



BY LAWS 2012

**Including amendments made at Annual General Meeting
held on 30 November 2011**

AFFILIATED CLUBS

- Belgrave • Emerald • Gembrook Cockatoo • Healesville
- Mt Evelyn • Monbulk • Olinda Ferny Creek
- Seville • South Belgrave • Upwey Tecoma • Wandin
- Wesburn • Woori Yallock • Yarra Glen • Yarra Junction

The adopted AFL *Laws of Australian Football* applies to all bodies affiliated to the AFL and to bodies affiliated to AFL Affiliates.

The DRJFL is affiliated with the Victorian Country Football League and the VCFL is an affiliate of AFL Victoria.

In accordance with the *Laws of Australian Football* the DRJFL has made modifications consistent with the spirit of these laws to apply to the DRJFL's under-age competitions.



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1. PLAYING MATCHES

1.1 STARTING TIMES

Starting times of games shall be as follows:

Under 9 TBA Annually	Under 10 11.00 am	Under 11 8.45 am
Under 12 12.05 pm	Under 13 9.45 am	Under 14 1.15 pm
Under 15 TBA Annually	Under 16.25 2.40 pm	

(Finals Matches times to be decided each year)

1.1.1 Games will commence promptly at the times determined by the League. Any teams not ready to commence the game at the time set down for such commencement shall be fined the amount set down in Appendix A.

1.1.2 Any team not ready to commence a match within twenty minutes after the time set down for such commencement shall forfeit the match and shall have the average losing point score for the round.

1.2 LENGTH OF QUARTERS

Length of quarters shall be as follows:

Under 16.25	20 mins, intervals of 5, 8 & 7 mins
Under 15	20 mins, intervals of 5, 8 & 7 mins
Under 14	15 mins, intervals of 5, 8 & 7 mins
Under 13	12 mins, intervals of 5, 7 & 5 mins
Under 12	12 mins, intervals of 5, 7 & 5 mins
Under 11	10 mins, intervals of 5, 7 & 5 mins
Under 10	10 mins, intervals of 5, 7 & 5 mins
Under 9	9 mins, intervals of 3, 3 & 3 mins

Teams may leave the ground during the half-time interval in the case of inclement weather but must return and be ready to play at the starting time of the third quarter.

1.3 INTERCHANGE

1.3.1 Any number of players may be changed during a game; however, not more than 18 players per team may be on the ground at the one time. Penalty for breach of this rule is loss of total points at the time of the offence.

1.3.2 Interchange players must use the interchange guide lines when entering and leaving the arena. A player who fails to use the change gate area when leaving the arena shall not be eligible to compete for the rest of the game. A player who fails to use the change gate area when entering the arena shall be ordered off if noticed by the Field Umpire, a Member of the Executive of the League or an appointed Steward.

1.3.3 An injured player may leave the ground via the nearest boundary line, and may be replaced as soon as he/she has crossed over the boundary.

1.4 FOOTBALLS

- 1.4.1 All clubs must supply two League approved footballs for each grade in all home games.
 - 1.4.1.1 In all grades excluding under 13's, 14's, 15's and 16's, the home team shall present one synthetic football .
 - 1.4.1.2 In the Under 13's, 14's, 15's and 16.25's the home team shall present two leather footballs.
 - 1.4.1.3 The Club which is the first named club on the fixture will supply match day footballs for all Under 9, 11, Under 13 and Under 15 games played at that venue even if the Host Club does not field a team in either of these games.
- 1.4.2 In the event of a dispute between clubs as to the condition of the balls then the Umpires decision will be final. The Executive shall have the power to impose a fine on clubs, as noted in appendix A who in the opinion of the Umpire, Provide unsuitable footballs.
- 1.4.3 Size of Footballs to be presented.
 - Under 9 Size 3 Synthetic
 - Under 10/11/12 Size 3 Synthetic
 - Under 13 Size 4 Leather
 - Under 14 Size 4 Leather
 - Under 15 & Under 16.25 2 x Full Size Leather
- 1.4.4 Finals footballs will be provided and the type of football will be determined by the league on the day of the final.

1.5 MINIMUM NUMBER OF PLAYERS

- 1.5.1 The minimum number of players in all grades shall be fourteen (14) to constitute a match. The DRJFL is a 14 a side competition for ALL age groups. Any numbers less than this shall be declared a "walkover".
- 1.5.2 All teams can consist of any number of players eligible for that grade of football, not more than eighteen (18) of who shall take part in a match at any one time. However, if one or both teams have sixteen (16) or less players available, then not more than fourteen (14) players shall take part in the match at any one time. If both teams have 18 or more players then 16 per side must be played.
- 1.5.3 Every attempt must be made to fill the core age groups with a complete side. A team CAN NOT refuse fill-in players offered from the opposing team if their club fields a non-core age group one level below. These players must be rotated at half time.
- 1.5.4 Team Managers must notify the opposing team if they intend to play 14 a side 15 minutes prior to the commencement of play.

- 1.5.5 Under 15 Team Composition
 - 1.5.5.1 An Under 15 team shall consist of 14 players on the field at any one time.
 - 1.5.5.2 There is no restriction on the number of players an Under 15 team can have on the bench.
 - 1.5.5.3 If both teams have 18 or more players, coaches MUST agree to play 16 players on the field.
 - 1.5.5.4 Coaches must contact each other on the Thursday before the game to confirm/clarify 'in-principle' playing numbers and details for the upcoming game.
 - 1.5.5.5 If a team has less than 14 players they shall forfeit the game, subject to By Law 1.5.1
 - 1.5.5.6 The club that forfeits is responsible for payment of the Umpire Fees.
- 1.5.6 Matching Opposition Players on Field
 - 1.5.6.1 No team shall have more players on the field than their opposition. The lowest number must be the amount that is played. (eg. One club has 14 players and the opposition has 18 the opposition can only play 14 players on the field.)

1.6 TIME ON

- 1.6.1 Time on is not to be played in any DRJFL home and away match.
- 1.6.2 If in the event of extreme loss of time, due to injury, reportable offences, or other such occurrences, the Umpire may consult with the Timekeepers and delay the match for a maximum period of 30 minutes. If the match is unable to recommence within that 30 minute period the provisions of clause 1.18 Incomplete Match shall be used to determine the outcome of the match.
- 1.6.3 In finals matches, depending on the circumstances involved, the League Executive in consultation with the participating teams shall decide whether to follow the provisions of Clause 1.18 or modify these provisions to suit the particular circumstances encountered in the finals match.

1.7 EXPERIMENTAL RULES

- 1.7.1 No experimental rules may be used unless accepted by the League at a Delegates or Special Meeting.
- 1.7.2 This rule is on trial for the 2012 season and is restricted to Under 14s only. Under 14 '8' Goal Lead Restriction – Progressive scores will be shown on scoreboard and reflect actual winning margin if greater than 8 goals. All results entered into the Results System for Under 14s will be limited to an 8 goal winning margin (percentage) and must not exceed the 8 goal margin.

1.8 CLUB UNIFORMS

- 1.8.1 All Clubs shall register their uniform with the DRJFL.
- 1.8.2 All Clubs must wear their registered DRJFL uniform in all games.
- 1.8.3 All jumpers and shorts used in DRJFL fixtured games must carry the endorsed VCFL logo & WorkSafe Logo. Failure to do so will result in a fine as scheduled in Appendix A...
- 1.8.4 On all occasions when clubs with same coloured jumpers meet, whether it be home and away matches or finals, then the first admitted to the League have the right to retain their colours.
- 1.8.5 Players are permitted to wear “bike shorts” or “leggings” under their shorts providing that they are either of skin colour or the same colour as their approved club shorts. Variations are not acceptable.

1.9 DEPARTURE OF PLAYERS FROM THE FIELD

- 1.9.1 Clubs are asked to notify their respective coaches that they are required to assemble their Players together immediately the game concludes and proceed in an orderly manner from the arena. Coaches will be held responsible for any reported misdemeanour that may bring disrepute to their club or the Association.

1.10 TEAM LIST

- 1.10.1 A complete list of players and officials is to be prepared for each game played, as follows:
 - 1.10.1.1 For the Under 9's, 10's, 11's, 12's, 13's, 14's and 15's the team sheet is to be signed by the Team Manager as confirmation of who played in the match. All officials names and their office to be clearly indicated on the team sheets, Coach, Team Manager, Runner, Trainer (s), Goal Umpire & Boundary Umpire.
 - 1.10.1.2 For the Under 16.25's age group all players including the Team Manager, Coach, Trainers, and Boundary Umpire must sign the team list. All officials names and their office to be clearly indicated on the team sheets, Coach, Team Manager, Runner, Trainer (s), Goal Umpire & Boundary Umpire.
- 1.10.2 All team lists must be handed to the field Umpire immediately after the game. Failure to comply with this Rule shall incur a fine as determined by the League. (Appendix A-List of Fines)

1.11 RECORDING OF SCORES, TIME CARDS AND MATCH SUMMARIES

- 1.11.1 Home Secretaries must upload all results of games played at their venue onto the league's website by 7 pm. Sunday.

- 1.11.2 Score cards, time cards and match summary sheets must be given to the Umpire(s) within 15 minutes of the end of each match.
- 1.11.3 The home club is to deliver such reports to the League Secretary by the Wednesday following the match. Failure to do so will result in an automatic fine, (Appendix A-List of Fines).

1.12 RULES OF FOOTBALL

The Executive shall notify each Club of the Laws of Australian Football applicable to the League in each season.

1.13 POINTS SYSTEM

- 1.13.1 In each season, the clubs shall play games consisting of two rounds and any other special events as deemed by the League.
- 1.13.2 The first round shall consist of home and away matches between the teams in each division according to the fixture prepared by the Executive for each season.
- 1.13.3 The second round shall comprise the final series which will be between the top six (6) Teams. The final series shall consist of Elimination finals, a Qualifying final, a first & second Semi-finals, a Preliminary final and a Grand Final.
- 1.13.4 In all home and away matches, four premiership points shall be awarded for a win and two points for a tie. Where teams are equal on premiership points at the end of any round of Home and Away matches their position on the Premiership Ladder will be determined by dividing "points for" by "points against" in order to arrive at a percentage figure. The team with the higher percentage shall then take the higher position on the Ladder.
- 1.13.5 Where it is necessary for a bye to be allocated to a team such team shall receive four (4) Premiership points and have no adjustment made to percentage. However, if a bye is given more than once in a season to any one team, then in addition to receiving four (4) premiership points that team's "aggregate points for" shall be increased by the average "points for" for that round and their "aggregate points against" shall be increased by the average "points against" for that round and a new percentage figure determined.

1.14 CHANGE OF DATE AND VENUE

- 1.14.1 All official matches of the League, including finals shall be played on Sundays except where the Committee sanctions or directs that matches be played on other days. All official matches of the League, including finals shall be played at the starting time determined by the League.
- 1.14.2 All official matches of the League shall be played at the grounds determined by the League in the construction of the Official Fixtures and

the finals program except where the League sanctions or directs that matches be played at other grounds.

- 1.14.3 Clubs desiring to play matches (official) at times, dates and/or grounds other than those specified in the Official Fixture must make application to the League Secretary well in advance giving reasons in writing for consideration by the League Executive. Such application must be endorsed by the Secretaries of both clubs involved in the proposal.
- 1.14.4 Urgent changes (e.g. due to condition of ground) which result in change of venue only may be affected by mutual agreement of both team managers of teams involved, the officiating umpire and a member of the League Executive, unless such an arrangement is made, matches must be played on grounds specified in the Official Fixtures, except as in 4.2.1. above.

1.15 BLOOD RULE

- 1.15.1 No player is to participate in any VCFL match or continue to participate in any VCFL Match if that player is bleeding, or has blood on any part of his person or uniform. The player shall leave the ground via the nearest boundary line upon instruction of the Umpire or trainer. The Umpire will stop play immediately and not restart until the player has crossed the boundary line. Refusing to leave the ground is a reportable offence. A replacement player may enter the ground, via the inter-change gate immediately the player has crossed the boundary line. The player can return to the ground after treatment and/or change of uniform via the inter-change gate.

1.16 50 METRE PENALTY

- 1.16.1 For Under 10,11,12,13,14,& 15 age groups the distance of the penalty shall be no more than 30 metres.
- 1.16.2 For the under 16.25's age group the distance of the penalty shall be 50 metres.
- 1.16.3 For Under 9's the penalty is a 10 metre advancement.

1.17 ADVERSE WEATHER

- 1.17.1 If extreme weather conditions are anticipated which may put at risk the health and safety of players the League Executive may decide to cancel a round of matches
- 1.17.2 The League Executive shall make this decision no later than the Saturday afternoon preceding the round of matches.
- 1.17.3 In the event of the League deciding to cancel a round of matches the Executive shall notify club Presidents or Secretary by phone, fax, or, e-mail details of the rounds cancellation.

- 1.17.4 The League shall make available to all members a phone number and web site which will outline details of cancellation.
- 1.17.5 In the event of a round being cancelled each home club will be responsible for organising a person or notice at the ground to notify any persons of details of cancellation.
- 1.17.6 In the event that the League Executive cancelling a round of matches as in rule 1.17.1 the round will result in no points being awarded to any team. Rescheduling of games may occur if the fixture allows.

1.18 INCOMPLETE MATCH

- 1.18.1 If a match is unable to commence or continue within the time scheduled for the matches for reasons beyond the control of either team (including the circumstances where it is unsafe for the match to proceed the following shall apply)
- 1.18.2 Match Not Commenced
 - 1.18.2.1 The result of a Match which is unable to commence for reasons beyond the control of the Team shall be determined by the controlling Body
- 1.18.3 Prior to Half Time
 - 1.18.3.1 If a match is unable to proceed at any time within the time scheduled for the Match, the teams shall depart from the arena for a period of 30 minutes. If the Match is unable to recommence within that 30 minute period and the elapsed time of the match when the teams departed from the arena, was less than the half time period, the match shall be deemed to be drawn and the score of the teams at the time the match was interrupted shall be used in calculating the percentage for each team.
- 1.18.4 Beyond Half Time
 - 1.18.4.1 If the match has progressed beyond the halftime interval and is unable to proceed at any time within the time scheduled for the match, the teams shall depart from the arena for a period of 30 minutes. If the match is unable to continue within that 30 minute period, the scores of the teams at the time the match was interrupted shall be deemed to be the final scores of the match. The team with the highest score shall be deemed the winner of the match and the scores shall be used in calculating the percentage of each team.

1.18.5 Match not able to Proceed

- 1.18.5.1 Unless otherwise determined by the Controlling body, a field umpire shall, have regard to the health and safety of the players and any other relevant circumstances, determine whether a match is unable to commence or proceed. A field Umpire must determine that a match is unable to commence or proceed for such time as lightning is present at or within the immediate proximity of the venue where the match is conducted.

1.19 FORFEITURE OF MATCH

- 1.19.1 For the purpose of this law, a team forfeits a match if;

- 1.19.1.1 It is unable or it fails, refuses or neglects to commence or recommence play,
 - 1.19.1.1.1 at the scheduled starting time, or
 - 1.19.1.1.2 within a time period determined or specified by the controlling body, a field umpire or these laws, or
 - 1.19.1.1.3 if the umpire determines, in accordance with these laws that a teams has forfeited the match, or
 - 1.19.1.1.4 an event occurs under the laws which requires a team having to forfeit the match

1.20 MODIFIED RULES

The following modified rules will apply to the Under 9 &10 competition. And have been in place since 2012.

1.20.1 Tackling

Players cannot

- 1.20.1.1.1 hold an opponent with their hands
- 1.20.1.1.2 knock the ball out of an opponents hands
- 1.20.1.1.3 push an opponent in the side

1.20.2 Playing On

- 1.20.2.1 A player who has been awarded a mark or free kick cannot play on. They must go back behind the mark and dispose of the ball by kick only.
- 1.20.2.2 The “advantage” rule after a free kick will not be applied to Under 9 &10’s
- 1.20.2.3 However, a player who has marked the ball and is a minimum of 5 metres from the nearest opposition player does have the option to play on providing the umpire calls the all clear to do so.

1.20.3 Bumping

- 1.20.3.1 A restrained (delivered with limited force) side bump is only permitted. A player having been bumped must dispose of the ball by kicking or handballing or a free kick will be awarded against him. No running on is allowed. Bumping must be at all times fair and within the rules.

- 1.20.4 **Shepherding**
 - 1.20.4.1 A player is not permitted to push, shoulder or block an opponent not in possession of the ball.
- 1.20.5 **Marking**
 - 1.20.5.1 Any player catching a ball directly from the kick of another player shall be awarded a mark irrespective of the distance travelled by the ball.
- 1.20.6 **Bouncing the Ball**
 - 1.20.6.1 A player in possession may bounce the ball only once. He must then dispose of it by hand or foot and may not touch the ball again until it has been touched by another player.
- 1.20.7 **Kicking off the Ground**
 - 1.20.7.1 A player is not permitted to deliberately kick the ball of the ground.
- 1.20.8 **Ball up**
 - 1.20.8.1 The umpire will throw the ball up instead of bouncing the ball
- 1.20.9 **Out of Bounds**
 - 1.20.9.1 Where the ball goes out of bounds the Umpire will award a free kick against the team whose player last touched the ball before going out of bounds. If the Umpire is unaware which team last touched the ball then he will throw the ball up approx. 10 metres in from the boundary. The umpire shall nominate 2 players to contest the ball up.
- 1.20.10 **Coaches**
 - 1.20.10.1 Coaches are permitted to coach on field.
On field coaches are to obey umpires instructions. And must remain distanced enough as not to impeded play.
- 1.20.11 **Scores**
 - 1.20.11.1 No Under 9 & 10's games scores are to be published or kept.
- 1.20.12 **Umpires**
 - 1.20.12.1 It will be at the discretion of the Umpires Adviser to appoint umpires to under 9 & 10's games. Where umpires are not appointed to U 9/10's games the Umpires Adviser will notify the clubs without Umpires.
 - 1.20.12.2 Where club Umpires are used, the home club will supply and pay for the Umpire. The club umpire must be a Member of that club.

1.21 UNDER 11'S

- 1.21.1 The under 11's competition to be run with the Rules as the under 12's competition with the following alterations.

- 1.21.2 Kicking Off the Ground
 - 1.21.2.1 A player is not permitted to deliberately kick the ball off the ground
- 1.21.3 Coaches on the Ground
 - 1.21.3.1 During the first five (5) games of the scheduled season under 11 Coaches are permitted to coach on field.
On field coaches are to obey umpires instructions. And must remain distanced enough as not to impeded play.

1.22 PLAYING SURFACE

- 1.22.1 All clubs make ensure that the ground and surrounds are safe for the hosting of a game. Clubs must ensure that the playing surface is safe for football by removing any debris or any hazards such as pot holes, dangerous fence signage etc.
- 1.22.2 Prior to each home game club's must ensure that the match day checklist form is correctly filled out and filed.
- 1.22.3 Ground is to be modified in size for Under 9. Half the oval is to be used with temporary goal post and cones to indicate the boundaries.

1.23 LINE MARKING

- 1.23.1 The use of limil or lime products is strictly prohibited. Failure to comply with this rule will result in severe fines as determined by the Executive.
- 1.23.2 Boundary Line
 - 1.23.2.1 A white line shall be marked on the ground to identify the playing surface. This white line shall be drawn in the shape of an arc from the behind post at one end of the playing surface to the other end of the playing surface - this will be called the boundary line.
- 1.23.3 Goal and behind line
 - 1.23.3.1 These lines shall be drawn to connect the goal and behind posts and shall be in direct line between these posts
- 1.23.4 The following areas shall be marked on the playing surface
 - 1.23.4.1 Centre Square:
To be located in the centre of the playing surface and to be measured at a distance of 45 meters long and 45 meters wide
 - 1.23.4.2 Centre Circle:
To be located in the middle of the centre square, to be divided into two semi-circles, by drawing a straight line parallel with each goal line, which shall extend a maximum of 2 metres on each side of the centre circle

- 1.23.4.3 Interchange area:
This area shall be marked in an area generally at the mid point of the playing area and extend from the boundary line into the playing area a minimum of 5 metres and at a minimum width of 15 metres between each line.
- 1.23.4.4 Goal squares/kick off squares:
These shall be marked by drawing two lines at right angles to the goal line for a distance of 9 metres from each goal post and connecting the outer end of each line by a straight line. These areas shall be marked at each end of the playing surface.
- 1.23.4.5 Optional 50, 40 or 30 metre arc
The drawing of an arc on the playing surface to signify the distance from the goal line is optional and at the discretion of the home side.

1.23.5 COACHES BOXES

Coaches' boxes shall be marked with a line at right angles to the fence two metres each side of such box and joined by a line midway between the boundary line and the fence and parallel to the boundary line. Team officials must stay within this identified area.

1.24 GOAL POST PADDING

- 1.24.1 Padding, preferable in a foam form, must be provided around all goal and point posts to the following specifications
- 1.24.1.1 A minimum thickness of 35 mm
 - 1.24.1.2 A minimum height of 2.5 metres
 - 1.24.1.3 Must be securely attached around each post

2. FINAL SERIES

2.1 ELIGIBILITY OF PLAYERS

- 2.1.1 Players must play in at least five (5) fixtured games during the season with the Team playing in the Finals to be eligible to play for that Team in the Finals.
- 2.1.2 A player is deemed to have played in the game when his name and number and signature if required, have appeared on the team sheet.
- 2.1.3 Clubs may apply to the League under exceptional circumstances to seek an exemption under Clause 2.1.1 to replace players (using the existing team list) thus making them eligible for finals if required

2.2 DRAWN FINALS.

- 2.2.1 If, any final, including the Grand Final, at its conclusion is a draw, the Umpire shall instruct the teams to change ends and two five minute periods of extra time shall be played, the teams are to change ends at the end of the first five minutes.
- 2.2.2 In finals other than the Grand Final, if at the conclusion of the extra periods, the result is a draw, then the team that finished higher on the ladder at the end of the home and away games shall be declared the winner.
- 2.2.3 If in the Grand Final the score is still tied, both teams are to be declared winners, and duel Premierships are to be awarded

2.3 GROUNDS FOR FINALS

- 2.3.1 Where possible all finals matches must be played on grounds not used on the Saturday prior to the final fixture of that day.
- 2.3.2 The Executive shall have the power to select the grounds for the finals. These will be from grounds nominated by clubs. Such selection shall be binding.

3. REPORTS AND COMPLAINTS

3.1 ORDER OFF

- 3.1.1 Field Umpires may order a player off for misconduct, bad language, disputing decisions of the Umpire, fighting or unduly rough play. Players ordered off cannot be replaced.
- 3.1.2 A player sent off for a major physical offence will remain off for the rest of the game. Players sent off cannot be replaced.
- 3.1.3 For a verbal offence or minor physical offence player must remain off for :-
 - Under 9's – ten (10) minutes,
 - Under 10's - ten (10) minutes,
 - Under 11's - ten (10) minutes,
 - Under 12's - twelve (10) minutes,
 - Under 13's - twelve (15) minutes
 - Under 14's - fifteen (15) minutes,
 - Under 15's - fifteen (15) minutes
 - Under 16.25's - fifteen (15) minutes.
- 3.1.4 Time-keepers will record the order-off by noting the elapsed time of the quarter & the player may return at that point of the next quarter.
- 3.1.5 A player sent off for two (2) verbal offences in a game will remain off for the remainder of that game and cannot be replaced.

- 3.1.6 Umpires will advise the time-keepers of a send off by raising a RED card for a major physical offence or report, and a YELLOW card where a minor physical or verbal offence has taken place.
- 3.1.7 Club officials may also be ordered by the Field Umpire to leave the field for bad language, disputing decisions of the umpire in such a fashion as to make their disagreement obvious to the players, officiating umpires and the public, or behaving in such a manner as to prejudice the Field Umpires ability to ensure the orderly progress of the match.
- 3.1.8 In the event of an official or officials being ordered from the field, no further part will be taken in the match until the next interval when the Team Manager (irrespective of whether he was the offending official) shall approach the Field Umpire and seek approval for the person or persons ordered off to return to the field.
- 3.1.9 A club coach ordered from the ground is expressly forbidden to continue to direct his team either by verbal instruction called directly to players or through relayed instructions from the runner.
- 3.1.10 A trainer can be reported to the League for misconduct but can continue his/her duties for the remainder of the game.
- 3.1.11 Should a club official continue to behave in such a fashion as to be deemed unacceptable by the Field Umpire, the official shall be reported to the League.

3.2 REPORT BY AN UMPIRE

- 3.2.1 Official Field Umpires and/or official Goal or Boundary Umpires, have the power to report any player, official or club under the VCFL Rules.
- 3.2.2 Any such report must be notified to the Secretary of the League no later than the Monday following the game in which the report occurs. Failure to do so will render the report void.
- 3.2.3 The Secretary, upon receipt of a report, not later than Monday, shall convene a Tribunal, which shall be held as soon as possible following the match from which the report eventuated.
- 3.2.4 There shall be right of appeal for any persons against the Tribunal's decisions. Such appeal shall be dealt with as per VCFL rules.
- 3.2.5 No correspondence consisting of appeals or complaints will be accepted by the League unless endorsed by the Club Secretary or President, after being approved by that Club's committee.
- 3.2.6 Clubs who have players, officials reported, will, if that player or official is found guilty, be liable for any cost or fines.

3.3 MATCH DAY COMPLAINTS AND GRIEVANCES

If a player, coach, team official, club executive member, parent, spectator or club member wishes to make a complaint or lodge a grievance in regard to any incidents or issues that arise during a fixtured game of the DRJFL they must do as follows:

- 3.3.1 The aggrieved person must immediately report the incident or issue to a member of his/hers club's committee
- 3.3.2 The club committee must immediately consider the incident or issue to decide whether the issue warrants the taking of any action
- 3.3.3 If the club is of the opinion that the incident or issue warrants the taking of any action and relates to a member or supporter of their own club they must immediately resolve the matter
- 3.3.4 If the club is of the opinion that the incident or issue warrants the taking of any action and relates to a member or supporter of the opposition club they must immediately advise the opposition club of the matter and the two clubs must liaise in regard resolving the cause of the grievance prior to the completion of the fixtured games at that venue
- 3.3.5 If a resolution to the cause of the complaint or grievance cannot be agreed between the two clubs on the day and the incident is considered sufficient for further complaint the club shall follow the process detailed in clause 3.5 "Unbecoming Conduct"

3.4 LODGING OF COMPLAINTS

The League will only consider written complaints from member clubs. It will not consider complaints received from individuals. If a complaint is received by the League from an individual this matter will be referred to the relevant club for action if considered necessary.

3.5 UNBECOMING CONDUCT

- 3.5.1 If a club wishes to lodge a complaint or a grievance that club must first have taken up the issue as detailed in 3.3 "Match Day Complaints and Grievances"
- 3.5.2 If a resolution to the issue could not be reached in accordance with 3.3 and the club considers that the issue needs to be further considered then the club must follow the VCFL guidelines relating to "Unbecoming Conduct".
- 3.5.3 Such written complaint or written report shall be lodged with the Secretary of the League within (5) five days of the match in which the alleged offence occurred, unless such requirement is waived by the League

4. PLAYER REGISTRATION, PERMIT AND CLEARANCES

4.1 REGISTRATION DATE

- 4.1.1 Grades shall be confirmed at each Annual Meeting and the registration date be taken as the first day of January for Under 9, 10, 11, 12, 13, 14 and 15.
- 4.1.2 Players must be under the age of 16.25 years on the first day of January in the year of play to be eligible to play in the Under 16.25 competition.
- 4.1.3 A player may not be registered or play with the Dandenong Ranges Junior Football League unless the player has turned 7 years of age as at 1st January in the year of play.

4.2 AGE GROUP EXEMPTIONS

- 4.2.1 Players may apply for an exemption to play in his/her eligible age group based on the following criteria:
 - 4.2.1.1 The player is not 2 years out of their age group
 - 4.2.1.2 Sufficient medical evidence is produced to support the application.
 - 4.2.1.3 The player is deemed in the 10th percentile for height & weight.

4.3 GENDER

- 4.3.1 In accordance with the directive from AFL Victoria to its members and affiliates females who reach 14 years of age as at 1 January in the year of play are excluded from playing in any competition that is not a 'female competition'

4.4 PENALTY FOR PLAYING UNREGISTERED/ INELIGIBLE PLAYERS

- 4.4.1 All players must be registered on the appropriate registration form before participating in inter-club matches.
- 4.4.2 Clubs playing ineligible or unregistered players shall forfeit Premiership Points for the game concerned, these points to be awarded to the opposing team. The League Executive also has the power to administer additional penalties if deemed necessary.

4.5 TRANSFER OF PLAYERS

- 4.5.1 After playing five (5) games with any one club in a season a player cannot transfer to another club without permission from the original club.
- 4.5.2 If a club feels at the beginning of a season or at a point within a season that it will be unable to field sufficient players to allow one or more of its teams to be competitive, it may seek permission of the League Executive to approach nearby clubs in order to arrange a loan of players to build numbers.

- 4.5.3 Permission to “borrow” players from another club within the League during the course of a season will only be granted if the Executive is convinced that it is in the best interest of the competition as a whole and of the players involved.
- 4.5.4 Unless expressly agreed to by the League Executive no player will be eligible for loan if that player has played five (5) full games in that season
- 4.5.5 The transfer of players between the DRJFL Under 16.25’s to the YVMDFNL Under 18.25’s competition shall be strictly in accordance with the DRJFL/YVMDFNL Interchange agreement sanctioned by both leagues and the VCFL Mornington Region.

5. UMPIRES

5.1 YARRA RANGES UMPIRES.

- 5.1.1 The League shall operate with Umpires from the Yarra Ranges Umpires Assoc (YRU). All umpires shall be members of the YRU. The YRU shall provide a Delegate to attend all general meetings of the League.

5.2 POWERS OF UMPIRES

- 5.2.1 All matches shall be under control of Field Umpires appointed by the Director of Umpiring.
- 5.2.2 Field Umpires have the power to overrule Goal and Boundary Umpires if necessary.

5.3 PAYMENT TO UMPIRES

- 5.3.1 Umpires shall be paid for their services a fee negotiated between the YRUA and League Executive. These fees will be based on, but shall not fall below, the VCFL recommended fee.
- 5.3.2 Home clubs are responsible for payment to Field Umpires in home and away games. Such payment to be:
 - 5.3.2.1 In accordance with the table completed by Officiating Umpires bearing their names and signatures and indicating the relevant fees for each of the respective age groups. Such table to be provided to the home team as soon as possible following its completion.
 - 5.3.2.2 A cheque for the total amount as appearing in the table so completed is to be placed in the match day envelope and must be received by the League secretary no later than the Wednesday after the match.
- 5.3.3 The League Executive shall negotiate a fee with the YRUA for Practice Match Fees and Finals Fees each year.

5.4 VOTING FOR FAIREST AND BEST AWARD

- 5.4.1 In all age groups, other than Under 10's, the field Umpire shall award votes for players considered to be the Fairest and Best for the games officiated by the Umpire concerned.
- 5.4.2 All votes shall be recorded on forms provided by the DRJFL, for players in matches under their control.
- 5.4.3 3 votes shall be awarded to the player adjudged the best and fairest player afield,

2 votes shall be awarded to the player adjudged the second best and fairest player afield, and
1 vote shall be awarded to the player adjudged the third best and fairest player afield.
- 5.4.4 Any player found guilty by the League Tribunal will not be eligible to win a Best and Fairest Award in that year.
- 5.4.5 Fairest & Best Trophy or Trophies will be awarded annually by the League. The number of trophies and method of awarding them will be determined by the League.
- 5.4.6 In the under 9's & 10's competitions Best and Fairest votes are not to be recorded and trophies shall not be provided for this age group.

5.5 BEST CONDUCTED CLUB AWARD

- 5.5.1 Umpires shall complete the required form relating to conduct of clubs at each home and away game. Points to be allotted or deducted at the discretion of the umpire.

Votes are not to be awarded to Under 9's & Under 10's.
- 5.5.2 Each team who finishes the season with the most points will be deemed the winner for each age group. Dual or multiple winners may be awarded.
- 5.5.3 The League shall award an over all Best Conducted Club award based on the Club that has accumulated the highest aggregate of best conducted points for all teams.
- 5.5.4 This award shall be known as the Dorothy Moxham Award. Dual or multiple winners may be awarded.

6. CLUB/ TEAM OFFICIALS

6.1 OFFICIALS REQUIRED PER TEAM

Position	Age Groups	Number Permitted	Means of Identification
Coach	All	1	Arm Band
Assistant Coach	All	1	Arm Band
Team Manager	All	1	Yellow Top or Armband
Trainer	All (1 must be at least Level 1 Accredited Sports Trainer)	2	Red Top
Runner	All	1	Green Top
Time Keeper	All	1	
Boundary Umpire	Under 14, 15 and 16.25's Only	1	White Shirt / Shorts or Tracksuit Pants
Goal Umpire	All	1	White Coat
Umpires Escort	All	1	Yellow Top
Water Carriers	All	2	Blue Top

6.1.1 Officials allowed in Coaching Box

6.1.1.1 Only the following officials are allowed to be inside the fence line surrounding the playing surface in the area of the coaches box - Coach, Assistant Coach, Team Manager, Trainers, Runner and water carriers

6.2 QUALIFICATIONS OF OFFICIAL

6.2.1 Coaching accreditation

Coaches and assistant coaches (if appointed) are required to gain accreditation to at least Level 1 and such accreditation if not obtained before the commencement of the football season must be obtained during the prior to the finals series. No unqualified coaches will be able to officiate in the finals series.

6.2.2 Trainers accreditation

Each club must have a minimum of one (1) AFTEC Australia accredited trainer present during the entirety of matches played by the club. All on ground trainers shall hold as a minimum qualification a current Level I First Aid Certificate

6.3 ATTIRE

6.3.1 All team officials must wear attire as determined by the Executive and be identified as to position held: as detailed in the table above. Failure to provide correctly identified or attired officials shall Result in a fine. As detailed in Appendix A.

6.4 BOUNDARY UMPIRES

- 6.4.1 Boundary Umpires shall not be used in Under 9's, 10's, 11's or 12's. Boundary Umpires can be supplied in Under 13's if competing teams on the day are in agreement and the Umpires are capable of performing the duties.
- 6.4.2 In the in Under 9's, 10's, 11's, 12's or 13's, (unless Boundary Umpires are supplied for Under 13's) if the ball goes out of bounds, except when kicked out on the full, the Field Umpire will throw up the ball 15 metres from the boundary line in a direct line from the point where the ball crossed the boundary line and the centre circle of the ground.
- 6.4.3 In the event of the ball being kicked out of bounds on the full, then the normal penalty kick shall be given.
- 6.4.4 In finals round matches appointed Boundary Umpires will throw the ball up in the position at which the Field Umpire would have used if no official Boundary Umpire were appointed.

6.5 GOAL UMPIRES

- 6.5.1 Goal Umpires must confer at each interval to ascertain the correctness of the score in the presence of the Field Umpire and amend any incorrect indication of scores displayed, after agreement that such indicated scores are incorrect.

6.6 CLUB AND LEAGUE OFFICIALS

- 6.6.1 All League Executives and Club Officials, including Club Executives, must wear distinctive identification at all official matches under League Control.

6.7 OFFICIALS AND RUNNERS ON ARENA

- 6.7.1 Runners
 - 6.7.1.1 Runners are permitted on to the field only when carrying official messages from the Coach to his players.
 - 6.7.1.2 Runners may be ordered off the field by the Field Umpire if he considers that their appearances on the arena are too frequent.
- 6.7.2 Coaches
 - 6.7.2.1 Coaches (other than in Under 9's, 10's and Under 11's) are not permitted onto the arena except in the case of injury where the game has been stopped, and during intervals.

- 6.7.3 Officials,
 - 6.7.3.1 As described in this section, officials that are allowed on the playing arena are not permitted within 15 metres of play in progress, with exception of Trainers who may move to any part of the field to attend to the needs of a player.
- 6.7.4 Trainers
 - 6.7.4.1 Trainers may enter the playing arena during a match provided the trainer is providing medical assistance to a player
 - 6.7.4.2 Trainers must not communicate, provoke or in any way interfere with the umpire or any players from the opposition club during any match
 - 6.7.4.3 If considered necessary Trainers may call for assistance from any qualified person present at the match. It is not a requirement that the person called for be a member or official of any Club.
- 6.7.5 Under 9, Under 10 and Under 11 Coaches,
 - 6.7.5.1 One coach per team may be permitted onto the playing arena for coaching purposes only. A replacement coach may be substitute at any time during the match if deemed necessary by the team manager. Runners may only enter the field if expressly called on to do so by the Coach. For Under 11 games the coach may only be on the arena for the first five games
- 6.7.6 Water Carriers
 - 6.7.6.1 Water carriers may only enter the arena to provide water to the players participating in the game. Once they have provided water they must exit the arena. Water carriers may be ordered off the field by the Field Umpire if he considers that their appearances on the arena are too frequent.

6.8 RESPONSIBILITIES OF COACHES AND TEAM OFFICIALS

- 6.8.1 It shall be the responsibility of the Coach or the person deputising for him in a particular match to ensure that all players who take part in the match for his club are registered, whether a regular player or on loan.
- 6.8.2 It shall also be the responsibility of the Coach or the person deputising for him in a particular match to ensure that only the correct number of players is on the field at all times.
- 6.8.3 The League Executive shall have the power to suspend any Coach who wilfully plays an unregistered player or who wilfully allows extra players to take part in play.

- 6.8.4 The penalty for the first offence in any one season shall be four weeks suspension for the Coach responsible and suspension for the remainder of the season for second offence.
- 6.8.5 Central Umpires shall be instructed to report such breaches of the rules on the prescribed report form. The Central Umpire must advise the League Secretary by telephone of the Charges and ensure that all documents pertaining to the charge are in the hands of the Secretary by the Monday following the match in which the alleged incident took place. Failure to adhere to any of these steps shall render the report void.
- 6.8.6 The umpire shall be required to attend a convened tribunal after laying charges and shall be notified of the time and venue by the League Secretary. Failure to attend at the appointed time shall render the report void.
- 6.8.7 The League Executive shall also have the power to similarly penalise any Coach, Team Manager, Runner or Trainer who shows by his record of conduct that he is unwilling or unable to conduct himself in the manner required of Team Officials by the League Rules and Regulations.

6.9 DUTIES OF TEAM MANAGERS

- 6.9.1 To ensure the team has a Coach, Trainers, and Runner on match day.
- 6.9.2 To ensure the team sheet is filled in every week and signed (Under 16.25 games only)
- 6.9.3 To keep an update record of total number of games each player has played for the club.
- 6.9.4 To arrange correctly attired Goal and Boundary (if applicable) Umpires, and Time Keepers for each game.
- 6.9.5 To ascertain “All Clear” from the Field Umpire at end of the game and
- 6.9.6 At the conclusion of the match provide a suitable and identifiable escort for the Field Umpire(s) from the ground to the door of the Umpires Room.
- 6.9.7 To present the Field Umpire, in the Umpires room, with a correctly filled out Team Sheet within 15 minutes of the conclusion of the match.
- 6.9.8 To collect Score/Time Cards and then ensure they are placed in the match day envelope within 15 minutes of the conclusion of the match.
- 6.9.9 To assist the Coach and, if necessary to correctly complete the report on Field Umpire sheets and authorise its contents. Reports to be forwarded to the Umpires Director by Tuesday following the match.
- 6.9.10 To ensure that the By-Laws of the League are adhered to while the games are in Progress. It should be noted that Umpires can make reports on players, from within or outside the oval on the day of the match, even though the game has been completed.

- 6.9.11 To ensure that Umpires are offered a drink at half time and three-quarter time intervals.
- 6.9.12 To collect after each game:-
Goal Umpires Cards
Time Keepers Cards
- 6.9.13 Team Managers are responsible for all Club equipment used during the matches. Viz: Two Footballs must be supplied for all home matches (as prescribed) and all jumpers must be accounted for.

6.10 DUTIES OF THE TRAINER

- 6.10.1 To ensure that players are adequately warmed up before entering the field.
- 6.10.2 To assist the Coach and Team Manager where possible and to tend injured players.
- 6.10.3 Advise the Coach about any injury or heavy knock suffered by players and call for assistance from person or persons deemed necessary.
- 6.10.4 Take any player off for observation immediately they receive a heavy knock or injury.
- 6.10.5 To be totally aware of the Blood Rule, and the role they must adopt in responding to players who are bleeding or have blood on uniforms.
- 6.10.6 Ensure a record is kept of the contact number of the Club Medical Officer.

6.11 DUTIES OF TIME-KEEPER

- 6.11.1 To ensure that you have a Score/Time card provided by the Team Manager.
- 6.11.2 Check that the siren works at home ground and away grounds prior to game starting.
- 6.11.3 Ensure that the siren is sounded when the umpire raises the ball above his head as he walks onto the ground.
- 6.11.4 Sound a one minute warning siren before the conclusion of all breaks. If a team should leave the arena at half time interval due to inclement weather, an additional warning siren is to be sounded two minutes before play is due to resume.
- 6.11.5 Sound the siren when the Umpire raises the ball at the start of each quarter an again at the completion of each quarter, continuing to sound the siren until the Field Umpire acknowledges that he has heard the signal.

- 6.11.6 Fill out the score card during the game and check the result against the Goal Umpires cards at the completion.
- 6.11.7 To record the duration of any stoppage in play when directed by the field umpire in exceptional circumstances, and to ensure that such time is added to the length of the Quarter.

6.12 DUTIES OF RUNNER

- 6.12.1 Assist the Coach to prepare the players for the game.
- 6.12.2 Take messages out to players from the Coach without encroaching within an area at least 15 metres from where play is in progress. The runner must then immediately leave the ground.
- 6.12.3 Assist the Team Manager.
- 6.12.4 Help the Coach maintain discipline.

7. FINANCIAL

7.1 AFFILIATION FEES

- 7.1.1 Each club shall be affiliated with the Dandenong Ranges Junior Football League and shall pay an Annual Affiliation fee as determined by the League at the Annual General Meeting. This fee must be paid not later than one month prior to the first official home an away match for that football year.

7.2 VICTORIAN COUNTRY FOOTBALL LEAGUE

- 7.2.1 The Dandenong Ranges Junior Football League shall be affiliated with the Victorian Country Football League.

7.3 CHANGE IN FEES

- 7.3.1 Should, at any time between Annual General Meetings, the League decide that a change to the rates or charges of the League or Affiliated bodies is required, then the League will make the change on a majority vote.

7.4 SPECIAL LEVIES

- 7.4.1 If in the view of the Executive, a special levy is required in order to fund the purchase of any item or items of equipment required to maintain the efficient functioning of the League, or any other financial need of a special nature, the Executive may advise the clubs of its intention to propose such a levy at the next properly constituted meeting of the delegates. Such a levy would become binding upon Clubs if delegates approved it by a vote of not less than two thirds majority from those eligible to vote.

7.5 UNFINANCIAL CLUBS

- 7.5.1 If any League Club shall fail to pay any fee, levy, fine or other payment for which such Club is liable under these Regulations within the time specified for the payment of the same, such clubs shall lose its eligibility to earn match points and percentage, vote at meetings of the League and share in the profits of the League until it shall have made such payment.
- 7.5.2 In the case of fines, the time of payment will be specified by the League Executive and shall be no less than fourteen days from the date the Secretary's notification of the fine due. Such notification will be forwarded by mail to the Secretary of the club concerned. The League may at its discretion extend the time for payment.

7.6 ADMISSION CHARGES

- 7.6.1 Admission to games for the following season shall be fixed by the League at the Annual General Meeting

8. MEETINGS

8.1 CLUBS AND ASSOCIATIONS TO BE FINANCIAL

- 8.1.1 No delegate shall be allowed to vote or take part in proceedings at a League Meeting until all monies due by their Club have been paid. However, if a reason for non payment is tendered and accepted on a three-quarter majority vote by eligible Delegates or Proxy Delegates present at the meeting, then voting rights will be extended to the Club.

8.2 REGISTER OF DELEGATES

- 8.2.1 Each Club must lodge in writing with the League Secretary the name of its nominated delegates before they are eligible to vote or represent their Club at League meetings.
- 8.2.2 Should a Club Delegate be unable to attend a meeting, a proxy may be appointed by club for that meeting. The League Secretary must be advised by the Club concerned of the name of the person who will be acting as a proxy delegate prior to the commencement of the meeting. Each Club or Association is entitled to only one delegate with voting rights at any meeting conducted by the League.

8.3 REPRESENTATION AT MEETINGS

- 8.3.1 Each club must be represented by the official Delegate (or proxy) at each League meeting. Failure to attend shall result in a fine as detailed in Appendix A.

- 8.3.2 An official delegate or proxy delegate who has attended at length but has been unable to be in attendance for the entire course of a meeting and tenders an acceptable apology to the Chair shall be recorded as having attended the meeting in full.
- 8.3.3 Each club must be represented by their official Delegate (or proxy) at each Development Squad Committee meeting. Failure to attend shall result in fines as detailed in Appendix A.

9. GENERAL

9.1 POWERS OF LEAGUE

- 9.1.1 The League Executive shall have the power to control club matches and settle any disputes which may arise in connection with finance, clubs, teams and players.

9.2 CLUBS REQUIRED TO FIELD TEAMS

- 9.2.1 Member clubs of the League must field teams in the Under 10, 12, 14 and 16.25 age groups. It is preferable that these sides be filled first as to ensure that clubs continue to stay together throughout the home and away season. The DRJFL maintain the right to adjust the fixture as is necessary.
- 9.2.2 Clubs may field teams in other age groupings as determined by the League from time to time and fielding teams in these groupings shall be optional. However, clubs must ensure that the core age groups will have a full side taking the field (18 players on field and at least to on the bench) each week before fielding other age groups.
- 9.2.3 On a temporary basis the League, at its discretion may allow clubs to continue to play without penalty if clubs cannot field teams in all age groups.
- 9.2.4 Clubs may make application in extenuating circumstances to field teams in age groups that are not the core age groups. The decision lies at the discretion of the DRJFL Executive.

9.3 DATE OF COMPLETION OF SEASON

- 9.3.1 The season, whenever possible will be completed by the third term school holidays.

9.4 AMENDMENT OF RULES AND BY-LAWS

- 9.4.1 Amendments to these By Laws may be submitted for approval at the Annual General Meeting or Special meeting convened for the purpose.

9.5 CLUBS SUMMONED TO APPEAR BEFORE THE EXECUTIVE.

- 9.5.1 Clubs summoned to appear before the League Executive for any reason shall attend at the date and time advised by the League Secretary. Failure to attend without satisfactory reason may result in automatic suspension of

that Club if the Executive so decides.

9.6 SPECIAL EXECUTIVE POWER

- 9.6.1 If in the opinion of the League Executive a situation has arisen which is outside the control of individual clubs and the strict interpretation of an existing by-law, or the lack of an appropriate by law that may result in unfair penalty to a club or clubs or be detrimental to the wellbeing of the League, then the Executive may take such action as it deems fit to ensure the smooth operation of the League and the even-handed treatment of all affiliated clubs. If action is to be taken by the Executive, member clubs must be advised before the next scheduled game. Arising out of the above, any proposal to extend or amend the by-laws should be directed to the next scheduled delegates meeting.

10. D.R.J.F.L. DECISIONS

10.1 DECISIONS FINAL AND BINDING

- 10.1.1 A decision which results from business which has been raised and debated at a properly constituted meeting of delegates to the D.R.J.F.L. and which has been subjected to a vote is final and binding. Such decisions shall not be raised with any member of the League Executive other than at the next properly constituted delegates meeting.

11. ABANDONMENT OF MATCHES

11.1 UMPIRES POWER TO ABANDON MATCHES

- 11.1.1 Officiating central umpires, have the power to abandon any matches for reason of misconduct on the part of officials and/or players or spectators infringing onto the playing area.
- 11.1.2 Such matches will not be replayed but after consideration of the facts, the League Executive will determine the manner in which and if match points and scores are to be awarded. In such cases all match documents must be completed and returned showing the score at time of abandonment.

12. ADVERSE COMMENTS IN THE MEDIA

12.1 NO ADVERSE COMMENTS TO APPEAR

No Club or Association affiliated with the DRJFL is permitted to comment adversely on any aspect of the DRJFL including Umpiring, Executive, Clubs, Players or Officials to any form of media, this includes Facebook, SMS Messaging. Penalty for offending affiliates is a minimum fine of \$500.00. See Appendix A.

13. ALCOHOL AND SMOKING BANS

13.1 NO SMOKING

- 13.1.1 Smoking of tobacco products is strictly prohibited inside the perimeter of the fence surrounding the playing oval and in all change rooms, toilets and buildings located at the DRJFL venue whilst games are in progress.

13.2 NO ALCOHOL

- 13.2.1 The consumption of alcohol is strictly prohibited at any DRJFL venue prior to and during the time scheduled for matches.

14. LIFE MEMBERS

14.1 PROVISIONS FOR LIFE MEMBERS

- 14.1.1 The Executive shall be empowered to elect life members to the Dandenong Ranges Junior Football League.
- 14.1.2 Clubs may submit names of suitable nominees
- 14.1.3 To be eligible a nominee must have given outstanding service to the Dandenong Ranges Junior Football League.
- 14.1.4 Nominations for each year shall close on July 30th of each year.

15. CODES OF BEHAVIOUR

15.1 ADOPTED CODES OF BEHAVIOUR

- 15.1.1 The Dandenong Ranges Junior Football League Code of Behaviour is based upon the AUSTRALIAN SPORTS COMMISSION Code of Behaviour and has been amended and altered to the needs of the DRJFL.
- 15.1.2 The Coaches Code of behaviour is now the standard code set by the Victorian Country Football League

15.2 PLAYERS CODE OF BEHAVIOUR

- 1) Abide and play by the rules of the game and the rules set down by the Dandenong Ranges Junior Football League, your Club and Coach.
- 2) Never argue with an Official, do not question Officials and Umpires judgement and never question their honesty.
- 3) Control your temper. Verbal abuse of Officials or other Players, deliberately distracting an opponent is not accepted or permitted in any other sport.

- 4) Work equally hard for yourself and your Team. Your Team's performance will benefit and so will you.
- 5) Never ridicule or yell at Players for making mistakes. Your involvement is to play for fun and enjoyment and winning is only part of it. Be a good sport; applaud all good plays whether they are from your Team, your opponent or the other Team.
- 6) Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player. Always conduct yourself in a manner that is expected of your Team mates, Club or Family.
- 7) Co-operate with your Coach and Team mates, and respect the ability of your opponents. Without them there would be no game.
- 8) Place in proper perspective the isolated incidents of unsporting behaviour rather than make such incidents the "highlight" of the game.
- 9) Players must not assault or attempt to assault an Umpire, another Player, Officials or Spectators.
- 10) Be proud to walk off the ground after each game knowing that you have given your best effort and never involve yourself in an argument with opposing Player, Umpires or Officials.

15.3 PARENTS CODE OF BEHAVIOUR

- 1) If Children are interested, encourage them to participate. However if a Child is not willing, do not force him or her.
- 2) Focus on the Child's efforts and performance rather than the overall outcome of the game. This assists the Child in setting a realistic goal related to his or her ability by removing the emphasis on winning.
- 3) Teach Children that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.
- 4) Encourage Children to always participate according to the rules.
- 5) Never ridicule or yell at a Child for making a mistake or losing a game.
- 6) Remember that Children are involved in organised sport for THEIR enjoyment, not yours.
- 7) Remember that Children learn best from example. Applaud good plays by all Teams.
- 8) If you disagree with an Official, raise the issue through the appropriate channels (via your Child's Club which then can bring it to the attention of the ruling body) rather than question the Officials judgement and honesty in public.
- 9) Remember, most Officials give their time and effort for your Child's involvement.

- 10) Support efforts to remove verbal and physical abuse from sporting activities
- 11) Recognise the value and importance of volunteer Coaches. They give up their time and resources to provide recreational activities and deserve your support.

15.4 COACHES CODE OF BEHAVIOUR

- 1) Be familiar with the laws of Australian Football and abide by the rules and conditions of your League and Club.
- 2) Teach your Players that rules of the game are mutual agreements which no Player should evade or break.
- 3) Group Players to age, height, skill and physical maturity whenever possible in any competitive practice session.
- 4) Avoid over-playing talented Players. "The just average" Players need and deserve equal time, if not more.
- 5) Remember that Players involved play for fun and enjoyment and that winning is only part of it. Emphasize importance of the learning and development of skills and positive attitudes. Never ridicule or yell at your Players for making mistakes or losing a competition.
- 6) Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the Players.
- 7) The Scheduling and length of training times and competition should take into the consideration of the maturity level of the Player.
- 8) Develop Team Respect for the ability of opponents as well for the judgement of Umpire, and opposing Coaches.
- 9) Follow the advice of a qualified person when determining when an injured Player is ready to play or train again.
- 10) Make a personal commitment to keep yourself informed of sound junior coaching principles and developments. You must attain coaching accreditation and it is recommended that you become an active member of the local branch of the Australian Football Coaches Association.
- 11) Avoid use of derogatory language based on gender or race.

15.5 SPECTATORS CODE OF BEHAVIOUR

- 1) Children play organised sport for fun. They are not playing for the entertainment of Spectators only nor are they miniature professionals.
- 2) Applaud good performances and efforts from each Team. Congratulate all participants upon their performance regardless of the game's outcome.

- 3) Respect the Officials' decision. If there is a disagreement, follow the appropriate procedure in order to question the decision and teach the Children to do likewise.
- 4) Never ridicule or scold a Child for making a mistake during competition. Positive comments are motivational.
- 5) Condemn the use of violence in any form, be it by Spectators, Coaches, Officials or Players.
- 6) Show respect to your Teams' opponents. Without them there would be no game.
- 7) Encourage Players to follow the rules and the Officials' decisions.
- 8) Demonstrate appropriate social behaviour by not using foul language, harassing Players, Coaches or Officials.

15.6 OFFICIALS CODE OF BEHAVIOUR

- 1) Ensure rules and regulations are interpreted to match the skill level of Children and their needs.
- 2) Compliment all participants on their efforts.
- 3) Be Consistent, objective and courteous in calling all infringements.
- 4) Condemn unsporting behaviour and promote respect for all opponents.
- 5) Use common sense to ensure the "spirit of the game" for Children is not lost by over emphasizing errors.
- 6) Actions speak louder than words. Ensure that your behaviour and performance is consistent with the principle of good sporting behaviour.
- 7) Make a personal commitment to keep yourself informed of sound officiating principles and the principles of growth and development of children.

15.7 ADMINISTRATORS CODE OF BEHAVIOUR

- 1) Remember you are administrating sport involving Children. Lead by example in all aspects of your involvement, whether at Club or League level.
- 2) Ensure that equal opportunities for participating in sports are made available to all Children, regardless of ability, size, shape, sex, age, disability or ethnic origin.
- 3) Equipment and facilities must be safe and appropriate to the level of participating Children.
- 4) Rules, equipment, lengths of games training schedules should take into consideration the age, ability and maturity level of participating Children.
- 5) Ensure that adequate supervision is provided by qualified and competent Coaches and Officials capable of developing appropriate sports behaviour and skill technique.

- 6) Remember as Children participate for enjoyment, downplay the importance of rewards.
- 7) Avoid the game becoming primarily spectator entertainment. Focus on the needs of the participants rather than the enjoyment of the spectators.
- 8) Provide clinics aimed at improving the standards of Coaching and officiating, with the emphasis on appropriate behaviour and skill technique.
- 9) Ensure that Parents, Coaches, Officials and Players understand their responsibilities regarding fair play.
- 10) Distribute a Code Of behaviour to Spectators, Officials, Parents, Coaches, Players and the Media.

DANDENONG RANGES JUNIOR FOOTBALL LEAGUE INCORPORATED

APPENDIX A

Item	Offence	Penalty	Fine
1.	Non attendance at Meetings.		\$50.00
2.	Unfinancial Clubs	Not eligible to participate in League	
3.	Unregistered Player(s) & Ineligible Player – Home and away	Loss of 4 premiership points	\$50.00 fine per player per game.
3 B	Unregistered Player(s) & Ineligible Player - Finals	Loss of game	\$50.00 fine per player per game.
4.	More than 18 players on the ground	Loss of Score to time of offence	
5.	Inter Change Breach	Non Return to Ground	
6.	Late Starts		\$ 10.00 Per Game
7.	Player Qualification for Finals	Loss of Points	
8.	Incorrect Team Sheet		\$10.00 per offence
9.	No Goal or Boundary Umpire	Deduction of best conducted club points	\$10.00 per offence
10.	Incorrectly attired Club Umpires.	Deduction of best conducted club points	\$10.00
11.	Siren not sounded correctly.	Deduction of best conducted club points	
12.	Late receipt of match day envelope.		\$ 50.00
13.	Late notification of scores.		\$ 20.00
14.	Incorrectly attired Officials.	Deduction of best conducted club points	\$10.00 per offence
15.	Incorrect Score Cards.		\$ 25.00
16.	Un notified walk-over.	Side forfeiting to pay Umpires Cost	
17.	Player found Guilty at Tribunal.		\$50.00 per offence
18.	No Umpire Escort.	Deduction of best conducted club points	\$10.00 per offence
19.	Breaking of Smoking or Drinking Policy.	Deduction of Best Conducted Club points	\$ 150 per offence
20.	Adverse comments in media.		Minimum \$500.00 fine determined by the executive
21.	Unsuitable footballs		\$10.00 per offence
22.	Incorrect Club Uniform (No VCFL Logo)	Deduction of best conducted points	\$10.00 per offence
23.	Non attendance at Development Squad Meetings		Apology - No Fine 1st Offence - Warning 2nd Offence - \$50.00 3rd Offence - \$100.00 4th Offence - \$150.00

GROUND LOCATIONS

Belgrave Belgrave Recreation Reserve, Reserve Road, Belgrave, Mel Ref 75 D 12
Emerald Worrell Reserve, Main Road Emerald, Mel Ref 127 G 3
Gembrook-Cockatoo Mountain Road Reserve, Mountain Road Cockatoo Mel Ref 311 J 3
Healesville Queens Park Oval, Don Road Healesville, Mel Ref 278 D1
Monbulk Monbulk Reserve, Moores Road, Monbulk, Mel Ref 124 H 1
Mt Evelyn Mt Evelyn Recreation Reserve, Tramway Road Mt Evelyn Mel Ref 120 B 3
Olinda Ferny Creek Olinda Reserve, Olinda Monbulk Road, Olinda, Mel Ref 66 K7
Seville Seville Recreation Reserve, Monbulk Seville Road, Seville, Mel Ref 119K11
South Belgrave Narre Warren East Reserve, Berwick Road, Narre Warren East, Mel Ref 84 H12.
Upwey-Tecoma Talaskia Reserve, Talaskia Road, Upper Ferntree Gully, Mel 74 G7
Wandin Wandin Recreation Reserve, Clegg Road Wandin Mel Ref 119 C 11
Wesburn Wesburn Park, Warburton Hwy, Wesburn, Mel Ref 289 C9
Woori Yallock Woori Yallock Reserve, Healesville Kooweerup Rd, Woori Yallock, Mel Ref 286 F12
Yarra Glen Yarra Glen Recreation Reserve, Melba Hwy, Yarra Glen Mel Ref 275 C2
Yarra Junction Yarra Junction Reserve, Warburton Hwy, Yarra Junction Mel Ref 288 D7

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