



**WEST GIPPSLAND**  
FOOTBALL NETBALL



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**West Gippsland Football Netball Competition (WGFNC)**

**FOOTBALL COMPETITION RULES**

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**EFFECTIVE FROM**

**16 MARCH 2017**

**UPDATED MARCH 27<sup>TH</sup> 2018**

**Preamble**

These Rules must be read in conjunction with:

- Laws of Australian Football
- AFL Victoria Country Rules and Regulations as published in the AFL VICTORIA COUNTRY Handbook each year or as amended by notification from AFL VICTORIA COUNTRY after the printing of the AFL VICTORIA COUNTRY Handbook.

**1. DEFINITIONS AND INTERPRETATION**

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In these Competition Rules unless the contrary intention appears:

“**WGFNC**” means West Gippsland Football Netball Competition. In these rules referred to as “WGFNC” or “the West Gippsland Football Netball Competition”.

“**Commission**” means the Commission of AFL Gippsland.

“**Laws of Australian Football**” means the laws of the game of Australian Football adopted by the Australian Football League as modified for the League

“**Competition**” means the WGFNC.

The appendices and schedules attached should be read in conjunction with and form part of the By-Laws of the WGFNC.

**2. LAWS OF AUSTRALIAN FOOTBALL**

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All games shall be played in strict accordance with the “Laws of Australian Football” as determined by the AFL, or modified by AFL VICTORIA COUNTRY or the League.

**3. REGISTRATIONS**

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**3.1** Every player must be a registered member of their Club and approved by their Club Committee.

**3.2** A player must be registered with AFL VICTORIA COUNTRY prior to the commencement of the first game he plays for the Club each year. The registration must be entered and confirmed on the AFL VICTORIA COUNTRY database.

**4. GROUND FACILITIES**

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**4.1** Each Club is to provide a ground that in the opinion of the Commission is suitable for match play.

**4.2** Goal posts must be correctly padded in accordance with AFL VICTORIA COUNTRY Rules.

**Penalty: \$100**

**4.3** Goal posts must have flag-holders.

**Penalty: \$100**

**4.4** The ground must be marked in accordance with the Laws of the Game unless impractical to do so. Variations are to be approved by the Commission.

**Penalty: \$100**

4.5 In terms of the AFL VICTORIA COUNTRY Acceptable Ground Conditions & Layout it is recommended that the actual boundary line of the playing area shall be no less than three (3) metres from the fence line.

4.6 A stretcher must be provided by the home Club and located in or near the coaches' box.

**Penalty: \$100**

4.7 All clubs must provide locks on doors to visiting team and umpires' dressing rooms.

**Penalty: \$100**

4.8 A separate dressing room must be available for umpires. Clubs should also provide dressing room facilities for female umpires when applicable.

4.9 Clubs must provide suitable weather proof coaches boxes of design approved by local council building regulations.

Coaches are NOT permitted to use coaches boxes in a manner that does not comply with local council building regulations or Occupational Health & Safety requirements.

4.10 A box 12 metres in length, one metre from the boundary line, with its sides returning to the fence shall be marked parallel to the boundary line in front of each of the coaches' boxes.

**Penalty: \$100**

4.11 Home Club must provide two (2) trainers tables in the visitor's rooms.

**Penalty: \$100****5. INTERCHANGE / ORDER OFF**

Interchange and order off rules are to operate for all grades as per **AFL VICTORIA COUNTRY Rule 11.0 & AFL Laws of Australian Football Rule 7.**

**Note: All underage competitions are to comply with the above Rules and are unable to replace carded players until the relevant playing time has elapsed.**

**5.1 Interchange bench numbers for senior grades will be three (3) and four (4) in reserve grades.**

**(a) There is no limit on interchange bench numbers in junior grades.**

**(i) To create player equalisation numbers both teams must start the game with no difference in list numbers on the playing field.**

**(ii) Failure to ensure that both teams start with a difference in playing field numbers no greater than one (1) will result in a fine to the offending club or possible loss of points.**

**(iii) This rule does not apply to finals interchange numbers, finals interchange numbers will be capped at 4 per team for junior grades.**

**A. For the sake of finals eligibility, a game played by a player for the opposing side will still count as a game played for his home club.**

**5.2 For the WGFNC, Clubs shall be required to field a minimum of 14 players to commence the game. Failure to do so will result in their side forfeiting the match.**

**5.3** If any irregularities are noted on the Interchange sheet, the Commission shall have the power to determine a fine and to deal with the match as they deem appropriate.

**5.4** It is the responsibility of the interchange steward to ensure that players ordered from the ground under a yellow card, remain off for fifteen minutes of actual playing time and those ordered from the ground under a red card remain off for the remainder of the game. The interchange steward must therefore:

- (a) identify the umpire's signal (a yellow or red card), which indicates a player has been ordered off;
- (b) acknowledge the umpire's decision by holding their hand up in the air as the offending player is coming from the ground;
- (c) record the relevant amount of actual playing time from the moment the player crosses the interchange area in the space provided on the time cards (failure to record the implementation of this rule on the timecards will result in a \$30 penalty); and

The interchange steward will continue to record the change as has been the case. The onus remains with the clubs to ensure that this procedure operates effectively.

NB: In the event of more than one player being off at any given time, the onus is on the Club to confer with the interchange steward/timekeepers to determine which player is eligible to come on.

- (e) any player ordered off under a red card is not permitted to take any further part in the game.

**5.5** Clubs in breach of procedure: In the event a Club believes an opposition player has returned to the field early, that Club must call a team count to verify the number of players on the ground and the score at that particular time. The Umpire will record the result of the count on the Umpire's Match Report. Where a Team has more than the permitted number of players on the Playing Surface, the following shall apply:

- (a) 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.
- (b) a fifty (50) Metre Penalty shall then be imposed from the position where the Free Kick was awarded; and
- (c) The Goal Umpires shall write the current scores as at the time of the Head Count on their Score Card
- (d) the matter will be referred to the League to investigate and ultimately determine the outcome as they see fit - note that the offending team does not lose all points scored in the Match up to the time of the count on match day

**5.6** The team official must advise the steward to make the replacement of one player by another player as per rule 7.2 of the AFL Laws of the Game. Breach will incur a fine.

**Penalty: \$50.**

## **6. PLAYER UNIFORMS**

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- 6.1** All Club uniforms shall comply with AFL VICTORIA COUNTRY rules. The AFL Gippsland Commission, before adoption, must approve club colours.
- 6.2** Every player must be fully uniformed in his Club colours with his number prominent and securely fixed on his back.
- 6.3** All playing jumpers and shorts must carry logos as specified by the AFL VICTORIA COUNTRY and AFL Gippsland. Clubs must formally request the Commission's approval to display sponsorship logos on Club jumpers. This request must include details such as size and positioning.
- 6.4** White shorts shall be worn by sides playing away unless approval otherwise is granted by the Commission.
- 6.5** The Commission will decide choice of shorts for finals matches with priority going to the highest finisher of the two sides playing.
- 7.6** Bike shorts worn under playing shorts must be of neutral or beige/skin colour.

**Penalty for incorrect attire: \$25 per garment.**

## **7. COACHES**

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- 7.1** The non-playing coach of any team is not allowed on the playing arena during the progress of the match except at the quarter intervals. During the progress of the match the non-playing coach, interchange players (other than in warming up) and other officials must be in the restricted area as marked by the 12 metre line as per Rule 4.10.
- 7.2** Only the team captain of the day shall be permitted to speak to the Field Umpire at the intervals during the progress of the match (other than if requesting the umpire for a count of players on the playing surface). Any breach of this rule shall be reported by the Umpire and be referred to the League Independent Tribunal and if found guilty shall incur the following maximum penalty:

**1st offence – \$100.**

**2nd offence – \$200.**

**3rd or any further offence – \$400.**

## **8. RUNNERS**

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### **8.1 No of Runners**

Senior and Reserve eighteen grades only are permitted to have up to two (2) runners. Under 18 and Under 16 grades are permitted one (1) runner.

### **9.2 Eligibility to act as runner**

- 9.2.1** No person who is a registered player or an official of any club, other than his home club whether affiliated or not, nor who is under disqualification or suspension by his home club or League, shall act as an official runner in any competition match, or any other match in which a AFL VICTORIA COUNTRY affiliated Club or League is participating.
- 9.2.2** No coach or assistant coach of an AFL VICTORIA COUNTRY open age team shall act as a runner in a match in which a team of his club is participating.
- 9.2.3** No coach or assistant coach of an AFL VICTORIA COUNTRY team shall act as a runner, trainer or water carrier in a match in which the team that he coaches is participating.

### **9.3 Duties of Runners**

- 9.3.1** Team runner (s) shall not have affixed to his or her person communication device which includes but is not limited to headsets, microphones or earpieces or water bottles.

- 9.3.2** Runners shall enter and exit the playing arena via the interchange area where two (2) club runners are used. Only one runner from each club is permitted on the playing surface at any given time. Failure to adhere to these restrictions, prohibits the offending runner from entering the playing surface for the remainder of the game. Should a club use one (1) runner only, the runner may enter and exit the playing area from any point of the ground.
- 9.3.3** Where a field umpire or an official Emergency Umpire either identifies or is advised of and confirms a breach of 9.3.2 in that a team has 2 runners on the field at the same time, the Umpire shall escort one of the runners off. They will then inform the offending team and interchange steward that the offending team are now only able to use the one runner for the remainder of the game as per the by-law.
- 9.3.4** The sole duty of the runner shall be to confer with the player or players of his/her club and to immediately leave the playing arena.

#### **9.4 Runners uniforms**

All runners are to wear uniforms as approved by AFL Gippsland at the commencement of each season. Runner tops must carry the club name and the word "Runner". Where a Club uses two Runners in the Senior or Reserves section the uniforms must be numbered to distinguish the runners.

**Penalty \$100**

### **9. TRAINERS AND MEDICAL STAFF**

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- 9.1** Club trainers may enter the arena at any time during the match or intervals, but only to attend to an injured player or to replace a damaged uniform and for no other purpose whatsoever. Trainers may also carry water as part of their duties.
- 9.2** Club trainers will wear uniform dress consisting of a white top and white, navy blue or black pants or shorts. The top must bear the Club name, the word 'trainer' and a number (trainers to be numbered 1 – 5).
- 9.3** Medical staff are to wear a clear and identifying armband. Medical staff means a qualified medical practitioner, physiotherapist or similar qualified person.

**Penalty \$100**

### **10. WATER-CARRIERS**

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#### **10.1 Eligibility to act as water carrier**

- 10.1.1** A maximum of three (3) water-carriers is permitted in any game.
- 10.1.2** Water carriers must be aged over fourteen years.
- 10.1.3** No coach or assistant coach of an AFL VICTORIA COUNTRY open age team shall act as a water carrier in any AFL Gippsland match.

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**10.2 Water carrier uniforms**

**10.2.1** Water-carriers are to wear a white shirt bearing the Club name and the word 'water carrier' and be correctly numbered with white, black or blue shorts or tracksuit pants.

**Penalty \$50**

**10.2.2** Water-carriers must be numbered 6, 7 and 8 respectively and names and number must appear on the official team sheet.

**Penalty \$50**

**10.3 Water carrier duties**

**10.3.1** Water-carriers may enter the arena at any time during the match or intervals but only to provide water to players and for no other purpose whatsoever and to immediately leave the playing arena once the drink has been delivered (Refer AFL VICTORIA COUNTRY Rule 18.2.)

**10.3.2** Water carriers are not permitted to operate constantly from the Coaches box area but must be around the boundary area against the fence while not delivering water.

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**11. TIMEKEEPERS**

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**11.1** One responsible Timekeeper is to be provided by each competing Club. Each Clubs must provide a suitable clock that is to be synchronized with the other Club's timekeeper at the commencement of each match. Where only one clock is available that shall be the official time.

**Failure to supply a timekeeper – Penalty \$50**

**11.2** In finals matches competing Clubs are to also supply their own timekeepers.

**11.3** Matches shall start at the times decided by the Commission.

**11.4** Matches shall be played in accordance with the time intervals set out by the Commission.

**11.5** A bell, gong, or siren, capable of being heard across the ground at its farthest point must be provided.

**Penalty: \$50**

**11.6** Number of Occasions Siren To Be Sounded:

**Start of Match**

As Umpires enter the Arena (once)

Two minutes prior to the scheduled starting time (twice)

One minute prior to the scheduled starting time (once)

Scheduled starting time (Start of Match) (once)

**First Quarter time Interval**

Two minutes prior to the scheduled starting time (twice)

One minute prior to the scheduled starting time (once)

Scheduled starting time (Start of Quarter) (once)

**Half Time Interval**

As Umpires enter the Arena (once)

Two minutes prior to the scheduled starting time (twice)

One minute prior to the scheduled starting time (once)

Scheduled starting time (Start of Quarter) (once)

**Three Quarter Time Interval**

Two minutes prior to the scheduled starting time (twice)

One minute prior to the scheduled starting time (once)

Scheduled starting time (Start of Quarter) (once)

- 11.7** Timekeepers shall keep accurate records of scores on cards supplied by AFL Gippsland to each Home Club. Times of starts and finishes of quarters; appearance times of teams; elapsed playing time of players ordered from the ground. The timekeeper must sign the cards and return them to the Central Umpire for counter signature.

**Penalty \$30****12. TEAM MANAGER****12.1 Home Team Manager**

The Home Team Manager is responsible for the following match day duties:

- Provide Time keepers cards as issued by the League
- Provide Umpires with Score Cards as issued by the League, Best & Fairest Vote Cards and envelopes as issued by the League and a current years report form pad.
- Provide umpires with AFL Gippsland Umpires Match Report form.
- Provide Interchange steward with Interchange Sheets as issued by the Commission.
- Provide footballs as per Rules.
- Provide any sponsors Special Award vote sheets for all grades.
- Enter Match Details on AFL VICTORIA COUNTRY web based data base as provided by both clubs at the end of each game in accordance with these rules.
- Email ALL player reports to AFL Gippsland at the end of each game.

**12.2 Away Team Manager**

The Away Team Manager is responsible for the following match day duties:

- Provide opposition team manager with details of Goalkickers, and best players as soon as possible after the conclusion of the game.



### 12.3 Both Home and Away Team Managers

Both Team managers are responsible for the following match day duties

- Provide Team Sheet to the umpires, showing all players with correct jumper numbers and all officials with correct numbers where applicable generated from AFL VICTORIA COUNTRY Data Base and signed by the Team Manager.
- Complete the AFL VICTORIA COUNTRY Match Day Ground Safety checklist
- Ensure Time keeper is available.
- Ensure Field, Goal and Boundary Umpires are available where no Association umpire appointment is made.
- Ensure Umpire Escort is appointed, is aware of and fulfils their duties.
- Obtain advice of any reported players from the central umpires after each game, sign and collect a copy of any player reports from that game.

## 13. PLAYING TIMES

### 13.1 Duration of Games

Playing times for Seniors, Reserves, Thirds and Fourths games will be:

#### Home & Away Games

	Teams on field	Start	Quarters	¼ time	½ time	¾ time
Seniors	1.55 pm	2.00 pm	20 min +TO	5 min	15 min	5 min
Reserves	12.05 pm	12.10 pm	20 min	5 min	10 min	5 min
Thirds	10.25 am	10.30 am	18 min	5 min	8 min	5 min
Fourths	8.55 am	9.00 am	16 min	4 min	7 min	4 min

**Penalty: Clubs responsible for late starts at any point of any match will incur a fine of \$50 per occurrence.**

**In finals late start penalty will be \$100 per minute for each Club causing the delay.**

If early games (prior to Seniors) are running behind time at half time the last 2 quarters are to be shortened accordingly to allow the game to finish on time. This provision is NOT applicable in finals games.

### 13.2 “Time On”

#### 13.2.1 Home & Away Games

Seniors “Time on” is signalled by the field umpires by either raising one hand above his head OR by crossing both arms across his chest or when a goal umpire signals a score is recorded (NOT when he completes waving his flags). If the Field umpire fails to signal “time on” when the ball goes out of bounds the

clock is to be stopped when the signal is given by the boundary umpire, and restarted when the ball is thrown into play.

All other grades only where a team count is called, a stretcher is on ground or there is a lengthy delay as deemed by the umpire/s in charge.

### 13.2.2 Finals

Seniors will play Time On according to rules applicable during Home and Away season

All other grades will be played according to advertised times WITH Time On for excessive stoppages only.

- When the ball goes out of bounds time on will NOT be added unless the central umpire signals that he/she considers there will be an excessive delay caused by the ball going over the fence or another significant delaying factor.

“Time on” is be signalled by the field umpires by either raising one hand above his head OR by crossing both arms across his chest or when a goal umpire signals a score is recorded (NOT when he completes waving his flags).

Teams must have entered the field by the designated time in table: Competition Rule 14.1

### Penalty \$100

## 14. EXTRA TIME IN FINALS

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14.1 There will be no drawn games in any finals.

In the case of equal scores at the end of scheduled time, the teams will play two (2) five (5) minute periods with time on. The match will recommence with the teams kicking to the same end as they were in the last scheduled quarter.

14.2 Coaches are permitted to address players at the end of the game prior to the commencement of extra time. Players must be in position to recommence the game prior to the goal umpires returning to their position.

14.3 A five minute quarter will be played (including time-on) before immediately changing ends for another five minute quarter (including time-on). There is to be no break between these quarters.

14.4 In the event of scores still being tied at the conclusion of these periods of extra time, play will recommence at a centre bounce (without change of ends) and the team to score first will be the winner.

## 15. FOOTBALLS

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- All footballs used for matches will be determined by the Commission including any sponsor brand requirements
- Football for all games will be Size 5
- Two new Kangaroo Branded footballs are to be provided by the home Club in each senior match.
- Two suitable branded footballs in good order and condition are to be provided by the home Club for each other match.
- In finals, branded footballs will be provided by AFL Gippsland.

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**16. TEAM SHEETS**

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**16.1 Team sheets must include:**

- Registered AFL VICTORIA COUNTRY Player entered
- Registered AFL VICTORIA COUNTRY Official entered
- Be signed by a Club Official or Captain
- Coach, Captain and Vice-captain should be identified on the team sheet
- Numbers opposite names in the Record must be the same as is on the team sheet

**16.2 Players**

Team sheets generated from the AFL VICTORIA COUNTRY Data Base and web site with full name and numbers signed by Captain or Club Official responsible are to be handed to central umpire prior to commencement of each game. Only players registered with the relevant AFL VICTORIA COUNTRY club are eligible to compete.

Club Secretaries are responsible for ensuring all participating players are registered with their club at the time of the game, names are correct, as well as seeing that the names of trainers, runners and medical staff

are shown in the space provided. Coach, captain, and vice captain and any other official entering the arena should be identified on the team sheet.

Player number must match the number recorded in the football record. A notation of a variation of jumper number must be made on the team sheet to indicate exceptional circumstances.

**Penalty for not signing – \$50**

**Penalty for failure to include all players in team list – \$100 and loss of match points**

**Penalty for failure to include other information – \$30**

**Penalty for player number not matching football record – \$30**

**Penalty for including names of players not participating in match - \$500 and loss of match points**

### 16.3 Officials

The maximum allowable number of officials is:

- Runners shall be two (2) for seniors and reserve grade teams (see Competition Rule 9) and one (1) for Under 18 and 16.
- Trainers shall be no more than five (5)
- Medical staff means a qualified medical practitioner, physiotherapist or similar qualified person
- Water carriers – no more than three (3).

“**Officials**” positions that are allowable on the WGFNC team sheet and inside the fence are:

- Coaching staff (not to exceed 3 (three))
- Team Manager
- Runner Number 1
- Runner Number 2
- Trainer Number 1
- Trainer Number 2
- Trainer Number 3
- Trainer Number 4
- Trainer Number 5 (accredited trainers only)
- Water Carrier Number 6
- Water Carrier Number 7
- Water Carrier Number 8
- Doctor (qualified)
- Physiotherapist (qualified)

All authorised persons, apart from Runners, Trainers and Water Carriers, are to remain in the Coaches Box at all times during play, or within the confines of the perimeter lines surrounding the Coach’s Box. **This should not total more than 4 people** + Interchange players.

Other match day staff must be stationed outside the perimeter fence or fence line.

## 17. MATCH REPORTS

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- 17.1** The Secretary of the home Club must complete the match results, on line using the AFL VICTORIA COUNTRY Data Base, for the matches played that day. Scores must be entered no later than 30 (thirty) minutes from the conclusion of each game. The final scores for the Senior Game (1st eighteen) must be entered no later than 5.30pm.
- 17.2** The Full Match Details must be entered on the Club AFL VICTORIA COUNTRY data base on the day the game is played by 6.00pm

Where Friday night or Sunday games are played other arrangements MAY BE put in place.

- 17.3** If a report is made, a copy of the report must be scanned and emailed through by the home club to the WGFNC Operations Coordinator, no later than 6.00pm on the day of that match. If a scanner is not available, the home club must either text a photo of the report sheet or email the following details to the WGFNC Operations Coordinator within the same time frame. Reported player, Offended player (if applicable), Reporting umpire, alleged offence, if a tribunal is required. The original copy of the Notice of Report must be included in the match day paperwork envelope, regardless of whether a set sanction has been accepted or not.

If for some unforeseen reason the home club is unable to send these details electronically. A detailed message is to be conveyed to the WGFNC Operations Coordinator by phone within the required timeframe.

## 18. MATCH DAY PAPERWORK

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Scanned items sent to AFL Gippsland will include:

- (i). AFL Victoria Country 2018 Notice of Report
- (ii). Umpires Match Report
- (iii). Team Sheets
- (iv). Scorecards (Official Umpire cards)

## 19. MATCH DAY PENALTIES

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- 19.1** Team manager failing to receive the all clear regarding player reports from officiating umpires in Home and Away games.  
**Penalty \$50**
- 19.2** Failing to include the signed Interchange/order off form in the Match Day envelope.  
**Penalty \$50**
- 19.3** Failing to submit Umpires' Notice Of Report Form or required details to WGFNC Operations Coordinator by 6.00 pm on the day of the match.  
**Penalty: \$100**
- 19.4** Approved paperwork must not be altered under any circumstances.
- 19.5** Match Details submitted via AFL VICTORIA COUNTRY on line web site to AFL Gippsland must be entered by the required time and contain correct scores as per Goal Umpires Cards, accurate best players, and goal kickers for both competing teams.  
**Penalty: \$50 for first occurrence, \$100 for subsequent occurrences.**

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## 20. ELIGIBILITY FOR HOME & AWAY GAMES

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- 20.1** A player playing in a game with the senior team of his Club, shall be ineligible to play in any lower grades in that round that are scheduled at a later date than the Senior game.
- 20.2** A Club playing an ineligible player will:
- (a) In the event of it winning the game forfeit all match and scored points and be subject to a fine to be set by the Commission.
- (b) In the event of it losing the game, forfeit all scored points and be subject to a fine to be set by the Commission.
- The opposing Club shall be awarded the match points and retains its scored points.
- 20.3** Overage Permit is specifically in place to allow players who turn 19 during the current season to be able to participate in the WGFNC U18 competition. (Refer to Overage Permit Guidelines)

## 21. ELIGIBILITY FOR FINALS

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- 21.1 Definitions:**  
A player must be in attendance, in suitable attire to take the field and at a minimum be on the field in the club's interchange area for the duration of the game.
- 21.2 Eligibility for Club**  
A player must have played at least five (5) games with his Club during the season to be eligible to play in finals.
- (a) State League and TAC Cup Players (As per Rule 14 in AFL Victoria Country Handbook)
- (i) For the purpose of finals qualification and player eligibility, the TAC Cup competition shall be considered the equal of AFL Victoria Country senior competition and TAC Cup matches shall be considered matches of the players senior AFL Victoria Country team for the purpose of eligibility to play in AFL Victoria Country finals.
- (ii) For the purposes of finals eligibility within an AFL Victoria Country affiliated league, a player who has played more than twelve (12) 1<sup>st</sup> 18 homes and away games for a club affiliated with a senior state league competition in that season will not be eligible to play finals within an AFL Victoria Country affiliated competition.
- (iii) TAC Cup players must play a minimum of three (3) matches with the under 18's of the participating Club during the current season to be eligible to play finals.
- 21.3 Higher grade Games**
- 21.3.1** For the purpose of eligibility for finals, the higher-level game only will be applied to a player listed on the team sheet in two or more matches for his Club on the same weekend.
- 21.3.2** A game played by a player during the season in the first or reserve team of a Club affiliated with the **AFL, VFL, WAFL, SANFL, QAFL, ACTAFL, TAFL, or NTF or TAC Under 18 Competition** shall count as though it is a senior game played with his Club, only for the purposes of Rules 22.7 when assessing eligibility for finals in lower sections.
- 21.4 WGFNC**
- 21.4.1** A player who has played with the senior team of his WGFNC Club during the season is eligible to play with the WGFNC reserve teams in finals provided he has played at least five (5) games in the respective lower section during the home and away season and satisfied all other relevant requirements.
- (a) A junior player must only play three (3) games in his lower age group to be eligible to play in finals.

**21.4.2** An open age player who plays more than nine (9) games with his WGFNC club's first 18 teams during the home and away season, shall be ineligible to play in any reserves finals, **EXCEPT THAT** players eligible through rule 21.4.1 will be eligible to play in a reserve final if their senior team is also competing on the same weekend.

**\*NOTE – This rule does not apply to junior aged players. A junior aged player must only satisfy the requirements in rule 22.4.1**

## **21.5 One Game per weekend**

**21.5.1** A player may not play a game for their WGFNC club and also for their VFL or TAC club on the same weekend, unless they play less than 25 minutes of actual playing time for their VFL or TAC club on that weekend. (see AFL VICTORIA COUNTRY & VFL player transfer agreement page 111 AFL VICTORIA COUNTRY Handbook). If this occurs the WGFNC club will be deemed as having played an ineligible player and penalised accordingly.

**21.5.2** A player may only play in one game over a weekend of finals if his Club is competing in more than one section.

## **21.6 Ineligible player in finals**

A Club playing an ineligible player in a finals game will:

- (a) Forfeit the match in the event of it scoring more points than the opposing.
- (b) Be subject to a fine to be set by the Commission.

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## **22. UMPIRES**

**22.1** Central Umpires must make available to the home Club Secretary immediately after the match, the following:

- (a) Team sheets of opposing teams.
- (b) General report of match, starting time, uniforms, officials on WGFNC form.
- (c) Selection of three best and fairest players in order of preference marking the 1st, 2nd and 3rd choice using players' team name, names shown in team lists and numbers of such players. This vote card is to be placed in the separate sealed envelope.
- (d) Charges against Clubs or players (with numbers) for breaches of rules and any matter they consider should be brought up.

**22.2** Central Umpires must see that Club Goal and Boundary Umpires are properly uniformed. Goal Umpires must be appropriately attired and equipped in white coats, where provided, and equipped with suitable white flags, and two timekeepers are to be in position prior to commencement of the game.

**22.3** The Field Umpire shall have full control of the play and shall award penalties in accordance with the laws of the game. No appeal shall be entertained against any of his decisions.

**22.4** In the event of an Official Umpire not being available, a substitute umpire shall be appointed by agreement of both Captains. Such Central Umpires shall have the power to:

- (a) issue yellow cards;
- (b) issue red cards; and
- (c) report players.

A player can be reported by a non-WGFNC appointed Umpire. Normal reporting procedures are to be followed.

**22.5** Where a substitute Central Umpire has been appointed he shall fill in the Best and Fairest votes.

**22.6** Where Goal Umpires are not provided by the WGFNC official umpire panels, they must be supplied by the competing Clubs. Any Club Goal Umpire officiating in a WGFNC match must be at least 16 years of age.

They must be conversant with the rules, wear white coats and be provided with white flags at least 45 cm square by Clubs and must use the League scorecard which must be signed by both Goal Umpires, Timekeepers and Central Umpires at the match conclusion, failing which it may not be recognised as official. They must keep their goal area clear of spectators.

Club-appointed goal umpires must wear a white coat.

**Penalty \$50.**

- 22.7** Where Boundary Umpires are not provided by the WGFNC official umpire panels, they should be supplied by the competing Clubs. Where a club does NOT supply a boundary umpire players from that Club must take responsibility for throwing the ball back into play for the entire boundary on one side of the ground. If both Clubs do not supply a boundary umpire players from the forward line of respective teams will take responsibility for throwing the ball back into play for the boundary in their forward half of the ground.

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**23. CLUB UMPIRES**

As an AFL National Umpire Accreditation Policy requirement; it is mandatory that all community umpires whether being "League" or "Club" must have an active (Introductory – Level 1) or actively engaged in AFL Umpire Accreditation. (Introductory – Level 1) and be registered with AFL Gippsland.

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**24. UMPIRE & INTERCHANGE OFFICER**

The home club is responsible for the appointment of an umpire and interchange officer, who is to perform all duties of the umpire escort (see below) and interchange steward (see ix). In addition, the away club shall also supply an escort for umpires who shall (in accordance with the AFL VICTORIA COUNTRY Policy):

- (i) Be listed on the Official team sheet
- (ii) Move quickly to the umpires at the end of each quarter
- (iii) Escort the field and goal umpires from the ground at half time and at the completion of the game to the door of the umpires room
- (iv) Where the club is the home club, offer umpires cool drinks between each quarter;
- (v) Remain in the centre of the ground with the umpires during quarter time and three quarter time breaks;
- (vi) Show courtesy at all times and NOT question or give comment on the umpire's performance;
- (vii) Be over the age of 18 years; and
- (viii) Wear approved League Escort Bib at all times whilst officiating as an umpires escort.
- (ix) The responsibilities of the interchange steward are outlined in AFL Laws of the Game Rule 7. The Interchange Steward will:
  - a. Record the jumper numbers of players who are on the interchange bench at the commencement of each quarter. It is the responsibility of team managers from both competing Clubs to notify the appointed Interchange Steward of the jumper numbers of players on the interchange bench at the commencement of the game and then at the end of each quarter break.
  - b. Ensure that the runners of each club are entering and exiting the field of play via the interchange gate.

**Penalty \$100 (offending Club)**



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**25. GROUND ENCROACHMENT**

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- 25.1** With the exception only of the quarter time, half time and three-quarter time interval, no persons other than officials provided for in these Rules may encroach upon or enter the playing arena, or stand sufficiently close to the boundary line to impede or hamper the progress or movement of the Boundary Umpires in the execution of their duties.
- 25.2** The officiating umpires are empowered to send off any of these officials if they are not correctly attired or are deemed to be exceeding their duties.
- 25.3** Team “huddles” at both quarter and three quarter times (and extra time in finals) must be located outside the centre square.

**Penalty: \$100**

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**26. DISPUTES**

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To be read in conjunction with AFL VICTORIA COUNTRY Rules.

- 26.1** The Commission has the power to deal with and settle all disputes arising out of or in connection with this competition with the exception of appeals as defined in AFL VICTORIA COUNTRY rules. The Commission may have such disputes heard and decided by the Independent Tribunal. Should the party or parties concerned refuse or neglect to abide by such decision they shall be suspended from the competition for such time as the Commission or Tribunal may determine, and shall be liable to a fine in default of payment of such fine the party or parties concerned may be excluded from playing in the competition.
- 26.2** Any party referring any dispute to the Commission shall forward a statement of such dispute in writing to the WGFNC Operations Coordinator not later than 5pm on the Monday following the match and 5pm on the Tuesday if Monday is a public holiday. This notice must be accompanied with a deposit for \$500.

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**27. BARRACKERS AND SUPPORTERS**

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Any supporters or barrackers who are known to be members of any Club, within the League who, in the opinion of the Central, Boundary or Goal Umpire, Emergency Umpire, Commissioner or AFL Gippsland Officer, behave in an offensive manner by spoken remarks, or openly incite players on the field to play in a manner not conducive to the best interests of the game, or are the cause of any disturbance between onlookers, will render the Club to which they belong liable to appear before the Commission or Tribunal who will have the power after dealing with the case to impose a special fine, suspend or expel such Club from the Competition.

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**28. PRACTICE MATCHES**

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- 28.1** In all practice matches played by an affiliated Club whether within the Competition or against a Club from another League the Club Secretary shall ensure that a team sheet is completed and handed to the Central Umpire.
- 28.2** As the host club, the Secretary shall forward copies of all such team sheets and other relevant paperwork to the WGFNC Operations Coordinator in the event of a player being reported. A copy of the report or required details, must be provided to AFL Gippsland by 6.00pm on the day of the match.
- 28.3** Any player who plays in a practice match and is not a registered player of the participating Club must have his registered Club identified on the team sheet.
- 28.4** All practice matches will be conducted under AFL VICTORIA COUNTRY rules and under normal match conditions. Umpires will have the right to report and order off. Umpires have been instructed that the Order Off Rule will not be used in lieu of reporting a player when a reportable offence has been committed.
- 28.5** All reports will be heard by the Independent Tribunal of the league of the host Club and ny investigations referred from a practice match, will be conducted by the Host Club’s League Investigation Officer.

- 28.6** All practice matches played exclusively between WGFNC clubs must engage the use of SGUA or GUA umpires when available. A minimum of 10 days' notice is required to engage the services of either umpire panel.
- 28.7** Clubs shall deal directly with the AFL Gippsland Umpires Coordinator for the appointment of umpires for a practice match requiring umpires from the SGUA or GUA panels. Umpires' fees will be invoiced directly to each club.