



**SOUTH  
METRO  
JUNIOR**  
FOOTBALL LEAGUE

**2026**

## **TEAM MANAGER'S HANDBOOK**

***UPDATED APRIL 2026***

**NOTE: This handbook should be read in conjunction with the SMJFL By-Laws which are available on the league website.**

**NOTE: In the event that Team Managers require clarification on the interpretation of any regulations please contact SMJFL Football Operations (see Team Manager Handbook section 1).**

# Table of Contents

Table of Contents.....	1
1. League Information .....	4
1.1 Contact Details.....	4
1.2 Match Day Contact Details.....	4
1.3 2026 Season Dates.....	5
2. Match Requirements.....	6
2.1 Team Sheets .....	6
2.2 Venue Set Up .....	7
2.3 Ground Inspection Report.....	8
2.4 Unfit Ground.....	8
2.5 Goal Umpire & Timekeeper Equipment.....	8
2.6 Club Volunteer Roles & Qualifications Matrix.....	8
2.7 Competition Match Report – Digital Form .....	9
2.8 Injury Stopped Game (see SMJFL By-law 13.10).....	9
2.9 Player Interchange.....	10
2.10 Spectator Behaviour.....	10
2.11 Player / Official Report Form.....	10
2.12 Player / Official Report Form.....	11
2.13 Match Footballs .....	12
2.14 Results Entry .....	13
2.15 Player Uniform & Officials Apparel.....	15
2.16 Officials / Team Roles .....	15
2.16.1 Field Umpires .....	15
2.16.2 Goal Umpires.....	15
2.16.3 Boundary Umpires.....	16
2.16.4 Umpire Escorts.....	16
2.16.5 Timekeeper.....	17
2.16.6 Scoreboard Attendant .....	18

2.16.7 Runner .....	18
2.16.8 Water Carrier(s).....	18
2.16.9 Trainer .....	19
3 Team and Match Officials' Attire.....	20
4 Concussion .....	20
5 Head Count.....	21
6 Forfeits.....	21
7 Fixture Amendments.....	21
8 Adverse Weather Conditions.....	22
9 Number of Players (see SMJFL Bylaws Clause 14.1).....	22
10. Registration of Players .....	23
11. Player Movement (SMJFL Bylaw Clause 44 Appendix 4) .....	23
11.1 MODIFIED FOOTBALL - U8 to U10 Mixed and Girls .....	23
11.2 NON-MODIFIED FOOTBALL - All other Competitions.....	23
11.3 Player Movement between Team for Age Groups U13 to U18, Mixed, Boys and Girls .....	24
11.4 Restricted Player Lists (RPLs).....	24
11.5 Players Not On An RPL .....	25
11.6 Merged Teams .....	25
11.7 PLAYER(S) REGISTERING or TRANSFERRING AFTER the Nominated RPL Submission Date .....	25
12.Finals Eligibility .....	26
13. Send Off Rules (as per SMJFL By-Law 27).....	27
14. Disciplinary Issues .....	28
14.1 Approaching Official SMJFL Umpires .....	28
14.2 Umpires Additional Power to Report .....	28
14.3 Reports.....	28
Appendix 1 – Directory of SMJFL Grounds.....	30
Appendix 2 – Competition Rankings Matrix (see SMJFL Bylaw 44).....	32
Appendix 3 – Rule Variation Matrix.....	34

Appendix 4 – PlayHQ Team Sheet.....	35
Appendix 5 – Match Day Roles and Responsibilities .....	36
Water Carrier.....	36
Umpire Escort.....	37
Club Appointed Boundary Umpire.....	38
Club Appointed Goal Umpire.....	39
Runner .....	40
Trainer .....	41
Coach .....	42
Youth Program (YCP) Coach .....	43

# I. League Information

## I.1 Contact Details

Office Number:	(03) 8594 0293
Postal Address:	PO Box 3, Moorabbin VIC 3189
Office Address:	Community Wing - RSEA Park 32-60 Linton Street, Moorabbin VIC 3189
Website:	<a href="http://www.smjfl.com.au">www.smjfl.com.au</a>

Please note that all communication should be via the Club President/Secretary.

## I.2 Match Day Contact Details

- **SMJFL General Manager – Football Operations**  
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Ph: 0490 495 123  
[gmfootball@smjfl.com.au](mailto:gmfootball@smjfl.com.au)
- **SMJFL Football Operations Coordinator**  
Nathan Whelan  
[footballadmin@smjfl.com.au](mailto:footballadmin@smjfl.com.au)
- **SMJFL Head of Umpiring**  
Portia Ronsberg  
Ph: 0409 158 118  
[umpiring@smjfl.com.au](mailto:umpiring@smjfl.com.au)

### I.3 2026 Season Dates

Date	Day	U8 & U9	U10	U11-U13	U14+
19/04/2026	Sunday	Round 1	Round 1	Round 1	Round 1
26/04/2026	Sunday	Round 2	Round 2	Round 2	Round 2
3/05/2026	Sunday	Round 3	Round 3	Round 3	Round 3
10/05/2026	Sunday	Round 4	Round 4	Round 4	Round 4
17/05/2026	Sunday	Round 5	Round 5	Round 5	Round 5
24/05/2026	Sunday	Round 6	Round 6	Round 6	Round 6
31/05/2026	Sunday	Round 7	Round 7	Round 7	Round 7
7/06/2026	Sunday	No Games			
14/06/2026	Sunday	Round 8	Round 8	Round 8	Round 8
21/06/2026	Sunday	Round 9	Round 9	Round 9	Round 9
28/06/2026	Sunday	Round 10	Round 10	Round 10	Round 10
5/07/2026	Sunday	No Games			
12/07/2026	Sunday	No Games			
19/07/2026	Sunday	Round 11	Round 11	Round 11	Round 11
26/07/2026	Sunday	Round 12	Round 12	Round 12	Round 12
2/08/2026	Sunday	Round 13	Round 13	Round 13	Round 13
9/08/2026	Sunday	LC	Round 14	Round 14	Round 14
16/08/2026	Sunday		LC	Round 15	Round 15
23/08/2026	Sunday			Semi Finals	Semi Finals
30/08/2026	Sunday			Grand Finals	Preliminary Finals
6/09/2026	Sunday				Grand Finals

## 2. Match Requirements

### 2.1 Team Sheets

All Team Sheet information must be entered into the Competition Management System **prior to the commencement of a match**. This includes the names and numbers of all players taking part in a match for a particular team, as well as the names of all Officials.

If both teams have selected their teams, player names will download on the online Team Sheet. Each Team Sheet will be two (2) pages - one (1) for each team. An example of the downloadable Team Sheet is at Appendix 4.

Any Player that has been granted a Permit or Exemption to play in any game (where they would otherwise be ineligible) can only have their eligibility overridden on PlayHQ by the SMJFL to be selected on the relevant team sheet.

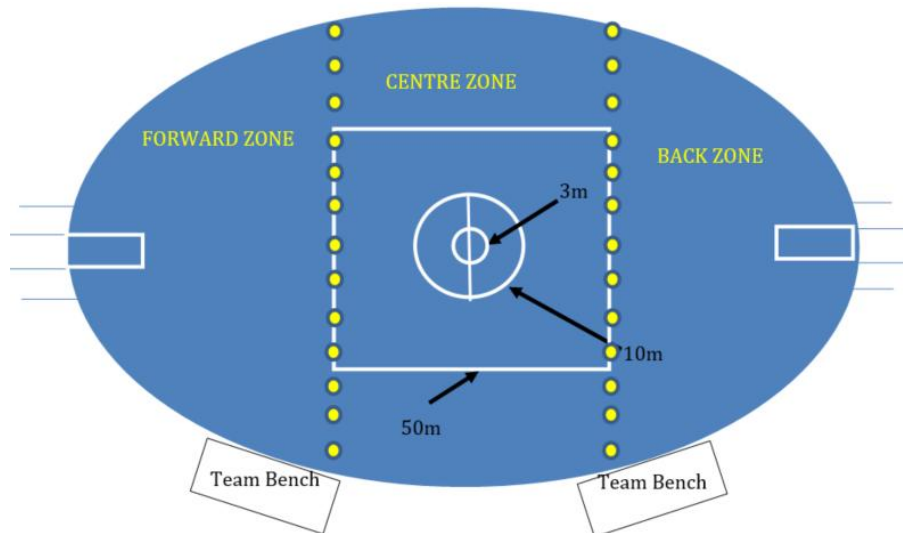
In the event a Player has been nominated by their Club as a Restricted Player List (RPL) Player, this will be entered into PlayHQ by SMJFL Football Operations consistent with SMJFL Bylaw Clause 44 Appendix 4 Player Movement and Finals Qualification.

If a Player fails to take the field at any point during the match, they must be removed from the Team Sheet by no later than 9pm on the day of the match.

## 2.2 Venue Set Up

The boundary line must be at least three (3) metres away from any potential obstacles (including perimeter fencing and council requirements). The Team Manager of the home team must ensure the ground is properly marked with boundary lines, goal squares, a centre circle and centre square. Grounds for Modified Rules Competitions do not need to be marked other than to split the ground into three (3) zones (shown in yellow).

\* Centre square can be changed based on size of ground.



All goal and behind posts must be padded to a height of at least two (2) metres.

The interchange area shall also be marked (cones may be used) and shall be positioned between the team bench areas. In addition to Players who are on the Team Sheet, the following Team Officials are permitted in the team bench area:

- One (1) Head Coach
- One (1) Assistant Coach
- One (1) Youth Coaching Program Coach (who is completing the SMJFL Youth Coaching Program, formerly the Coach Development Program), or a second Assistant Coach, (provided one of the three (3) coaches on the Team Bench identifies as a Woman/Girl or Gender Diverse person)
- One (1) Trainer
- One (1) Runner.

No other person (**including the Team Manager**) is permitted in the team bench area during the match.

We encourage all Clubs to set up a designated three (3) metre exclusion area around each team bench where parents/supporters (not including Match Day Officials) are not permitted to enter throughout the duration of the game.

Team Officials and Players in the designated team bench area must not be within one (1) metre of the boundary line at any time other than during the breaks.

## 2.3 Ground Inspection Report

Prior to the first match played at a venue on any given match day, an inspection of the ground must be completed, prior to the commencement of play and a Ground Inspection Report filled in via the report link [HERE](#).

## 2.4 Unfit Ground

Where both Team Managers agree that a ground is unsafe to play on:

- Call SMJFL
- Attempts should be made to find a suitable alternative venue
- If no alternative venue is available, the match may be rescheduled
- If the match is not able to be re-scheduled, the match will be deemed to be abandoned and each team shall be awarded 2 premiership points, with no adjustment to be made to the teams' cumulative total points for and against

If either team is not satisfied with the outcome, its Member Club has the right to appeal by lodging a written complaint with the CEO no later than 6:00pm on Monday following the day of the match. The CEO may act on the complaint in such manner as they think fit.

## 2.5 Goal Umpire & Timekeeper Equipment

Each Team Manager must provide their own Goal Umpire and Timekeeper with scorecards. Both Team Managers shall provide their own Goal Umpire with a white coat, pen and two (2) flags.

At the end of the match each Team Manager must collect and keep the Goal Umpire scorecards and Timekeeper cards from their Volunteers.

In a Modified Rules game Clubs do not need to provide scorecards. However, scores still need to be recorded by the Team Manager and entered on PlayHQ by 9pm on the day of the match.

## 2.6 Club Volunteer Roles & Qualifications Matrix

SMJFL Club Volunteer Roles and Qualifications Matrix								
Role	Min Age	WWCC OR VIT WWCC Nomination	Junior Registered Accredited Coach	Youth Registered Accredited Coach	First Aid and CPR	AFL Victoria First Aid and Concussion Management Module OR Emergency Response Coordinator (ERC) Training	SMJFL Umpiring Session	Child Protection Training PBTR
Committee	N/A							
Child Safety Officer	18+							
Team Manager	N/A							
Junior Coach (U8-U12)	16+							
Junior Assistant Coach (U8-U10)	16+							
Junior Assistant Coach (U11-U12)	16+							
Youth Coach (U13+)	16+							
Youth Assistant Coach (U13+)	16+							
Trainer (U8-U12)	16+							
Trainer (U13+)	16+							
Runner	16+							
Club Volunteer Umpire	18+							
Umpire Escort	18+							
Goal Umpire	16+							
Boundary Umpire	14+							
Water Carrier	12+							
Timekeeper	16+							

## 2.7 Competition Match Report – Digital Form

The SMJFL Competition Match Report Form (CMR) is accessible by SMJFL Umpires via OfficialsHQ.

In Non-Modified Competitions, the digital Competition Match Report will be completed by the SMJFL Umpires with both Team Manager's full names entered in lieu of a signature. When no SMJFL Umpires are appointed as per Bylaw 21.17, the home team is responsible for completing all paperwork (including votes from Club-appointed Umpires). This completed paperwork should then be forwarded to the SMJFL Head of Umpiring via email at: [umpiring@smjfl.com.au](mailto:umpiring@smjfl.com.au)

In the event of a dispute as to the contents of the Umpires' Competition Match Report (see SMJFL Bylaw Clause 21.15), Team Managers may submit a Match Protest consistent with SMJFL Bylaw Clause 29.

In matches where the SMJFL has appointed an Umpire(s) and no Umpire(s) attend the game, the teams involved may agree to appoint a substitute Field Umpire(s) consistent with SMJFL Bylaw 26.7. The Volunteer Umpire is responsible for completing all paperwork (including votes from club appointed umpires) and forwarding on to the SMJFL Head of Umpiring at: [umpiring@smjfl.com.au](mailto:umpiring@smjfl.com.au)

In Modified Rules Competitions, the home team is responsible for completing the Competition Match Report and submitting it online before 9pm on the day of the match: [2026 SMJFL Competition Match Report](#)

## 2.8 Injury Stopped Game (see SMJFL By-law 13.10)

Where play is unable to proceed in a home and away game for a period of time equal to one (1) quarter, due to an injury occurring on the ground which requires (on the advice of trainer/s or other medical personnel) that the injured person should not be removed from the ground until an ambulance arrives, the following procedures shall be followed:

- Where there is an alternate ground at the same venue immediately available, which is in suitable condition (as agreed by both Team Managers), the game should be moved, and play continue from the point at which the game was stopped (as noted by the timekeepers).
- Where no alternate venue is immediately available, the following shall occur:
  - Where the game is stopped before half time, the game shall be considered abandoned and each team shall be awarded 2 premiership points, with no adjustment to be made to the teams' cumulative total points for and against.
  - Where the game is stopped in the 3<sup>rd</sup> or 4<sup>th</sup> quarter, the team leading shall be considered the winner and the score recorded at the cessation of play entered as the final score.

**NOTE:** Details on the process for finals games is available in the Bylaws and will be included in the Finals Handbook.

## 2.9 Player Interchange

Players can be interchanged whilst play is in progress provided that such Players enter or leave the field via the designated interchange area. If a Player who is not injured leaves the ground at any place other than through the interchange area, that Player cannot return onto the ground for a period of one full quarter.

Example: if the breach occurs at the 16-minute mark of the second quarter the Player would only be permitted to return to the field at the 16-minute mark of the third quarter.

Despite the above, an injured Player need not leave the field via the designated interchange area, but the replacement Player must not enter the field until the injured Player has left the field and must do so via the designated interchange area. If a Player who is injured leaves the ground at any place other than through the interchange area, that Player can return onto the ground via the interchange area only if the Trainer has assessed the Player and they deem them fit to take the field.

Example: if the breach occurs at the 16-minute mark of the second quarter the Player would only be permitted to return to the field at the 16-minute mark of the third quarter.

Monitoring the interchange of Players is the responsibility of the Umpire Escort who must stand outside the fence near the interchange gates. If a breach of By-Law 17.1 occurs, the Umpire Escort must report this to the offending team's Team Manager who must then inform the Timekeeper, advising the Player's name and number. The time commences upon arrival at the Timekeepers' area by the Team Manager.

## 2.10 Spectator Behaviour

The Team Manager is responsible for addressing issues involving the behaviour of their team's spectators towards the Umpires.

## 2.11 Player / Official Report Form

The "White Card" for Umpires is a management tool used to deal with unacceptable team bench behaviour (Coaches and Team Officials) towards umpires during matches.

### **UNACCEPTABLE BEHAVIOURS**

The following behaviours when observed (audibly or visually) within the immediate vicinity of a coaching box can result in the issuing of a White Card (regardless of phase) including but not limited to:

- Continuously disputing and / or arguing the decision of an umpire/s
- Behaving in a demonstrative manner towards or in relation to an umpire
- Using abusive or insulting language towards or in relation to an umpire where the individual/s is unable to be identified
- Behaving in a manner that is in breach of the Coaches Code of Conduct and/or Player Code of Conduct
- Any other behaviour that is considered as misconduct

The White Card System will consist of a 3-phase system. Where a team bench demonstrates unacceptable behaviours (consistent with By-law 41.2), an officiating umpire will intervene these actions in real-time by undertaking the White Card System and apply the relevant phase of the System they are at. The system consists of three (3) phases, which are:

- Phase 1 – White Card shown, free kick
- Phase 2 – White Card shown, free kick and 25m/50m penalty\*
- Phase 3 – White Card shown, followed immediately by a Red Card being shown, Head Coach is reported and removed from team bench, free kick and 50m/100m penalty\*

\*Distance penalty based on Rule Variation Matrix for relevant age group with Phase 3 being double the distance.

## 2.12 Player / Official Report Form

### (i) SMJFL Appointed Umpires

- The Player / Official Report Form is digital and managed by the SMJFL Umpires via OfficialsHQ
- When a Player is reported the SMJFL will provide a copy of the report via email to your Club's designated Incident Officer
- In lieu of a signature being required previously, Team Managers are required to provide their full name to the Umpire(s) to assist in appropriately completing the Player / Official Report Form.

### (ii) Club Appointed Umpires / Umpire Absence

- In the instance where an SMJFL Umpire is absent or unable to complete a match as per By Law 26.7 the home Club must provide a hard copy of the Player / Official Report Form as provided by the SMJFL.
- In Modified Rules matches where Club Volunteer Umpires are appointed, they shall complete the [2026 SMJFL Competition Match Report](#) before 9pm on the day of the match.

The Team Manager of the reported person should contact their relevant Club Official ASAP after the completion of the match.

## 2.13 Match Footballs

As per SMJFL By-Law 12 the home Team Manager must provide the Field Umpire/s with two (2) footballs (in good condition) no less than 10 minutes before the commencement of the game. Red footballs are to be used for day games. If in the opinion of the Umpire, the light quality means that a yellow ball should be used, the home team shall attempt to make a yellow ball available. For night matches, the footballs supplied must be yellow.

The correct sizes and material are as follows:

<b>Age Group</b>	<b>Size</b>	<b>Material</b>
Under 8 Girls	1	Synthetic
Under 9 and 10 Girls	2	Synthetic
Under 11 Girls	3	Synthetic
Under 12 and 13 Girls	3	1 Leather and 1 Synthetic
Under 14, 15 and 16 Girls	4	Leather
Under 18 Girls	4	Leather
Under 8 Mixed	1	Synthetic
Under 9 and 10 Mixed	2	Synthetic
Under 11 and 12 Mixed	3	1 Leather and 1 Synthetic
Under 13 and 14 Mixed	4	Leather
Under 15 to 17 ½ Boys	5	Leather

For the SMJFL Finals Series, the size and material of footballs stipulated in By-law 12.2 apply, except for the following age groups:

- Under 12 Girls and Under 11 Mixed will use size 3 Synthetic footballs.
- Under 13 Girls and Under 12 Mixed will use size 3 Leather footballs.

## 2.14 Results Entry

The following is a list of results entry requirements for the various competitions:

### Modified Rules:

Item	Required	Timeline	Notes
Full time scores	Yes	9pm on the day of the match	Will not be displayed on League's website
Update Line Up in Team Sheet	Yes	Prior to Game Start Time	Make sure all Players who will play are entered. Remove Players who will not play
Dispute Team Sheet	No	12:00pm on the second business day following the match	Clubs must notify the SMJFL if opposition's online Team Sheet does not reflect the team playing on the day.
Dispute Published Result	No	12.00pm on the first business day following the match	Clubs must notify the SMJFL if the published result varies from the actual result
Best Players	No		Do not enter this information
Goal kickers	No		Do not enter this information

**All other competitions:**

Item	Required	Timeline	Notes
Quarter by quarter scores	Yes	9 Hours on the day of the match	
Update Line Up in Team Sheet	Yes	Prior to Game Start Time	Make sure all Players who will play are entered.
Dispute Team Sheet	No	12:00pm on the second business day following the match	Clubs must notify the SMJFL if opposition's online Team Sheet does not reflect the team playing on the day.
Dispute Published Result	No	12.00pm on the first business day following the match	Clubs must notify the SMJFL if the published result varies from the actual result
Best Players	No		May be entered
Goal kickers	No		May be entered

**NOTE:** Both the home and away team can enter match results on PlayHQ via Live Scoring. In the event of a dispute please contact the SMJFL at: [footballadmin@smjfl.com.au](mailto:footballadmin@smjfl.com.au)

## **2.15 Player Uniform & Officials Apparel**

The home Team Manager is to make sure all Players and team Officials in both teams are correctly attired as per the SMJFL By-Laws.

### **2.15.1 Clash Uniforms**

Where teams from Participating Clubs having the same or similar uniforms and colours are fixtured to play each other, the away team shall wear an approved alternative uniform and colours for that match. If a suitable alternative strip is not available, the club of the away team must contact the opposition and the SMJFL to resolve the clash, by no later than 3 business days prior to the match.

## **2.16 Officials / Team Roles**

### **2.16.1 Field Umpires**

Modified Rules Competitions – each team must supply an Umpire (must be at least 18 years old and have completed the necessary SMJFL provided training).

Other Competitions – The SMJFL Umpire Department shall appoint Field Umpires.

Where an SMJFL Umpire is absent or unable to complete a match and another member of the current SMJFL Umpires Department is not available, consistent with SMJFL By-Law 26:

- The teams involved may agree to appoint a substitute Field Umpire or Field Umpires
- A team Head Coach is not permitted to act as a Field Umpire who shall:
  - officiate for the match; and
  - have the power to lodge a Report against a Player or Team Official; and
  - award SMJFL best and fairest votes for the match.
- If no substitute Field Umpire(s) can be agreed upon the match shall be abandoned and the matter referred to the CEO for a determination regarding allocation of premiership points.

### **2.16.2 Goal Umpires**

Each team must provide a Goal Umpire who is at least 16 years of age or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Each Goal Umpire shall be responsible for keeping score and the Goal Umpires shall confer and verify scores at the end of each quarter. At the completion of the match, they must sign each other's scorecard.

Only in the case of a disagreement on scores by the Goal Umpires will the Timekeeper cards be regarded as correct.

Goal Umpires shall be responsible for ensuring that the area between and behind the goals is kept clear of spectators and obstacles and must not enter the field or dispute decisions of the Field Umpires at any time.

Goal Umpires are not permitted to coach or communicate with any Players or Officials - other than during breaks between quarters. A Field Umpire may order from the field and report any Club appointed Goal Umpire who is in breach of this Bylaw. Any team appointed Goal Umpire ordered from the field must be replaced.

### **2.16.3 Boundary Umpires**

Each team must provide a Boundary Umpire who is at least 14 years of age, or, in the opinion of the Field Umpire, of sufficient age be competent to perform the task. Boundary Umpires who also umpire in the SMJFL are exempt from the minimum age as stipulated above.

Clubs are required to provide a boundary umpire for any age group/division inclusive and below U14 Division 3 (refer to [Rule Variation Matrix](#) for further information).

When a Club provides a Boundary Umpire, anytime the ball crosses the line the Boundary Umpire will signal the Field Umpire with a whistle and arm straight up that the ball is out. They are not required to throw the ball in as the Field Umpire will conduct a ball up 10 metres inside the field of play adjacent to where the ball crossed the line.

Clubs may supply two (2) Boundary Umpires (on one side) provided they are both correctly attired.

Boundary Umpires are not permitted to coach or communicate with any Players or Officials – other than during breaks between quarters. A Field Umpire may order from the field and report any Club appointed Boundary Umpire who is in breach of this Bylaw. Any Club appointed Boundary Umpire ordered from the field must be replaced.

Boundary Umpires are not permitted to lay a Report but may submit a complaint via the Club Secretary after the match.

### **2.16.4 Umpire Escorts**

Umpire escorts must be at least 18 years of age or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Both teams must supply an Umpire escort, who shall escort the Field Umpires to and from the ground at the commencement of the match, at half-time and at the conclusion of the match.

At the commencement of the match, each Umpire escort shall greet the Umpires at the door of the Umpires' Room and walk them on the ground.

At the end of the first half and match, each Umpire escort should meet the Umpires in the centre of the field and escort them off the field to the Umpires' Room.

Each Umpire escort shall remain outside the Umpires' room during half time. The Umpire escort must remain with the Umpires until all SMJFL paperwork has been finalised.

During the first and third quarter breaks the Umpires' escorts must remain with the Umpires and provide drinks for them.

**During play Umpire escorts shall act as interchange stewards to ensure that Players enter and exit the ground via the designated interchange area. The Umpire escort may stand immediately inside the fence near the interchange gates.**

### **2.16.5 Timekeeper**

A Timekeeper is to be provided by each team and the home team shall provide an accurate timing device and siren, bell or other appropriate audible signaling device.

Timekeepers must be at least 16 years of age or, in the opinion of the field Umpire, of sufficient age to be competent to perform the task.

The Timekeepers shall progressively record the scores on the reverse of the Official Timekeepers card and shall sign it at the conclusion of the football match.

The Timekeepers must sound a warning siren five (5) minutes prior to the start of the game, one (1) minute prior to the conclusion of the  $\frac{1}{4}$  time and  $\frac{3}{4}$  time breaks and three (3) minutes prior to the conclusion of the  $\frac{1}{2}$  time break.

**The clock shall only be stopped in the case of a head count (see below).**

### **Duration of Football Matches**

The duration and breaks between quarters of football matches are as follows:

<b>Age Group</b>	<b>Match Duration</b>	<b>Break Duration (Minutes)</b>		
		<b><math>\frac{1}{4}</math> Time</b>	<b><math>\frac{1}{2}</math> Time</b>	<b><math>\frac{3}{4}</math> Time</b>
Under 8 to 10 Girls	10 minute quarters	3	6	3
Under 11 to 14 Girls	15 minute quarters	3	8	5
Under 15 and 16 Girls	15 minute quarters	3	8	5
Under 18 Girls	17 minute quarters	3	8	5
Under 8 Mixed	10 minute quarters	3	6	3
Under 9 and 10 Mixed	12 minute quarters	3	6	3
Under 11 to 14 Mixed	15 minute quarters	3	8	5
Under 15 to 17 $\frac{1}{2}$ Boys	20 minute quarters	3	10	5

### **2.16.6 Scoreboard Attendant**

The home team shall provide a scoreboard attendant, who must ensure that the scoreboard is up to date at all times during a match.

Scoreboard attendants must be at least 12 years old or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

### **2.16.7 Runner**

Runners must be at least 16 years of age or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Runners may deliver a message to a maximum of two Players before leaving the playing field and must leave the playing field immediately after the messages have been delivered.

Runners must not coach, barrack or in any way deliberately obstruct play or interfere with a Player or Official from the opposing team.

A Field Umpire may order from the field and report any Runner who is in breach of these By-laws or who is deemed to have spent excessive time on field, as determined by the Umpire(s). Any Runner ordered from the field may be replaced

### **2.16.8 Water Carrier(s)**

Water carriers are not permitted in Modified Rules.

Water carriers must be at least 12 years of age or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task. One (1) water carrier is permitted to enter the field of play to deliver water to Players in Under 11 and Under 12 competitions. Two (2) water carriers are permitted to enter the field of play to deliver water to Players in the Under 13 and above competitions.

Water carriers are only permitted to carry plastic water bottles on to the field of play. Metal and glass bottles, and water bottle carriers, are not permitted on the field of play.

Water carriers shall only enter the field of play behind play to deliver water to the Players whilst: a Player from either side is having a set shot for goal; or whilst the football is being retrieved and returned to the field Umpire who will be located in the centre of the ground after a goal has been scored.

Where a Player having a set shot for goal misses the goal, all water carriers must immediately leave the playing field.

Water Carriers must have exited the playing field by the time the ball has been returned to the umpire in the centre circle.

Water Carriers:

- May enter the field of play from any position on the ground
- Are not Permitted to communicate with the Team Bench other than during the breaks between quarters.
- We encourage Clubs to urge Players to go to the bench to have a drink throughout the match. Therefore, there will be leniency with the water carrier position on the ground. Current Bylaw 20.40 states water carriers *'Must not at any time other than during the breaks between quarters be within 15 metres of the team bench'*. Water carriers can go to the team bench to retrieve or return individual drink bottles, then re-position themselves in the water carrier area.
- Are not permitted to pass messages or give instructions to Players or disrupt play.

A Field Umpire may order from the field and report any water carrier who is in breach of these by-laws. Any water carrier ordered from the field may be replaced.

### **2.16.9 Trainer**

As per the Sports Trainers in Community Football Policy, all member Clubs must appoint a minimum of one (1) Trainer per team who holds at a minimum, a nationally accredited first aid and CPR qualification and has completed the AFL First Aid and Concussion Management online module within the previous 24 months.

To be registered as a First Aid Provider and act as Trainer on game day, a person must complete registration on PlayHQ by accurately and honestly completing the relevant registration form.

It is recommended that a venue Trainer that has Emergency Response Coordinator (ERC) qualifications or completed the online AFL First Aid and Concussion Management module within the previous 24 months, is present at all matches. If there is no venue Trainer present that has completed either of these two qualifications, the home team Trainer for under 13 and above age groups must have completed one of these qualifications.

A Trainer appointed pursuant to By-Law 20.22 must be present for the duration of all games in which the Trainer's team participates.

Each team must provide one (1) first aid kit (including ice) for use by the team Trainer(s).

Medical practitioners can act as a Trainer provided they are a qualified and APHRA registered medical practitioner, paramedic, physiotherapist, or nurse with appropriate first aid competencies (including or equivalent to HLTAID011 (Provide First Aid) and HLTAID009 (Provide Cardiopulmonary Resuscitation)); and has completed the AFL First Aid and Concussion Management online module within the previous 24 months.

In the event of an injury to a Player, a venue trainer or a second or third trainer may enter the field of play. Only one (1) Trainer is permitted on the team bench. Any additional Trainers must be stationed off the field (outside the fence) and must be wearing the appropriate SMJFL bib.

### 3 Team and Match Officials' Attire

The following SMJFL approved bibs shall be provided by member Clubs and are to be worn (and be visible) by Officials at all times during a football match:

Role	Colour
Ground Manager	Pink (optional)
Team Manager	Grey
Coach	Red
Assistant Coach	Green
Trainer	White
Runner	Yellow
CDP Coach	Maroon
Water Carrier	Light Blue
Umpire Escorts	Orange
Club Umpires	Florescent yellow (shirt)
Boundary Umpires	White
Goal Umpires	White (coat)

Officials must wear enclosed shoes.

### 4 Concussion

If a Player is suspected to be concussed on match day, they should not return to the field of play (or training) until such time as a medical clearance has been obtained indicating they are fit to return to play. This process is to be managed at Club level.

**NOTE:** The SMJFL has adopted revised Concussion Guidelines consistent with the AIS's and AFL's Concussion Guidelines for Youth and Community Sport. For further information, please refer to the SMJFL Bylaws Clause 18.

## 5 Head Count

If a team captain calls for a head count during play, the Field Umpire will request a head count of the opposing team's Players. Play must immediately be suspended, and the Timekeepers' clock must be stopped whilst the head count is taken.

The Timekeepers are to stop the clock while the head count is taken and note the score on the scorecard.

## 6 Forfeits

If for any reason you know in advance you won't have enough minimum Players (based on Bylaw 15) to field a team, please let your Club Secretary know ASAP so your opposition can be informed.

Where a team has fewer than the minimum number of Players, the opposing team shall be awarded a "forfeit".

A time limit equal to one (1) quarter after the Official starting time shall be allowed for teams being late, after which the match may be claimed as a "forfeit" at the option of the opposing team.

A "friendly" match may then be played between the teams. Provided that the Umpire is made aware that the Official match has been forfeited. The appointed Field Umpire(s) shall officiate the "friendly" match, unless otherwise agreed by the Field Umpire(s). The friendly match is to be played in accordance with these Bylaws.

Teams awarded a "forfeit" shall be entitled to lodge an Official Team Sheet on the Competition Management System. Only Players included on the Competition Management System will have the match count towards finals eligibility.

## 7 Fixture Amendments

Requests by participating Clubs for a change of the time and / or venue of any football match must be received, in writing, by the SMJFL no later than 12pm five (5) business days prior to the match. Such requests must be submitted with the prior written agreement of any impacted Clubs and shall be dealt with by the Chief Executive Officer in their absolute discretion.

The Chief Executive Officer may, in their absolute discretion, alter the time and / or venue of any football match provided that both Clubs competing in such match are notified as soon as practical.

## 8 Adverse Weather Conditions

The SMJFL may cancel any SMJFL match due to adverse weather conditions such as, but not limited to, excessive heat/humidity, lightning or rain/hail that may endanger participants' health or safety.

In the event there are no SMJFL staff available to make a decision, a game may be cancelled on the agreement of both Team Managers. This includes but not limited to lack of cover, protection from the elements and inadequate available facilities. However, if the SMJFL, on review of the game, decides the game should not have been cancelled, it reserves the right to award points or hand down any penalty as it sees fit.

Where play is unable to proceed in a home and away game for a period of time equal to one (1) quarter, due to adverse weather conditions, the game shall be cancelled.

Where a match has either not started or stopped prior to half time, the game shall be considered cancelled, and each team shall be awarded two (2) premiership points. No adjustment will be made to either team's cumulative total points for and against.

Where the game is cancelled in the 3<sup>rd</sup> or 4<sup>th</sup> quarter, the team leading shall be considered the winner and the score recorded at the cessation of play entered as the final score.

## 9 Number of Players (see SMJFL Bylaws Clause 14.1)

Age Group(s)	On Field		Total on Team Sheet
	Minimum	Maximum	
Under 8 to 10 Girls	9	12	No limit
Under 11 Girls	9	12	No limit
Under 12 to 14 Girls	12	16	No limit
Under 15, 16 and 18 Girls	14	16	No Limit
Under 8	12	16	No limit
Under 9 and 10 Mixed	14	18	No limit
Under 11 to 14 Mixed	14	18	24 (no limit in finals)
Under 15 Boys	14	18	24 (no limit in finals)
Under 16 to 17 ½ Boys	14	18	24 (no limit in finals)

## 10. Registration of Players

As per SMJFL Bylaw Clause 8:

- Prior to any Player taking part in a football match under the control of the SMJFL, the Player must be registered with the SMJFL via their participating Club, with Player details recorded on the online Competition Management System (PlayHQ).
- A Participating Club or Club Official that knowingly allows an unregistered Player to take part in a football match under the control of the SMJFL may be dealt with by the Board under Rule 4 of the SMJFL Statement of Purpose & Rules.

## 11. Player Movement (SMJFL Bylaw Clause 44 Appendix 4)

All participating Clubs are required to adhere to the spirit of this policy by bearing in mind the purpose, and not using the policy as a means of “stacking” teams in order to win matches.

If the CEO is not satisfied that a participating Club has adhered to the spirit of this policy they may deal with the matter at their absolute discretion.

**NOTE:** In the event that Team Managers require clarification on the interpretation of this regulation please contact SMJFL Football Operations (see Team Manager Handbook section 1).

### 11.1 MODIFIED FOOTBALL - U8 to U10 Mixed and Girls

- a) Where a participating Club has multiple teams in the Under 8 to Under 10 Mixed or Girls Age Groups, free movement of Players across teams WITHIN each Age Group shall be permitted throughout the season.
- b) A Player may play a maximum of two (2) games per Round in Modified Age Groups.
- c) When a Lightning Carnival is played, a Player shall only be permitted to play in the team and Age Group in which they played the majority of games throughout the season.

### 11.2 NON-MODIFIED FOOTBALL - All other Competitions

The following Player Movement Restrictions apply:

- a) In mixed/boys' competitions, once a Player has played a total of six matches in any higher ranked competition(s) (including U19 and/or Seniors), they are unable to play in a lower ranked competition for the remainder of the season, including Finals.
- b) In girls' competitions, once a Player has played a total of eight matches in any higher ranked competition(s) within the SMJFL (not including U19 and/or Seniors) during the regular season,

they are unable to play in a lower ranked competition for the remainder of the season, including Finals. If a player has played six matches in U19 and/or Seniors competitions, they are unable to play in the SMJFL competition for the remainder of the season.

- c) Subject to these By-laws, a Player may play in no more than two games per Round consistent with the Restricted Player List (RPL) Rules (as applicable)

### **11.3 Player Movement between Team for Age Groups U13 to U18, Mixed, Boys and Girls**

- a) In the event that a Club has more than one team in an Age Group (per competition), a Restricted Player List (RPL) is used to manage the movement of Players between teams.
- b) An RPL Player is not permitted to play in ANY lower ranked competition, consistent with the **SMJFL Competition Ranking Matrix**.
- c) A Player may move from a lower ranked competition to a higher ranked competition within the same Age Group based on the **SMJFL Competition Ranking Matrix**.
- d) Where a Member Club has more than one team in the same competition at the start of the season, the team that is higher on the ladder after Round 4 will be deemed to be the higher ranked team for the remainder of the season.

### **11.4 Restricted Player Lists (RPLs)**

- a) Member Clubs are required to submit an RPL for their:
  - top 12 players for each team (in an 18-a-side competition) or
  - top 6 players for each team (in a 16-a-side competition)

where they have a team ranked below it within the same Age Group per competition.

- b) Clubs shall submit their FINAL RPL(s) via the prescribed RPL submission form by no later than the Tuesday prior to first round i.e. where a club has multiple teams within an age group, an RPL must be submitted for all but the lowest ranked team by competition.
- c) Clubs failing to submit the requisite Restricted Player Lists (RPL) by the designated date will be sanctioned consistent with Clause 43 Appendix 3 – Fines.
- d) The Players nominated on a RPL as per Regulation 1.4 (a) cannot play in a lower ranked competition for the season except as outlined in Regulation 1.4 (f).

e) Any Player that is currently part of the:

- NGA / STK Academy
- Interleague squad
- Coates League

for that season must be included in the RPL for the Club's highest ranked team in the Players Age Group. In special circumstances, a Club may seek an exemption to allow the exclusion of a such a Player on their RPL.

- f) Injured RPL Players who wish to return to play through a lower ranked competition, must apply via the prescribed SMJFL JotForm via their Club to SMJFL Football Operations for permission to do so. Such an application must contain a Medical Certificate stating the injuries and approval to return to play. Each case will be determined on its own merits.
- g) If SMJFL Football Operations grants approval (as in Regulation 1.4 (f)) for the injured player to return through a lower ranked competition, unless in extenuating circumstances, will only be permitted for a maximum of two (2) competition games and then they must return to the higher ranked competition that they were originally nominated for.
- h) An injured RPL Player from a higher ranked competition cannot play in the finals of a lower ranked competition.

### **11.5 Players Not On An RPL**

- a) If playing DOWN a competition (in a lower division) within the same Age Group can only be selected for the Club's next lower ranked team within the Age Group, i.e., a player can play in a Club's first and second ranked teams, but not their first and third ranked teams.
- b) If playing UP from a lower ranked competition within an Age Group there is no cap on a Player playing in a higher ranked competition within the Age Group, (or other higher ranked competition) other than By-Law 44 Appendix 4 1.2 (a). i.e. a player that starts the season in a Club's third graded team within an Age Group can continue to play up in higher ranked competitions.

### **11.6 Merged Teams**

RPL requirements DO NOT apply to merged teams with season long permit agreements in place, AS LONG AS there is only ONE Merged Team per age group per Club.

In the instance where there are multiple teams within an age group from the same Club, which includes a merged team and a stand-alone team, then an RPL will be required for the higher ranked team.

### **11.7 PLAYER(S) REGISTERING or TRANSFERRING AFTER the Nominated RPL Submission Date**

A Player(s) registering or transferring Clubs after the nominated RPL Submission date will be subject to being added to a Club's Restricted Player List at the absolute discretion of the CEO.

For the avoidance of doubt the SMJFL reserves the right to add ANY Player(s) to an RPL which may result in Teams having more than the prescribed number of RPL Players for said Team(s).

## 12. Finals Eligibility

**To qualify for Finals in a particular team a Player must:**

- a) Play in at least five (5) home and away matches with that particular team; or
- b) Play in at least five (5) home and away matches with a lower ranked team to be eligible for the higher ranked team whilst satisfying clause 2.2 of this policy.

By way of clarification, if a Player, plays a total of three home and away matches in the higher ranked team and two home and away matches in the lower ranked team, this Player is not eligible to participate in either team's Finals series.

A team may top up with Players from a lower ranked competition up to the number prescribed below, providing the Player(s) have played a minimum of 5 games in the lower ranked competition:

<b>Age Group</b>	<b>Maximum Number of Players Incl Exemptions*</b>
U11 Girls	15
U11 to U14 Mixed	21
U15 to U17.5 Boys	23
U12 to U18 Girls	20

A Player may only play in one Finals match per competition per Round. A Player is ineligible for a particular team once they play a Finals match in a higher ranked competition.

By way of clarification, a Player's record in terms of the Player Movement Policy, is moved with any team that has been re-graded. i.e. if a Player has played four games in U13 Division 1 but the team has moved to U13 Division 2 their record (for Player movement purposes) is four games in U13 Division 2.

The CEO, at their absolute discretion, may provide an exemption for any of the clauses in this policy. Exemption requests must be submitted via the prescribed form no later than 12:00pm two business days prior to the match. Late requests may be considered and will be subject to a 2.5-penalty unit administration fee. For late requests Member Clubs must contact the SMJFL General Manager Football Operations.

For the purposes of this policy, Girl's competitions are considered to be separate from the Mixed and Boys. Competitions are ranked by AFL Victoria as per the **SMJFL Competition Ranking Matrix** – see SMJFL Bylaw Clause 44 Appendix 4.

### **13. Send Off Rules (as per SMJFL By-Law 27)**

Players and Team Officials may be sent off by the Umpire, in their absolute discretion, for either one quarter (“yellow card offence”) or for the remainder of the match (“red card offence”).

- Yellow card offences include audible obscenities or displaying unsportsmanlike behaviour or misconduct. Reportable offences are listed under the Laws of Australian Rules Football.
- A Player receiving a red card shall be reported by the Field Umpire in accordance with Bylaw Clause 28. These offences are listed in the:

➤ [2026 Laws of Australian Football](#)

Any Player or Team Official sent from the ground must have the reason for and duration of the send-off explained to them by the Field Umpire.

Players sent off are to exit the field of play via the interchange area. The Team Manager must then report to the Timekeeper, advising the Player’s name, number and the duration of the send-off. The penalty time commences upon arrival at the Timekeepers’ area by the Team Manager.

Play must not restart until such time as the Player being sent off has left the ground through the interchange area. For clarity, the clock does not stop.

The Timekeeper shall advise the Team Manager when the penalty time has expired.

A Player or Team Official sent from the ground for a yellow card offence shall not take any further part in the game for a period of one full quarter. They may not be replaced during this time.

Example: Where a Player or team Official is sent off for a yellow card offence at the 16-minute mark of the second quarter, the Player would not be permitted to re-enter the ground or be replaced until the 16-minute mark of the third quarter.

A Player or Team Official sent from the ground for a red card offence shall not take any further part in the game and shall not be replaced. Subsequently, a Player receiving a red card may not participate in any other match within that Round.

Any Player or Team Official sent off twice in the same match is automatically suspended for one (1) match in addition to any sanction as a result of receiving a red card.

After receipt of the details, the CEO reserves the right to upgrade any yellow card offence to a red card offence.

Any Player or Team Official who has been sent off two times with yellow cards in separate matches within any 12-month period shall incur an automatic one (1) match suspension regardless of, and in addition to, any further penalty that may be incurred by virtue of the incident leading to the second

send off. Should that Player be sent off any further times during that 12-month period, on each occasion the Player shall incur an automatic one match suspension regardless of, and in addition to, any penalty that may be incurred by virtue of the incident leading to that send off. The 12-month period restarts after each yellow card.

Any Team or Match Official who receives a red card shall not take any further part in the game and may be replaced by a suitably qualified person. Subsequently, a Team or Match Official receiving a red card shall not participate in any other match within that Round.

Any Team or Match Official who receives a red card shall be reported by the Field Umpire in accordance with the SMJFL Bylaws. Reportable offences are listed under the:

- [2026 Laws of Australian Football](#)

## **14. Disciplinary Issues**

### **14.1 Approaching Official SMJFL Umpires**

Under no circumstances are Team or Match Officials to abuse, threaten or intimidate Umpires or opposition Players, Officials or Spectators.

No person other than an Umpire escort or Team Manager is to approach the Umpires at any time. Team Managers may only approach the Umpire(s) during a match for matters not relating to the manner in which the game is being officiated.

### **14.2 Umpires Additional Power to Report**

- Members of the SMJFL Umpiring Department shall have the power to report Players or Team Officials in relation to an incident which they observe first-hand.
- The Head of Umpiring or the Football Operations department shall have the power to report Players or Team Officials in relation to an incident of which he or she becomes aware.
- Upon receipt of a report, the SMJFL will notify the Secretary of the reported Player or Team Official's member Club of the report as soon as is practicable.

### **14.3 Reports**

If a Player or Official is reported on match day, it is the Team Manager's responsibility to inform the Club Secretary/Incident Officer ASAP after the match. This includes providing the Club copy of the Player/Official Report form to the Club Secretary/Incident Officer (modified rules only). The SMJFL will be in contact with the Club Secretary/Incident Officer as soon as possible following the match to confirm a Report has been laid.

In the instance where a Report is laid, the SMJFL may offer a Set Penalty to the Player or Official. For a list of the Set Penalties, see the SMJFL Bylaw Clause 42.

Your Club Secretary/Incident Officer may advise you, should a matter proceed further than a set penalty/ straight to investigator.

## Appendix I – Directory of SMJFL Grounds

<b>Name</b>	<b>Address</b>
Albert Park - Oval 1, 11 & 12	Aughtie Drive, Albert Park
Basil Reserve	Basil Street, East Malvern
Banksia Reserve	Oak Street, Beaumaris
Bentleigh Recreation Reserve	Arthur Street, Bentleigh
Boss James Reserve	David Street, Hampton
Brighton Beach Oval	South Road, Brighton
Beaumaris Secondary College	Reserve Road, Beaumaris
Castlefield Reserve	Ludstone Street, Hampton
Centenary Park	Brady Road, East Bentleigh
Chadwick Reserve	Howard Road, Dingley Village
Columbia Reserve	Columbia Drive, Wheelers Hill
Como Park	Corner of Williams Road & Alexandra Avenue, South Yarra
Donald McDonald Reserve	Fifth Street, Black Rock
DW Lucas Oval	Moirra Street, East Malvern
East Caulfield Reserve	Dudley St & Dandenong Road, Caulfield East
E.E. Gunn Reserve	Malane Street, Ormond
Elsternwick Park	St Kilda Street, Elwood
Essex Heights Reserve	Outlook Road, Mt Waverley
Gerry Green Reserve	Nepean Highway, Parkdale
Glen Huntly Park	Glen Huntly Road, Glen Huntly
Highett Reserve	Turner Road, Moorabbin
Hurlingham Park	Nepean Highway, East Brighton
Jack Barker Oval	Weatherall Road, Cheltenham
JL Murphy Reserve	Williamstown Road, Port Melbourne
King George Reserve	East Boundary Road, Bentleigh
Koornang Park	Munro Avenue, Carnegie
Le Page Park	Corner of Herald & Argus Street, Cheltenham
McKinnon Reserve	Tucker Road, McKinnon
Mentone Reserve	Brindisi Street, Mentone
Moorabbin West	Widdop Crescent, Hampton East
Moorleigh Reserve	Bignell Road, Bentleigh
Murrumbeena Park	Kangaroo Road, Murrumbeena
Peanut Farm Reserve	Blessington Street, St Kilda

Peterson Reserve	Peterson Street, Highett
Princess Highway Reserve	Princes Highway, Oakleigh East
Princes Park – Oval 1	Beech Street, Caulfield South
Princes Park – Oval 4	Dover Street, Caulfield South
RSEA Park	Linton Street, Moorabbin
Scammell Reserve	Guest Road, Oakleigh South
Shane Warne Oval	Duncan Street, Sandringham
Souter Reserve (including Corrigan Oval)	Marcus Road, Dingley
Southern Road Reserve	Southern Road, Mentone
Stanley Grose Reserve	Stanley Grose Drive, East Malvern
Toorak Park	Orrong Road, Armadale
Trevor Barker Oval	Corner of Beach Road & Hampton Street, Sandringham
Walter Galt Reserve	Corner Davey and Victoria Streets, Parkdale
Wattie Watson Oval – Elwood Park	Ormond Esplanade, Elwood
Wellington Reserve	Mackie Road, Mulgrave
William Street Reserve	William Street, Brighton

## Appendix 2 – Competition Rankings Matrix (see SMJFL Bylaw 44)

Ranking	Age & Division
-1	Senior Men's Football
-2	Under 19 Football
-3	Under 17 ½ Boys Division 1
-4	Under 17 ½ Boys Division 2
-5	Under 16 Boys Division 1
-6	Under 17 ½ Boys Division 3
-7	Under 16 Boys Division 2
-8	Under 17 ½ Boys Division 4
-9	Under 15 Boys Division 1
-10	Under 16 Boys Division 3
-11	Under 15 Boys Division 2
-12	Under 16 Boys Division 4
-13	Under 15 Boys Division 3
-14	Under 14 Mixed Division 1
-15	Under 15 Boys Division 4
-16	Under 14 Mixed Division 2
-17	Under 15 Boys Division 5
-18	Under 14 Mixed Division 3
-19	Under 13 Mixed Division 1
-20	Under 14 Mixed Division 4
-21	Under 13 Mixed Division 2
-22	Under 14 Mixed Division 5
-23	Under 13 Mixed Division 3
-24	Under 13 Mixed Division 4
-25	Under 12 Mixed Division 1
-26	Under 13 Mixed Division 5
-27	Under 12 Mixed Division 2
-28	Under 13 Mixed Division 6
-29	Under 12 Mixed Division 3
-30	Under 12 Mixed Division 4
-31	Under 11 Mixed Division 1

Ranking	Age & Division
-1	Senior Women's Football
-2	Under 18 Girls Division 1
-3	Under 18 Girls Division 2
-4	Under 16 Girls Division 1
-5	Under 18 Girls Division 3
-6	Under 16 Girls Division 2
-7	Under 15 Girls Division 1
-8	Under 16 Girls Division 3
-9	Under 15 Girls Division 2
-10	Under 14 Girls Division 1
-11	Under 15 Girls Division 3
-12	Under 16 Girls Division 4
-13	Under 14 Girls Division 2
-14	Under 16 Girls Division 5
-15	Under 14 Girls Division 3
-16	Under 13 Girls Division 1
-17	Under 13 Girls Division 2
-18	Under 14 Girls Division 4
-19	Under 13 Girls Division 3
-20	Under 12 Girls Division 1
-21	Under 14 Girls Division 5
-22	Under 12 Girls Division 2
-23	Under 12 Girls Division 3
-24	Under 11 Girls Division 1
-25	Under 12 Girls Division 4
-26	Under 11 Girls Division 2
-27	Under 12 Girls Division 5
-28	Under 11 Girls Division 3
-29	Under 11 Girls Division 4

-32	Under 12 Mixed Division 5
-33	Under 11 Mixed Division 2
-34	Under 12 Mixed Division 6
-35	Under 11 Mixed Division 3
-36	Under 12 Mixed Division 7
-37	Under 11 Mixed Division 4
-38	Under 11 Mixed Division 5
-39	Under 11 Mixed Division 6
-40	Under 11 Mixed Division 7

**\*Notes:**

1. U19 and Senior competitions refers to any U19 and Senior competition run by an AFL Victoria affiliated League.
2. U8-U10 Modified Rules competitions are not classified as part of the Competition Ranking Matrix

Any changes / additions made to the above table , will be communicated to Clubs and updated in these By-Laws as soon as practically possible.

## Appendix 3 – Rule Variation Matrix

Please view the Rule Variation Matrix Online [HERE](#)



## Appendix 5 – Match Day Roles and Responsibilities

### Water Carrier

The following number of water carriers are permitted in the field of play for each competition:

Age Group	Number of Water Carriers Allowed
U8 – U10	0
U11 – U12	1
U13 and above	2

Water carriers must be **at least 12 years of age** or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

May only carry **plastic bottles** on to the field of play.

Water carriers shall **only enter the field of play behind play** to deliver water to the Players whilst a Player from either side is having a set shot for goal; or whilst the football is being retrieved and returned to the Field Umpire who will be located in the centre of the ground, after a goal has been scored. Water Carriers must have exited the playing field by the time the ball has been returned to the umpire in the centre circle.

Water Carriers:

- May enter the field of play from any position on the ground
- **Are not permitted to communicate with the team bench** other than during the breaks between quarters
- Must not at any time other than during the breaks between quarters be within 15m of the team bench; and

Are not permitted to pass messages or give instructions to Players or disrupt play.

A Field Umpire may order from the field and report any water carrier who is in breach of the Bylaws. Any water carrier ordered from the field may be replaced.

**NO COACHING PERMITTED**

## Umpire Escort

Umpire escorts must be at least **18 years of age**.

The Umpire escort shall **escort the Field Umpire to and from the ground** at the commencement of the match, at half-time and at the conclusion of the match.

At the commencement of the match, each Umpire escort shall **greet the Umpires at the door of the Umpires' Room** and walk them on the ground.

At the end of the first half and match, each Umpire escort should meet the Umpires in the centre of the field and **escort them off the field to the Umpires' Room**.

The Umpire escort **must remain outside the Umpires' Room during half-time**, and **Umpire** at the **end of the match until all SMJFL paperwork has been signed and finalised**.

**During the first and third quarter breaks** the Umpire escorts must remain with the Umpires and provide drinks for them.

### OTHER DUTIES

#### Interchange Steward

During play Umpires' escorts shall act as interchange stewards to ensure that Players enter and exit the ground via the designated interchange area.

## NO COACHING PERMITTED

## Club Appointed Boundary Umpire

Boundary Umpires are NOT REQUIRED for Modified Rules competitions.

In all Non-Modified Competitions where Boundary Umpires are not provided by the SMJFL Umpiring Department, each team participating in a match must provide a Boundary Umpire.

Club appointed Boundary Umpires be **at least 14 years of age** or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

When a Club provides a Boundary Umpire, anytime, **including in both home and away and finals matches**, when the ball crosses the line the Boundary Umpire will signal the Field Umpire with a whistle and arm straight up that the ball is out. They are not required to throw the ball in as the Field Umpire will conduct a ball up 10 metres inside the field of play adjacent to where the ball crossed the line.

The Boundary Umpires must be familiar with the correct procedures to ensure the proper conduct of the match and Field Umpires may overrule a decision by a Boundary Umpire.

Boundary Umpires are **not permitted to coach or communicate with any Players or Officials** - other than during breaks between quarters.

Boundary Umpires are not permitted to lay a report but should submit any complaints via the Club Secretary after the match.

A Field Umpire may order from the field and report any team appointed Boundary Umpire who is in breach of this Bylaw. Any Club appointed Boundary Umpire ordered from the field must be replaced.

## **NO COACHING PERMITTED**

## **Club Appointed Goal Umpire**

Club appointed Goal Umpires must be **at least 16 years of age** or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Each Goal Umpire shall be equipped with a **scorecard, two white flags and a pen.**

Each Goal Umpire shall be responsible for keeping score and the **Goal Umpires shall confer and verify scores at the end of each quarter.**

At the completion of the match they must sign each other's scorecard.

**In the case of a disagreement on scores by the Goal Umpires** the score recorded on the Official Timekeepers' card shall be regarded as correct.

**Goal Umpires shall be responsible for ensuring that the area between and behind the goals is kept clear of spectators and obstacles and must not enter the field or dispute decisions of the Field Umpires at any time.**

Field Umpires may overrule a decision by a Goal Umpire except in the case where the Goal Umpire is appointed by the League.

Goal Umpires are **not permitted to coach or communicate with any Players or Officials** - other than during breaks between quarters.

A Field Umpire may order from the field and report any Club appointed Goal Umpire who is in breach of the Bylaws. Any team appointed Goal Umpire ordered from the field must be replaced.

**NO COACHING PERMITTED**

## **Runner**

Runners must be **at least 16 years of age** or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

Runners may deliver a message to a maximum of two Players before leaving the playing field and must leave the playing field immediately after the messages have been delivered.

Runners must not coach, barrack or in any way deliberately obstruct play or interfere with a Player or Official from the opposing team.

A Field Umpire may order from the field and report any Runner who is in breach of these By-laws or who is deemed to have spent excessive time on field, as determined by the Umpire(s). Any Runner ordered from the field may be replaced

## **NO ON-FIELD COACHING PERMITTED**

## Trainer

**A minimum of one (1) Trainer is required per team** who has completed:

- A minimum qualification of First Aid with a CPR component that is updated every 12 months; and
- AFL Victoria First Aid and Concussion Management Module **OR** Emergency Response Coordinator (ERC) Training (for U13 and above)

**Note:** *Medical Practitioners can act as a Trainer provided, they are in a current clinical practice, are registered with the AHPRA and hold a current CPR qualification.*

A Trainer must be **present for the duration of all games** in which the Trainer's team participates. Trainers must **remain in the team bench area** unless they are attending to an injured Player on the field.

Only **one (1) Trainer is permitted in the Team Bench area**. Any additional Trainers must be stationed off the field (outside the fence) and must be wearing the appropriate SMJFL bib. If a Player is injured, a venue Trainer or a second or third Trainer may enter the field of play.

The role of the water carrier and the Trainer are NOT interchangeable.

## Coach

All Coaches must have a minimum current Foundation AFL Coaching Accreditation, relevant to their age group to coach in the SMJFL in accordance with the SMJFL Coach Accreditation Policy.

All SMJFL Coaches shall, to the best of their ability, **uphold the AFL Coaches Code of Conduct**, and must maintain a standard of behaviour and conduct that is in the best interests of the game and the Players in their care.

Except in U8's Coaches are **not permitted to enter the field of play** while any match is in progress and must always remain in the designated Team Bench area other than during the breaks.

It shall be the responsibility of Coaches to **maintain team discipline** and to instruct the Players to always play within the rules and spirit of the game.

**COACHES ARE NOT PERMITTED TO  
APPROACH, ABUSE OR QUESTION THE  
DECISION OF THE UMPIRES.**

## Youth Program (YCP) Coach

All YCP Coaches must have a completed the mandatory information and induction session run by AFL Victoria and SMJFL.

All SMJFL Coaches shall, to the best of their ability, **uphold the AFL Coaches Code of Conduct**, and must maintain a standard of behaviour and conduct that is in the best interests of the game and the Players in their care.

YCP Coaches are **not permitted to enter the field of play** while any match is in progress and must always remain in the designated Team Bench area other than during the breaks.

It shall be the responsibility of Coaches to **maintain team discipline** and to instruct the Players to always play within the rules and spirit of the game.

**COACHES ARE NOT PERMITTED TO  
APPROACH, ABUSE OR QUESTION THE  
DECISION OF THE UMPIRES.**