



# 2025 SANFL JUNIORS 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, including Finals.

- The Equalisation Rule is mandatory to ensure even playing numbers and maximum participation in games.
- This rule will be enforced by the Field Umpire(s) as per regulation 8.17.

### 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.



# 2025 SANFL JUNIORS EQUALISATION POLICY

## **Example 1**

### **Team A 22 Players & Team B 18 Players 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**

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

## **Example 6 – Girls Premiership Grades**

Team A 20 players & Team B 12 players

Start of match – 12 v 12

Team B has 1 injury – End of match

## **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.



# 2025 SANFL JUNIORS EQUALISATION POLICY

## **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.

