANFL Minis to U10), on days of extreme cold, a plain tight-fitting t-shirt in club colours may be worn underneath the playing jumper. Dispensation for Under 11 to Under 17.5 players on medical/religious grounds may be granted by SANFL Juniors Competition Management.

8.3.8. Undergarments, such as bike shorts, must be no longer than knee length. Full length undergarments may only be worn with the prior approval of SANFL Juniors Competition Management.

8.3.9. Clash Uniforms

8.3.9.1. To avoid clashes of uniform, the following provisions will apply:

8.3.9.1.1. All competition ages (U12 to U17.5) are to wear white shorts for away games, except when the home club plays in white shorts.

8.3.9.1.2. Dispensation may be applied for in relation to the wearing of white shorts for away games. Approval will be given at the discretion of SANFL Juniors Competition Management. Clubs given dispensation will be listed under resources on the SANFL Juniors website.

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- 8.3.9.1.3. All competition age teams (U12 to U17.5) where teams play in uniforms that are similar in design or colour, the away team must wear a clash jumper.
- 8.3.9.1.4. SANFL Juniors will determine which clubs' uniforms constitute a clash.

8.4. EQUIPMENT

- 8.4.1. Footballs must be supplied by a manufacturer as specified by SANFL Juniors from year to year.

8.5. FINALS SERIES

- 8.5.1. All matches shall be played at such grounds as determined by SANFL Juniors Competition Management.
- 8.5.2. A finals series shall be conducted in Under 12 to Under 17.5 Youth age groups and shall be conducted in such manner as decided by SANFL Juniors from time to time.
- 8.5.3. The number of teams to be included in the Finals series will be at the discretion of SANFL Juniors.
- 8.5.4. The format of the finals will be as follows unless otherwise determined by SANFL Juniors Competition Management.

- 8.5.4.1. Format of the finals for four (4) teams:

Week 1	(A) 1v2 and (B) 3v4
Week 2	(C) Loser A v Winner B
Week 3	Winner A v Winner C

- 8.5.4.2. Format of the finals for five (5) teams:

Week 1	(A) 2v3 / (B) 4v5 / (C) 1 - bye
Week 2	(D) 1 v Winner A / (E) Loser A v Winner B
Week 3	(F) Loser D v Winner E
Week 4	Winner D v Winner F

- 8.5.4.3. Format of the finals for six (6) teams:

Week 1	(A) 3v6 / (B) 4v5 / (C) 1 & 2 - bye
Week 2	(D) 1v2 / (E) Winner A v Winner B
Week 3	(F) Loser D v Winner E
Week 4	Winner D v Winner F

8.6. ELIGIBILITY FOR FINALS

- 8.6.1. Players in Youth Competitions (Under 12 to Under 17.5) must play a minimum of five (5) games in the current season with that team, to be eligible to play in the finals series for that team.
- 8.6.1.1. In a fourteen (14) round or more season, they must play a minimum of five (5) games in the current season with that team, to be eligible to play in the finals series for that team.
- 8.6.1.2. In a twelve (12) round season, they must play a minimum of four (4) games in the current season with that team, to be eligible to play in the finals series for that team.
- 8.6.1.3. In a ten (10) round season, they must play a minimum of three (3) games in the current season with that team, to be eligible to play in the finals series for that team.
- 8.6.2. Application for exemptions to rules must be sent to SANFL Juniors Competition Management via the exemption to rule form. Applications will only be considered for the following:
- 8.6.2.1. A player has had a long-term injury where they have missed a minimum of four (4) matches and a doctor's certificate is supplied.
- 8.6.2.2. Religious reasons prevented a player playing on certain days of the week.

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- 8.6.2.3. A player/team has extenuating circumstances that have prevented the player/team from fulfilling finals qualification requirements.
- 8.6.3. Subject to 8.6.1 any player who has played in more than one division/age group during the season, will be considered eligible for finals in the division/age group in which he/she has played the majority of their games during the season.
 - 8.6.3.1. Any player who has played an equal amount of games in two divisions/age groups will be considered eligible only for the higher of the two divisions/age groups.
 - 8.6.3.2. Subject to 8.6.1, a player may play up a division/age group in the finals series, providing the higher division/age group has less than twenty (20) players available and the player has played a minimum of two (2) games with that team. In addition, a player who plays up an age group can only play in a division that is equal or one less their current division (e.g. an Under 15 Division 1 player could be requested for Under 16 Division 1 or 2, however would be ineligible for Division 3 or lower).
 - 8.6.3.3. A player playing up an age group under 8.6.3.2 may return to his/her true age group during the same finals series, providing they have played the majority of their matches during the year in their true age group.
- 8.6.4. Players who are eligible for finals in more than one division/age group, can only play in one (1) finals game per competition, per week.

8.7. GRAND FINAL SQUAD SIZES

- 8.7.1. For Under 12 to 14 Competitions, clubs must declare qualified and registered player numbers by Tuesday midday of the week of the Grand Final. Once notified, SANFL Juniors Competition Management will advise all clubs of the numbers to play on Grand Final day.
- 8.7.2. For Under 15 to 17.5 Competitions, clubs will play a maximum of 22 players on Grand Final day.
 - 8.7.2.1. Clubs are to nominate a squad of 25 by 5pm Wednesday of Grand Final week.
 - 8.7.2.2. Clubs are to nominate their final squad with emergencies by 12pm Friday of Grand Final week.
 - 8.7.2.3. Any changes outside of this are at the discretion of SANFL Juniors Competition Management.

8.8. EXTRA TIME IN FINALS

- 8.8.1. If scores at the conclusion of the match on the scoreboard are level, then the following applies:
 - 8.8.1.1. Both teams remain in the positions they were when the siren sounded.
 - 8.8.1.2. Goal umpires to confirm final score.
- 8.8.2. In the event of a draw, extra time to be played for all age groups is five (5) minutes each way.
 - 8.8.2.1. The procedure for extra time in a final is as follows:
 - 8.8.2.1.1. A three (3) minute break will follow the final siren.
 - 8.8.2.1.2. Coaches will be allowed to address their team during the three (3) minute break.
 - 8.8.2.1.3. Teams will kick in the same direction as they were at the conclusion of the final quarter.
 - 8.8.2.1.4. Two halves each of five (5) minutes with time-on.
 - 8.8.2.1.5. Coaches will not be able to address the team and sides will change ends at the conclusion of the first five (5) minute period.
 - 8.8.2.1.6. Teams will switch ends at the conclusion of the first five (5) minute period.
- 8.8.3. Golden Point Rule
 - 8.8.3.1. If scores are still level following extra time, the Golden Point Rule will apply.
 - 8.8.3.2. Both teams remain in the positions they were in when the last period of extra time finished.
 - 8.8.3.3. Goal Umpires to confirm scores.
 - 8.8.3.4. Coaches will not be able to address the team during the goal umpire consultation period.
 - 8.8.3.5. Play will be recommenced with a centre bounce and the timekeepers will allow play to continue until the next score, which is when they will sound the siren.

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8.8.3.6. The team that scores first is the winner.

8.9. CRITERIA FOR HOSTING

8.9.1. Refer to Request to host Carnival/Finals/Championships Form.

8.10. BYES

8.10.1. Teams receiving a bye will be awarded zero premiership points and team sheets are not to be completed.

8.10.2. For the avoidance of doubt, a bye is not counted as a match of SANFL Juniors for a suspension to be served.

8.11. FORFEITS

8.11.1. To constitute a game and avoid a forfeit, a team must have the minimum amount of players:

8.11.1.1. Fourteen (14) players for 18-a-side match.

8.11.1.2. Eleven (11) players for a 15-a-side match.

8.11.1.3. Eight (8) players for a 12-a-side match.

8.11.1.4. Five (5) players for a 9-a-side match.

8.11.2. If a team has to forfeit a match, a Club Official must notify a member of the SANFL Juniors Competition Management team who will be responsible for notifying the opposing team and the SANFL Juniors Umpiring Manager.

8.11.3. In the event that a team receives a forfeit, the non-forfeiting team may submit a team sheet to ensure that all players appearing upon the said team sheet shall be counted as having a 'game played' for the purpose of finals eligibility.

8.11.4. A forfeit will be claimed against any team that cannot field the minimum number of players for that relevant age group within fifteen (15) minutes after the agreed starting time. If both teams cannot field a minimum number, the result is a non-game. In the result of a double forfeit or non-game, the teams may play a scratch match in the remaining allocated time. If a scratch match is played, no votes are recorded and umpires fees are paid as normal.

8.11.5. When a forfeit occurs, the non-forfeiting team will record a sixty (60) point to nil (0) win and be awarded four (4) premiership points.

8.11.6. A forfeited team's match will not be considered for finals eligibility.

8.11.7. Any team forfeiting a match in a premiership competition after providing a minimum of forty eight (48) hours' notice to SANFL Juniors Competition Management will not incur a fine.

8.11.8. Any team forfeiting a match in a premiership competition without providing a minimum of forty eight (48) hours' notice to SANFL Juniors Competition Management will incur a fine, as outlined in Appendix 10.6 – Fines.

8.11.9. Any team forfeiting a match in a premiership competition without providing a minimum of forty eight (48) hours' notice, before the agreed match start time, is liable for the whole amount of the umpires fees (shared equally in case of a double forfeit).

8.11.10. Any team which, having commenced playing a match, refuses for any reason to continue the match to its natural conclusion (walk-off) will incur the following:

8.11.10.1. A fine, as outlined in Appendix 10.6 – Fines.

8.11.10.2. The whole amount of the umpire's fees.

8.11.10.3. Should the margin at the time of walk-off be less than sixty (60) points, then the margin shall be recorded as a sixty (60) point to nil (0) win to the opposing team.

8.11.10.4. Any team which, having commenced playing a match, chooses to not continue a match to its natural conclusion due to safety concerns will not be subject to fines and/or penalties, if they can provide reasonable justification for their concerns.

8.11.10.5. Should the margin at the time of walk-off be greater than sixty (60) points, then the actual result shall be the result recorded.

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- 8.11.11. Where a club has two or more teams in one age group or division and need to forfeit one of those matches, they must forfeit the lowest division first. If the two teams are in the same division, then they must forfeit the game that includes the lowest on the premiership ladder at the conclusion of the previous round.

8.12. COMPETITION WITHDRAWAL

- 8.12.1. Any team which has been withdrawn from the competition by SANFL Juniors as a result of forfeiting three (3) matches will incur a fine, as outlined in Appendix 10.6 – Fines.
- 8.12.2. If a match commences but a team has to forfeit during the match due to injuries, this will not count towards the three (3) match penalty as outlined in Regulation 8.12.1.

8.13. ABANDONMENT OF MATCHES

- 8.13.1. If a match is called off during game time, then Laws of Australian Football Rules for Incomplete Matches apply.

8.14. WASHOUTS

- 8.14.1. Only the host club, Local Council or SANFL staff are empowered to call a washout match.
- 8.14.2. Should a club's ground be unplayable, then a club delegate must notify the SANFL Juniors Competition Management immediately.
- 8.14.3. Should any fixture match be cancelled due to washout, then the SANFL Juniors Competition Management will notify the SANFL Juniors Umpiring Department.
- 8.14.4. If a Local Council closes a ground due to wet weather, the affected games must be played within fourteen (14) days or as scheduled by the SANFL Juniors Competition Management.
- 8.14.5. Rescheduled matches may occur mid-week.
- 8.14.6. If a fixture or round of games is washed out and unable to be rescheduled by SANFL Juniors Competition Management, the following points will be allocated for Youth Competitions:
- 8.14.6.1. Byes will be awarded zero points.
- 8.14.6.2. All other teams will be awarded two (2) points.
- 8.14.7. If a club closes a ground due to wet weather without consultation with SANFL Juniors Competition Management or Local Council, then all games scheduled for this ground will be deemed a forfeit, with non-rescheduling and points awarded to opposing teams and all other forfeit conditions applying as per Regulation 8.11.

8.15. GAME TIMES

- 8.15.1. Published starting times may be varied by mutual agreement of clubs involved.
- 8.15.2. SANFL Juniors Competition Management must be notified of all changes of starting times if greater than fifteen (15) minutes.
- 8.15.3. The match clock shall only be stopped during a quarter of any minor or major round match for a serious injury requiring use of a stretcher in Under 12s to Under 17.5s, at the discretion of the Umpire/s.
- 8.15.4. If a game is running late then the last two (2) quarters are to be shortened sufficiently so that the game will finish on time.

8.16. PROTECTIVE EQUIPMENT

- 8.16.1. Mouthguards
- 8.16.1.1. A Mouthguard must be worn by all players in games.
- 8.16.1.2. Mouthguards have a definite role in preventing injuries to the teeth and face and for this reason, they are to be worn by all SANFL Juniors players, at all levels.
- 8.16.1.3. It is acknowledged that for a very small minority of players, the wearing of a mouthguard will cause some distress due to "gagging" problems. SANFL Juniors Competition Management will

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not penalise a player who, for this reason, will not be able to comply with its policy but expects the players club to ensure it is a genuine case.

8.16.2. Helmets

- 8.16.2.1. There is no scientific evidence that helmets prevent concussion or other brain injuries in Australian Football.
- 8.16.2.2. There is some evidence that younger players who wear a helmet may change their playing style and receive more head impacts as a result. Accordingly, helmets are not recommended for the prevention of concussion.
- 8.16.2.3. Helmets may have a role in protection of players on return to play following specific injuries (e.g. face or skull fractures) and are able to be worn in matches.

8.16.3. Shin Guards

- 8.16.3.1. Shin Guards are permitted for the Ruckman only.

8.16.4. Gloves

- 8.16.4.1. Gloves are not permitted in all grades unless on medical grounds and approved by SANFL Juniors Competition Management.

8.16.5. Glasses

- 8.16.5.1. Players who wish to wear prescription glasses during matches and training sessions should wear glasses with plastic frames and lenses. A band must also hold the glasses on securely.

8.17. EQUALISATION RULE

- 8.17.1. The purpose of this rule is to maximise participation by equalisation to ensure that playing numbers on field for both teams are even for all grades, excluding finals. This rule is motivated by the desire that participation is the key objective and a good/fair game is played.
- 8.17.2. This rule is mandatory. Refer to Equalisation Policy for more information.

8.18. FAIR PLAY RULE (UNDER 12 – UNDER 15)

- 8.18.1. The purpose of this rule is to encourage coaches to provide the best possible experience for all players on a match day. Where a match is clearly going to be one sided on the scoreboard, coaches are to use any means necessary to ensure a good experience for all players. This could include:
 - 8.18.1.1. Rotation of players into positions they don't normally play.
 - 8.18.1.2. Resting more skilled players.
- 8.18.2. If the margin equals or surpasses sixty (60) points after a goal at any stage throughout the match, the Field Umpire is required to enforce the following measure to assist with evening up the game:
 - 8.18.2.1. The trailing team will automatically start with the ball at the forward edge of the centre square.
 - 8.18.2.2. All players must be set up in their field positions until possession has been disposed of.
 - 8.18.2.3. If the margin does become less than sixty (60) points after a goal at any stage throughout the match, then the Field Umpire will revert back to the ball starting in the centre.
- 8.18.3. Matches will proceed as normal, for the whole match period. Clubs will enter final scores into PlayHQ as normal.
- 8.18.4. After Competition Grade Matches, the match points and percentage will be adjusted to ensure that no winning margin exceeds sixty (60) points. This will be completed by a ladder adjustment by SANFL Juniors Competition Management on the Monday following the fixture games.

8.19. TEAM NOMINATIONS

- 8.19.1. Clubs nominating teams must have registered at least 75% of the minimum number of players (as set out in the SANFL Match Conditions) in that team by the date set down by SANFL Juniors Competition Management as the closing date for nomination of teams. These numbers must not include anticipated "play up" or "play down" players.

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8.20. WITHDRAWAL OF TEAM NOMINATIONS

8.20.1. Any club who withdraws a nominated team more than 1 week after the Final Team Nomination due date may incur a fine, as outlined in Appendix 10.6 – Fines.

8.21. VENUE DATE/TIME CHANGES

8.21.1. Any club changing official game time/dates/official venues without receiving written permission from SANFL Juniors Competition Management will incur a fine, as outlined in Appendix 10.6 – Fines.

8.21.2. Any request for venue or fixture changes must be lodged with SANFL Juniors Competition Management by 5pm on the Monday prior to the scheduled match.

8.22. UMPIRES

8.22.1. Fees will be advised by SANFL Juniors Competition Management each season.

8.22.2. Appointments

8.22.2.1. For minor round matches, Field Umpires are to be appointed by the SANFL Juniors Umpiring Department.

8.22.2.2. For finals matches, Field, Goal and Boundary Umpires are to be appointed by the SANFL Juniors Umpiring Department wherever possible.

8.22.3. Umpire Accreditation

8.22.3.1. All Umpires to hold an appropriate level of accreditation as determined by the SANFL Umpiring Department.

8.22.4. Umpire Minimum Age Requirement

8.22.4.1. Field Umpires must be 14 years of age by April 1st of the current year.

8.22.5. Boundary and Goal Umpires

8.22.5.1. Clubs to provide Boundary and Goal Umpires for all minor round matches except where indicated by SANFL Juniors Competition Management from Under 11 to Under 17.5.

8.22.5.2. SANFL Juniors will provide all Umpires for all finals for Under 12 to Under 17.5 where possible.

8.22.6. Approaching umpires

8.22.6.1. The following are permitted to approach Umpires:

8.22.6.1.1. Team Manager.

8.22.6.1.2. Ground Marshall.

8.22.6.1.3. SANFL Staff – must be identifiable as an SANFL Staff Member.

8.23. BANNED ITEMS

8.23.1. The following equipment is strictly prohibited:

8.23.1.1. Metal tags in boots.

8.23.1.2. Non-prescription glasses.

8.23.1.3. Prescription glasses worn without written permission from SANFL Juniors Competition Management being obtained prior to player(s) playing.

8.23.1.4. Gloves, unless consent is given by SANFL Juniors Competition Management. If consent given, gloves must be taped.

8.23.1.5. Protective equipment that is rigid in nature.

8.23.1.6. Long fingernails.

8.23.1.7. Hairbands worn around the wrist.

8.23.1.8. Jewellery, including body piercings.

8.23.1.9. Medical casts.

8.23.1.10. 'Knotting' (pulling together and tying a knot in the guernsey) or 'bundling' (pulling together in a bundle or tail and taping) as a method for tightening the fit of a guernsey is not permitted.

8.23.1.11. Coaching boards, where on-field coaching is permitted (SANFL Minis – Under 10s)

8.23.1.12. Any other item designated as such by SANFL Juniors Competition Management.

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8.24. BLEEDING & BLOOD BORN INFECTIOUS DISEASE

- 8.24.1. No club or team shall allow any player to participate in any match or continue to participate in any match for so long as such player:
 - 8.24.1.1. Is bleeding; or
 - 8.24.1.2. Has blood on any part of his or her body or uniform.
- 8.24.2. The field umpire, upon noticing or having it brought to their attention, that a player is bleeding or has an open wound that needs covering shall:
 - 8.24.2.1. Blow their whistle and stop the match.
 - 8.24.2.2. Signal, by crossing their arms in front of their face, the reason for the stoppage.
 - 8.24.2.3. Order the player from the field, via the interchange gate.
 - 8.24.2.4. Allow a replacement player onto the field immediately, via the interchange gate.
 - 8.24.2.5. Blow their whistle and recommence play when players are ready.
- 8.24.3. A player sent off under this Regulation may return via the interchange gate when the bleeding has stopped, and the wound is covered.
- 8.24.4. Refer to Appendix 10.12 – Bleeding and Blood Born Infections Policy.

8.25. COUNTING OF PLAYERS

- 8.25.1. The Captain may at any time during a match request that the Field Umpire count the number of players of the opposing team who are on the playing surface.
- 8.25.2. The Field Umpire is to signal for time to be held so a count can take place.
- 8.25.3. Players are to line up at the centre square for counting.
- 8.25.4. Where a team has more than the permitted number of players on the playing surface:
 - 8.25.4.1. Their score shall be reset to the score recorded at the previous quarter break.
 - 8.25.4.2. The Field Umpire shall award a free kick to the Captain or Acting Captain of the team who called the count, which shall be taken from the goal square.
- 8.25.5. Where there are a correct number of players and request without merit:
 - 8.25.5.1. The Field Umpire shall award a free kick to the Captain or Acting Captain of the opposition team, which shall be taken from the goal square.

8.26. REGRADING/GRADING

- 8.26.1. SANFL Juniors Competition Management reserves the right to grade and regrade to provide players with even matches.
- 8.26.2. During any regrading period, premiership points will be awarded, but no percentage will be accrued.
- 8.26.3. During the regrading process, if a team moves into another division, all premiership points will move with them.
- 8.26.4. In the event of regrading in Competition Grades, SANFL Juniors Competition Management will determine the most appropriate outcome for the affected – win, losses, draws, byes and for games completed to the date of effective change.
- 8.26.5. Any umpire votes will travel between age groups for regraded teams.
- 8.26.6. Conferences will be determined based on team nominations in any given year. The SANFL Juniors Competition Management Team will determine which clubs are allocated to each conference. Applications may be made to the SANFL Competition Management Team to have their conference allocation reviewed.

8.27. YELLOW CARD CONDITIONS

- 8.27.1. The offending player ordered off with a yellow card offence cannot retake the field for a period of ten (10) minutes of playing time.
- 8.27.2. Players sent off with a yellow card may be replaced immediately.

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- 8.27.3. In the event that a player/official is issued two (2) yellow cards in the same match, the offending player/official shall not take any further part in the match and an automatic one (1) match suspension will apply, plus any further penalties as deemed appropriate by SANFL Juniors Competition Management.
- 8.27.4. If a player/official ordered off for a yellow card offence fails to leave the field immediately when directed by the Field Umpire, then the player/official shall be reported for misconduct and consequently deemed to have committed a red card offence.
- 8.27.5. If a player receives two (2) yellow cards in a season, an automatic one (1) match suspension may be applied at the discretion of SANFL Juniors Competition Management.
- 8.27.5.1. Subsequent yellow cards may also lead to further sanctions as determined by SANFL Juniors.

8.28. RED CARD CONDITIONS

- 8.28.1. An offending player/official ordered from the field with a red card cannot be replaced for a period of ten (10) minutes of playing time.
- 8.28.2. A player/official sent from the field with a red card, may not partake in the remainder of the game. The player/official is not permitted to enter the playing arena, including coaches box/interchange bench.
- 8.28.3. A player/official sent from the field with a red card is deemed to have committed a reportable offence and shall be formally reported to the SANFL Juniors Competition Management. The player/official may receive a base sanction or elect to appear at a Tribunal Hearing.
- 8.28.3.1. If no base sanction applies, the player/official will be directed straight to a Tribunal Hearing.

8.29. INJURED PLAYERS

- 8.29.1. In the event of an injury, a player may leave the field at the closest point of exit, providing it is safe to do so. The Team Manager must inform the opposition that this has occurred before the player can be replaced. Any Under 12 to Under 17.5 player not departing via the interchange gate may not return to the field, unless they were accompanied by a Medical Officer or Trainer. This rule is intended only to remove an injured player safely off the ground.
- 8.29.2. Unless the player is capable and conscious enough to place themselves on the stretcher without assistance, the injured player shall be attended to by a suitably trained and certified Medical Officer in the practice of use of a stretcher prior to removal of that player from the playing surface.
- 8.29.3. In the event of a player being removed via a stretcher, the following procedure is to take place:
- 8.29.3.1. The timekeeper shall stop the clock at the time a stretcher crosses the boundary line and the Field Umpire has called time.
- 8.29.3.2. The timekeeper shall restart the clock at the time the Field Umpire recommences play and calls time on.
- 8.29.3.3. The timekeeper shall record the timeout and the time of the quarter at which point the clock was stopped.
- 8.28.4. Where a match is stopped due to injury, the decision on whether the remaining time will be played out or if the game will be declared complete as at the time of the injury will be made by SANFL Juniors Competition Management or their appointed officials. The decision will be made to cause minimal impact on the starting time of any subsequent matches.
- 8.28.4.1. When play is ready to resume, if less than 50% of the remaining original match time is available for play, then the match may be rescheduled at the discretion of SANFL Juniors Competition Management.
- 8.28.4.2. When play is ready to resume, if more than 50% of the remaining original match time is available for play, then the match will be shortened accordingly ensuring any subsequent match starts on time.
- 8.28.5. In the event that the time taken to attend to the injured player exceeds ten (10) minutes from the timeout, the following will apply:
- 8.28.5.1. If the quarter ends during the delay, time will be called for the quarter and play will recommence for the next quarter.

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- 8.28.5.2. If the final quarter is in progress and the stretcher is called for, a decision on whether the remaining time will be played out or if the game will be declared complete as at the time of the injury will be made by SANFL Juniors Competition Management or their appointed officials. If the stretcher has been called for by an authorised person, then the player will be removed from the playing field via the most direct route for play to recommence and the injured player may be replaced through the interchange.
- 8.28.6. Only authorised persons are permitted to enter the field of play and no team meetings or coaching is permitted during this time. Players must remain in their positions ready for recommencement of play.
- 8.28.7. Should a coach enter the field of play during a stretcher call and in the opinion of the Field Umpire was doing so in order to provide instruction, a free kick will be awarded to the opposing side in front of goal at the end of the 10-metre square (this rule will not apply if the ten (10) minutes or quarter break becomes enforced).
- 8.28.8. Should both teams coaches enter the field of play for the purpose of giving instruction, play will resume as would be the case under the rules of the game and both teams will have a fine imposed at the discretion of SANFL Juniors Competition Management.
- 8.28.9. Team Managers will report all stretcher and ambulance call outs and the outcomes on the match documentation.
- 8.28.10. Any Junior or Youth player removed from the field on a stretcher will not take any further part in the game whatsoever.
- 8.28.11. Any player whose weight is supported by any person/s propping them up, for any part of the journey off the field, are deemed as stretchered i.e. player is not capable of bearing their own weight (examples includes being fireman chaired off to be treated).
- 8.28.12. If in the opinion of the team first aid official, a player cannot be moved from the field of play due to the severity of an injury, then the match may be abandoned at the discretion of a meeting between the two Team Managers, who then notify the Field Umpire/s.
- 8.28.13. The SANFL Juniors Competition Management shall be advised of any such abandonment for the purpose of either rescheduling the fixture or determining a result according to the progress score and point of the game at which the game was abandoned, as in accordance with Regulation 8.13.
- 8.28.14. For all final round matches, all decisions pertaining to the above rules will be controlled by SANFL Juniors Competition Management or their appointed officials.

8.29. UNAUTHORISED ENCROACHMENT OF THE FIELD OF PLAY

- 8.29.1. In the event of an encroachment of the area of play by unauthorised persons, or that play is prevented by any other means, the Field Umpire shall seek the assistance of their fellow umpires and/or SANFL staff to clear the playing arena so that the match may be resumed.
- 8.29.2. If the Field Umpire is unable to do this within a reasonable time, they shall terminate play at that time and report all circumstances to the SANFL Juniors Competition Management. SANFL Juniors may award the result, declare the match abandoned or call a replay at its discretion.
- 8.29.3. Any club whose officials, players or spectators are found to be responsible for the unauthorised encroachment of any playing arena (and any official, player and club spectators so responsible) shall be fined, suspended or otherwise dealt with at the discretion of the SANFL Juniors Competition Management.

8.30. GOAL POSTS

- 8.30.1. Refer to Laws of Australian Football.

8.31. BLUE CARDS CONDITIONS

- 8.31.1. A blue card may be awarded immediately or issued at the next quarter break by an umpire, a non-officiating member of the Umpire's Panel or a member of the SANFL staff who deems off-field behaviour to be unacceptable.

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- 8.31.2. Behaviour may be deemed unacceptable if the official considers it threatening or not in the spirit of the game.
- 8.31.3. Once a blue card has been awarded, both teams Team Managers are to approach the Field Umpire or SANFL staff member to seek clarification and direction. No other club officials may enter the field of play. Players are not to leave the field of play.
- 8.31.4. The time may be stopped at the Field Umpire or SANFL staff members discretion. If time is stopped, the following procedure applies:
- 8.31.4.1. Re-starting the game after a blue card;
 - 8.31.4.1.1. Game to re-start only when the Official is satisfied action has been taken and the situation has been rectified.
 - 8.31.4.1.2. A free kick shall be awarded against the offending team taken from the attacking goal square.
- 8.31.5. Multiple blue cards awarded to the same team.
- 8.31.5.1. In the event of a second blue card being shown during the game, then the game will stop and will not restart.
 - 8.31.5.2. Club/player/spectator/official(s) who is responsible for the blue card(s) shall be reported by the umpire(s) on the Match Day Paperwork app and Umpires Incident Report Form.
 - 8.31.5.3. In the event of a premiership game being called off:
 - 8.31.5.3.1. The result shall be deemed a 'forfeit' against the offending team at the discretion of the SANFL Juniors Competition Management, in consultation with the SANFL Juniors Umpiring Manager .
 - 8.31.5.3.2. In a case in which both teams contribute to the game being called off, no premiership points shall be awarded.

8.32. TRIAL MATCHES & SOCIAL MATCHES

- 8.32.1. Clubs must submit Request for Approval of Trial Games to SANFL Juniors Competition Management for approval to host trial/social matches.

8.33. AWARDS

8.33.1. Fairest & Best

- 8.33.1.1. In every Youth Match (U12 to U17.5), the Field Umpires shall allocate votes for players they consider to be the fairest and best players in that match.
 - 8.33.1.2. The Fairest and Best Player in the game shall receive three (3) votes, with the other Fairest and Best Players receiving two (2) votes and one (1) vote in order of performance.
 - 8.33.1.3. These votes shall be recorded by the Field Umpire in an approved method set out by SANFL Juniors Competition Management.
 - 8.33.1.4. SANFL Juniors Competition Management shall decide on the place and date where votes are counted in a manner prescribed and by persons appointed by SANFL Juniors.
 - 8.33.1.5. The player who polls the highest number of votes in each competition shall be adjudged the 'Fairest and Best' player of that competition.
 - 8.33.1.6. The player who polls the next highest number of votes shall be adjudged the 'Runner Up Fairest and Best'.
 - 8.33.1.7. In the event of an equality of votes, then medals shall be presented to all winners.
 - 8.33.1.8. Where discrepancies in names or other details occur on the approved voting method, it shall be checked against the team sheet for the relevant match to clarify the information.
 - 8.33.1.9. Players who have been suspended during the football year for one (1) or more matches are ineligible for SANFL Juniors Fairest & Best Award.
- 8.33.2. Pennants and/or medallions shall be presented to the winning team which wins the Grand Final in each age group in Youth Competitions (U12 to U17.5).
- 8.33.3. Any other awards or trophies as SANFL Juniors shall see fit.

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8.33.4. Game Day Environment Awards

8.33.4.1. The E-Point and S-Points are recognised strategies that are having dramatic impact on the environments in Junior Football. In essence, these point variations remove the focus of winning at all cost to guide a healthier understanding of the values of teamwork, winning and losing with dignity, fairness, equality and respect. The E-Point is targeted at Youth Competitions (U12-17.5) and the S-Point is targeted at Juniors Competitions (SANFL Minis-U11).

8.33.4.2. E-Point and S-Point

8.33.4.2.1. Umpires to award points on a 5-1 sliding scale for behaviours in the following areas (5 being outstanding and 1 being poor):

- a) Player behaviour towards umpires.
- b) Players behaviour towards opposition.
- c) Coaches behaviour towards umpires.
- d) Spectators behaviour towards umpires and acceptance of decisions.

8.33.4.2.2. Points deducted for the following reasons:

- a) Yellow Card issued – minus one (1) point.
- b) Red Card issued – minus two (2) points.
- c) Blue Card issued against coach/crowd – minus two (2) points.
- d) Instructions to Ground Manager regarding coach/crowd behaviour – minus one (1) point.
- e) The clubs with the highest average E-Point or S-Point will be rewarded as SANFL Juniors see fit at the conclusion of the season.

8.34. CARNIVALS

8.34.1. Junior/Youth/Girls Carnivals will be run at the discretion of SANFL Juniors Competition Management.

8.34.2. Carnivals can be used for:

8.34.2.1. Participation Carnivals – SANFL Minis to Under 10

8.34.2.1.1. These carnivals are offered to competition grades who don't compete for premiership points, giving them the opportunity to play against teams from outside their zone.

8.34.2.2. Premiership Carnival – Under 11

8.34.2.2.1. Premiership points are introduced in the carnival environment for Under 11s, as they will progress into a full-season premiership table competition in the subsequent year.

8.34.2.3. Grading – Under 12 to Under 17.5

8.34.2.3.1. Pre-season carnival to offer match practice against teams they may not play during the season.

9. OTHER

9.1. REPORTING OF BREACHES OF RULES

9.1.1. League Appointed Officials

9.1.1.1. A report of a breach of the rules can be made by the following officials and must be presented to SANFL Juniors Competition Management by midday on the Tuesday following the match:

9.1.1.1.1. The field umpire(s) appointed by the League and officiating in a match.

9.1.1.1.2. The goal umpires or boundary umpires appointed by the League and officiating in a match.

9.1.1.1.3. SANFL Staff Member.

9.1.1.1.4. An official appointed by SANFL Juniors Competition Management.

9.1.1.2. Any reports made after this time may be considered at the sole discretion of a SANFL Senior Manager.

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9.1.2. Club Appointed Persons

- 9.1.2.1. A report of a breach of the rules can be made by the following club appointed persons:
 - 9.1.2.1.1 Boundary and Goal Umpires on match days during the Home and Away season.
 - 9.1.2.1.2 A club official or team official.
- 9.1.2.2. Such report should be lodged using the Club Incident Report Form and to be considered for investigation by SANFL Juniors Competition Management must be accompanied by a \$250.00 fee. Any reports lodged after midday Tuesday (following the match) must be accompanied by a \$500.00 fee.
- 9.1.2.3. Should a report result in the suspension of a player or official, then a portion (not less than 50%) of the fee paid shall be refunded to the club who made the report.
- 9.1.2.4. A club may make report of an incident without request for investigation via lodging the Club Incident Report Form – Non-Investigation.
- 9.1.2.5. A non-investigation form must be presented to SANFL Juniors Competition Management by midday Tuesday (following the match). Any reports made after this time may be considered at the sole discretion of SANFL Juniors Competition Management.

9.2. PROCESS OF REPORTING BY FIELD UMPIRE

- 9.2.1. Where an umpire reports a player or official during the course of a match, the umpire where practical is to inform a club official such as the Team Manager of the report.
- 9.2.2. A club President/Delegate or Team Manager (of the reported player/officials club) may approach the umpire at the conclusion of the match to obtain the relevant report details.
- 9.2.3. It is a breach of these rules for any person, other than those mentioned at 9.2.2 to approach the umpire in relation to the report.
- 9.2.4. It is a breach of these rules for a reported player, official or any other player or official to speak to the Umpire about a report. Any player or official who speaks to the Umpire may be referred by SANFL Juniors Competition Management to the Tribunal to deal with as the Tribunal deems appropriate.
- 9.2.5. The failure of an Umpire to inform a player or official of the report does not invalidate the making of the report.
- 9.2.6. Completing Notice of Report by the Umpire
 - 9.2.6.1. In completing and lodging a Notice of Report, the Umpire is to complete the Umpire Match Report. In such cases, the Umpire will, on the day, advise the clubs and where practical, ensure that the proper notice of a report is provided verbally. When the report is processed by SANFL Juniors Competition Management, full and complete details will be provided from the Umpire Match Report to the club of the reported player.
 - 9.2.6.2. As soon as practicable after the completion of the match, the reporting Umpire shall:
 - 9.2.6.2.1. Provide advice to an official from each team.
 - 9.2.6.2.2. Each team shall be responsible for the attendance of an official at the end of the match in question in order to receive such advice. In the event of no such official attending, the Reporting Umpire shall be deemed to have complied with the requirements of this rule.
- 9.2.7. Investigations
 - 9.2.7.1. SANFL Juniors Competition Management have the power to investigate any incident brought to their attention. They may elect to refer to Tribunal or commence an investigation.
- 9.2.8. Penalties
 - 9.2.8.1. A penalty may be offered by the SANFL Juniors Competition Management pursuant to Appendix 10.9 – SANFL Juniors Offence Classification.
 - 9.2.8.2. At its discretion, SANFL Juniors Competition Management have the power to refer a matter directly to the Tribunal.
 - 9.2.8.3. At its discretion, SANFL Juniors Competition Management have the power to apply a 100% loading to any penalties applied throughout a Finals Series.

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- 9.2.8.4. A club or player not complying with a penalty imposed by SANFL Juniors Competition Management within thirty (30) days shall be subject to such additional penalties as deemed appropriate.

9.2.9. Cross Competition Sanctions

- 9.2.9.1. Players and officials may be involved with more than one competition in the same season (e.g. SANFL Juniors, AdFL, SANFL, Schools etc). While SANFL Juniors endorse this practice, players and officials must accept responsibility for their actions, and if found guilty and suspended for a breach of the rules/codes of behaviour of the game in one competition, they should serve a similar suspension in the other competition(s) in which they are involved.

- 9.2.9.2. Refer to Cross Competitions Sanctions Policy for more information.

- 9.2.10. All other reports will be directed to a Tribunal Hearing.

9.3. TRIBUNAL COMPOSITION, PROCEDURES & GUIDELINES

9.3.1. Powers of the Tribunal

9.3.1.1. The Tribunal shall:

- 9.3.1.1.1. Have the power to hear and determine any report, charge or complaint laid by an Umpire, or referred by SANFL Juniors Competition Management.
- 9.3.1.1.2. Make any determination based on the balance of probabilities.
- 9.3.1.1.3. Have the power to require the attendance of any person or persons before it at any time it deems fit.
- 9.3.1.1.4. At its absolute discretion, admit or reject any evidence available at or before the hearing of such report.
- 9.3.1.1.5. At its absolute discretion, adjourn from time to time the hearing of any report.
- 9.3.1.1.6. Have the power to make recommendations to SANFL Juniors concerning any matter arising from any hearings of the tribunal.
- 9.3.1.1.7. Forward to SANFL Juniors a report detailing the offence heard and determined by it.

9.3.1.2. In determining any report, the Tribunal have the power to:

- 9.3.1.2.1. Dismiss the report.
- 9.3.1.2.2. Find a report not proven.
- 9.3.1.2.3. Find a report proven and reprimand any player(s) or official(s).
- 9.3.1.2.4. Find a report proven and suspend for any period any player(s) or official(s).
- 9.3.1.2.5. Find a report proven and impose on any player(s) or official(s) club a fine for each report proven.
- 9.3.1.2.6. Find a report proven and apply a sanction to any player or official, and subsequently suspend all or part of that sanction upon that player undertaking to be of good behaviour for any period specified by the Tribunal.
- 9.3.1.2.7. Find a report not proven, but if in the opinion that a player has committed any breach of SANFL Juniors Rules & Regulations, deal with such breach in accordance with the provisions set out herein as if such breach were the report being determined and to this effect may amend, alter or substitute any report in place of the original report.

9.3.1.3. The Tribunal shall have the powers to impose a fine and/or penalty or additional penalty upon any person or club that:

- 9.3.1.3.1. Knowingly gives false evidence to SANFL Juniors Competition Management or to the Tribunal at any hearing.
- 9.3.1.3.2. Before, at, or after any hearing insults, abuses, threatens or assaults the Tribunal or any member thereof or any person giving evidence at such hearing or whom in the opinion of the Tribunal is guilty of misconduct at any Tribunal hearing.
- 9.3.1.3.3. Refuses or neglects to obey any order of the Tribunal.

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- 9.3.2. Tribunal documents are available and should be referred to by any person and their advocate prior to appearing before the Tribunal. In the event of any inconsistency between the Tribunal document and these rules, the Tribunal may make its own determination as to which applies.
- 9.3.3. The parents/guardians of a reported player or official, or a reporting Umpire, are not permitted to act in the role of the advocate. Such persons are, however, permitted to attend Tribunal hearings, should the player/official or umpire be under the age of 18.
- 9.3.4. A Tribunal Member may not act as an advocate or otherwise appear in any capacity before the Tribunal.
- 9.3.5. Tribunals may be recorded (audio and/or video) at the discretion of SANFL Juniors Competition Management. Any recordings will only be made available to the Appeals Tribunal.
- 9.3.6. Following the decision of the Tribunal, SANFL Juniors Competition Management will provide a written outcome of the tribunals decision.

9.4. FAILURE TO ATTEND A TRIBUNAL HEARING

- 9.4.1. Should the reported player or required club official(s) fail to attend at the time and place as requested, the Tribunal shall have the power to hear and determine the report in the player's absence, or adjourn such hearing.
- 9.4.2. SANFL Juniors may impose a fine or sanction to a club if a club advocate and/or the reported player fail to attend such hearing.
- 9.4.3. Should the umpire or official of SANFL Juniors Competition Management signing the report not appear at a hearing, the Tribunal shall have the power to dismiss the report or adjourn such hearing.

9.5. APPEALS

- 9.5.1. A person suspended by SANFL Juniors Tribunal for six (6) matches or more may appeal against such suspension on one or more of the following grounds:
 - 9.5.1.1. With respect to the issue of guilt:
 - 9.5.1.1.1. That there was an error of law; or
 - 9.5.1.1.2. That the decision was so unreasonable that no Tribunal acting reasonably could have come to that decision having regard to the evidence before it.
 - 9.5.1.2. With respect to the issue of penalty:
 - 9.5.1.2.1. That the sanction imposed was manifestly excessive.
- 9.5.2. Any player or club wishing to appeal a decision of the Tribunal must lodge a Notice of Appeal and pay an application fee of \$500.00 within 48 hours of the Tribunal handing down its decision.
- 9.5.3. Any appeal must be supported by the Appellants primary club, the club which they were representing at the time of the incident in question.
- 9.5.4. Any appeal will be heard by an Appeal Tribunal, constituted by one (1) member. That member must not have been involved in the decision which is the subject of the appeal.
- 9.5.5. Subject to any other matters set out in these Regulations, the Appeals Tribunal may regulate any proceedings brought before it in such manner it decides.
- 9.5.6. The Appeal Tribunal is not bound by the rules of evidence nor by the practices and procedures applicable to courts of record, but may inform itself on any matter in such manner as it decides.
- 9.5.7. An appeal is to proceed by way of a review of the evidence before the Tribunal and not by way of a rehearing.
- 9.5.8. At the hearing of an appeal, fresh evidence may not be presented without leave of the Appeal Tribunal. The Appeal Tribunal must not grant such leave unless they are satisfied that:
 - 9.5.8.1. The evidence could not by reasonable diligence have been obtained prior to the conclusion of the original hearing; and
 - 9.5.8.2. The evidence is of such a character that is considered with other evidence which was given before the Tribunal, the Tribunal would have reached a different result.
- 9.5.9. The Appeal Tribunal has the power:
 - 9.5.9.1. To affirm, reverse or vary the decision the subject of the appeal;

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- 9.5.9.2. To increase or decrease the penalty imposed by the Tribunal;
- 9.5.9.3. To adjourn its proceeding at and to such time as it shall deem fit; and
- 9.5.9.4. To stay the execution of the penalty imposed by the Tribunal pending the determination of the appeal.

9.5.10. Should the appeal be upheld in favour of the Appellant, an amount not more than 50% of the application fee will be refunded.

9.6. MEDIA

- 9.6.1. Any officials, parents, players, or clubs making statements to the press and/or through media channels including social media that are considered to be injurious or prejudicial to the character or interests of other officials, parents, players or SANFL Juniors shall be subject to a maximum fine of five hundred dollars (\$500.00) incurred for any breaches of the above.

9.7. FILMING

- 9.7.1. Filming any part of the playing field and/or play during a SANFL Juniors match is permitted subject to the following:
 - 9.7.1.1. A club and/or associated persons shall not engage, employ or reward any person or persons to video, live stream or transmit via radio, television, film or internet or any other format of reproducing footage of a match or part of a match of SANFL Juniors Competitions for commercial gain without such club and/or associated persons receiving express approval from SANFL Juniors Competition Management.

9.8. REPRESENTATIVE FOOTBALL

- 9.8.1. Representative football matches will be run at the discretion of SANFL Juniors Competition Management.

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10. APPENDICES

All Appendices form part of these Rules & Regulations. Any breaches of any SANFL Juniors Appendices or Policies will be subject to fines and/or penalties as determined by SANFL Juniors Competition Management or SANFL.

10.1	Codes of Conduct
10.1.1	Players Code of Conduct
10.1.2	Coaches Code of Conduct
10.1.3	Parents, Supporters & Spectators Codes of Conduct
10.1.4	Officials Code of Conduct
10.1.5	Club Official Code of Conduct
10.2	Equalisation Policy
10.3	Junior Tackling Rules
10.4	
10.5	Cross Competition Sanctions
10.6	Fines
10.7	Fees
10.8	Forms
10.9	SANFL Juniors Offence Classification
10.10	
10.11	Alcohol Policy
10.12	Bleeding & Blood Born Infections Policy
10.13	Branding Policy
10.14	Coaches Accreditation Policy
10.15	Concussion Policy
10.16	
10.17	Cyber Safety & Social Media Policy
10.18	Illicit Drugs Policy
10.19	Rotation of Players Policy
10.20	Pregnancy Policy
10.21	Smoke Free Environments
10.22	Sponsorship Policy
10.23	Sports Trainers in Community Australian Football Policy
10.24	Vilification Policy
10.25	Weather Policy
10.26	Zero Tolerance Policy
10.27	
10.28	Advice for Suspended Players, Coaches & Officials
10.29	Home/Host Club Responsibilities
10.30	
10.31.1	Ground Marshall Duties
10.31.2	Registrar Duties
10.31.3	Team Manager Duties
10.31.4	Child Safety Requirements
10.31.5	Secretary's Role & Responsibilities
10.31.6	Treasurer's Role & Responsibilities

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11. AMENDMENTS TO RULES

Date of Change	Rule Changed
February/March 2016	6.8.5 Playing Down Permit Small Clubs 6.10 Boarders 8.37 Clash Uniforms
May 2016	6.11 Match day permits 8.1.2 Youth minimum players on match day 8.1.3 Girls minimum players on match day 8.6.1 Eligibility for Finals U12-U14 8.6.2 Eligibility for Finals U15-U16.5 7.1.3 Team Officials allowed in Coaches box 7.6 Entering The Field of Play 8.25.3 Re-Grading 6.9.5 and 6.9.6 Type 2 Permits 8.24.1 Counting of Players 9.35.1 Breaches of Rules 8.26 Yellow Card 8.27 Red Card
June 2016	6.7 Playing for SANFL League Clubs or State Representative Teams 7.1 Add Assistant Coach to Match Officials 7.1.2.4 Umpire Payments 8.5 Finals Series clarifications 8.6 Eligibility for finals clarifications 8.5.5 Girls Finals Format 8.21.7 Categories of Umpires Deleted 9.35 Reporting of Breaches of Rules – clarified 9.36.5 Investigations clarified 9.37 Tribunals clarified
August 2016	8.28.5. Injured players 8.35 Awards
September 2016	9.2.1.7 Reporting a breach of rule
April 2017	6.5 Player movement between teams 6.7 Playing for SANFL League clubs 6.12 Playing unregistered or ineligible players 8.1 Premiership conditions 8.25 Counting of players 8.26 Regrading/grading 9.2 Reporting breaches of rules 9.3 Process of reporting by field umpire 9.5 Failure to attend 9.6 Appeals
2017 V.2	Addition of 6.7.3 6.12 Playing unregistered or ineligible players 8.27.6 Removal of automatic suspension for second and subsequent yellow cards
2018	6.2 Age policy – reverted to using calendar year 6.4 Addition of November transfer window 6.5.10 Additional clause for exemption of SANFL listed player 6.5 Move 6.5.10 referring to Finals Eligibility of player who has transferred between grades to Finals Eligibility section (8.6)

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	<p>6.9.14 Remove rule 6.9.1.4 preventing players from transferring between age groups one six games have been played in higher age group.</p> <p>6.10 Edit maximum number of permit players per team.</p> <p>6.11 Delete boarder provisions</p> <p>8.6.5 Finals eligibility for players who have played in multiple divisions/age groups</p>
2019	<p>3.4 Added (from original SANFL Junior Football Charter)</p> <p>4.6 Added as new regulation</p> <p>6.1.4 All new players must provide a copy of their proof of age to the club at which they are registering</p> <p>6.3.2 Remove “and keep a copy for club records”</p> <p>6.4.7.3 SANFL Juniors may approve transfers in excess of the limit where special circumstances exist or with the endorsement of the origin club</p> <p>6.4.7 Former club now referred to as origin club. Origin Club now defined in Definitions.</p> <p>6.5.1 Removed “with a divisional structure”</p> <p style="padding-left: 40px;">In the event that a club has more than one team in a premiership grade a RPL (Restricted Player List) is used to manage the movement of players between teams</p> <p>6.7.1 A player cannot transfer if they are listed with a SANFL Club without the endorsement of their origin club. Only affects League, Reserves, U18 and U16 players.</p> <p>6.10.2.7 Removed reference to rotation policy and players playing half a game. Added that players must be suitably prepared and attired to play a game for it to be counted</p> <p>6.10.4.2.4 Added</p> <p>7.1.1 Only one (1) runner permitted with each team</p> <p>7.1.3 Added</p> <p>7.1.5 Water Carrier bibs are permitted to be blue or pink</p> <p>7.1.4.2 Removed</p> <p>7.1.5.9 Reference to accreditation card. Coaches to be wearing club attire or coach vest</p> <p>7.2.1.1 Removed reference to level 1 accreditation</p> <p>7.2.1.5 Added</p> <p>7.1.4.4 Added</p> <p style="padding-left: 40px;">All team officials need to remain within designated coaches box as outlined in 7.5.1.2. In the absence of an appropriately marked coaches box, team officials must remain within 5m of their interchange bench</p> <p>7.3.3.1 Removed reference to Auskick Centres</p> <p>7.10 Removed</p> <p>8.1.2 Removed</p> <p>8.1.3 Removed</p> <p>8.3 Removed 8.3.7.1.1 and 8.3.7.1.2 and removed reference to 2017 in 8.7.3.1.3</p> <p>8.6.1 Changed references of ‘club’ to ‘team’</p> <p>8.6.2 Changed references of ‘club’ to ‘team’</p> <p>8.6.4.3 Change to extenuating circumstances exist that have prevented the player from fulfilling the qualification requirements</p> <p>8.6.5 A player who has played in more than one age group or division</p> <p>8.6.5.5 A player may only play in a higher age group during finals if they are moving to an equal or higher division</p> <p>8.9 Removed</p> <p>8.11.2 Added ‘nor will it be considered for finals eligibility’</p> <p>8.12.9 Where a club has two or more teams in one age group or division and need to forfeit one of those matches, they must forfeit the lowest division first. If the two teams are in the same division, then they must forfeit the game that includes the lowest on the premiership ladder at the conclusion of the previous round</p> <p>8.12.5 If a team provides 48 hours’ notice prior to forfeiting a match, no penalty will be imposed. If a team gives less than 48 hours’ notice, a \$150.00 fine will be applicable</p>

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	<p>8.12.8.5 Added 'any team who chooses not to continue a match to its natural conclusion due to safety concerns will not be subject to a fine, if they can provide reasonable justification for their concerns</p> <p>8.15.3 Time will only be stopped for a stretcher</p> <p>8.17.1.1 Removed reference to training and re-worded</p> <p>8.17.2 Changed 'head gear' to 'helmet'</p> <p>8.19.1 Added reference to play down permit</p> <p>8.22.7 Removed</p> <p>8.22.6.1 Removed reference to Ground Marshall</p> <p>8.27.1 Removed</p> <p>8.28.1 Removed</p> <p>8.32 A Blue Card may be issued immediately when the umpire or official notices unacceptable behaviour, or may be issued at the next quarter break</p> <p>8.32.2 Removed</p> <p>8.32.3 Changed Ground Marshall to Team Managers</p> <p>8.34.1.7 Medals presented to all winners of Fairest and Best award when a tie occurs</p> <p>8.34.1.8 Removed</p> <p>8.34.2 Reworded</p> <p>8.34.3 Reworded</p> <p>8.36 Removed</p> <p>9.3.8.3 Reworded to now refer to 'offender' as 'accused party'</p> <p>9.3.8.5 Added (100% loading to penalties during Finals Series)</p> <p>9.4.5 Removed</p> <p>9.7 Added reference to social media</p> <p>9.8 Added as new regulation</p>
2020	<p>6.4. Added Squad Sizes with clauses 6.4.1 to 6.4.3</p> <p>6.5.2 Removed (originally 6.4.2)</p> <p>6.5.5.3 Reworded</p> <p>6.5.7 Added Transfer Request timeframe for an Origin Club to refuse a transfer</p> <p>6.5.8 Added Transfer Request refusal conditions for an Origin Club, with clauses 6.5.8.1 to 6.5.8.3</p> <p>6.5.9 Added automatic approval of Transfer Request if time lapses</p> <p>6.8.2 Added as regulation</p> <p>6.9.5 Added as regulation</p> <p>6.9.6 Added as regulation</p> <p>7.1.2.1.1 Removed</p> <p>7.1.2.2.1 Removed</p> <p>7.1.2.3 Changed to "At a clubs discretion, they can elect to pay other match officials as deemed appropriate."</p> <p>7.2.3.5 Changed to "At a clubs discretion, they can elect to pay other match officials as deemed appropriate."</p> <p>7.6.6.7 Reworded</p> <p>7.7.3 Added as regulation</p> <p>7.9.1 Added as regulation and reworded to "Refer to SANFL Member Protection Policy"</p> <p>8.2.2 Removed</p> <p>8.2.3 Removed</p> <p>8.3.3 Reworded</p> <p>8.6 Reworded</p> <p>8.8.3.5 Reworded</p> <p>8.9.1 Reworded</p> <p>8.11.7 Reworded</p> <p>8.11.9.1 Reworded</p> <p>8.11.9.6 Changed to 8.11.10</p> <p>8.12.1 Reworded</p> <p>8.19.1 Reworded</p> <p>8.20.1 Reworded</p>

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	<p>8.21.1 Reworded</p> <p>8.21.4.1 Added 'April 1' to regulation stating that umpires must be 14 years of age by April 1st of the current year to be an accredited umpire</p> <p>8.22.1.11 Added (banned coaching boards)</p> <p>8.23.4 Reworded</p> <p>8.24.2.1 Changed to 8.24.3</p> <p>8.31.4.1 Regulation adjustment</p> <p>8.31.6 Regulation re: Blue Cards changed from a goal kick in the goal square to a goal square in the centre of the ground</p> <p>8.32.1 Reworded</p> <p>9.1.2.2 Fees updated</p> <p>9.1.2.3 Reworded</p> <p>9.6.1 Reworded</p> <p>10.32 Removed</p>
2021	<p>*Numerous - Edited age groups to reflect Under 17.5 inclusion.</p> <p>6.8.2.1.4 Reworded</p> <p>8.6.2 Removed</p> <p>8.31.4.1.2 Changed to "attacking goal square" to reflect Blue Cards</p>
2022	<p>*Numerous - Edited SportsTG to reflect new PlayHQ system.</p> <p>1. Definitions:</p> <ul style="list-style-type: none"> • Added Exclusion Zone • Removed Law 21 • Updated Registrar • Added SANFL Community Football • Removed Voting Slip <p>6.2.1. New regulation to clarify eligibility to play SANFL Minis (U7).</p> <p>6.3.2. Updated Proof of Age process by Club Registrar.</p> <p>6.5.1. Updated to include "unless otherwise communicated by the AFL".</p> <p>6.5.12. Changed SACFL to SANFL Community Football.</p> <p>6.6.4. Updated to include RPL top 10 for teams in a 15-a-side competition.</p> <p>6.9.1. Changes to Play Up regulations with the inclusion of 6.9.1.2 and 6.9.1.4.</p> <p>6.9.3. Changes to Play Down - Overage Players with the inclusion of 6.9.3.2.</p> <p>6.9.4. Changes to Play Down - Small Clubs with the inclusion of 6.9.4.2.</p> <p>6.9.5.1. New regulation to clarify that players approved on a play down permit are not permitted to play any games in their correct/appropriate age group (as per their year of birth) and/or higher age groups (including seniors).</p> <p>6.9.5.2. Changed from 6.9.6.</p> <p>6.10. Revision of Type 2 Permits regulations.</p> <p>6.11.4.2. Revised and sub regulations (6.11.4.2.1 to 6.11.4.2.4) removed.</p> <p>7.1.2. Revised to include goal and boundary umpires and regulation 7.1.2.2 updated and regulation 7.1.2.4 included.</p> <p>7.1.3. Regulation 7.1.3.2 updated and regulation 7.1.3.4 included.</p> <p>7.1.5. Inclusion of exclusion zone.</p> <p>7.1.5.1. Revised to state "Ground Marshall, First Aid and Water Carriers are not to be in the coaches box or exclusion zone at any time, unless when required."</p> <p>7.1.5.3. Inclusion of exclusion zone.</p> <p>7.1.6.4. Runner attire updated to include "or Yellow Top".</p> <p>7.5.1.1. Inclusion of exclusion zone.</p> <p>7.5.1.2. Inclusion of exclusion zone.</p> <p>7.6.4. Removed</p> <p>7.8. Revision of Team Manager regulations.</p> <p>8.6.2. Updated "using form SJ16" to "via the exemption to the rule form".</p> <p>8.6.3.2. Revised and clarification provided on who can play up if a team has less than twenty (20) players available (changed from 22) in the final series.</p> <p>8.11.1. New regulation to clarify minimum numbers required to constitute a game and avoid a forfeit.</p> <p>8.17. Equalisation Rule - new regulation section.</p>

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	<p>8.18. Fair Play Rule changed from 8.17 to 8.18 and applicable to Under 12 to Under 15 where scoring is permitted.</p> <p>8.18.2. Revised application of the Fair Play Rule.</p> <p>8.22.6.1.2. Inclusion of Ground Marshall.</p> <p>8.22.6.1.4. Removed</p> <p>8.27.3. Updated to include "... and an automatic one (1) match suspension will apply, plus any further penalties as deemed appropriate by SANFL Juniors Competition Management."</p> <p>8.33.1.8. Updated "voting slip" to "approved voting method".</p> <p>9.2.2. Updated to "club President/Delegate or Team Manager".</p> <p>9.2.6.2.3. Removed</p> <p>9.2.9. Cross Competition Sanctions updated with new regulation 9.2.9.1.</p>
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