



WESTERN
FOOTBALL NETBALL LEAGUE

2026 WFNL Senior Football Competition Regulations



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PART A – INTRODUCTION

The WFNL Football Competition Regulations shall be read in conjunction with –

- Statement of the Rules of Western Football Netball League
- WFNL By-Laws
- Laws of Australian Football
- AFL Victoria Rules, Policies and Regulations (where adopted by WFNL)

1. REGISTRATION & ELIGIBILITY

- 1.1 Refer to WFNL By-Law section 4 (Administration) for full registration, transfers and player eligibility requirements to play in WFNL Senior competitions.
- 1.2 All Players wishing to play in a WFNL Senior competition must have an approved transfer and active registration prior to taking the field.
- 1.3 A player selected to play a match in either VFL/VFLW or State Talent League competition shall not be allowed to play with OR be selected by their WFNL club during that same round/weekend.

2. ALTERATION TO COMPETITION REGULATIONS

- 2.1 The League may, in using reasonable discretion and only in exceptional or extenuating circumstances, alter, vary or waive the requirements set out in these Competition Regulations relating to WFNL football competitions.

PART B – FOOTBALL COMPETITION

3. 50 METRE RULE

- 3.1 In all WFNL Senior (Men's and Women's), Reserves, Under 18's & Thirds matches the 50 metre penalty rule will apply.

4. LAST DISPOSAL RULE

- 4.1 In all Senior Grades of football 'last disposal' rule applied whereby a Free Kick shall be awarded against a Player who kicks or handballs the football over the boundary line without the football being touched by another Player.
- 4.2 The last disposal rule will only be applied between the 50-metre arcs. There will be a boundary throw in if the ball crosses the boundary line inside-50

5. CENTRE BOUNCE 5-6-5 RULE (WOMEN'S FOOTBALL)

- 5.1 When a match is deemed a 16 a-side competition, at centre bounces, each team must have five forwards and five defenders inside their respective 50m arcs.
- 5.2 Three midfielders plus the ruck will be in the middle of the ground, with a winger somewhere each side of the centre square.
- 5.3 A first infraction will result in a warning, but a second will be a free kick to the opposing side's ruck.

6. FOOTBALLS

- 6.1 The League shall specify approved footballs to be used in WFNL authorised matches. No football may be used in any WFNL authorised match that does not comply with the specifications as set down by the League. All games clubs must use Sherrin brand footballs bearing the WFNL logo must be used in all senior official competition games
- 6.2 Prior to each home & away match, the home club shall provide the field umpire(s) with two (2) match balls. Match balls may be either red or yellow in colour, at the choice of the home club, but both balls must be the same colour. Ball(s) of the same colour must be used throughout the entire match.
- 6.3 For Senior Men's games, at least one (1) of the balls supplied shall be a new ball, while the other may be used but in very good condition.
- 6.4 For all other grades, both balls may be used but in very good condition. Balls will be subject to approval by the field umpire(s) prior to the start of each match. Ball pressure shall comply with manufacturer's specifications. A fine of ten (10) penalty units shall be imposed for any/each breach of this regulation.
- 6.5 In the event that both balls provided by the home club have become unfit for play during the progress of the match, and no other satisfactory ball is available, they shall be impounded by the field umpire(s). The match shall be abandoned and referred by the field umpire(s) to the League. The League will determine whether the match is to be replayed or not, or determine the result and allocation of points and percentage.
- 6.6 Ball sizes and types to be used in the various grades of WFNL authorised matches are as follows:

Match Grade	Ball Size / Type
Under 18 Women's	Size 4 leather
Under 18 Men's	Full size leather (Match or Kangaroo brand)
Thirds	Full size leather (Match or Kangaroo brand)

Reserves	Full size leather (Match or Kangaroo brand)
Senior Women's	Size 4 leather
Senior Men's	Full size leather (Kangaroo brand only)

7. POINTS ALLOCATION

7.1 In Home and Away Matches:

- 7.1.1 four (4) points will be allotted for a win.
- 7.1.2 four (4) points for a team in whose favour a forfeit or walkover is ruled. The forfeit or walkover will be recorded as a win for that team.
- 7.1.3 two (2) points for a draw.
- 7.1.4 zero (0) points for a loss.
- 7.1.5 zero (0) points for a team who has caused a forfeit or walkover. The forfeit or walkover will be recorded as a loss for that team.

8. RESULTS OF MATCHES

- 8.1 The timekeeper(s) and goal umpires shall, at end of each quarter and at the conclusion of the match, compare scores together and if there is a dispute then the goal umpires' scores shall be final.
- 8.2 Any dispute as to correctness of scores shall be referred to the League for their decision.

9. LADDER

- 9.1 The League shall prepare a weekly ladder for each grade of football and in addition to awarding points for each win, forfeit, walkover, draw or loss, shall also prepare a percentage table comparing the total points scored by each team against the total points scored against each team and in the event that selection for the finals series is between teams with the same number of points, the team with the highest percentage will be entitled to participate in the finals series ahead of a team with lower percentage. Should the percentage of the teams be the same then the team with the highest points 'For' (being the points scored by the team throughout the season) will be entitled to

participate. Should the points 'For' of the teams be the same, then the team with the lowest points 'Against' will be entitled to participate.

- 9.2 All decisions by the League in respect of the calculation of the points and percentages shall be final and binding.

10. MATCH RATIO

- 10.1 In competitions involving an uneven number of Byes for competing teams, the League shall also prepare a Match ratio which reflects the number of wins by each team against the number of Matches played by each team.

11. ADVERSE WEATHER CONDITIONS

- 11.1 Adverse weather conditions to be applied in conjunction with Extreme Weather in the National Community Football Policy Handbook.

12. MATCH NOT ABLE TO PROCEED

- 12.1 Where a Match is not able to commence or proceed for any reason other than already provided for in these Regulations, the Field Umpire or the League will have regard to the health and safety of the Players and any other relevant matters in order to determine whether a Match is unable to commence or proceed.
- 12.2 If a Match is unable to commence or proceed, the League will have sole discretion to decide the result of the Match or whether the game will be rescheduled or not based on the following guiding principles:
- 12.2.1 The appropriateness and practicality of rescheduling a Match during the Home and Away Season or Finals Series;
 - 12.2.2 If any one Match is cancelled or abandoned in a particular Grade and cannot be rescheduled, the Match will be declared a draw and two (2) premiership points will be awarded to each competing team. During the Final Series, if the Match cannot be rescheduled the highest qualified team for that final will progress to the next round of Finals;
 - 12.2.5 **Prior to half time:** If the Match is unable to recommence within a 30 minute period of the game being stopped, the Match shall be deemed to be drawn and the scores of the Teams at the time the Match was interrupted shall be used in calculating the percentage of each Team.
 - 12.2.6 **Half time & beyond:** If the half time interval has been reached and the Match is unable to proceed at any time If the Match is unable to recommence within a 30 minute period, the scores of the Teams at the time the Match was interrupted shall be deemed to be the final scores of the Match. The Team with the highest score shall be deemed the winner

of the Match and the scores shall be used in calculating the percentage of each Team.

- 12.2.6 Where an event (ie injured player or weather event) has delayed the game for 30 minutes or more, the match will be deemed 'unable to proceed' and the above will take place to determine the match outcome.
- 12.2.7 If a team is directed to recommence play by the Field Umpire or League Official and the team fails, refuses or neglects to recommence play, the team shall be deemed to have forfeited the Match.
- 12.2.8 Under exceptional circumstances the League shall have ultimate discretion to determine the outcome of the match.

PART C – FIXTURING

13. HOME & AWAY SCHEDULED MATCHES

- 13.1 Unless other arrangements have been approved by the League, the commencement, duration and breaks for Seniors, Reserves and Under 18's / Senior Women's Home and Away Matches will be scheduled as (Three matches in one day)

Grade	Day	Start Time	Qtr Duration	1/4 Break	1/2 Break	3/4 Break
Seniors	Saturday	2:10pm	20 mins + Time On	5 Mins	15 Mins	5 Mins
Reserves		12:00pm	22 Mins	5 Mins	12 Mins	5 Mins
Under 18 Men's		10:00am	22 Mins	5 Mins	12 Mins	5 Mins
Senior Women's		10:00am	20 Mins	5 Mins	12 Mins	5 Mins
Under 18 women's		10:00am	18 Mins	5 Mins	12 Mins	5 Mins

Unless other arrangements have been approved by the League, the commencement, duration and breaks for Seniors, Reserves and Under 18's Home and Away Matches will be scheduled as (four matches in one day with one ground)

Grade	Day	Start Time	Qtr Duration	1/4 Break	1/2 Break	3/4 Break
Seniors	Saturday	2:30pm	20 mins + Time On	5 Mins	15 Mins	5 Mins
Reserves		12:30pm	22 Mins	5 Mins	12 Mins	5 Mins
Senior Women's / Under 18 Women's		10:30am	20 Mins	5 Mins	12 Mins	15 Mins
Under 18 Men's		10:30am	20 Mins	5 Mins	12 Mins	5 Mins
Under 18 Men's		8:30am	20 Mins	5 Mins	12 Mins	5 Mins

13.2 Unless other arrangements have been approved by the League, the commencement, duration and breaks for Thirds Home and Away Matches will be scheduled as:

Grade	Day	Start Time	Qtr Duration	1/4 Break	1/2 Break	3/4 Break
Thirds	Friday	7:30pm	20 Mins	5 Mins	12 Mins	5 Mins

13.3 For any Senior match scheduled for 2:10pm, Should the third quarter of a Reserves game not commence by 1:10pm, the remaining time before 2:00pm is to be determined, subtracted by five (5) minutes (three quarter time) and divided by two (2). This figure shall be the length of the remaining two quarters.

14. FINALS MATCHES

14.1 Unless otherwise directed by the League, the match durations and intervals shall apply for all finals matches:

Grade	Qtr Duration	1/4 Break	1/2 Break	3/4 Break
Seniors	20 Mins + Time On	5 Mins	15 Mins	5 Mins
Reserves	17 Mins + Time On	5 Mins	12 Mins	5 Mins
Under 18 Men's	17 Mins + Time On	5 Mins	12 Mins	5 Mins
Senior Women's	17 Mins + Time On	5 Mins	12 Mins	5 Mins
Thirds	17 Mins + Time On	5 Mins	12 Mins	5 Mins
Under 18 Women's	15 Mins + Time On	5 Mins	12 Mins	5 Mins

14.2 All finals match days and times will be confirmed by the League prior to the League's finals series.

15. FIXTURE ALTERATION

- 15.1 A Member Club must arrange any change of fixture with the opposing Club prior to discussing any potential changes with the League.
- 15.1 A Member Club desiring to conduct Matches on a day or time other than that published by the League in the official fixture may do so on application to the League, providing the following requirements have been satisfied:
- 15.3.1 the Club has arranged and confirmed the changes with the opposing Club;
 - 15.3.2 that all appropriate licences and permissions to conduct the Match have been received and copies forwarded to the League prior to the game; and
 - 15.3.3 that written notice is provided to the League indicating times of commencement of all games and any alterations of venues to the published fixture.
- 15.4 Request for Matches to be fixtured at night there must be verification that the lights at the proposed Match venue have a minimum lux reading of 100 LUX.
- 15.5 The League has absolute discretion to alter any scheduling of fixtures.

16. APPLICATION OF 'TIME ON'

Home and Away Season

16.1 Senior Men's

- 16.1.1 Time on will be applied in all Senior Home and Away Matches as follows
- 16.1.2 When signalled by the Field Umpire by raising one hand above their head;
- 16.1.3 When a Goal Umpire signals a score is recorded (NOT when they have completed waving their flags);
- 16.1.4 When the ball goes out of bounds and is signalled by the Field Umpire to throw the ball in.
- 16.1.5 When there is a lengthy delay in play such as where a team head count is called, a stretcher is on the ground or there is a lengthy delay as deemed appropriate by the Umpire(s) in charge.

Finals Matches

16.2 Senior Men's, Reserves, Senior Women's, Under 18's and Thirds

- 16.2.1 Time on will be applied in all Senior Finals Matches as follows:
- 16.2.2 When signalled by the Field Umpire by raising one hand above their head;
- 16.2.3 When a Goal Umpire signals a score is recorded (NOT when they have completed waving their flags);
- 16.2.4 When the ball goes out of bounds and is signalled by the Field Umpire to throw the ball in.
- 16.2.5 When there is a lengthy delay in play such as where a team head count is called, a stretcher is on the ground or there is a lengthy delay as deemed appropriate by the Umpire(s) in charge.

17. DRAWN FINAL MATCH PROCEDURE

- 17.1 If the scores are tied at the end of normal time in a final series match, the following procedure will apply:
 - 17.1.1 All Players will remain on the playing arena.
 - 17.1.2 The team runner may enter the playing arena to marshal the team Players together in readiness to change ends.
 - 17.1.3 Coaches must remain off the playing arena and must not address their Players, except where the opposing team has a playing Coach and then, the non-playing Coach may enter the arena to address their Players.
 - 17.1.4 The Field Umpire will confer with the Goal Umpires and when they verify that the scores are tied, the Players of the two teams will change ends.
 - 17.1.5 Two (2) periods of five (5) minutes plus time-on will then be played with the teams changing ends at the end of the first period of extra time.
 - 17.1.6 At the end of the second period of extra time, the team which has the greater score will be the winner of the Match.
 - 17.1.7 If the scores are still tied after five (5) minutes of the second period has lapsed, then the same process as above will be applied.

PART D – GROUNDS AND FACILITIES

18. GROUND MARKINGS

- 18.1 Each Member Club shall play on a ground approved by the League.
- 18.2 Official League Match fixtures can only be played at those grounds approved by the League.

- 18.3 The home club shall ensure that the ground is provided with markings as specified in the Laws of Australian Football. Failure to provide these ground markings will render the club liable for a fine of two (2) penalty units.
- 18.4 Where grounds are fully or partially fenced (which includes either rockery embankment or any other form of permanent fixtures), the minimum distance between the boundary line and the fence-line, however defined, must be the greater of that specified in the Laws of Australian Football OR the standards specified by the local government council. In breach of this by-law the club will firstly be fined a sum of ten (10) penalty units, second breach (in the same season) it will forfeit the match.

19. COACHES BOX AREA

- 19.1 All clubs must have two “coaches’ boxes” being all weather facilities able to hold all interchange players and authorised persons for each team.
- 19.2 Where possible, the coaches’ boxes are to be located on opposite sides of the ground. The home team’s box shall be the one located nearest its club rooms and the opposition box will be that on the other side of the ground.
- 19.3 A marked white line must be placed one (1) metre outside the boundary line immediately in front of the coaches’ box. All approved club officials occupying the coaches’ box must stand behind this line during the course of the game in order not to hinder the movement of the boundary umpires around the boundary line.
- 19.4 Failure to stand behind the white line will incur a fine of five (5) penalty units for each offence.
- 19.5 All such approved club officials cannot go around the boundary line further than 5 metres from either side of the “coaching bench area” save the runner or the trainer in the course of performing their duties and interchange players during warm up runs. Failure to comply is a fine of five (5) penalty units for each offence.
- 19.6 Each home team shall secure an exclusion zone immediately around each of the coaches’ boxes of not less than one (1) metre behind and three (3) metres to both sides, making certain nobody goes into that area except those eligible officials to be on the coaches bench.
- 19.7 The club whose officials occupy each of the coaches’ boxes shall be responsible to ensure that no unauthorised person(s) enter the exclusion zone. The game will not start/continue until both exclusion zones are clear. Where applicable the offending club(s) shall be subject to fine(s) of ten (10) penalty units for each failure to comply.

20. SCOREBOARDS

- 20.1 All home clubs shall provide and operate a satisfactory scoreboard. Failure to comply with this regulation will render the club liable to a fine of three (3) penalty units.

21. HOME CLUB OBLIGATIONS

- 21.1 The Home Member Club must:

- 21.1.1 enter the Senior Men's, Senior Women's & Under 18's scores live per score (goal or point) via PlayHQ.
- 21.1.2 enter the Reserves and Thirds scores on PlayHQ at the completion of the match.
- 21.1.3 provide a suitable siren.
- 21.1.4 provide a scoreboard which must be manned for each Match.
- 21.1.5 provide a suitable stretcher in an accessible place for use by each team.
- 21.1.6 provide adequate seating arrangements for both teams at the designated coaches' boxes for the coaches, interchange Players and runner.
- 21.1.7 provide appropriate Match footballs as specified in these regulations.
- 21.1.8 provide a key to the away clubs and umpires rooms in order to provide a lockable facility. These keys can only be given to the club administrator, President or nominated club official and officiating umpires.
- 21.1.9 Providing the home club has lockable facilities and has a key readily available (at canteen or with some known/nominated official) it shall have complied with this regulation.
- 21.1.10 fine for non-compliance ten (10) penalty units

22. MATCH WARM UPS AND RUN THROUGHS

- 22.1 This competition regulation applies to all official matches in the WFNL.

- 22.1.1 The two (2) competing teams must do their pre-game and halftime warm ups in separate halves of the ground, with the home team using half of the ground nearest the clubrooms, with the opposition club using the other end of the ground furthestmost from the home teams clubrooms.

- 22.1.2 Players and officials must avoid interfering with players and officials of opposition teams during warm ups, at club huddles and other situations not directly relating to play.
- 22.1.3 Team and/or individual player(s) must not run through opposition team huddles, warm up areas or the immediate vicinity of opposition team coaches benches.
- 22.1.4 Where the ground has only one (1) entry/exit then both teams, at halftime and at the end of the game, shall form separate huddles.
- 22.1.5 the away team will leave the ground first, and then the home team. If either team unduly wastes time so forming the huddle and/or leaving the ground, that team shall be fined ten (10) penalty units.
- 22.1.6 Any breach of the above competition regulation can be deemed to be conduct unbecoming.

23. MARSH MATCH-DAY CHECKLIST

23.1 All competing clubs are required to complete the Marsh Match-Day Checklist for home games to evaluate potential injury and accident causes on and around the player & public areas. This allows club officials to identify safety concerns and record any actions required to address these concerns. Clubs are required to do the following:

- 23.1.1 Complete the Marsh checklist at least 30 minutes prior to the game.
- 23.1.2 Must be completed on this link: [AFL Matchday Checklist | Marsh](#)
- 23.1.3 Must be completed by the Home club in consultation with the away club.

PART E – MATCH PROVISIONS

23. TEAM SHEETS

- 23.1 A Team Sheet must be generated and printed from the WFNL database (PlayHQ) for all Matches.
- 23.2 All Senior Teams (Division 1 & 2 Men's & Women's) must be entered into PlayHQ by 2pm Friday. Clubs failing to comply shall be fined five (5) penalty units for each breach

- 23.2.1 All Senior teams as above must be entered into positions online. Clubs failing to comply shall be fined five (5) penalty units for each breach
- 23.3 VFL / VFLW / COATES LEAGUE Players who are NOT selected for their VFL / VFLW / COATES LEAGUE club on a round/weekend, may not be selected on their home club's (Reserve grade) team sheet which can be used towards finals qualifications, unless exceptional circumstances in which the local club must request this to the WFNL General Manager – Operations prior to the weekend/s match.
- 23.4 A Team Sheet shall:
- 23.4.1 list the full names and jumper numbers of the Players in the Team;
 - 23.4.2 jumper numbers are to be in numerical order as per PlayHQ;
 - 23.4.3 identify the Captain and Vice-Captain; and
 - 23.4.4 list the name of the Coach, Team Manager, Team Runner and any other Official participating in the Match.
- 23.5 The original Team Sheet shall be lodged by the Affiliated Club with the field umpire not less than thirty (30) minutes prior to the scheduled starting time of the match.
- 23.6 A copy of the Team Sheet shall be exchanged between the Team Managers of the participating Clubs on request.
- 23.7 Players and officials are to sign the official team sheet that is provided to the Umpires
- 23.8 Failure to comply with the above competition regulation/s may render the club potentially liable to a fine of up to one hundred (100) penalty units and loss of match points. Percentage shall be dealt with as per that of an ineligible player, should a club be found guilty of any breach.
- 23.9 Additional players (to complete the team's permitted number) may take their place in the team at any time before the start of the final quarter, provided that the umpire is advised by the runner by giving to the umpire at a break in play a completed approved "Late Arrival Form" and the names and signatures of such players be added to the team list immediately after the conclusion of either the first half, or the final quarter.
- 23.10 Each player shall wear a one (1) or two (2) digit number, between 1 and 99, conforming to the requirements of WFNL On-Field & On-Court Apparel Style Guide.
- 23.11 No two (2) players in the same team shall wear the same number.
- 23.12 Failure to comply with 23.10 and 23.11 will attract a fine of five (5) penalty units for each breach.

23.13 **All players listed on a team sheet:**

23.13.1 MUST BE GENUINELY AVAILABLE TO PLAY in the game;

23.13.2 must be present at the match venue;

23.13.3 must be attired in official uniform for the duration of the game (unless taken from the ground due to genuine injury);

23.13.4 and must be located either on the playing field or the coaches bench for the duration of the game (unless taken from the ground due to genuine injury).

23.13.5 Each and every breach of this By-law will attract a fine of ten (10) penalty units and the player may be removed from the team sheet therefore not counted for the game.

23.13.6 The League may impose additional / greater penalties on member clubs and/or registered players where deemed appropriate.

23.14 All Team Managers must sign their own team sheet.

23.15 The official Team Sheet submitted to the Umpire/s will be used for Finals Qualification and is considered final and binding.

24. PUBLICATIONS

24.1 All Senior Teams (Division 1 & 2 Men's & Women's) must be entered into PlayHQ by 2pm Friday. Clubs failing to comply shall be fined five (5) penalty units for each breach

24.2 All Players listed on the official Team Sheet must match the online team sheet. That is, any Player hand-written on or crossed off the Team Sheet, must be updated online immediately following the Match. Clubs failing to comply shall be fined **two (2) penalty units** for each breach.

24.3 The home club shall be responsible for entering final scores online at the conclusion of each match by 6pm. Clubs failing to comply shall be fined **two (2) penalty units** for each breach.

24.4 Clubs are responsible for entering their own teams 'best players and goal kickers no later than the 6pm deadline. Clubs failing to comply shall be fined **two (2) penalty units** for each breach.

25. PERMITTED PLAYING NUMBERS

25.1 **Seniors**

25.1.1 Exactly twenty-two (22) Players are to be listed on the Seniors Team Sheet.

25.1.2 A maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Seniors Match.

25.2 **Reserves**

25.2.1 A maximum of twenty-four (24) Players are permitted on the Reserves Team Sheet.

25.2.2 A maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Reserves Match.

25.2.3 A minimum of fourteen (14) Players is required before play can commence in a Reserves Match.

25.3 **Under 18 Men's**

25.3.1 A maximum of twenty-four (24) Players are permitted on the Under 18 Men's Team Sheet.

25.3.2 A maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Under 18 Men's Match.

25.3.3 A minimum of fourteen (14) Players is required before play can commence in a Under 18 Men's Match.

25.4 **Senior Women's**

25.4.1 A maximum of twenty-two (22) Players are permitted on the Senior Women's Team Sheet.

25.4.2 the Senior Women's competition is deemed a 'sixteen (16) a side competition' in which a maximum of sixteen (16) Players are permitted on the playing surface at the same time in a Women's Match.

25.4.3 In exception to 25.4.2 if both Women's teams agree that they can field eighteen (18) Players, a maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Women's Match

25.4.3 A minimum of twelve (12) Players is required before play can commence in a Women's Match.

25.5 **Under 18 Women's**

25.5.1 A maximum of twenty-two (22) Players are permitted on the Under 18 Women's Team Sheet.

25.5.2 the Under 18 Women's competition is deemed a 'sixteen (16) a side competition' in which a maximum of sixteen (16) Players are

permitted on the playing surface at the same time in a Under 18 Women's Match.

25.5.3 In exception to 27.5.2 if both Women's teams agree that they can field eighteen (18) Players, a maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Women's Match

25.5.3 A minimum of twelve (12) Players is required before play can commence in a Women's Match.

25.6 **Thirds**

25.6.1 A maximum of twenty-six (26) Players are permitted on the Thirds Team Sheet.

25.6.2 A maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Thirds Match.

25.6.3 A minimum of fourteen (14) Players is required before play can commence in a Thirds Match.

26. **EVENING UP RULE**

26.1 Senior Women's & Under 18 Women's

26.1.1 Where a team Senior Women's or Under 18 Women's game has less than 16 players on their team sheet, the following modified rules shall apply:

26.1.2 If a team does not have 12 of its own registered players the opposing team receiving a win by forfeit.

26.1.3 Where a team does not have a full 16 players, it must approach the opposing team and request that players be loaned to even up team numbers. This request should be made at least 15 minutes prior to the commencement of the match.

26.1.4 If the team requiring players does not make this request, then the opposing team may take the field with an additional two players (up to the maximum player numbers of 16 eg: team A has 13 players and does not request players be loaned, team B may take the field with 15 players).

26.1.5 Where a team has requested players be loaned and still takes the field with less than 16 players, the opposing team must also take the field with the same number of players

26.2 Thirds & Under 18 Men's

- 26.2.1 Where a team in Thirds or Under 18 Men's game has less than 18 players on their team sheet, the following modified rules shall apply:
 - 26.2.2 If a team does not have 14 of its own registered players the opposing team receiving a win by forfeit.
 - 26.2.3 Where a team does not have a full 18 players, it may approach the opposing team and request that players be loaned to even up team numbers. This request should be made at least 15 minutes prior to the commencement of the match.
 - 26.2.4 If the team requiring players does not make this request, then the opposing team may take the field with an additional two players (up to the maximum player numbers of 18 eg: team A has 15 players and does not request players be loaned, team B may take the field with 17 players).
 - 26.2.5 Where a team has requested players be loaned and still takes the field with less than 18 players, the opposing team must also take the field with the same number of players.
- 26.3 Any goals kicked or best player votes received whilst playing for the opposing team should appear for the player's regular team.
 - 26.4 Players on loan can be rotated back each quarter.
 - 26.5 If a club requiring players does not have sufficient jumpers available, the evening up rule will not apply.
 - 26.6 Player send offs or injuries incurred during the game will not result in evening up of players.
 - 26.7 The evening up rule does not apply in finals matches.

27. COUNTING OF PLAYERS (HEAD-COUNT)

- 27.1 Request by Captain
 - 27.1.1 The captain or vice-captain of a Team or Team Runner(s) 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.
- 27.2 Procedure
 - 27.2.1 Where a request is made under regulation 27.1, the field Umpire shall:
 - (i) stop play at the first available opportunity;

- (ii) call into line within the Centre Square the Players of both Teams who are at the time on the Playing Surface and count the number of Players;
- (iii) upon completing the count, ensure that each Team has the permitted number of Players on the Playing Surface and then recommence play at the position on the Playing Surface where the field Umpire stopped play; and
- (iv) as soon as practicable after the Match, report to the Controlling Body that a request has been made to count the number of Players in a Team and the number of Players actually counted.

27.2.2 The maximum number of Players permitted on the Playing Surface at the same time is 18 per Team or, in circumstances where a Player(s) has been ordered from the Playing Surface, 18 less the Player(s) ordered from the Playing Surface.

27.3 Players Exceeding Permitted Number

27.3.1 Where a Team has more than the permitted number of Players on the Playing Surface, the following shall apply:

- (i) a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team;
- (ii) a Fifty Metre Penalty shall then be imposed from the position where the Free Kick was awarded;
- (iii) the Team shall lose all points which it has scored in that quarter up to the time of the count; and
- (iv) the field Umpire shall report the circumstances to the Controlling Body, including the scores at the time. The Controlling Body may further determine the matter by way of a fine, reversal of Match result or other sanction as it deems appropriate, including overturning the loss of points.

27.4 Correct Number and Request Without Merit

27.4.1 Where a count reveals that the opposing Team has the permitted number of Players on the Playing Surface, the following shall apply:

- (i) a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre

Circle or where play was stopped, whichever is the greater penalty against the offending Team;

- (ii) a Fifty Metre Penalty shall then be imposed from the position where the Free Kick was awarded;
- (iii) if a field Umpire is of the opinion that a request was made under regulation 27 primarily to delay play or such request did not have sufficient merit, the field Umpire shall report the Player who requested the count for Time Wasting under Law 22.2.2; and
- (iv) if regulation 27.4.1 (iii) applies, the field Umpire shall report the circumstances to the Controlling Body, including the scores at the time. The Controlling Body may further determine the matter by way of a fine, reversal of Match result or other sanction as it deems appropriate.

28. INTERCHANGE

28.1 Procedure for Interchange

28.1.1 Unless regulation **28.2** applies, the Players intending to interchange shall leave and enter the Playing Surface through the designated Interchange Area.

28.1.2 Where a Player does not leave or enter the Playing Surface as specified under regulation 28.1.1, the following shall apply:

- (i) the Field Umpire shall stop play at the first available opportunity;
- (ii) the field Umpire shall award a Free Kick to the nearest Player of the opposing Team; and
- (iii) a Fifty Metre Penalty shall then be imposed from the position where the Free Kick was awarded

28.2 Use of Stretcher

28.2.1 Any Player who is injured during a Match and who, in the opinion of a doctor, trainer or Official, requires the assistance of a stretcher, shall be attended by the Team's training staff and a stretcher as soon as possible so as to ensure the health and safety of the Player.

28.2.2 Where a stretcher is required, the following procedure shall apply:

- (i) upon being advised or noticing that a Player requires a stretcher, the field Umpire shall stop play at the earliest opportunity and unless a doctor considers or it is apparent that it is unsafe to do so, the Player should be removed from the Playing Surface on the

stretcher by the shortest possible route and taken directly to their Team's change rooms;

- (ii) a Team may replace the injured Player with a Player listed on its Team Sheet, who must enter the Playing Surface via the Interchange Area;
- (iii) a team may allow the Player who is replacing the injured Player to enter the Playing Surface before the injured Player is removed from the Playing Surface;

28.2.3 once the injured Player has been removed from the Playing Surface, the field Umpire shall recommence play as follows depending on the circumstances:

- (i) where the football was in dispute at the time play was stopped, by throwing up the football;
- (ii) where the football was Out of Bounds at the time play was stopped, by directing the boundary Umpire to throw the football in;
- (iii) where a Player had possession of the football at the time play was stopped, by awarding a Free Kick to the Player; and
- (iv) where a Player had been awarded a Free Kick or a Mark at the time play was stopped, by allowing the Player to dispose of the football;

28.2.4 a Player for whom a stretcher was called shall not resume playing for a period of 20 minutes (excluding intervals between quarters) from the time when the Player left the Playing Surface. After the 20 minute period has expired, the Player may be interchanged in accordance with the procedure set out under regulation **28.1** provided the Player is able, having due regard to their health and safety, to resume playing in the Match; and

28.2.5 where a stretcher enters the Playing Surface but the Player elects to walk off, all provisions of regulation **28.2.2** apply but the Player may go to the Interchange Bench.

29. ORDER OFF RULE

29.1 The Order Off rule shall apply to all Matches. The field umpire shall have the power to report and/or order from the field any player or official who during any match commits a reportable offence or whose actions are not considered in the best interest of the League.

29.2 Any player or match official may be ordered from the field.

- 29.3 In all home/away and finals games, all officially appointed umpires in addition to the field umpire appointed to that game shall have the power to order players or match officials from the playing field
- 29.4 They shall contact the field umpire at the first opportunity who shall direct the player or match official in accordance with competition regulation 29.
- 29.5 A Player ordered from the field under a yellow card must remain off the playing arena until fifteen (15) minutes actual playing time has elapsed. The Player may be replaced immediately. Under these circumstances the Player is **not** automatically reported for the incident.
- 29.6 A Player ordered from the field under a red card must remain off the playing arena for the remainder of the Match but can be replaced by another Player after fifteen (15) minutes actual playing time has elapsed. Under these circumstances the Player is also reported for the incident.
- 29.7 When a Player has been ordered from the playing arena under Competition Regulation 29, they must go immediately to their team's coaches box area, through the designated interchange, and the team runner must report to the timekeepers. If the player does not go through the designated interchange area or remain there, they will not be able to return for the remainder of the match, but can be replaced after fifteen (15) minutes.
- 29.8 The fifteen (15) minutes playing time commences when the team runner reports to the timekeepers. Playing time refers to actual playing time in the game (ie in addition to any intervals between quarters & is inclusive of time-on)29.9 In the event of a player or official failing or refusing to leave the ground when ordered off, they shall be reported for misconduct, the match shall terminate and the offending player's team deemed to have forfeited.
- 29.10 In the event of a player or players being ordered off while on the interchange bench, the team shall be required to remove the equivalent number of players from the field for the duration of the send-off (example: two players are sent off while on the bench, the team must play with 16 players for the duration of the send-off). The player or players who received the order off cannot play during the order off period.

30. MULTIPLE CARDS IN A SEASON (ORDER OFF)

- 30.1 Any player or match official ordered off for a third occasion under a Yellow or Red Card during the one (1) season shall automatically receive a one (1) week suspension.

- 30.2 A fourth order off shall incur a two (2) week suspension.
- 30.3 A fifth order off shall incur a three (3) week suspension.
- 30.4 Further send offs shall result in the player appearing before the WFNL Board.
- 30.5 Any player/official ordered off who is reported for the incident for which they were ordered off, and subsequently found not guilty, the send-off shall not apply for the purpose of calculating a suspension under this competition regulation.

31. 23RD PLAYER RULE (SENIOR MEN'S FOOTBALL)

- 31.1 In Senior Men's Football, Prior to the commencement of each season, the League shall nominate four (4) specific home & away rounds where clubs are able to field a 23rd player. These shall be the only opportunities for selection of a 23rd player.
- 31.2 The nominated 23rd player must NOT have reached the age of nineteen (19) years before the first day of January immediately prior to the start of the current season.
- 31.3 No player can be nominated as the 23rd player in more than one (1) game per season.
- 31.4 The 23rd player must be listed and clearly identified as such on the team sheet.
- 31.5 If any player has played three (3) or more career games in any Senior grade team(s), he will be ineligible to qualify as the 23rd player in any further games in the current or future seasons.
- 31.6 A player's points allocation under the AFL Victoria Community Club Sustainability Program shall not count towards his team's points total when that player is playing as a 23rd player under this regulation.
- 31.7 Any player that plays under the 23rd Player Rule and receives a payment for this match, this payment shall be entered into the club's yearly Salary Cap and a player declaration must be signed by the player as per the Player Payment Rules.
- 31.8 Clubs must inform the League no later than 3:00pm on the Friday prior to each nominated round, the name of their selected 23rd player. Late advice shall result in the selected player being ineligible to play as a 23rd player in that round. The League will place the list of selected players on the WFNL website.

PART F – REPORTING & MELEE'S

32. REPORTABLE OFFENCES

32.1 Reportable offences as identified and defined in the Laws of Australian Football

32.2 **Any player or official reported who:**

32.2.1 is not offered a set penalty; or

32.2.2 chooses not to accept the set penalty offered; or

32.2.3 is reported for any of the following offences:

- intentionally making contact with, or striking, an Umpire;
- attempting to strike an Umpire;
- spitting on or at an Umpire;
- spitting on or at an Umpire;

must attend the Independent Tribunal for the charges to be heard. If the club is found guilty of a charge at the tribunal when not challenging a Set Penalty, the club will be fined a penalty of (10) penalty units.

32.3 Where a Senior team player or official from one WFNL club coaches a Junior team from another WFNL club and incurs a Tribunal or IHC penalty, at either club, they will serve that penalty both as a player and a coach simultaneously.

32.4 A player who is suspended in any grade for any number of matches, shall be suspended for the number of rounds in which that team he/she was reported in plays. Any suspension carrying over from one season to the next shall be served in the grade in which the player is registered. A round consists of all games played in any weekend and a bye representative or exhibition match shall not be considered as match being played.

32.5 Any player / official that is suspended cannot act in any official role on match day, until the length of the suspension has been served.

33. Deemed Misconduct

33.1 Where it is alleged that a person has engaged in an activity constituting misconduct, a finding by the League, Tribunal, IHC or Appeals Board that activity has in fact occurred, shall be deemed misconduct.

34. Reporting of Players and/or Match Officials:

34.1 Where a person is involved in an incident which may constitute a reportable offence, any umpire(s) appointed by the WFNL, Club Umpires or as deemed under these regulations shall report that person with such reportable offence and, subject to these regulations, shall report that person with such reportable offence.

34.2 Where an Umpire reports a Player or Official, the Umpire shall use their best endeavours to inform the Player or Official of the report: at the time of the incident, before the commencement of the next quarter or after

the completion of the match. The Umpire shall also use their best endeavours to inform the person against whom the Reportable Offence has been committed (if applicable).

- 34.3 All umpires appointed by the WFNL shall be provided by the League with an approved form (or if not available, paper of any description may be used) on which particulars of any charge or charges he/she may make against players or match officials shall be shown. Such form shall be filled in quadruplicate and shall be signed by the umpire making the charge(s).
- 34.4 Following completion of the Match and before departing the Match venue, the Team Manager shall make enquiry with the officiating Field Umpires to confirm if there have been any reports made during the Match. The umpire making the report must specify the charge(s); the alleged offending player(s) and/or official(s); and player(s) and/or person(s) offended against, whose name or names appear on the charges sheet.
- 34.5 The field umpire, at the termination of the match, shall hand one (1) copy of each form containing the charge to an official of each club. Players agreeing to take set penalty shall follow the procedure that has been outline below in section ***'Procedure for Set Penalty'***
- 34.6 All cases reported to the Tribunal will be heard at a time directed by the League.

35. Procedure for Set Penalty

- 35.1 The Team Manager, when receiving the all clear from the umpires, should be advised that their player has been reported and if the player has been offered a set penalty. The reporting official may, at their sole discretion, offer the prescribed set penalty from the WFNL Report Sheet.
- 35.2 If the player or official has been offered a set penalty, the Team Manager must confer with the reported player or official to ascertain the willingness to accept the set penalty, and report back to the umpires with the player's or officials decision if they wish to accept the set penalty or wish to proceed to the Independent Tribunal.
- 35.3 If the club wishes to challenge or accept the offered set penalty, this must be done on the prescribed form on match day or; the club informs the League before **12:00pm** on the first business day following the match. Failure to do so will result in the set penalty being enforced if the club hasn't informed the League of their desire to challenge the charge at the Tribunal.
- 35.4 For games that are filmed by the League, the MRO shall have the ability to upgrade / downgrade a charge/s if applicable.

35.5 For games that are not on vision, the MRO in consultation with the reporting umpire/s shall also have the ability to upgrade, downgrade and rescind reports.

35.6 If the Player wishes to challenge the set penalty, then they must appear before the Independent Tribunal. If the Player is unsuccessful in downgrading the charge at the tribunal, then Player will receive a penalty greater than they would have if they had accepted the set penalty. The club will also be levied a penalty of twenty (20) penalty units.

For reference:

35.6.1 A two match set penalty can be downgraded to one match or a not guilty verdict

35.6.2 A one match set penalty can only be downgraded to a not guilty verdict at the Tribunal.

36. MELEES

36.1 Definition;

- (i) An incident involving 3 or more players who are pushing, scragging, wrestling or otherwise struggling with one another.
- (ii) The incident, in the opinion of the umpire or any other appointed officer of the WFNL, is likely to bring the game of Australian Rules football into disrepute or prejudice the interests or reputation of the WFNL or the competitions conducted by the WFNL.

36.2 Melee Involving Spectators

- (i) In the event that spectator(s) should enter the playing field to become involved in a melee, the field umpire(s) shall have discretion to immediately abandon the game if it is perceived that there is undue risk to umpires, players or match officials.

36.3 Incident & Penalty Procedure

- (i) All umpires appointed by the WFNL or WFNL League officials shall have the power to note that a melee has occurred during a match based off regulation 33.6.1.
- (ii) All umpires or League officials will be required to note the melee on the appropriate form / report provided by the League.

- (iii) The field umpire, at the termination of the match shall advise participating clubs that a melee was going to be reported.
- (iv) The umpires or League officials shall identify and note the details of the melee;
- (v) The report / form containing details of the melee shall be lodged by the field umpire with the GM – Football Operations or representative of the League by 10:00am on the first business day following the match.

36.4 Penalties

- (i) Team 1st offence (in one season): ten (10) penalty units
- (ii) Team 2nd offence (in one season): thirty (30) penalty units
- (iii) Team 3rd offence (in one season): fifty (50) penalty units

‘Fines shall be charged to the club’s account’

36.5 Melee Matrix – Senior Filmed Matches

36.6 For all Senior games filmed by the League, the Melee Matrix will be used to grade and penalise clubs. The League itself or Match Review Officer will have the ability to complete the Melee Matrix form in fining clubs for a melee.

36.7 The Melee Matrix is used as a guide when deliberating on relevant penalties, with the aim to establish consistency.

36.8 If a club is fined under the Melee Matrix, they are NOT also fined under section 36.4

36.9 Where the League obtains footage of a melee including all senior competition grades, the League can use the melee matrix to fine the respective clubs.

‘Fines shall be charged to the club’s account’

PART G – FINALS

37. FINALS QUALIFICATIONS

37.1 General

- 37.1.1 A Player eligible to play in a Senior, Reserve, Women's, under 18's or Thirds grade Finals Match may only play one Match per Finals weekend including Friday.
- 37.1.2 Players who play in two (2) or more games in the same weekend can only count the game played in the higher grade as qualifying for finals
- 37.1.3 VFL, VFLW, Talent League Boys' ,Talent League Girls' listed WFNL players are eligible to participate in WFNL finals when not selected in VFL/NAB League on any weekend and provided that they satisfy the finals eligibility requirements for that specific grade.
- 37.1.4 In the event of unforeseen circumstances resulting in variation to the number of home and away rounds in any competition/season, the League in its absolute discretion may alter the qualifications set out in these competition regulations.
- 37.1.5 The League has ultimate discretion when it comes to Finals Qualification rulings and determinations on eligibility.

37.2 Senior Men's / Reserves

- 37.2.1 To be eligible for Senior and/or Reserve Men's grade finals games, players must play a minimum of six (6) home and away games with that club, excluding Thirds.
- 37.2.2 Any player who has played ten (10) games during the season with teams in a higher grade may not play in a finals game in a lower grade, unless Free Interchange applies.
- 37.2.3 if there is no Free Interchange then that player to be eligible for Reserve grade finals games players must have played the minimum six (6) club games with at least two (2) Reserve grade games in that season.

37.3 Senior Women's

- 37.3.1 To be eligible for Senior Women's finals games, players must play a minimum of five (5) home and away games with that team they wish to represent in finals or a lower grade Senior Women's team with their own club.
- 37.3.2 If a player has played nine (9) or more home and away matches in a higher-grade Senior Women's team they shall be ineligible to play in finals in a lower grade Senior Women's Team unless Free Interchange applies.
- 37.3.3 Clubs who have more than one (1) team in the Senior Women's grades playing in finals matches on the same weekend will be allowed free interchange of players for that weekend's finals matches provided they have played the minimum number of games in the Senior Women's competition. Players may play no more than one (1) Senior Women's finals match per weekend.
- 37.4 Under 18's Men's & Women's
- 37.4.1 To be eligible for Under 18 finals games, players must have played at least five (5) Under 18 grade games in the team they wish to represent in finals or a lower Under 18 grade team with their own club.
- 37.4.2 If a player has played ten (10) or more home and away matches in a higher grade Under 18 team they shall be ineligible to play in finals in a lower grade Under 18 team, unless free interchange applies.
- 37.4.3 Clubs who have more than one (1) team in the Under 18 grades playing in finals matches on the same weekend will be allowed free interchange of players for that weekend's finals matches provided they have played the minimum number of games in the Under 18's competition. Players may play no more than one (1) Under 18 finals match per weekend.
- 37.4.4 Under 18 players' can't over qualify by playing Senior or Reserve football. They are eligible for Under 18 Finals as long as they have met the Under 18 finals eligibility requirements.
- 37.5 Thirds
- 37.5.1 To be eligible for Thirds finals games, players must play a minimum of four (4) home and away games with that club in the Thirds grade.

- 37.5.2 If a player has played nine (9) or more home and away matches in a higher grade (Senior / Reserves) they shall be ineligible to play in finals in the Thirds grade.
 - 37.5.3 There is no Free Interchange for finals in Thirds grade.
 - 37.5.4 Matches played in Thirds grade during the home & away season does not qualify a player towards any other grades (ie, Seniors, Reserves, Under 18's)
- 37.6 Free Interchange (Senior Men's)
- 37.6.1 Clubs that field Senior and Reserve Men's teams that are both playing on the same weekend of the finals shall have free interchange of Players. However, the Player must have played at least six (6) home and away games for the Club in six (6) separate scheduled rounds.
- 37.7 'Higher Grade' Interpretation
- 37.7.1 'Seniors Grade' is higher than 'Reserves Grade'
 - 37.7.2 'Seniors & Reserves Grade' is higher than 'Thirds Grade'
 - 37.7.3 'Seniors & Reserves Grade' (Open-Age football) is higher than 'Under 18 Grade'
 - 37.7.4 Under 18 Division 1 is higher than Under 18 Division 2
 - 37.7.5 Senior Women's Division 1 is higher than Senior Women's Division 2
 - 37.7.6 Senior Women's (Open-Age Football) is higher than Under 18 Women's

PART H – TEAM OFFICIALS

38. PERSONS ALLOWED INSIDE THE PLAYING ARENA DURING A MATCH

38.1 The only persons allowed to enter the area between the fence and the boundary line during a Match are:

- 38.1.1 Players & Interchange Players;
- 35.1.2 Umpires;
- 35.1.3 Coaches
- 35.1.4 Trainers
- 35.1.5 Runner
- 35.1.6 Water Carriers;
- 35.1.7 Team Manager
- 35.1.8 League Officials

36. NUMBER OF ELIGIBLE CLUB OFFICIALS INSIDE COACHES BOX AREA

36.1 The only persons allowed on the bench during a Senior match are:

- 36.1.1 Senior Coach
- 36.1.2 Three (3) Assistant Coaches
- 36.1.3 Team Manager
- 36.1.4 Runner
- 36.1.5 Trainer

36.2 a maximum of seven (7) non-playing officials are allowed on the bench.

36.3 The players are to be in the box or nearby unless warming up, but cannot stand or be within two (2) metres of the boundary line.

36.4 No other person on the playing arena may be within five (5) metres of the coach's box (this includes parents and non-officials and any other persons but does not mean behind the coaches box/fence line).

37. COACH

37.1 A person cannot be appointed as a Coach of a football team by a Club unless that person:

- 37.1.1 holds a minimum AFL Foundation Coach accreditation;
 - 37.1.2 is currently registered to Coach.AFL and;
 - 37.1.3 has agreed to the AFL coaches Code of Conduct when completing accreditation.
- 37.2 All coaches shall be subject to the Rules, By-Laws & Competition Regulations of the WFNL.
- 38.3 If a person carries out any coaching duties when not accredited or when under suspension for any reason then at the discretion of the League the following penalties may apply:
- 38.3.1 that person may be disqualified from holding any coaching position for 12 months (whether subsequently accredited or not);
 - 38.3.2 any match points obtained by the team that person coached may be forfeited for all and any matches where the person acted as coach;
 - 38.3.3 the coach's club may be fined a sum of:
 - (i) First Offence: up to twenty-five (25) penalty units
 - (ii) Second Offence and subsequent offences in the same season: up to fifty (50) penalty units
- 38.4 The League has the power to grant interim permission to coach to a person who has not yet received his/her accreditation under exceptional circumstances.

39. TRAINERS

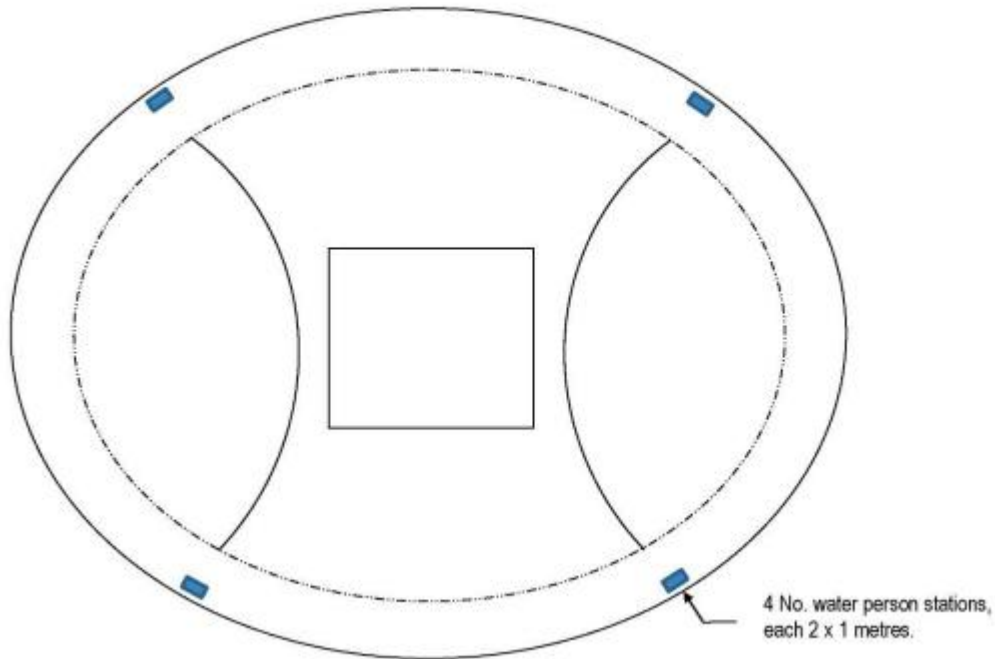
- 39.1 Each home team shall have a minimum of one (1) accredited trainer at each game, if there is no such accredited trainer present at the game, the game shall not be played, unless the away team has an accredited trainer present. If the game is not played, the game shall be deemed to have been forfeited by the home team.
- 39.2 ALL teams participating in ALL finals games shall supply a minimum of one (1) accredited trainer. If a club fails to supply one (1) accredited trainer included in the team sheet then and in that case that club shall forfeit that final.

- 39.3 Clubs are permitted to appoint trainers from time to time and they shall act in accordance with the Rules, Competition Regulations & By-laws of the WFNL.
- 39.4 No trainer shall be permitted to enter the playing arena except for the purpose of attending injured players, officials or umpires; or delivering drinks to players or umpires.
- 39.5 At no time shall more than five (5) trainers (inclusive of water persons) from any team be permitted on to the playing arena during home and away games and finals.
- 39.6 Any accredited trainer may be reported but not sent from the ground.
- 39.7 No trainer shall officiate in any game until registered with the League until registered through PlayHQ and each Registration will be required annually and will expire on 31 December each year.
- 39.8 All trainers must:
- 39.8.1 be over 16 years of age;
 - 39.8.2 be listed on and sign the club's team sheet;
 - 39.8.3 be accredited to a minimum Sports trainer Level 1 or be a qualified medical professional, as defined by the national community football handbook.
 - 39.8.5 be registered as a medical officer on PlayHQ with their respective club.
- 39.9 If not accredited he/she can only act as a water person. Only accredited trainers shall sign the team sheet as trainers and shall act and be subject to all Rules and By-laws of the WFNL but cannot be ordered off.

40. WATER PERSONS

- 40.1 Clubs are entitled to field a maximum of five (5) persons to deliver water inclusive of trainers. **At least one (1) of those MUST be a registered trainer.**
- 40.2 Each water person is required to be listed and sign the team sheet and is permitted to enter the playing arena only provided he/she is wearing the official League identification uniform.
- 40.3 If either the team sheet is not signed and/or the correct uniform not worn, any offending water person is to be ordered off the ground by the umpire.
- 40.4 No water person shall be permitted to enter the playing arena except for the purpose of delivering drinks to players or umpires.
- 40.5 At all other times, water persons shall be stationed in marked locations against the arena fence line and adjacent to the intersections of the

boundary line and 50 metre arcs. (refer to diagram below). The precise location of water person stations may be varied in the event that coaches boxes or other interfering structures are located adjacent to the 50 metre arcs.



40.6 Where one (1) or more Trainers acts in the dual role of Water Person:

40.6.1 such Trainer(s) must at all times comply strictly with the provisions for Water Persons as specified in this competition regulation, UNLESS performing the legitimate duties of a Trainer in assisting a player or on-field official:

40.6.2 the requirements of competition regulation 36 regarding number of persons permitted on the coaches bench must be observed.

40.7 In all Senior matches water persons must have a number clearly displayed on the back of their pink vest.

41. RUNNER

41.1 Clubs may nominate one (1) runner for a team in any match in which it is playing.

- 41.2 The official runner shall sign their club's team sheet and be permitted to enter the playing arena provided he/she is wearing an official orange top (WFNL approved)
- 41.3 the runner shall carry out his/her duties as defined by the Laws of Australian Football; and shall act and be subject to all Rules, competition regulations and By-laws of the WFNL and the direction of all umpires.
- 41.4 The minimum age for a runner in Senior competitions is eighteen (18) years of age.
- 41.5 Failure to wear the official orange top will result in a fine of five (5) penalty units and the runner can be ordered from the field.

42. TIMEKEEPERS

- 42.1 Each club must supply a timekeeper who shall sign the official timecard and who shall carry out the duties in the presence of the timekeeper of the opposing club during the course of the match.
- 42.2 The two competing teams in any final series match are to provide a competent timekeeper. The Chief Executive Officer (CEO) or WFNL Match Manager on request of either competing club may appoint a neutral timekeeper, or if they consider any club timekeeper incompetent or unsuitable to replace him/her at any time with a neutral timekeeper.
- 42.3 In the case of the two (2) clocks differing then half the variation will signify the actual time to ring the bell/siren, in all grades, club shall provide their timekeeper with an approved stop clock. A fine of five (5) penalty units shall be imposed for non-compliance.
- 42.4 A weatherproof area shall be provided for timekeepers.

43. TIMEKEEPER DUTIES

- 43.1 Each Timekeeper appointed for a Match shall:
- (i) keep time for each quarter of the Match;
 - (ii) record on the official time card the time taken to play each quarter (including start and finishing times);
 - (iii) record the Goals and Behinds scored by each Team during a Match;
 - (iv) check the scores on the official time card at the end of each quarter and at the end of the Match;
 - (v) sound the siren in accordance with the procedures contained in these regulations;

- (vi) record the card colour, the playing number and club of any Player ordered from the field (such information to be confirmed by the team Runner). The Timekeeper is to record this information on the back of the official time card;
- (vii) if a head count is called, make note of the time and the scores at the time it is called on the time card. Do not delete any scores from the time card and continue as per normal.
- (viii) upon completion of the Match, check all details are correct and sign the time card.
- (ix) lodge the completed cards with the Home Club Team Manager.

44. SIREN WARNINGS

- 44.1 Matches shall start at the times decided by the League.
- 44.2 Matches shall be played in accordance with the time intervals set out by the League in these regulations.
- 44.3 When the Umpires enter the playing field prior to the start of the Match, and prior to the start of the third quarter, the siren shall sound until the Umpire signals recognition of the siren.
- 44.4 If the Umpires have not entered the playing arena, a warning siren must be sounded five (5) minutes prior to the start of the Match and third quarter and only.
- 44.5 If both teams have not entered the playing field within five (5) minutes of the commencement of the Match or third quarter, the Timekeeper shall give three (3) short siren warnings.
- 44.6 A warning siren must be made two (2) minutes prior to the scheduled start of all quarters.
- 44.7 When time has elapsed on the clock indicating the end of the quarter, the Timekeeper must continue to sound the siren until the field Umpire signals recognition by raising both hands above their head.

45. “TIME ON”

- 45.1 Please refer to section 16 for the Application of “Time On”

46. UMPIRE ESCORT

- 46.1 It is the responsibility of both competing clubs to protect the safety of all umpires in all grades appointed to officiate at any WFNL match before, during and after the completion of such matches.
- 46.2 Each club shall supply one (1) escort at the quarter-time, half-time, three quarter-time and end of match breaks during home and away matches and two (2) escorts during finals matches. It is also the clubs' responsibility to ensure that all officials appointed as umpire escorts are fully conversant with the duties involved in their role as umpire escort, in protecting the officiating umpires.
- 46.3 It is the responsibility of all WFNL Clubs to ensure that the umpires escort is of a mature age (18 years of age or older) and a responsible person who in case of trouble can come to the umpires aid.
- 46.4 All team escorts must have an official WFNL escort jacket or other form of identification approved by the Board which must be worn at all times, to indicate to the officiating umpire they are the official umpires escort. These persons must offer all umpires drinks at all breaks and will be the umpires' contacts for the duration of the match.
- 46.5 All club officials representing their clubs as umpire escorts must stand in close attendance to the field umpires' huddle at both quarter and three quarter time and must line up one (1) escort each side and close to the umpiring panel when they are leaving the ground at half time and upon completion of the game to the umpires' change rooms and return to escort the League goal umpires to the umpires change rooms.
- 46.6 The escorts must be at the entrance to the playing arena, together at the end of the quarter ready to move onto the ground and assume their duties to protect the umpires.
- 46.7 It is the officiating umpire's responsibility to report any umpires escort who do not meet the above umpires escort criteria for protecting WFNL umpires and specify the failure in the report.
- 46.8 Clubs may be requested to provide two (2) or more escorts to certain games, at the discretion of the Chief Executive Officer (CEO) or representative.
- 46.9 Clubs failing to provide escorts or where escorts fail to properly attend to the field or other League umpire the offending club(s) will be liable to a fine of five (5) penalty units for each offending quarter.
- 46.10 This regulation applies to all Senior grades, both home & away and finals. In all home and away and finals games in all senior and junior grades, the home club shall supply four (4) large cones which must be placed, by the Umpires' escorts, in the centre of the ground at all breaks

that the umpires stay on the ground. The only people allowed inside the coned area are the umpires and any other umpire or observer in official uniform, any trainer the umpires' may have requested and the escorts. If the cones are not supplied the home club shall be fined twenty (20) penalty units and if not taken out at the prescribed breaks the offending club shall be fined five (5) penalty units for each quarter not taken out.

47. UNIFORMS FOR MATCH OFFICIALS

47.1 Unless specified elsewhere in these regulations, the following match officials shall wear the uniforms as set out in the following table. All on-field officials' uniforms must comply with the requirements of WFNL On-Field & On-Court Apparel Style Guide (Appendix J to these By-laws):

- (i) Trainer - White or black long pants or shorts White vest (WFNL approved)
- (ii) Water Person - Pink vest (WFNL approved)
- (iii) Runner - Orange polo shirt (WFNL approved)
- (iv) Umpire Escort - Yellow vest (WFNL approved)
- (v) Match Day Manager (Finals) - Red Vest (WFNL approved)
- (vi) Team Manager - Green vest (WFNL approved)

47.2 All official uniform vests and T-shirts shall be as specified from time to time by the League, including any requirements for role identification wording, numbers, logos and sponsor displays.