



EQUALISATION POLICY

Equalisation Before Start of Play

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

- The Equalisation Rule is mandatory to ensure even playing numbers and maximum participation in games.
- **This rule will be MANAGED by the Field Umpire(s) as per regulation 8.17 as follows:**
 - **Competing teams are to agree to Equalisation Rule for the match & advise umpire(s) of what team numbers will be**
 - **Umpires will NOT be involved in the decision-making process or arbitrate any disagreement**

Example 1

Team A 22 Players & Team B 15 Players

Start of match – 18 v 18 (3 players from Team A)

OR

Start of match – 15 v 15

Example 2

Team A 19 players & Team B 16 players

Start of match – 17 v 17 (1 player from Team A)

OR

Start of match – 16 v 16

- For the Rule to work in the spirit of the game, Clubs and coaches must be prepared to encourage players to play for the opposition.

Equalisation During Play when Injuries Occur

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

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

These conditions do not apply for the following:

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

Example 1

Team A 22 Players & Team B 18 Players

Start of match – 18 v 18

Team B has 1 injury – 17 v 17

Team B has 2 injuries – 16 v 16

Team B has 3 injuries – 15 v 15

Team B has 4 injuries – 14 v 14

Team B has 5 injuries – End of match

Example 2

Team A 22 Players & Team B 17 Players

Start of match – 17 v 17

Team B has 1 injury – 16 v 16

Team B has 2 injuries – 15 v 15

Team B has 3 injuries – 14 v 14

Team B has 4 injuries – End of match

Example 3

Team A 22 Players & Team B 16 Players

Start of match – 16 v 16

Team B has 1 injury – 15 v 15

Team B has 2 injuries – 14 v 14

Team B has 3 injuries – End of match

Example 4

Team A 22 Players & Team B 15 Players

Start of match – 15 v 15

Team B has 1 injury – 15 v 14

Team B has 2 injuries – End of match

Example 5

Team A 22 players & Team B 14 players

Start of match – 14 v 14

Team B has 1 injury – End of match



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Procedure

In the event of a match ending injury, the following procedure should be followed:

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

Disputes

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

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

Penalties

If the team without injured players fails to comply:

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