



WESTERN
FOOTBALL NETBALL LEAGUE

2026 WFNL Junior Football Competition Regulations



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PART A – INTRODUCTION

1. REGISTRATION & ELIGIBILITY

- 1.1 Refer to WFNL By-Law Section 4 – Administration, for full registration, transfer and player eligibility requirements to play in the WFNL Junior Competition.
- 1.2 All players wishing to play in the WFNL Junior Competition must have an active registration and an approved transfer from previous club before taking the field.

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.

3. SPIRIT OF THE GAME

- 3.1 All junior games must be conducted with an emphasis on fun, involvement, learning of skills and good sportsmanship. Within reason, coaches must ensure that all players, irrespective of ability, are given sufficient time on the playing field to experience the game and achieve a sense of involvement.
- 3.2 Club officials, parents and spectators must demonstrate behaviours and attitudes consistent with this spirit. Clubs must promote and enforce a “zero tolerance” for behaviours and attitudes inconsistent with the spirit, especially (but not limited to) abuse or dissent with umpires, officials and players. At the end of the game, players and officials of both teams must meet in the centre of the ground and shake each other by the hand.

PART B – FOOTBALL COMPETITION

4. 50 METRE RULE

- 4.1 The below metre penalties will apply in the following age groups

- 4.1.1 U8 – U14: 15 Metre Penalty
- 4.1.2 U16 Girls: 25 Metre Penalty
- 4.1.3 U16 Boys: 50 Metres Penalty

5. ZONES & STARTING POSITIONS

- 5.1 When a match is deemed a 16-a-side competition (U12 – U16 Girls), at centre bounces, each team must have five forwards and five defenders inside their respective 50m arcs
- 5.2 When a match is deemed an 18-a-side competition (U12 – 14 Mixed, U16 Boys), at centre bounces, each team must have six forwards and six defenders inside their respective 50m arcs
- 5.3 Three midfielders plus the ruck will be in the middle of the ground, with a winger somewhere on the long side of the centre square.
- 5.4 A first infraction will result in a warning, but a second will be a free kick to the opposing side's ruck.

6. LAST DISPOSAL RULE

- 6.1 In all Junior Grades of football 'last disposal' rule applies, 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.
- 6.2 For the purposes of defining a kick, a kick shall be an intentional action, not accidental. When the ball comes off the foot or lower leg of a Player without the intent of the Player being to kick the ball, it will be deemed accidental contact and will not be determined as a kick by the Umpire. This will result in either a ball-up 15 metres inside the field of play for Under 8 – 14 or a throw-in by the Boundary Umpire in Under 16.
- 6.3 Where a Player who does not have possession stops the football being touched by an opposition Player by shepherding the ball across the boundary line where the ball could have otherwise been touched by the Player being blocked, then the Umpire will not award a free kick, but will instead result in either a ball-up 15

metres inside the field of play for Under 8 – 14 or a throw-in by the Boundary Umpire in Under 16.

- 6.4 The last disposal rule will only be applied between the 50-metre arcs. There will be a ball-up ordered if the ball crosses the boundary line inside 50

7. FOOTBALLS

- 7.1 The League shall specify approved footballs to be used in WFNL- authorised matches. No football may be used in any WFNL- authorised game that does not comply with the specifications as set down by the League. In all games, clubs must use Sherrin brand footballs bearing the WFNL logo, which must be used in all Junior official competition games except for grades that use Synthetic Footballs.
- 7.2 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.
- 7.3 Both balls may be used, but in very good condition. Balls will be subject to approval by the field umpire(s) before the start of each match. Ball pressure shall comply with the manufacturer's specifications. A fine of ten (10) penalty units shall be imposed for/each breach of this regulation.
- 7.4 If 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 percentages.
- 7.5 Ball sizes and types to be used in the various grades of WFNL authorised matches are as follows:

Match Grade	Ball Size / Type
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U8 Mixed, U8 Girls, U9 Mixed, U10 Mixed, U10 Girls	Size 2 Synthetic
U12 Girls	Size 3 Synthetic
U12 Mixed	Size 3 Leather
U14 Mixed, U14 Girls, U16 Girls	Size 4 Leather
U16 Boys	Size 5 Leather

8. RESULTS OF MATCHES

- 8.1 The timekeeper(s) and goal umpires shall, at the end of each quarter and 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 the correctness of scores shall be referred to the league for decision.

9. LADDER

9.1 GENERAL PRINCIPLES

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

9.2 POINTS ALLOCATION

- 9.2.1 Four (4) points will be allotted for a win.
- 9.2.2 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.
- 9.2.3 Two (2) points for a draw.

- 9.2.4 Zero (0) points for a loss.
- 9.2.5 Zero (0) points for a team that has caused a forfeit or walkover. The forfeit or walkover will be recorded as a loss for that team.

9.3 MATCH RATIO

- 9.3.1 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.

10. ADVERSE WEATHER CONDITIONS

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

11. MATCH NOT ABLE TO PROCEED

- 11.1 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 to determine whether a Match is unable to commence or proceed.
- 11.2 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:
 - 11.2.1 The appropriateness and practicality of rescheduling a Match during the Home and Away Season or Finals Series;
 - 11.2.2 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;
 - 11.2.3 **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.

- 11.2.4 **Half time & beyond:** If the half-time interval has been reached and the Match is unable to proceed any time if the Match is unable to recommence within 30 minutes, 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.
- 11.2.5 Where an event (i.e. 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.
- 11.2.6 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.
- 11.2.7 Under exceptional circumstances, the League shall have ultimate discretion to determine the outcome of the match.

PART C – FIXTURING

12. SCHEDULE OF MATCHES

12.1 HOME & AWAY SCHEDULE OF MATCHES

- 12.1.1 Unless otherwise directed by the Board, the following starting times, match durations, and intervals shall apply for all home & away matches

Grade	Day	Start Time	Qtr. Duration	1/4 Break	1/2 Break	3/4 Break
Under 16 Boys	Sunday	2:40 pm	20 Mins	5 Mins	10 Mins	5 Mins
Under 16 Girls		2:40 pm	15 Mins	5 Mins	10 Mins	5 Mins
Under 14 Mixed		12:50 pm	18 Mins	5 Mins	10 Mins	5 Mins
Under 14 Girls		12:50 pm	15 Mins	5 Mins	10 Mins	5 Mins
Under 12 Mixed		9:50 am	15 Mins	5 Mins	10 Mins	5 Mins
Under 12 Girls		9:50 am	15 Mins	5 Mins	10 Mins	5 Mins
Under 10 Mixed		11:25 am	12 Mins	5 Mins	8 Mins	5 Mins
Under 10 Girls		11:25 am	12 Mins	5 Mins	8 Mins	5 Mins
Under 9 Mixed		8:40 am	12 Mins	3 Mins	6 Mins	3 Mins
Under 8 Mixed		8:40 am	10 Mins	3 Mins	6 Mins	3 Mins

Under 8 Girls		8:40 am	10 Mins	3 Mins	6 Mins	3 Mins
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12.2 FINALS MATCHES

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

Grade	Day	Qtr. Duration	1/4 Break	1/2 Break	3/4 Break
Under 16 Boys	Sunday	20 Mins	5 Mins	10 Mins	5 Mins
Under 16 Girls		15 Mins	5 Mins	10 Mins	5 Mins
Under 14 Mixed		18 Mins	5 Mins	10 Mins	5 Mins
Under 14 Girls		15 Mins	5 Mins	10 Mins	5 Mins
Under 12 Mixed		15 Mins	5 Mins	10 Mins	5 Mins
Under 12 Girls		15 Mins	5 Mins	10 Mins	5 Mins

12.2.2 Note: All Junior finals are played with time on only in the 3rd and 4th quarter

12.2.3 All finals match days and times will be confirmed by the League before the League's finals series.

13. FIXTURE ALTERATION

13.1 The default fixturing of Matches for all Divisions and Grades are outlined under Regulation 12 'Schedule of Matches'

13.2 A Member Club must arrange any change of fixture with the opposing Club before discussing any potential changes with the League.

13.3 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:

13.3.1 The club has arranged and confirmed the changes with the opposing Club;

13.3.2 That all appropriate licences and permissions to conduct the Match have been received and copies forwarded to the League before the game; and

- 13.3.3 That written notice is provided to the League indicating times of commencement of all games and any alterations of venues to the published fixture.
- 13.4 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.
- 13.5 The League has absolute discretion to alter any scheduling of fixtures.

14. APPLICATION OF 'TIME ON'

14.1 HOME AND AWAY SEASON

- 14.1.1 Time On will only be applied in Junior Home and Away Matches 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.

14.2 FINALS MATCHES

- 14.2.1 Time on will be applied in all Junior Finals Matches as follows:
- 14.2.2 In the second half only;
- 14.2.3 When signalled by the Field Umpire by raising one hand above their head;
- 14.2.4 When a Goal Umpire signals a score is recorded (NOT when they have completed waving their flags);
- 14.2.5 When the ball goes out of bounds and is signalled by the Field Umpire to throw the ball in.
- 14.2.6 When there is a lengthy delay in play such as when 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.

15. DRAWN FINAL MATCH PROCEDURE

- 15.1 If the scores are tied at the end of normal time in a final series match, the following procedure will apply:
 - 15.1.1 A four-minute break will occur; during this time:

- All Players will remain on the playing arena. The team runner will enter the playing arena to marshal the team Players together to a huddle. Coaches and Bench Officials enter the playing arena and address their Players. The Field Umpire will confer with Officials enters, and verify that the scores are tied.
- 15.1.2 Once the four-minute break is complete, the Players of the two teams will change ends.
- 15.1.3 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.
- 15.1.4 At the end of the second period of extra time, the team that has the greater score will be the winner of the Match.
- 15.1.5 If the scores are still tied after five (5) minutes of the second period have lapsed, then the same process as above will be applied.

PART D – GROUNDS AND FACILITIES

16. GROUND MARKINGS

- 16.1 Each Member Club shall play on a ground approved by the League.
- 16.2 Official League Match fixtures can only be played at those grounds approved by the League.
- 16.3 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.
- 16.4 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.

17. COACHES BOX AREA

- 17.1 All clubs must have two “coaches’ boxes” being all-weather facilities able to hold all interchange players and authorised persons for each team.
- 17.2 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.
- 17.3 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.
- 17.4 Failure to stand behind the white line will incur a fine of five (5) penalty units for each offence.
- 17.5 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.
- 17.6 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 under by-law 3.27 to be on the coaches bench.
- 17.7 The club whose officials occupy each of the coaches’ boxes shall be responsible for ensuring 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.

18. SCOREBOARDS

- 18.1 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.

19. HOME CLUB OBLIGATIONS

- 19.1 The Home Member Club must:
- 19.1.1 Enter the Junior scores quarter by quarter by the end of the day of the game via PlayHQ.
 - 19.1.2 Provide a suitable siren.
 - 19.1.3 Provides a scoreboard that must be manned for each Match.
 - 19.1.4 Provide a suitable stretcher in an accessible place for use by each team.
 - 19.1.5 Provide adequate seating arrangements for both teams at the designated coaches' boxes for the coaches, interchange Players and runner.
 - 19.1.6 Provide appropriate Match footballs as specified in these regulations.
 - 19.1.7 Provide a key to the away clubs and umpires' rooms to provide a lockable facility. These keys can only be given to the club administrator, President, or nominated club official and officiating umpires.
 - 19.1.8 Providing the home club has lockable facilities and has a key readily available (at the canteen or with some known/nominated official) it shall have complied with this regulation.
 - 19.1.9 Fine for non-compliance ten (10) penalty units

20. MARSH MATCH-DAY CHECKLIST

- 20.1 All competing clubs are required to complete the Marsh Match-Day Checklist for all home games to identify and evaluate safety concerns and record actions taken to remove or mitigate these safety concerns. Completing the checklist can also assist in supporting a club against potential negligence claims.
- 20.1.1 Complete the Marsh Checklist at least 30 minutes before the first game

- 20.1.2 Must be completed on this link: [AFL Matchday Checklist | Marsh](#)

21. MATCH WARMUPS AND RUN-THROUGHS

- 21.1 This by-law applies to all official matches in the WFNL.
- 21.1.1 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, and the opposition club using the other end of the ground furthestmost from the home team's clubrooms.
- 21.1.2 Players and officials must avoid interfering with players and officials of opposition teams during warm-ups, at club huddles and in other situations not directly relating to play.
- 21.1.3 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.
- 21.1.4 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.
- 21.1.5 The away team will leave the ground first, and then the home team. If either team unduly wastes time in forming the huddle and/or leaving the ground, that team shall be fined ten (10) penalty units.
- 21.1.6 Any breach of the above competition regulation can be deemed to be conduct unbecoming.

PART E – MATCH PROVISIONS

22. TEAM SHEETS

- 22.1 A Team Sheet must be generated and printed from the WFNL database (PlayHQ) for all Matches.
- 22.2 A Team Sheet shall:
- 22.2.1 List the full names and jumper numbers of the Players in the Team;

- 22.2.2 Jumper numbers are to be in numerical order as per PlayHQ;
 - 22.2.3 Identify the Captain and Vice-Captain; and
 - 22.2.4 List the name of the Coach, Team Manager, Team Runner and any other Official participating in the Match.
- 22.3 The original Team Sheet shall be lodged by the Affiliated Club with the field umpire no less than thirty (30) minutes before the scheduled starting time of the match.
- 22.4 A copy of the Team Sheet shall be exchanged between the Team Managers of the participating Clubs on request.
- 22.5 All Officials are to sign the official team sheet that is provided to the Umpires. Under 12 – 16 Players are to sign the team sheet that is provided to the Umpires. Under 8 – 10 Players to be ticked off by Team Manager.
- 22.6 Failure to comply with the above by-laws will render the club liable to a fine of up to one hundred (100) penalty units and loss of match points. The percentage shall be dealt with as per that of an ineligible player, should a club be found guilty of any breach.
- 22.7 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.
- 22.8 In the event of a forfeit
- 22.8.1 The opposing team must submit an official team sheet of its players for the match to the umpire(s) (if available) of the League before the starting time of the match.

- 22.8.2 If no League umpire, then the club may submit a team to the League before 6.00 pm on the day of the forfeited match.
- 22.9 Each player shall wear a one (1) or two (2) digit number, between 1 and 99, conforming to the requirements of the WFNL On-Field & On-Court Apparel Style Guide
- 22.10 No two (2) players in the same team shall wear the same number.
- 22.11 Failure to comply with 21.9 and 21.10 will attract a fine of five (5) penalty units for each breach.
- 22.12 All players listed on a team sheet:
- 22.12.1 MUST BE GENUINELY AVAILABLE TO PLAY in the game;
 - 22.12.2 must be present at the match venue;
 - 22.12.3 must be attired in official uniform for the duration of the game (unless taken from the ground due to genuine injury);
 - 22.12.4 and must be located either on the playing field or the coach's bench for the duration of the game (unless taken from the ground due to genuine injury).
 - 22.12.5 Every breach of this By-law will attract a fine of ten (10) penalty units.
 - 22.12.6 The League may impose additional / greater penalties on member clubs and/or registered players where deemed appropriate.
- 22.13 All Team Managers must sign their team sheet.
- 22.14 The official Team Sheet submitted to the Umpire will be used for final qualification and is considered final and binding.

23. PUBLICATIONS

- 23.1 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.

- 23.2 The home club shall be responsible for entering final scores online after each match by 6:00 pm. Clubs failing to comply shall be fined **two (2) penalty units** for each breach.
- 23.3 Clubs are responsible for entering their teams 'best players and goal kickers no later than the 6:00 pm deadline. Clubs failing to comply shall be fined two **(2) penalty units** for each breach.

24. PERMITTED TEAM NUMBERS

Grade	Maximum Number of Teams
Under 16 Boys	3 Teams
Under 16 Girls	2 Teams
Under 14 Mixed	3 Teams
Under 14 Girls	2 Teams
Under 12 Mixed	3 Teams
Under 12 Girls	2 Teams
Under 10 Mixed	2 Teams
Under 10 Girls	2 Teams
Under 9 Mixed	2 Teams
Under 8 Mixed	3 Teams
Under 8 Girls	2 Teams

25. PERMITTED PLAYING NUMBERS

25.1 UNDER 16 BOYS, UNDER 14 MIXED & UNDER 12 MIXED

- 25.1.1 A maximum of twenty-four (24) Players are permitted on the Team Sheet.
- 25.1.2 A maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Match.
- 25.1.3 A minimum of fourteen (14) Players is required before play can commence in a Reserves Match.

25.2 UNDER 16 GIRLS, UNDER 14 GIRLS & UNDER 12 GIRLS

- 25.2.1 A maximum of twenty-two (22) Players are permitted on the Team Sheet.
- 25.2.2 A maximum of sixteen (16) Players are permitted on the playing surface at the same time in a Match.
- 25.2.3 A minimum of twelve (12) Players is required before play can commence in a Match.

25.3 UNDER 10 MIXED

- 25.3.1 A maximum of twenty-four (24) Players are permitted on the Team Sheet.
- 25.3.2 A maximum of eighteen (18) Players are permitted on the playing surface at the same time in a Match.
- 25.3.3 A minimum of nine (9) Players is required before play can commence in a Match.

25.4 UNDER 10 GIRLS

- 25.4.1 A maximum of sixteen (16) Players are permitted on the Team Sheet.
- 25.4.2 A maximum of twelve (12) Players are permitted on the playing surface at the same time in a Match.
- 25.4.3 A minimum of six (6) Players is required before play can commence in a Match.

25.5 UNDER 9 MIXED

- 25.5.1 A maximum of twenty (20) Players are permitted on the Team Sheet.
- 25.5.2 A maximum of fifteen (15) Players are permitted on the playing surface at the same time in a Match.
- 25.5.3 A minimum of nine (9) Players is required before play can commence in a Match.

25.6 UNDER 8 MIXED

- 25.6.1 A maximum of sixteen (16) Players are permitted on the Team Sheet.
- 25.6.2 A maximum of twelve (12) Players are permitted on the playing surface at the same time in a Match.

25.6.3 A minimum of six (6) Players is required before play can commence in a Match.

25.7 UNDER 8 GIRLS

25.7.1 A maximum of twelve (12) Players are permitted on the Team Sheet.

25.7.2 A maximum of nine (9) Players are permitted on the playing surface at the same time in a Match.

25.7.3 A minimum of six (6) Players is required before play can commence in a Match.

26. EVENING UP RULE

26.1 Where a team* has fewer than the maximum number of players allowed on the field as per Competition Regulation 25 on their team sheet, the following modified rules shall apply:

*NOTE for Under 12 – Under 16 Competitions: This only applies to teams that are their club's sole team in an age group, or in the event a club has multiple teams in an age group, it only applies to the club's lowest grade team. Higher-grade teams will be expected to push players up from lower-grade teams/lower age group teams, or the opposing team may take the field with one additional player.

26.1.1 If a team does not have the required minimum of its registered players, a scratch match will be played, with the opposing team receiving a win by forfeit

26.1.2 Where a team does not have a maximum on-field required 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 before the commencement of the match.

26.1.3 If the team requiring players does not make this request, then the opposing team may take the field with an additional player (up to the maximum player numbers, e.g., team A has 13 players and does not request players be loaned, team B may take the field with 14 players).

26.1.4 Where a team has requested players be loaned and still takes the field with fewer than the maximum number of players allowed on the field, the opposing team must also take the field with the same number of players.

- 26.2 Any goals kicked, or best player votes received whilst playing for the opposing team should appear for the player's regular team.
- 26.3 Players on loan can be rotated back each quarter.
- 26.4 If a club requiring players does not have sufficient jumpers available, the evening-up rule will not apply.
- 26.5 Player send-offs or injuries incurred during the game will not result in an evening up of players.
- 26.6 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 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 as per Competition Regulation 25 or, in circumstances where a Player(s) has been ordered from the Playing Surface under Regulation 29, the allowed number as per Competition Regulation 25 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 of Australian Football 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 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 minutes has expired, the Player may be interchanged by 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 following 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 of 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 of 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 (i.e. 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 (ORDER-OFFS)

- 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 calculating a suspension under this competition regulation.

PART F – REPORTING & MELEES

31. REPORTABLE OFFENCES

- 31.1 Reportable offences as identified and defined in the Laws of Australian Football
- 31.2 **Any player or official reported who:**
- 31.2.1 is not offered a set penalty; or
- 31.2.2 chooses not to accept the set penalty offered; or
- 31.2.3 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 they will penalty of ten (10) penalty units.

31.3 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.

31.4 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 at any weekend and a bye representative or exhibition match shall not be considered as a match being played.

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

32. DEEMED MISCONDUCT

32.1 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.

33. REPORTING OF PLAYERS AND/OR MATCH OFFICIALS:

33.1 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.

33.2 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).

- 33.3 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).
- 33.4 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.
- 33.5 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'***
- 33.6 All cases reported to the Tribunal will be heard at a time directed by the League.

34. PROCEDURE FOR SET PENALTY

- 34.1 The Team Manager, when receiving 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.
- 34.2 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 official's decision if they wish to accept the set penalty or wish to proceed to the Independent Tribunal.

- 34.3 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 **12:00 pm** 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.
- 34.4 For games that are filmed by the League, the MRO shall have the ability to upgrade/downgrade a charge/s if applicable.
- 34.5 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.
- 34.6 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 the 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:

- 34.6.1 A two match set penalty can be downgraded to one match or a not guilty verdict
- 34.6.2 A one match set penalty can only be downgraded to a not guilty verdict at the Tribunal.

35. MELEES

35.1 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.

35.2 MELEE INVOLVING SPECTATORS

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

35.3 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 32.6.1.
- (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 6.00 pm on the Sunday of the weekend of the match.

35.4 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'

35.5 FOOTAGE PROVIDED

- 35.5.1 Where the League obtains footage of a melee in any junior competition grades, the League can use the senior melee matrix to fine the respective clubs.

PART G – FINALS

36. FINALS QUALIFICATIONS

36.1 General

- 36.1.1 To be eligible to compete in a finals team, a player must have played 5 matches in the team concerned.
- 36.1.2 Clubs who have all their teams of the same age group playing finals matches on the same weekend shall, subject to 34.1.1, be allowed free interchange of players for that weekend's finals matches.
- 36.1.3 If a player has played seven (7) or more matches in a higher-grade team in the same or higher age group he/she shall be ineligible to play in finals in a lower-grade team in the same or lower age group.
- i. Where a player has played home-and-away matches in multiple under-age groups during the current season, to qualify for the team in the younger age groups, they would be required to have played 5 or more home-and-away matches for the team in the younger age group, and 6 or fewer home-and-away matches for the team in the older age group.
 - ii. Where a player has played home-and-away matches in multiple teams in the same under-age group during the current season, to qualify for the team in the lower division of that age group, they would be required to have played 5 or more home-and-away matches for the team in the lower division, and 6 or fewer home-and-away matches for the team in the higher divisions.
- 36.1.4 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.
- 36.1.5 Where a team has a genuine shortage of eligible players for a finals match because of injury or other special circumstances the club may seek approval from the CEO for the utilisation of players from other teams. League approval will only be considered for players from a team playing in a lower grade of the same age group. If the club does not have a team in a lower grade of the same age group, it may seek approval to use players from a lower age group

- 36.1.6 Players may only play in one (1) finals match on the same weekend. The club may apply for a genuine shortage exemption to this PROVIDED THAT the player/s required qualify for finals having played the required number of matches for each grade AND THAT they play no more than one (1) match per weekend in the same age group.

37. FINALS VENUES

- 37.1 Finals venues will be selected at the discretion of the CEO or his/her delegate, with preference for Division 1 and Division 2 finals to be played at neutral grounds.

PART H – TEAM OFFICIALS

38. PERMITTED PEOPLE ON GROUND

- 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;
- 38.1.2 Umpires;
- 38.1.3 Coaches;
- 38.1.4 Trainers;
- 38.1.5 Runner;
- 38.1.6 Water Carriers;
- 38.1.7 Team Manager;
- 38.1.8 Venue Manager;
- 38.1.9 Ground Marshall
- 38.1.10 League Officials

39. COACHES BOX AREA

- 39.1 The only persons allowed on the bench during a Junior match are:

- 39.1.1 Head Coach (must be on the bench)
- 39.1.2 Assistant Coach
- 39.1.3 Team Manager
- 39.1.4 Runner (must be on the bench)
- 39.1.5 Trainer (must be on the bench)

- 39.2 A maximum of five (5) non-playing officials are allowed on the bench.

- 39.3 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.

- 39.4 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).

40. COACH

- 40.1 A person cannot be appointed as a Coach (Head or Assistant) of a football team by a Club unless that person:
- 40.1.1 holds a minimum AFL Coaching accreditation;
 - 40.1.2 is currently registered to CoachAFL and their profile is linked to their club;
 - 40.1.3 has agreed to the AFL Coaches Code of Conduct when completing accreditation;
 - 40.1.4 holds a valid Working with Children Check card
- 40.2 All coaches shall be subject to the Rules, By-Laws & Competition Regulations of the WFNL.
- 40.3 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:
- 40.3.1 that person shall be disqualified from holding any coaching position for 12 months (whether subsequently accredited or not);
 - 40.3.2 any match points obtained by the team that person coached shall be forfeited for all and any matches where the person acted as coach;
 - 40.3.3 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

41. TRAINERS

- 41.1 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.
- 41.2 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.
- 41.3 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.
- 41.4 No trainer shall be permitted to enter the playing arena except to attend injured players, officials or umpires; or delivering drinks to players or umpires.
- 41.5 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.
- 41.6 Any accredited trainer may be reported but not sent from the ground.
- 41.7 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.
- 41.8 All trainers must:
- 41.8.1 be over 16 years of age;
 - 41.8.2 be listed on and sign the club's team sheet;
 - 41.8.3 be accredited as per WFNL Minimum Requirements

41.8.4 be registered with their club as a Medical Officer on PlayHQ.

41.9 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.

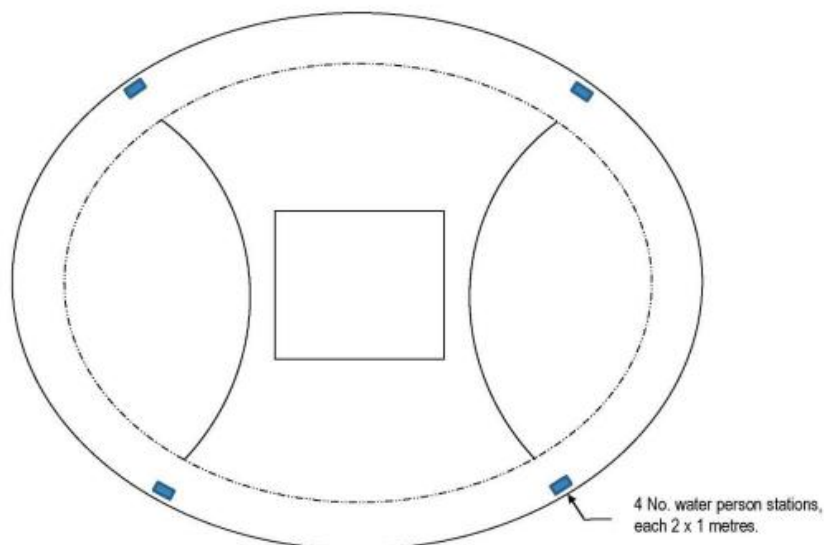
42. WATER PERSONS

42.1 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.**

42.2 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.

42.3 If either the team sheet is not signed and/or the correct uniform is not worn, any offending water person is to be ordered off the ground by the umpire.

42.4 No water person shall be permitted to enter the playing arena except to deliver drinks to players or umpires.



- 42.5 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 the diagram below). The precise location of water person stations may be varied if coach boxes or other interfering structures are located adjacent to the 50-metre arcs.
- 42.6 Where one (1) or more Trainers acts in the dual role of Water Person:
- 42.6.1 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:
 - 42.6.2 the requirements of Competition Regulation 38 regarding number of persons permitted on the coaches' bench must be observed.

43. RUNNER

- 43.1 Clubs may nominate one (1) runner for a team in any match in which it is playing.
- 43.2 The official runner shall sign his/her club's team sheet and be permitted to enter the playing arena provided he/she is wearing an official orange top (WFNL approved)
- 43.3 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.
- 43.4 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.

44. TIMEKEEPERS

44.1 GENERAL

- 44.1.1 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.

- 44.1.2 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 replace him/her at any time with a neutral timekeeper.
- 44.1.3 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, the club shall provide their timekeeper with an approved stop clock. A fine of five (5) penalty units shall be imposed for non-compliance.
- 44.1.4 A weatherproof area shall be provided for timekeepers.

44.2 TIMEKEEPER DUTIES

- 44.2.1 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 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 the 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 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.

44.3 SIREN WARNINGS

- 44.3.1 Matches shall start at the times decided by the League.
- 44.3.2 Matches shall be played in accordance with the time intervals set out by the League in these regulations.
- 44.3.3 When the Umpires enter the playing field before the start of the Match, and before the start of the third quarter, the siren shall sound until the Umpire signals recognition of the siren.
- 44.3.4 If the Umpires have not entered the playing arena, a warning siren must be sounded five (5) minutes before the start of the Match and third quarter only.
- 44.3.5 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.
- 44.3.6 A warning siren must be made two (2) minutes before the scheduled start of all quarters.
- 44.3.7 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.

44.4. "TIME ON"

- 44.4.1 Please refer to section 14 for the Application of "Time On"

45. VENUE MANAGER

- 45.1 It is the responsibility of the home side to provide a venue manager.
- 45.2 They are to support and uphold the principles of the League and Clubs' Codes of Conduct
- 45.3 They will be the first point of contact in relation to match-related matters from
 - 45.3.1 Club Officials (home & visiting)
 - 45.3.2 Umpires

- 45.3.3 Spectators
- 45.3.4 Medical emergency vehicles or personnel

- 45.4 The venue manager will field any complaints and address any concerns, where possible
 - 45.4.1 The venue manager will, if observing inappropriate behaviour, and they feel safe to do so, politely remind players, officials, and supporters of their responsibilities in providing a safe and supportive environment for everyone, if applicable. Otherwise, make a note of the club they represent and report to the League.
 - 45.4.2 If ignored or feeling threatened, the venue manager is to complete a report from the incident and forward to the league for further investigation
 - 45.4.3 With the assistance of Committee Members and other Club officials, involve the Police if the situation escalates beyond control and notify the League immediately.

- 45.6 Clubs failing to provide Venue Managers for all games will be liable to a fine of twenty (20) penalty units for each offending game.

46. GROUND MARSHALL

- 46.1 It is the responsibility of both competing clubs to provide 1 Ground Marshall each. They must be a minimum of 18 years of age.

- 46.2 Their role involves the following
 - 46.2.1 Assist the team manager in monitoring and controlling their own team's officials and spectators' behaviour during the game.
 - 46.2.2 Escort all umpires before the game, at the quarter-time, half-time, three-quarter-time and end-of-match breaks during home and away matches.
 - 46.2.3 Home Teams' Ground Marshall will bring out the umpires' drinks
 - 46.2.4 Ground Marshall's must does not abuse or criticise Umpires and must also show courtesy.

- 46.3 They are to support and uphold the principles of the League and Clubs' Codes of Conduct. In maintaining the Code of Conduct, the Ground Marshall shall:
- 46.3.1 Monitor and control their own Clubs' spectators and officials' behaviour.
 - 46.3.2 Ground Marshall must be behind the boundary fence during the game, adjacent to spectators
- 46.4 They are to support and uphold the principles of the League and Clubs' Codes of Conduct
- 46.5 Club Officials and spectators must co-operate in assisting the Ground Marshall upon request to identify and obtain details for any member or supporter belonging to their Club. Where it is believed that a Club Official has not co-operated appropriately, it will be considered a breach and the Club may be penalised.
- 46.6 Clubs failing to provide ground marshalls or where ground marshalls 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.

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 the WFNL On-Field & On-Court Apparel Style Guide (Appendix F of the By-laws):
- (i) Trainer - White vest (WFNL approved)
 - (ii) Water Person - Pink vest (WFNL approved)
 - (iii) Runner - Orange shirt (WFNL approved)
 - (iv) Ground Marshall - Yellow vest (WFNL approved)
 - (v) Junior Head Coach – Light blue vest (WFNL approved)
 - (vi) Junior Assistant Coach – Dark blue vest (WFNL approved)
 - (vii) Venue Manager - Red Vest (WFNL approved)

(viii) 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 CEO, including any requirements for role identification wording, numbers, logos and sponsor displays.

APPENDICES

APPENDIX A – WHITE CARD POLICY

CONTEXT

The Western Football Netball League (WFNL) is committed to undertaking proactive measures to ensure the match day environment for all players, coaches, volunteers, umpires, and spectators is a positive experience.

In line with this undertaking, a Coaching Box Card System will continue to be trialled in 2025 across all competitive junior age levels (U12 – U16) of the WFNL. The system is focused on the Head Coach role modelling coach behaviour and being accountable for any unacceptable behaviour by any person/s located within the confines of the designated coaching box area. Club, Coach and Umpire feedback will be sought at the end of the season as part of the review process.

OBJECTIVES

The objectives of this policy are to

- provide a safe, inclusive, and positive environment for our umpires;
- promote recruitment and retention of umpires through a reduction in the incidence of Umpire Abuse;
- provide a ‘real-time’ mechanism for Umpires and Coaches to address unacceptable behaviour coming from the Coaching Box Area.

DEFINITIONS

Unless otherwise defined in Table 1, or elsewhere in this Policy, terms used in this Policy have the same meaning as defined in the Rules:

Table 1 – Policy Definitions

TERM	MEANS
Club Umpire	Any person appointed by a club to officiate as a field, boundary or goal umpire in a game.
League Field Umpire	A league appointed field umpire officiating a match

Coaching Box Area	Incorporates the designated areas outside the boundary line of a playing field where any person listed on the team sheet as a coach, team official or player is to be located to undertake their duties.
Competitive Junior Competition	A Junior Age Level Competition conducted or affiliated by/with the Western Football Netball League in which clubs participate in a season that involves matches being played for premiership points i.e Under 12, Under 14 & Under 16.
Controlling Body	The Western Football Netball League
Handbook	The 'National Community Football Policy Handbook', as amended or varied from time to time.
Head Coach	The person listed on the official team sheet as the Head Coach
Rules	The WFNL Rules/By-Laws that are in place for the season(s) to which this Policy applies.
Season	A football season commencing from the first Home and Away Match until, and including, the Grand Final of a Competition and all Sanctioned Practice Matches.
Non-Offending Team	The team that is not being issued with a white card or red card at the time of a card being issued
Offending Team	The team that incurs a white card or red card at the time of the card being issued
Unacceptable Behaviour	Any of the following behaviours arising from the Coaching Box Area that are heard or observed by the Field Umpire(s) <ul style="list-style-type: none"> i. Continually questioning/disputing any umpiring decisions; ii. Abusing, threatening, or insulting any umpire or making inappropriate comments about them; iii. Using inappropriate language or gestures towards or about any umpire. iv. Speaking inappropriately or aggressively towards opposition players, coaches or match day volunteers.

PROCEDURE

Procedure Overview

Where a league field umpire(s) hears or observes any unacceptable behaviour emanating from the Coaching Box, a three-phase system, as summarised in Table 2, will be undertaken by the league field Umpire(s) via the use of white and red cards to stop such behaviours in 'real time'.

Table 2 – Three Phase System

Phase	Action Overview
Phase 1	Play immediately stopped. A free kick awarded against the offending team. A first warning (white card) shown to the offending team's Coach.
Phase 2	Play immediately stopped. A free kick and metre penalty relevant to grade awarded against the offending team. A second warning (white card) shown to the offending team's Coach
Phase 3	Play immediately stopped. A free kick and a metre penalty doubled relevant to grade awarded against the offending team and a RED Card (ejection from Match) issued to the Coach.

Phase 1

If, on the first occasion during a match, a Field Umpire hears or observes any Unacceptable Behaviour arising from the Coaching Box Area, regardless of whether an individual offending person can be identified, the Field Umpire is to:

- Blow the whistle to immediately stop play;
- Move within 20m of the offending Coaching Box Area; and
- Hold up a white card.

A field umpire who is not issuing the card shall take control of the football at the spot on the field where play was stopped and then once the card has been issued, will resume play by awarding a free kick against the offending team.

It is incumbent on the Coach to immediately address any unacceptable behaviour identified within the Coaching Box Area.

If any abuse or dissent is forthcoming from the Coaching Box Area during the card issuing process, a metre penalty relevant to grade shall be imposed.

Phase 2

If, on a second occasion during a Match, a league field umpire(s) hear or observes any Unacceptable Behaviour arising from the same Coaching Box Area, regardless of whether an individual offending person can be identified, the League field umpire is to:

- Blow the whistle to immediately stop play;
- Move to within 20m of the offending Coaching Box Area; and
- Hold up a white card.

A league field umpire who is not issuing the card shall take control of the football at the spot on the field where play was stopped and then once the card has been issued, will resume play by awarding a free kick and a metre penalty relevant to grade against the offending team

If any abuse or dissent is forthcoming from the Coaching Box Area during the card issuing process, the existing metre penalty relevant to the grade shall be doubled.

Phase Three

If, on a third occasion during a Match, a league field umpire(s) hears or observes any Unacceptable Behaviour arising from the same Coaching Box Area, regardless of whether an individual offending person can be identified, the League field umpire is to:

- Blow the whistle to immediately stop play;
- Move to within 20m of the offending Coaching Box Area; and
- Hold up a red card to the Coach.

A league field umpire who is not issuing the card shall take control of the football at the spot where play was stopped and then once the card has been issued and the Coach ejected, they will resume play by awarding a free kick and a metre penalty doubled relevant to grade awarded against the offending team.

If any abuse or dissent is forthcoming from the Coaching Box Area during the card issuing process, the existing metre penalty shall be upgraded with another metre penalty relevant to the grade.

Reasons for Card

The league field umpire shall not engage in any conversation when undertaking any phase of the process and shall not answer any questions that come from the Coaching Box Area.

If a club wants clarity as to why a white or red card was issued, the offending team's Team Manager can respectfully approach the League field umpire(s) in between quarters to obtain an explanation.

Coach Ejection

Any Coach who receives a red card must either

- Go to the change room and remain there until the Match is completed and both teams have left the playing field OR
- leave the venue and not return until the Match is complete and both teams have left the playing field.

The Coach cannot in any way shape or form continue coaching their Team once they have been red carded.

The Coach cannot nominate someone else to leave the Coaching Box Area in their place, regardless of whether someone else's behaviour led to the red card.

Any Coach who receives a red card shall be referred directly to the Tribunal.

Any Coach who receives a red card may also be issued with a Coaching Citation.

Where the Coach refuses to vacate the Coaching Box Area, the League field umpire shall stop the Match and report the Coach on a charge of serious misconduct which will be referred directly to the Tribunal.

White and Red Card Reporting

The timekeeper(s) will be responsible for noting the time and quarter of any white card or red card issued and to which team, and record of all cards issued must be listed on the official timecard.

The Umpire shall check with the Timekeeper(s) at the next quarter break to ensure the white card or red card has been recorded.

The League field umpire is to record details of any card issued in the prescribed Umpire Match Report.

Any coach who receives a third White Card during the one (1) season shall automatically receive a one (1) week suspension. A fourth white card shall incur a two (2) week suspension. A fifth white card shall incur a three (3) week suspension. Further white cards shall result in the coach appearing before the WFNL Board.

Reportable Offences

Nothing in this Policy prevents an Umpire from reporting a Player or Official for any act that is considered a 'Reportable Offence'.

Where a Player or Official in the Coaching Box Area is reported for Abuse or Dissent toward an Umpire, the umpire shall proceed with issuing the relevant white or red card.

Any circumstances involving the issuing of a red card under this Policy will be referred to the Tribunal regardless of whether the Coach has been reported.

Spectators

In the event, a Team receives a card and they determine such behaviours have come from a person(s) outside of the Coaching Box Area:

- It is incumbent on the Club to immediately seek to address the behaviour of that person(s); and
- It does not negate the issuing of the card or free kick and/or penalties.

APPENDIX B – JUNIOR RULES & REGULATIONS MATRIX

UNDER 8

	UNDER 8 MIXED	UNDER 8 GIRLS
PLAYERS ON FIELD	12 (MIN 6)	9 (MIN 6)
PLAYERS ON BENCH	4	3
GROUND SIZE	70m x 50m (80m x 60m MAX)	70m x 50m (80m x 60m MAX)
FOOTBALL SIZE	Size 2 Synthetic	Size 2 Synthetic
ZONES	YES	YES
MATCH LENGTH	4 x 10 min	4 x 10 min
QTR BREAKS	3 min, 6 min, 3 min	3 min, 6 min, 3 min
SCORING, LADDERS, AWARDS & FINALS	NO	NO
ENTERING RESULTS, BEST PLAYERS & GOALKICKERS	NO	NO
TACKLING	No Tackling	No Tackling
CONTACT	No Pushing, Bumping, Barging or Shepherding. No Smothering, Stealing or Knocking the ball from the opponent's hand.	No Pushing, Bumping, Barging or Shepherding. No Smothering, Stealing or Knocking the ball from the opponent's hand.
BOUNCING THE BALL	1 Bounce Max	1 Bounce Max
KICKING OFF THE GROUND	Not Permitted unless accidental	Not Permitted unless accidental
PLAYER ROTATION	Every player must play a minimum of 50-75% game time.	Every player must play a minimum of 50-75% game time.
MARKING	Any distance, reasonable attempt	Any distance, reasonable attempt
MERCY RULE	YES	YES
EVEN UP	YES	YES
COACHING POSITION	On Ground	On Ground
PENALTIES	15 metres	15 metres
OUT OF BOUNDS	Last Touch Rule across entire ground	Last Touch Rule across entire ground
UMPIRING	Club Appointed Field & Goal Umpires	Club Appointed Field & Goal Umpires

UNDER 9

UNDER 9 MIXED	
PLAYERS ON FIELD	15 (MIN 9)
PLAYERS ON BENCH	5
GROUND SIZE	85m x 65m (100m x 80m MAX)
FOOTBALL SIZE	Size 2 Synthetic
ZONES	YES
MATCH LENGTH	4 x 12 min
QTR BREAKS	3 min, 6 min, 3 min
SCORING, LADDERS, AWARDS & FINALS	NO
ENTERING RESULTS, BEST PLAYERS & GOALKICKERS	NO
TACKLING	Modified, Standing Tackle
CONTACT	No Pushing, Bumping, Barging or Shepherding. No Smothering, Stealing or Knocking the ball from the opponent's hand.
BOUNCING THE BALL	1 Bounce Max
KICKING OFF THE GROUND	Not Permitted unless accidental
PLAYER ROTATION	Every player must play a minimum of 50-75% game time.
MARKING	Any distance shows control
MERCY RULE	YES
EVEN UP	YES
COACHING POSITION	On Ground
PENALTIES	15 metres
OUT OF BOUNDS	Last Touch Rule across entire ground
UMPIRING	Club Appointed Field & Goal Umpires

UNDER 10

	UNDER 10 MIXED	UNDER 10 GIRLS
PLAYERS ON FIELD	18 (MIN 9)	12 (MIN 6)
PLAYERS ON BENCH	6	4
GROUND SIZE	FULL SIZE (Clubs Can Agree To Reduce Up To Half Size)	85m x 65m (100m x 80m MAX)
FOOTBALL SIZE	Size 2 Synthetic	Size 2 Synthetic
ZONES	NO	YES
MATCH LENGTH	4 x 12 min	4 x 12 min
QTR BREAKS	5 min, 8 min, 5 min	5 min, 8 min, 5 min
SCORING, LADDERS, AWARDS & FINALS	No Scoreboard, Ladders, Finals or Awards. Only Secret Scoring by Timekeepers	No Scoreboard, Ladders, Finals or Awards. Only Secret Scoring by Timekeepers
ENTERING RESULTS, BEST PLAYERS & GOALKICKERS	Entering Secret Scoring Results Permitted (not made public)	Entering Secret Scoring Results Permitted (not made public)
TACKLING	Modified, Standing Tackle	Modified, Standing Tackle
CONTACT	No Pushing, Bumping, Barging or Shepherding. No Smothering, Stealing or Knocking the ball from the opponent's hand.	No Pushing, Bumping, Barging or Shepherding. No Smothering, Stealing or Knocking the ball from the opponent's hand.
BOUNCING THE BALL	1 Bounce Max	1 Bounce Max
KICKING OFF THE GROUND	Not Permitted unless accidental	Not Permitted unless accidental
PLAYER ROTATION	Every player must play a minimum of 50-75% game time.	Every player must play a minimum of 50-75% game time.
MARKING	Any distance shows control	Any distance shows control
MERCY RULE	YES	YES
EVEN UP	YES	YES
COACHING POSITION	On Ground	On Ground
PENALTIES	15 metres	15 metres
OUT OF BOUNDS	Last Touch Rule across the entire ground	Last Touch Rule across the entire ground
UMPIRING	Club Appointed Field & Goal Umpires	Club Appointed Field & Goal Umpires

UNDER 12

	UNDER 12 MIXED	UNDER 12 GIRLS
PLAYERS ON FIELD	18 (MIN 14)	16 (MIN 12)
BENCH	6	6
GROUND SIZE	Full Size	Full Size
FOOTBALL SIZE	Size 3 Leather	Size 3 Synthetic
ZONES	NO	NO
MATCH LENGTH	4 x 15 min	4 x 15 min
QTR BREAKS	5 min, 10 min, 5 min	5 min, 10 min, 5 min
SCORING, LADDERS, AWARDS & FINALS	YES	YES
ENTERING RESULTS, BEST PLAYERS & GOALKICKERS	YES	YES
TACKLING	Permitted as per Laws of Australian Football	Permitted as per Laws of Australian Football
CONTACT	Permitted as per Laws of Australian Football	Permitted as per Laws of Australian Football
BOUNCING THE BALL	Unlimited	Unlimited
KICKING OFF THE GROUND	Not Permitted unless accidental	Not Permitted unless accidental
PLAYER ROTATION	Every player must play a minimum of 50-75% game time.	Every player must play a minimum of 50-75% game time.
MARKING	15 metres, direct catch	15 metres, shows control
MERCY RULE	YES	YES
EVEN UP	YES	YES
COACHING POSITION	Sideline	Sideline
PENALTIES	15 metres	15 metres
OUT OF BOUNDS	Last Touch Rule (between 50m arcs) – Ball up in lieu of boundary throw in	Last Touch Rule (between 50m arcs) – Ball up in lieu of boundary throw in
UMPIRING	2 x Field (League) 2 x Goal (Club)	2 x Field (League) 2 x Goal (Club)

UNDER 14

	UNDER 14 MIXED	UNDER 14 GIRLS
PLAYERS ON FIELD	18 (MIN 14)	16 (MIN 12)
BENCH	6	6
GROUND SIZE	Full Size	Full Size
FOOTBALL SIZE	Size 4 Leather	Size 4 Leather
ZONES	NO	NO
MATCH LENGTH	4 x 18 min	4 x 15 min
QTR BREAKS	5 min, 10 min, 5 min	5 min, 10 min, 5 min
SCORING, LADDERS, AWARDS & FINALS	YES	YES
ENTERING RESULTS, BEST PLAYERS & GOALKICKERS	YES	YES
TACKLING	Permitted as per Laws of Australian Football	Permitted as per Laws of Australian Football
CONTACT	Permitted as per Laws of Australian Football	Permitted as per Laws of Australian Football
BOUNCING THE BALL	Unlimited	Unlimited
KICKING OFF THE GROUND	Permitted	Permitted
PLAYER ROTATION	Every player must play a minimum of 50-75% game time.	Every player must play a minimum of 50-75% game time.
MARKING	15 metres, direct catch	15 metres, direct catch
MERCY RULE	NO	NO
EVEN UP	YES	YES
COACHING POSITION	Sideline	Sideline
PENALTIES	15 metres	15 metres
OUT OF BOUNDS	Last Touch Rule (between 50m arcs) – Ball up instead of boundary throw-in	Last Touch Rule (between 50m arcs) – Ball up in place of boundary throw-in
UMPIRING	2 x Field (League) 2 x Boundary (Club – to assist with last touch if asked) 2 x Goal (Club)	2 x Field (League) 2 x Boundary (Club – to assist with last touch if asked) 2 x Goal (Club)

UNDER 16

	UNDER 16 BOYS	UNDER 16 GIRLS
PLAYERS ON FIELD	18 (MIN 14)	16 (MIN 12)
BENCH	6	6
GROUND SIZE	Full Size	Full Size
FOOTBALL SIZE	Size 5 Leather	Size 4 Leather
ZONES	NO	NO
MATCH LENGTH	4 x 20 min	4 x 15 min
QTR BREAKS	5 min, 10 min, 5 min	5 min, 10 min, 5 min
SCORING, LADDERS, AWARDS & FINALS	YES	YES
ENTERING RESULTS, BEST PLAYERS & GOALKICKERS	YES	YES
TACKLING	Permitted as per Laws of Australian Football	Permitted as per Laws of Australian Football
CONTACT	Permitted as per Laws of Australian Football	Permitted as per Laws of Australian Football
BOUNCING THE BALL	Unlimited	Unlimited
KICKING OFF THE GROUND	Permitted	Permitted
PLAYER ROTATION	Every player must play a minimum of 50-75% game time.	Every player must play a minimum of 50-75% game time.
MARKING	15 metres, direct catch	15 metres, direct catch
MERCY RULE	NO	NO
EVEN UP	YES	YES
COACHING POSITION	Sideline	Sideline
PENALTIES	50 metres	25 metres
OUT OF BOUNDS	Last Touch Rule As per Laws of Australian Football	Last Touch Rule As per Laws of Australian Football
UMPIRING	2 x Field (League) 2 x Boundary (League) 2 x Goal (League)	2 x Field (League) 2 x Boundary (League) 2 x Goal (League)

ZONES & STARTING POSITIONS

UNDER 8 GIRLS

AVAILABLE PLAYERS	ON FIELD	BENCH	ZONES
6	6		2-2-2
7	7		2-3-2
8	8		2-4-2
9	9		3-3-3
10-12	9	1-3	3-3-3

UNDER 8 MIXED + UNDER 10 GIRLS

AVAILABLE PLAYERS	ON FIELD	BENCH	ZONES
6	6		2-2-2
7	7		2-3-2
8	8		2-4-2
9	9		3-3-3
10	10		3-4-3
11	11		4-3-4
12	12		4-4-4
13-16	12	1-4	4-4-4

UNDER 9 MIXED

AVAILABLE PLAYERS	ON FIELD	BENCH	ZONES
9	9		3-3-3
10	10		3-4-3
11	11		4-3-4
12	12		4-4-4
13	13		4-5-4
14	14		4-6-4
15	15		5-5-5
16-20	15	1-5	5-5-5

UNDER 10 MIXED

AVAILABLE PLAYERS	ON FIELD	BENCH	ZONES
9	9		3-3-3
10	10		3-4-3
11	11		4-3-4
12	12		4-4-4
13	13		4-5-4
14	14		4-6-4
15	15		5-5-5
16	16		5-6-5
17	17		6-5-6
18	18		6-6-6
19-24	18	1-6	6-6-6

UNDER 12 – 14 MIXED & UNDER 16 BOYS

AVAILABLE PLAYERS	ON FIELD	BENCH	ZONES
14	14		4-6-4
15	15		5-5-5
16	16		5-6-5
17	17		6-5-6
18	18		6-6-6
19-24	18	1-6	6-6-6

UNDER 12 – 16 GIRLS

AVAILABLE PLAYERS	ON FIELD	BENCH	ZONES
12	12		4-4-4
13	13		4-5-4
14	14		4-6-4
15	15		5-5-5
16	16		5-6-5
17-22	16	1-6	5-6-5

APPENDIX C – MERCY RULE

The Mercy Rule will apply to the Under 12 age group and will be invoked by the umpire if the score differential at half time or three-quarter time of a match is sixty (60) points or greater.

Once invoked the following change to match conditions will be implemented by the umpires and will remain in place for the remainder of the match:

- After any score by the winning team, play is restarted with the losing team given possession of the ball at the edge of the centre square at their attacking half.
- All players (both teams) must remain in their positions and on-batters/wingers must stay behind the centre circle and away from the kicker. Penalty for non-compliance is a 15m penalty.

There is no discretion for club officials to agree to non-implementation of the Mercy Rule. The Mercy Rule does not apply in grading matches or finals matches.