

# PART F: MATCH & GROUND OPERATIONS

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## 32. GROUNDS

GROUND MARKING										
32.a	The ground shall be marked in accordance with the <a href="#">Laws of Australian Football</a> , which shall include a spectator line at least two (2) metres outside the boundary line and six (6) metres behind the goals.									
COACHES BOX										
32.b	Two clearly identified Coaches Boxes shall be marked with; <ul style="list-style-type: none"> <li>no less than five (5) metres from either side of the Interchange area in Year 5 competitions and above.</li> <li>Fifteen (15) to twenty (20) metres distance between the two Coaches Boxes.</li> </ul>									
32.c	The Coaches Boxes must be marked in paint. Where this is not possible, collapsible cones may be used. Bunting or rope should then be used to mark the perimeter to prevent unauthorised individuals entering the Coaches Box.									
32.d	The Coaches Boxes cannot be marked in front of the spectator line.									
32.e	The Coaches Box placement and dimensions shall be set up as per <b>Ground Preparation Diagram Figure 1</b> .									
INSURANCE MATCH DAY CHECKLIST										
32.f	A check of the ground surface is to be conducted before the first match of the day and any time there is a change to the ground ie change in playing oval size and/or weather conditions change.									
32.g	The appropriate Match Day Checklist must be completed for each ground check.  Print version - <a href="https://au.marsh.com/content/dam/marsh-affinity-2/pacific/documents/afl/match-day-checklist.pdf">https://au.marsh.com/content/dam/marsh-affinity-2/pacific/documents/afl/match-day-checklist.pdf</a>  Online form - <a href="https://info-pacific.marsh.com/acton/media/44357/afl-matchday-checklist-marsh">https://info-pacific.marsh.com/acton/media/44357/afl-matchday-checklist-marsh</a>									
SAFETY REQUIREMENTS										
32.h	Matches are not permitted to commence until padding is placed around all fixed goal and behind posts as per the Laws of Australian Football.									
32.i	There must be a stretcher present at the ground before a game is permitted to commence.									
OVAL LIGHTING REQUIREMENTS										
32.j	In accordance with Australian Standards, the following are minimum lighting requirements; <table border="1" data-bbox="341 1700 1216 1877"> <thead> <tr> <th>Competition</th> <th>Training</th> <th>Matches</th> </tr> </thead> <tbody> <tr> <td>Junior (Years 3-6)</td> <td>50 lux</td> <td>50 lux</td> </tr> <tr> <td>Youth (Years 7-12)</td> <td>50 lux</td> <td>100 lux</td> </tr> </tbody> </table> <p>For more information on lighting requirements, please refer to the <a href="#">AFL Community preferred Facility Guidelines</a>.</p>	Competition	Training	Matches	Junior (Years 3-6)	50 lux	50 lux	Youth (Years 7-12)	50 lux	100 lux
Competition	Training	Matches								
Junior (Years 3-6)	50 lux	50 lux								
Youth (Years 7-12)	50 lux	100 lux								

## GROUND SIZE SUMMARY

32.k

Field sizes are reduced in younger age groups and 15-a-side competitions to suit players' skill level and ability and to cater for the reduced number of players.

Reduced field sizes allow for 'cross-field' matches in Year 7 – 8 and allow for more matches to be played in the same timeslot, reducing the impact on volunteers, and increasing ground availability.

The ranges have been purposefully overlapped to allow for less ground configurations on match day. Ground configuration examples have been outlined in **Ground Preparation Diagram Figure 2**.

Competition	Length range	Width range
Year 3 - 4	80m – 100m	50m – 75m
Year 5 - 6	90m – 110m	70m – 85m
Year 7 - 8	110m – 140m	70m – 110m

Year 9 Year 9/10 Female	120m – 150m	90m – 120m
Year 10 – 12 Male Year 11 – 12 Female	135m – 185m	110m – 155m

The WAFC recommends that where possible, clubs use the lower range of the ground sizes to improve player development.

### 33. GROUND PREPARATION DIAGRAMS

Figure 1

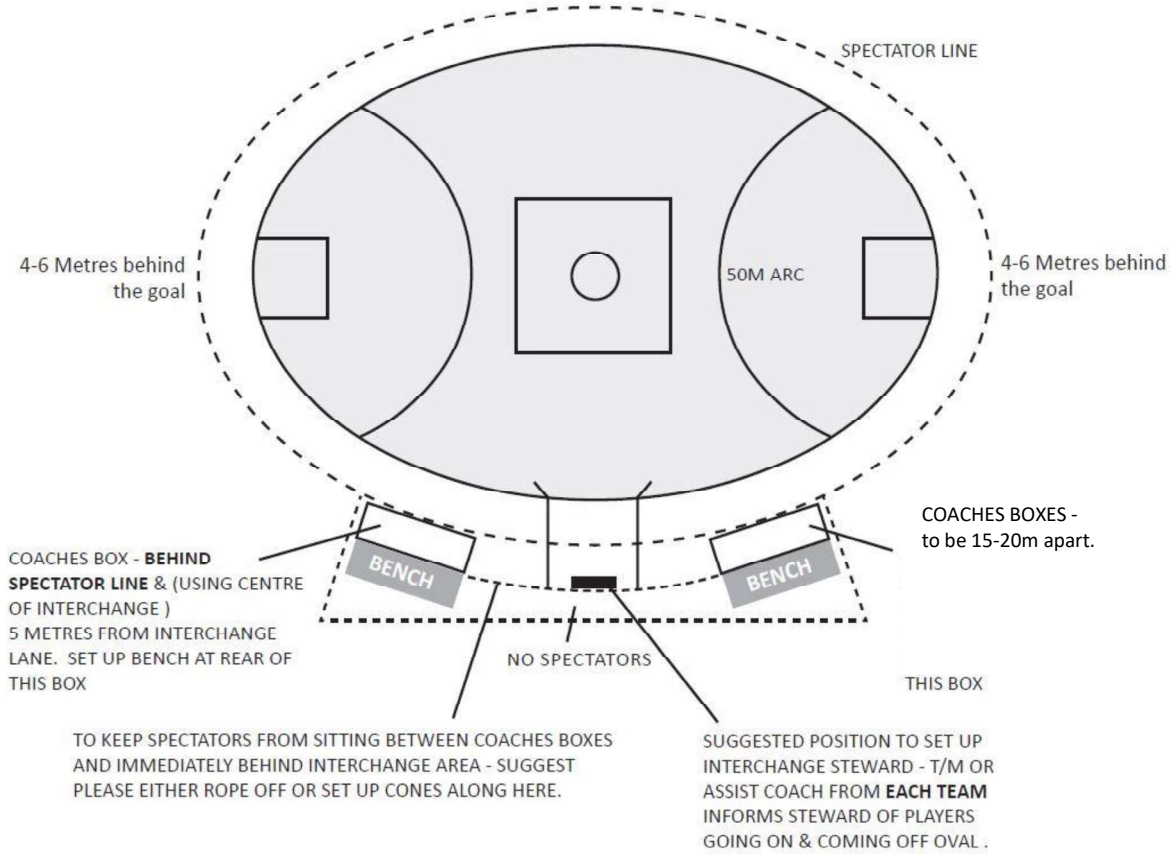
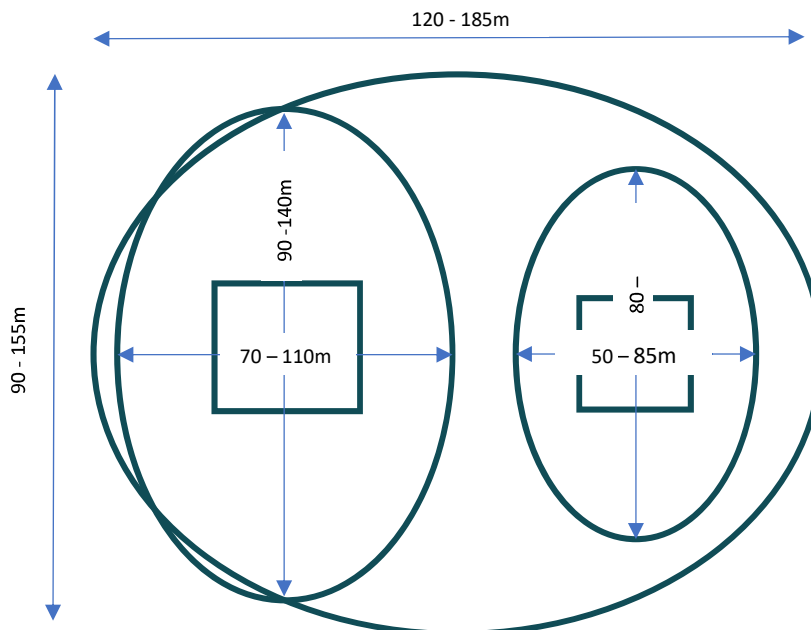


Figure 2





## 34. MATCH DURATION

MATCH DURATION													
34.a	<p>The length of match duration for all Junior and Youth matches controlled by the WAFC shall be as follows;</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Competition</th> <th>Width range</th> </tr> </thead> <tbody> <tr> <td>Year 3 – 8</td> <td rowspan="2">4x 15-minute quarters</td> </tr> <tr> <td>Year 9 – 12 Female</td> </tr> <tr> <td>Year 9 – 12 Male</td> <td>4x 20-minute quarters</td> </tr> </tbody> </table> <p>No time-on may be added to any game, with the exception of Finals (see below)</p>	Competition	Width range	Year 3 – 8	4x 15-minute quarters	Year 9 – 12 Female	Year 9 – 12 Male	4x 20-minute quarters					
Competition	Width range												
Year 3 – 8	4x 15-minute quarters												
Year 9 – 12 Female													
Year 9 – 12 Male	4x 20-minute quarters												
34.b	If a match is running late, then the last two (2) quarters are to be shortened sufficiently and equally so that the match will finish on time.												
BREAK INTERVALS													
34.c	<p>The maximum times allowed for break intervals between quarters are:</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Competition</th> <th>First quarter</th> <th>Half time</th> <th>Third quarter</th> </tr> </thead> <tbody> <tr> <td>Junior (Years 3-6)</td> <td>3 minutes</td> <td>8 minutes</td> <td>3 minutes</td> </tr> <tr> <td>Youth (Years 7-12)</td> <td>5 minutes</td> <td>10 minutes</td> <td>5 minutes</td> </tr> </tbody> </table>	Competition	First quarter	Half time	Third quarter	Junior (Years 3-6)	3 minutes	8 minutes	3 minutes	Youth (Years 7-12)	5 minutes	10 minutes	5 minutes
Competition	First quarter	Half time	Third quarter										
Junior (Years 3-6)	3 minutes	8 minutes	3 minutes										
Youth (Years 7-12)	5 minutes	10 minutes	5 minutes										
34.d	<p>Upon a second warning from the Field Umpire, if a team has not made an acceptable effort to take to the field, the Umpire shall award a free kick to the opposing team.</p> <p>Should both teams be offending, the Field Umpire will pay a free kick to the first returning team.</p>												
34.e	If any team is deemed by the Field Umpire to be in breach of rule 34.c, the Coach of the offending team shall be reported for engaging in time wasting.												
FINALS													
34.f	Should the final scores of both teams be equal at the end of the time allocated for a match in any finals round match, including the Grand Final, such match shall be extended by two (2) additional periods of five (5) minutes.												
34.g	<p>At the end of ordinary time of the drawn match, there will be a two (2) minute break between fulltime and the commencement of the extra time.</p> <p>Coaches are permitted on the playing surface during this time.</p>												
34.h	<p>At the completion of the first additional period of five minutes, teams are required to change ends with no break.</p> <p>Coaches, spectators and officials are <b>not</b> permitted to be on the playing surface during this time.</p>												
34.i	<p>Should the scores remain tied at the end of the two additional periods, the Team Captains will decide which team will kick to which end of the ground by the toss of a coin.</p> <p>Play will then resume until one team scores. The team who scores shall be declared the winner.</p>												

## 35. MATCH BALLS

- 35.1. Each team competing in a WAFC controlled match shall supply a football;
- 35.1.a. The Home team shall provide the match ball.
- 35.1.b. The Away team shall provide a suitable spare football.
- 35.2. All match footballs must be:
- 35.2.a. Of an age-appropriate size as per 35.4.
- 35.2.b. Manufactured by a WAFC agreed sponsored brand (Burley Sekem).
- 35.2.c. Leather footballs to be *Premier* quality.
- 35.2.d. Synthetic footballs to be *Attack* quality.
- 35.2.e. Display branding of the nominated WAFC Ball Sponsor (Healthway – Go for 2&5).
- 35.2.f. Yellow in colour.
- 35.3. All match footballs used in Grand Finals shall be;
- 35.3.a. new;
- 35.3.b. supplied by the WAFC;
- 35.3.c. returned to the WAFC following the conclusion of the match.
- 35.4. All match footballs must adhere to the following sizes;

Competition	Gender	Size	Material
Year 3 Year 3 – 4	Male Female	Size 1	Synthetic
Year 4 Year 5 - 6	Male Female	Size 2	Synthetic
Year 5	Male	Size 2	Leather
Year 6 – 7 Year 7 – 8	Male Female	Size 3	Leather
Year 8 – 10 Year 9 – 12	Male Female	Size 4	Leather
Year 11 - 12	Male	Size 5	Leather

## 36. EQUAL OPPORTUNITY AND FAIR PLAY

*The WAFC will ensure that equal opportunities for participation in football are made available to all children, regardless of ability, size, shape, gender identity, age, disability or ethnic origin.*

FEMALE PARTICIPATION	
36.a	Single sex (all male / all female) competitions are preferred if teams can be arranged within the schools or junior districts and / or country regions.
36.b	Female players can participate with males until and including Year 9.
36.c	The WAFC has an expectation that Clubs will provide equal access to facilities for all participants and officials, regardless of gender.
36.d	Female only competitions will be given equitable scheduling of fixtures to mixed and / or male only competitions.
PLAYER ROTATION	
36.e	<p>All players, regardless of their age, size, gender, ability or the competition they are playing in, are to be given an equal opportunity to play in a variety of positions on the field.</p> <p>This is important in allowing players to gain experience and learn and develop the skills of each position. Adhering to this policy and its intent ensures all players and parents feel they are getting a fair go and are a part of the team, enhancing overall participation in Junior &amp; Youth Football.</p>
36.f	Every player in a team must play at least <b>sixty percent (60%)</b> of a match.
36.g	Rule 36.f only applies to the first game a player plays in a weekend, e.g., if a player has completed a match with their team and then plays up for another team who is short of players, that player is not required to play 60% game time in the second match.
36.h	All players must play equal game time across the season.
36.i	Each team is required to track player game time utilising the 'Rookie Me Play' app.
36.j	Breaches of the <b>Equal Opportunity and Fair Play Policy</b> may result in Coaching Citations being issued or the game being deemed a forfeit.
MAXIMISE PARTICIPATION OPPORTUNITIES	
36.k	<p>Coaches must utilise all places in the team for each match and play the maximum number of players available to them (including bench spaces).</p> <p>This includes finals, but only refers to players that are qualified to play in finals.</p>
36.l	<p>Teams with excess players must have an equal and fair player roster that ensures wherever possible, that all players have an equal number of matches played across the season.</p> <p>Teams with excess players must ensure different players are rostered off each week. Players should not be excluded from multiple matches in a row without a valid reason ie injury, disciplinary reasons.</p>
36.m	Breaches of the <b>Equal Opportunity and Fair Play Policy</b> may result in Coaching citations being issued or the game being deemed a forfeit.

### 37. MATCH ON-FIELD EQUALISATION (EVEN UP AND EVEN DOWN)

The Match On-Field Equalisation Policy is to be enforced in all Junior and Youth Football matches controlled by the WAFC. The Match On-Field Equalisation Policy is in place to ensure both teams have equal numbers on the field while maximising participants playing time and is to be applied to all home and away matches, including finals.

- 37.1. Teams must have the same number of players on the playing surface during a match at all times.
- 37.2. The only exceptions where teams are not required to match player numbers on the playing surface are:
  - 37.2.a. in the instance where a player has been sent off with a yellow card and there is no replacement player available, no even-up is required during the penalty period.  
*For avoidance of doubt, once the 15-minute penalty has been served, teams must return to an even number of players on the playing surface.*
  - 37.2.b. in the instance where a player has been sent off with a red card, and there is no replacement player available, no even-up is required for the remainder of the match.
- 37.3. If during the match, a player has to leave the playing surface due to an injury and there are no replacement players in that team, the following applies:
  - 37.3.a. The team with the injured player must notify the Opposition Team that they have no replacement player available.
  - 37.3.b. The opposition team is to remove one of their players from the playing surface immediately to keep the numbers on the playing surface even.  
*For avoidance of doubt, the player removed should be the closest to the interchange area.*
  - 37.3.c. If the injured player is subsequently able to return to the playing surface, the team must notify the opposition team and then players from both teams should re-enter the playing surface together.
- 37.4. As per the Competition Rules, the maximum number of players on the playing surface at any time is;
  - 37.4.a. Year 3 Mixed and Year 3/4 Female Competitions – 12 players
  - 37.4.b. Year 4 to Year 10 Competitions – 15 players
  - 37.4.c. Year 11/12 Female Competitions – 16 players
  - 37.4.d. Year 11/12 Male Competitions – 18 players
- 37.5. When teams cannot field the maximum number of players on the playing surface for that competition, the rules in the below table will apply.

Competition	Requirement
Years 3 - 9	Teams with higher number of players must offer additional players to play for the opposition team if they are unable to field the required number of players.  Players must be rotated so that no single player plays more than one (1) quarter per match for the opposition team.
Years 10 – 12 Male Years 9 – 12 Female	Teams with higher number of players must remove additional players from the playing surface until numbers are even.  This team then plays with a larger bench.

- 37.6. During Finals, if a Team in the Year 7 to 9 Competitions are 01 to 3 players short, the requirement to adhere to 37.5 will be at the discretion of the local competition, in consultation with the two Team Coaches.
- 37.7. Where matches are played with less than the maximum as per age specific competition rules, Coaches must ensure that field positions remain even.  
The below tables explain how to adjust teams on the playing surface in this scenario.

12-a-side			
On Field	Defenders	Mids / Wings	Forwards
12	4	3 / 1	4
11	4	2 / 1	4
10	3	3 / 1	3
9	3	2 / 1	3
8	2	3 / 1	2
7	2	2 / 1	2

15-a-side			
On Field	Defenders	Mids / Wings	Forwards
15	5	3 / 2	5
14	5	3 / 1	5
13	4	3 / 2	4
12	4	3 / 1	4
11	4	2 / 1	4
10	3	3 / 1	3

16-a-side			
On Field	Defenders	Mids / Wings	Forwards
16	5	4 / 2	5
15	5	3 / 2	5
14	4	4 / 2	4
13	4	3 / 2	4
12	4	4	4
11	4	3	4
10	3	4	3

18-a-side			
On Field	Defenders	Mids / Wings	Forwards
18	6	4 / 2	6
17	6	3 / 2	6
16	5	4 / 2	5
15	5	3 / 2	5
14	4	4 / 2	4
13	4	3 / 2	4
12	4	4	4

## 38. TEAM SHEETS

- 38.1. A team sheet is required to be prepared by each Team prior to every match using the PlayHQ system.
- 38.2. Team Managers are responsible for ensuring the teamsheet accurately reflects the list of all players and officials participating in the match and must include;
- 38.2.a. The name of each player participating
  - 38.2.b. The jumper number of each player participating (including last minute changes)
  - 38.2.c. The full name of all Team Officials representing the team, including:
    - 38.2.c.i. Coach
    - 38.2.c.ii. Assistant Coach (if applicable)
    - 38.2.c.iii. Team Manager

- 38.2.c.iv. Runner
  - 38.2.c.v. First Aid / Medical Officer
  - 38.2.c.vi. Goal Umpire
  - 38.2.c.vii. Boundary Umpire
  - 38.2.c.viii. Interchange Steward
- 38.3. Any person not listed on the teamsheet must not participate in the match as a Player or Official.
- 38.4. Should any individual participate in a match playing or officiating under another individual's name, they will be deemed ineligible, and the match deemed a forfeit.
- 38.5. Team Managers must ensure the accuracy of a teamsheet prior to the commencement of a match and make amendments to it where it is known at the time that:
- 38.5.a. A person listed on the teamsheet will not be participating in the match  
*(mark a line through this person's name).*
  - 38.5.b. A person not listed on the teamsheet will be participating in the match  
*(handwrite on paper teamsheet and manually adjust online in PlayHQ)*
- 38.6. A completed teamsheet must be submitted to the Field Umpire before the commencement of the match.
- 38.7. Where a teamsheet lists a Player's name that has not been crossed off, the Player will be recorded as having played the match.
- 38.8. Players arriving late will not be permitted to participate in the match until they have been checked by the Field Umpire and appear on the teamsheet. This can only be done at the quarter or half time breaks.
- 38.9. Any player arriving after the commencement of the third quarter cannot participate in the match.
- 38.10. At the conclusion of the match, Field Umpires are to handwrite the score, note any red or yellow cards issued and sign the paper teamsheet.
- 38.11. Team Managers are responsible for ensuring paper teamsheets and PlayHQ records properly reconcile post match.

## 39. SCRATCH MATCHES

*The purpose of scratch matches is to provide additional playing opportunities for players outside of official competitions, fostering skill development, team cohesion and understanding of how to implement strategies and techniques in gameday scenarios.*

- 39.1. Clubs may arrange scratch / practice matches outside of WAFC fixtured competitions.
- 39.2. Notification of scratch matches must be submitted to the relevant Competition Team a minimum of seventy-two (72) hours prior to the match commencement.
- 39.3. All scratch matches must be played within the WAFC Rules, Regulations, Policies and Bylaws.
- 39.4. All scratch matches with official Field Umpires are bound by the *Laws of the Game*, including penalties for reportable offences.

- 39.5. For insurance purposes, wherever possible, all players should be registered in PlayHQ prior to taking the field. Where registration in PlayHQ has not been completed, the following will apply;
- 39.5.a. Players will be covered under the [AFL National Risk Protection Program](#) from the date of registration. In addition, players will be covered for up to four (4) weeks prior to registering (i.e. considered as a 'prospective player')
- 39.5.b. Any player who will be transferring into the Club, but cannot complete the transfer until the Transfer Period begins (1<sup>st</sup> February), will be covered by the [AFL National Risk Protection Program](#) whilst training with the destination Club prior to the transfer being completed.
- 39.6. Any player currently under suspension may still be eligible to participate in a scratch match with their registered club, upon seeking approval from the relevant WAFC Competition Team.  
*For avoidance of doubt, scratch matches will not count as part of the player's suspension period.*
- 39.7. Payment of official Field Umpires will be the responsibility of the teams participating in the scratch match.

## 40. FIXTURES

- 40.1. The WAFC will prepare a fixture list for all matches and determine dates, locations and times of all matches played in WAFC controlled competitions in its ultimate discretion. Fixturing will endeavour to balance the interests of all participating Clubs as well as venue availability.
- 40.2. The WAFC reserves the right to grade and regrade throughout the season to provide players with competitive matches.
- 40.3. Any re-fixturing that occurs after the commencement of the season will be at the discretion of the WAFC. Changes will be made with fairness and transparency in mind, aiming to minimise disruptions to the overall competition.
- 40.4. Any proposed amendment or alteration to the fixtures by Clubs shall be submitted in writing to the WAFC.
- 40.5. Junior Clubs may only request an amendment to the fixture where it has been agreed to by both competing Clubs. If no agreement can be reached, then the original fixture will remain.
- 40.6. Where possible, Grand Finals will be played on neutral grounds.
- 40.7. If unforeseen circumstance disrupts finals fixtures, the relevant WAFC Competition Team will determine how to proceed and whether games will be rescheduled.

## 41. FORFEITS

- 41.1. All teams participating in WAFC competitions are expected to make every effort to fulfil their scheduled fixtures and play all available matches.  
*For avoidance of doubt, this includes negotiating rescheduling of the match with the opposition.*
- 41.2. In the event a team anticipates or is forced to forfeit a match, the Club must promptly notify the Opposing Club and WAFC Competitions Team as soon as they become aware of the situation.

- 41.3. In the event of a forfeit, both Clubs involved shall advise the WAFC in writing of the date of the match and include the reasons for the forfeit.
- 41.4. Should a Team play an ineligible Player or utilise an ineligible Official, that Team will forfeit the match.
- 41.5. A match shall be deemed a forfeit if at the start of the match either team consists of less than the minimum number of players required as listed below;
- 41.5.a. 7 players (12-a-side competitions)
  - 41.5.b. 10 players (15 and 16-a-side competitions)
  - 41.5.c. 12 players (18-a-side competitions)
- 41.6. For Junior matches (Year 3 to 6) with insufficient numbers listed as per 41.5, Teams are encouraged to still play a match with all available players and utilise the even-up principle to ensure players and umpires are still provided with a modified game day environment to develop skills and in-play decision making.
- 41.7. In the event of a forfeit, the following payment of umpires will apply;
- 41.7.a. If the forfeiting Club provides more than twenty-four (24) hours' notice to the WAFC, no payment of umpires is required.
  - 41.7.b. If the forfeiting Club provides less than twenty-four (24) hours' notice to the WAFC, that team is required to pay one hundred percent (100%) of umpire fees for the match.
- 41.8. In the event of a forfeit, the following match results in Youth competitions will apply;
- 41.8.a. The Team receiving the forfeit will be credited with a score of sixty (60) points 'for' and zero (0) points 'against' on the competition ladder.
  - 41.8.b. The Team receiving the forfeit will be credited with full Premiership points (4 points) and E-points (4 points) on the competition ladder.
  - 41.8.c. The Team giving the forfeit will be credited with a score of zero (0) points 'for' and sixty (60) points 'against' on the competition ladder.
  - 41.8.d. The Team giving the forfeit will be credited with zero (0) Premiership points and E-points (0 points) on the competition ladder.
  - 41.8.e. If the WAFC believes that a genuine attempt has been made to reschedule the match, point 41.8.d will not apply and the Team giving the forfeit may be credited with zero (0) Premiership points and four (4) E-points on the competition ladder.
- 41.9. In the event of a forfeit, the following teamsheet requirements will apply;
- 41.9.a. The Team receiving the forfeit are required to create a teamsheet which will credit the listed players as having played that game for the purposes of finals eligibility and historical records.
  - 41.9.b. The Team giving the forfeit are not required to create a teamsheet and players will not be credited as having played the match for the purposes of finals eligibility and historical records.



## 42. MATCH RESULTS

- 42.1. Clubs are responsible for ensuring match results involving their teams, are entered into the PlayHQ system promptly after the completion of each match.
- 42.2. Scoring in Junior Competitions (Year 3 to Year 6) are for competition purposes only and with the exclusion of official match day paperwork (ie teamsheets, score cards and PlayHQ results), the publishing of match results in print or electronic media is prohibited.
- 42.3. Any match will not be determined as abandoned until the match is officially called off by the Field Umpire, Umpire Coach or WAFC Competitions staff member.
- 42.4. Where a match is unable to commence or continue within the time scheduled, for reasons beyond the control of either team, the following will apply:

Circumstance	Result
Match not commenced	Match result determined by the WAFC.
Game is abandoned <u>prior</u> to halftime	If a match has commenced but is not able to proceed at any time prior to halftime, the match shall be deemed to be drawn and the scores of the teams at the time the match was interrupted shall be used in calculating the percentage of each team.
Game is abandoned <u>after</u> halftime	If the halftime interval has been reached and the match unable to proceed, the scores of the Teams at the time the match was interrupted shall be deemed to be the final scores of the match.
Recommencing of play	Where a Team is directed to recommence play by a Field Umpire and the Team fails, refuses or neglects to recommence play, the Team shall be deemed to have forfeited the match.

- 42.5. If a winning Team's margin exceeds sixty (60) points, the Team will only be credited with a maximum margin of sixty (60) points.  
*For avoidance of doubt, scores entered into PlayHQ should be the full score as per the scorecards. The WAFC Competitions Team are then responsible for adjusting the final results at the conclusion of the round.*
- 42.6. If a winning Team's margin exceeds sixty (60) points, with the exclusion of official match day paperwork (ie teamsheets, score cards and PlayHQ results), the publishing of match scores in print or electronic media is prohibited.

## 43. PREMIERSHIP POINTS AND LADDERS

- 43.1. Premiership points and ladders shall be maintained in PlayHQ by the WAFC for Youth Competitions only.
- 43.2. Premiership points and ladders will not be maintained for Junior Competitions as they are participation-based skill development competitions.
- 43.3. If re-grading occurs in a division, all Premiership points will be reset at the discretion of the WAFC.

- 43.4. Premiership points will be awarded as follows;
- 43.4.a. Four (4) Premiership points to the winning team,
  - 43.4.b. Two (2) Premiership points to both teams in the case of a drawn or cancelled match,
  - 43.4.c. Zero (0) Premiership points to the losing team,
  - 43.4.d. Zero (0) Premiership points for a bye,
  - 43.4.e. Awarded as per point 41.8 for any forfeited matches.
- 43.5. Where equality in combined total of Premiership and E-points occurs at the conclusion of qualifying rounds, the position of a team shall be decided by percentage.
- 43.6. In competitions with an uneven number of matches have been played, a Match Ratio shall apply to the ladder. Match Ratio is calculated by the number of wins divided by the number of games played, multiplied by 100.

## 44. ENVIRONMENT POINTS (E-POINTS)

*Environment Points (known as E-points) have the objective of recognising and rewarding positive game day environments by supplementing Premiership points, to weigh game day behaviour with the same importance as winning a match.*

- 44.1. E-points are applied to all Youth Competitions.
- 44.2. E-points will be allocated after the completion of each qualifying round.
- 44.3. Each Team is eligible to be awarded a maximum of four (4) E-points, per match, in the qualifying rounds.
- 44.4. In addition to point 44.3, the WAFC will hold two (2) bonus rounds each season where teams will be eligible to have their awarded E-points doubled. These bonus rounds will occur;
  - 44.4.a. The first bonus round will occur within the first four (4) matches of the qualifying rounds.
  - 44.4.b. The second bonus round will occur within the last four (4) matches of the qualifying rounds.
- 44.5. Teams will forfeit their match E-points as follows;

Circumstance	Result
Yellow card	Non-allocation of one (1) E-point per card issued.
Red card	Non-allocation of two (2) E-points per card issued.
Team Player, Spectator or Official issued with a prescribed penalty suspension of one match or more	Non-allocation of two (2) E-points per person charged.
Report of poor spectator behaviour	Non-allocation of up to four (4) E-points (at the sole discretion of the WAFC)
Team has a Code of Conduct, Policy or Bylaw breach, relating to inappropriate game day behaviour	Non-allocation of up to four (4) E-points (at the sole discretion of the WAFC)

- 44.6. Non-allocation of E-points as outlined in 44.5 may be doubled for any breach that occurs during a break of play or after the final siren as the Field Umpire does not have the ability to award a free kick. *For avoidance of doubt, the maximum is 4 E-Points per match.*
- 44.7. During Finals matches, the WAFC may substitute financial fines in place of E-point forfeitures.
- 44.8. If a Competition is subject to re-grading, Teams will carry forward their E-points into their new Competition.

## 45. SEND OFF RULE (YELLOW AND RED CARDS)

- 45.1. Umpires and WAFC Competitions staff can issue Yellow and Red cards to any player, official or spectator as deemed necessary.
- 45.2. A Player ordered off under a Yellow Card is;
  - 45.2.a. Required to leave the Playing Surface immediately through the interchange;
  - 45.2.b. Not permitted to resume playing for fifteen (15) minutes of playing time;
  - 45.2.c. May be replaced on the Playing Surface by a benched player immediately.
- 45.3. A Player ordered off under a Red Card is;
  - 45.3.a. Required to leave the Playing Surface immediately through the interchange;
  - 45.3.b. Not permitted to sit on the bench or enter the Playing Surface for the remainder of the match (including breaks).
  - 45.3.c. May be replaced on the Playing Surface by a benched player after fifteen (15) minutes of playing time.
- 45.4. A Team Official or Spectator ordered off under either a Yellow or Red Card is required to leave the vicinity of the Playing Surface immediately. They are not permitted to enter the Playing Surface, Coaches Box, change rooms or spectate for the duration of their penalty period. The penalty period is as follows;
  - 45.4.a. Yellow cards – fifteen (15) minutes.
  - 45.4.b. Red cards – the remainder of the match.
- 45.5. In the event that an individual is issued with two (2) Yellow cards in one match, the individual will take no further part in the match and receive an automatic one (1) match suspension.
- 45.6. In the event that an individual is issued with three (3) Yellow cards over the duration of the season, then the third and every subsequent Yellow Card received will be upgraded to a Red Card at the conclusion of the match, resulting in an automatic one (1) match suspension.
- 45.7. Any individual who is ordered off for a Yellow Card and fails to leave the Playing Surface immediately, will then be further reported and consequently deemed to have committed a Red Card offence.
- 45.8. Any individual who fails to leave the Playing Surface or Arena immediately when directed to do so shall be reported, the match terminated, and the individual's Team will forfeit the match.

- 45.9. Any individual receiving a Red Card should be assisted by their Club to remove themselves from the Venue as soon as practicably possible.

## 46. UMPIRE FEES

- 46.1. The WAFC shall determine the maximum fee for umpires annually prior to the commencement of the season.
- 46.2. Only qualified Umpires who are [registered](#) with and appointed by the WAFC can be remunerated by the WAFC, as per the rates stipulated in point 46.5.
- 46.3. The Umpire fees for each match will be shared equally between both competing teams, with the exception of forfeited games as stipulated in point 41.7 and Grand Finals as per point 46.6.
- 46.4. Clubs will be invoiced monthly for their matchday Umpire fees with strict terms of payment.
- 46.5. Umpire rates of payment are as follows;

Competition	Fee
<p style="text-align: center;"><b>Year 11/12</b></p> <ul style="list-style-type: none"> <li>• Minimum of 2 Umpire system</li> <li>• 3 Umpire system recommended.</li> <li>• Official Boundary Umpires are optional for male competitions.</li> <li>• Official Goal Umpires are optional</li> </ul>	<p style="text-align: center;">\$120 per Field Umpire</p> <p style="text-align: center;">\$70 per Boundary Umpire (2 umpire)</p> <p style="text-align: center;">\$40 per Goal Umpire</p>
<p style="text-align: center;"><b>Year 10</b></p> <ul style="list-style-type: none"> <li>• 2 Umpire system (where possible)</li> <li>• 'Last Possession' rule removes the need for Boundary Umpires</li> </ul>	<p style="text-align: center;">\$100 per Umpire (1 Umpire)</p> <p style="text-align: center;">\$80 per Umpire (2 Umpire)</p>
<p style="text-align: center;"><b>Year 9</b></p> <ul style="list-style-type: none"> <li>• 2 Umpire system (where possible)</li> <li>• 'Last Possession' rule removes the need for Boundary Umpires</li> </ul>	<p style="text-align: center;">\$100 per Umpire (1 Umpire)</p> <p style="text-align: center;">\$75 per Umpire (2 Umpire)</p>
<p style="text-align: center;"><b>Year 8</b></p> <ul style="list-style-type: none"> <li>• 2 Umpire system (where possible)</li> <li>• 'Last Possession' rule removes the need for Boundary Umpires</li> </ul>	<p style="text-align: center;">\$90 per Umpire (1 Umpire)</p> <p style="text-align: center;">\$70 per Umpire (2 Umpire)</p>
<p style="text-align: center;"><b>Year 7</b></p> <ul style="list-style-type: none"> <li>• 2 Umpire system (where possible)</li> <li>• 'Last Possession' rule removes the need for Boundary Umpires</li> </ul>	<p style="text-align: center;">\$80 per Umpire (1 Umpire)</p> <p style="text-align: center;">\$60 per Umpire (2 Umpire)</p>
<p style="text-align: center;"><b>Year 3 to 6</b></p> <ul style="list-style-type: none"> <li>• 1 Umpire system</li> <li>• 'Last Possession' rule removes the need for Boundary Umpires</li> </ul>	<p style="text-align: center;">\$40 per Umpire</p>

**\*Note: Female mixed age competitions default to the higher age for umpire payments.**

- 46.6. The WAFC will cover one hundred percent (100%) of Umpire match fees for Grand Final matches.
- 46.7. The WAFC will cover one hundred percent (100%) of Emergency Umpire fees during finals for the following competitions;
  - 46.7.a. Year 9-12 Female Youth Competitions;
  - 46.7.b. Year 10-12 Male Youth Competitions.
- 46.8. The Emergency Umpire fee for Finals matches in competitions stipulated in point 46.7 shall be \$25 per match.

## 47. APPROACHING UMPIRES

- 47.1. **No person, except as listed in point 47.2, shall approach or talk to an Umpire (Field, Boundary or Goal) prior to, during or after the conclusion of a match.**  
*For avoidance of doubt, this includes when leaving the playing surface and venue.*
- 47.2. The following individuals may approach an umpire;
  - 47.2.a. Team Manager (as per 47.3),
  - 47.2.b. Team Captain (for the purpose of requesting a headcount or as per 47.3),
  - 47.2.c. Coaches (only for the purpose of shaking hands prior to the match and at its conclusion),
  - 47.2.d. WAFC Competitions staff,
  - 47.2.e. Umpire Coaches,
  - 47.2.f. Umpire Escorts.
- 47.3. An Umpire may be approached by a Team Captain or Manager for the following reasons;
  - 47.3.a. Clarification of competition rules – enquiry when there is a consistent change/failure to follow the prescribed competition rules. **Not** to query an umpiring decision or interpretation.
  - 47.3.b. Player safety – to address concerns of player safety in event of extreme weather or match/oval conditions **only**.
  - 47.3.c. Clarification of sent off individual – seeking clarification of the details surrounding a send-off (ie what the sanction was for). **Not** to argue or debate the decision of the umpire.
  - 47.3.d. Clarification of Game Day Environment – seeking clarification whether the Umpire has any areas of concern for the Game Day Environment (ie spectator behaviour).
- 47.4. Club officials, players and spectators are not to approach any umpire during or immediately following a match to voice any concerns or other feedback regarding the umpiring.
- 47.5. Club Presidents may provide feedback to the WAFC via the prescribed [online form](#). Feedback should be specific and objective to enable it to be used for focused training and improved umpiring standards.

## 48. REMOVAL OF PLAYERS FROM THE PLAYING FIELD

*When other parties view Team Officials entering the field, there can be a perceived perception that they may be entering the field for negative reasons and then choose to enter the field themselves. This can quickly bring the game into disrepute and create an unsafe game environment.*

- 48.1. No Coach or Club / Team Official may remove a Team from the playing field during play.
- 48.2. Any Coach or Club / Team Official who has concerns for safety during a match, should have their Team Manager speak with the Field Umpire at the next available break.  
Should the safety concerns continue, the Team Manager should contact their Club President who will then in turn notify the WAFC Competitions Team for appropriate action.
- 48.3. If a Coach or Club / Team Official remove the Team from the Playing Arena whilst a match is in progress, this individual shall be required to appear before the WAFC and show cause why a penalty should not be imposed on the Club and/or Person, for their actions.
- 48.4. A match will not be deemed finished, abandoned or called off until officially done so by the Field Umpire, Umpire Coach or WAFC Competitions Staff member.
- 48.5. All individuals are bound by the **Ground Encroachment Policy** and breaches will be investigated by the WAFC Competitions Team.

## 49. GROUND ENCROACHMENT

*Encroachment refers to a violation that occurs when an unauthorised individual enters the Playing Surface or disrupts the flow of the game. Unauthorised individuals on the Playing Surface pose a risk to both themselves and the participants, meaning Ground Encroachments have the potential to quickly bring the game into disrepute and create an unsafe game environment. For this reason, the WAFC takes a strong stance on any violations of the Ground Encroachment Policy.*

- 49.1. Clubs are responsible for ensuring all participants understand and adhere to this handbook, including the Ground Encroachment Policy. This includes education relating to the possible consequences of a breach of the Ground Encroachment Policy.
- 49.2. Individuals who are authorised to be on the playing surface during game play are;
  - 49.2.a. Players listed on the teamsheet and not currently benched;
  - 49.2.b. Team Runners;
  - 49.2.c. Team First Aider / Medical Officers;
  - 49.2.d. Field Umpires;
  - 49.2.e. Any individual requested by the First Aider / Medical Officer to assist with the carrying of an injured player on a stretcher.  
*For avoidance of doubt, individuals covered under 49.2.e are only permitted on the playing surface when directed to do so by the Field Umpire as per the **Stretcher Policy**.*
- 49.3. In the event of an encroachment of the Playing Surface by any unauthorised persons, or that play is prevented by any other means, the Field Umpire shall seek assistance of fellow Umpires and/or any member of the WAFC to clear the Playing Surface so that the match may be resumed.
- 49.4. If the Field Umpire is unable to resume the match as per 49.3 within a reasonable period of time, they shall terminate play at that time and report all circumstances to the WAFC. The WAFC at its discretion, may award the result, declare the match abandoned or call a replay.

- 49.5. Spectators are expected to remain behind the spectator line and refrain from encroaching onto the field of play during matches.  
*For avoidance of doubt, this includes instances where players are injured.*
- 49.6. Any Club whose officials, players or spectators are found to be responsible for the unauthorised encroachment of the Playing Surface shall be liable for penalties at the discretion of the WAFC.
- 49.6.a. Based on evidence collected, the WAFC will determine an appropriate suspension penalty between the range of two (2) matches to a life ban.
- 49.6.b. If the encroachment includes any physical or verbal contact with opposition players, Umpires or WAFC officials, the penalty may be increased up to a Life Ban from all WAFC Competitions.
- 49.7. The Home Club is responsible for ground security on match day but cannot enter the Playing Surface unless requested to do so by the Field Umpire.

## 50. STRETCHERS AND INJURIES

- 50.1. The Host Club must provide a stretcher in good condition for all matches, that is readily accessible to the First Aid / Medical Officer.
- 50.2. The location of a stretcher for Venues shall be as follows;
- 50.2.a. One match – the stretcher should be placed behind the interchange area;
- 50.2.b. Multiple matches – recommendation to have one stretcher per oval, however if only one stretcher is available then it must be located in a quickly accessible central location for all ovals currently in use.
- 50.3. The officially appointed First Aider / Medical Officer on the day is in charge of all players and shall have final say as to the suitability of a player to resume playing the current match.
- 50.4. Any player who is injured during a match and who, in the opinion of the First Aider / Medical Officer, requires the assistance of a stretcher, shall be attended to as soon as possible so as to ensure the health and safety of the player.
- 50.5. Where a First Aid / Medical Officer has deemed a stretcher is required, the following game-play procedure will apply;
- 50.5.a. Upon being advised or noticing that a Player requires a stretcher, the Field Umpire shall stop play at the earliest opportunity to do so by blowing their whistle **once**.  
*For avoidance of doubt, game play will pause however the clock will continue.*
- 50.5.b. After a stretcher has been called for by the First Aid / Medical Officer, the Field Umpire shall blow their whistle **twice** indicating that authorised persons are now permitted to enter the playing surface to assist with the carrying of the injured player on the stretcher.  
*For avoidance of doubt, any unauthorised individuals who enter the playing surface prior to the double whistle will be in violation of the **Ground Encroachment Policy**.*
- 50.5.c. Once the injured player has been removed from the Playing Surface, the Field Umpire shall recommence play.



- 50.6. Where a First Aid / Medical Officer has called for a stretcher, the following player procedures will apply;
- 50.6.a. If a player is removed from the playing surface on a stretcher, then that Player will take no further part in the game whatsoever.  
*For avoidance of doubt, any player who is unable to bear their own weight and is supported by another individual propping them up for any part of the journey off the Playing Surface, will **not** be deemed to have been stretched off.*
- 50.6.b. The injured Player may be removed from the Playing Surface on a stretcher via the most direct route for play to recommence.
- 50.6.c. A Team may replace the injured Player with a benched player, but they must enter the Playing Surface via the Interchange area.
- 50.7. Only authorised persons are permitted to enter the Playing Surface and no team meetings or coaching is permitted during this time.
- 50.7.a. Players are to remain in their positions ready for recommencement of play.
- 50.7.b. Should a Coach enter the playing surface and in the opinion of the Umpire or WAFC Competitions staff was doing so to provide instruction, a free kick will be awarded to the opposition in front of the goal at the end of the 10-metre square.
- 50.7.c. Should both teams' Coaches enter the playing surface for the purpose of giving instruction, play will resume under the rules of the game and both Teams may have a fine imposed at the discretion of the WAFC.
- 50.8. If the First Aid / Medical Officer is of the opinion that an injured player cannot be moved from the Playing Surface due to the severity of injury, then play may be abandoned at the discretion of a meeting between the two Team Managers, the Field Umpire and/or any WAFC appointed official. The decision will be made in line with;
- 50.8.a. Providing a duty of care to the injured Player with due regard for their health and safety.
- 50.8.b. Allowing First Aider / Medical Officer to provide a level of care consistent with the limits of their qualifications; and
- 50.8.c. Causing minimal impact on the starting time of any subsequent matches.
- 50.9. All Field Umpires and Team Managers shall report all stretcher call outs and the outcomes on match documentation.



## 51. MERCY RULE

The Mercy Rule Policy is established in accordance with the **Spirit of Junior Football**. The purpose is to instil in all participants that it serves no beneficial purpose to inflict massive losses on an opposition team. Player retention is a key focus for the WAFC and this Policy forms a key part of the strategy to ensure players are involved in competitive competitions with a reduction of one-sided matches.

- 51.1. In the event of a one-sided match, both Coaches have a responsibility to even the match up to the best of their ability.
- 51.2. There is no discretion for Coaches to agree to the non-implementation of the Mercy Rule.
- 51.3. Clubs and Coaches may be required by the WAFC to explain any circumstance in which there is evident failure to take equalisation measures or achieve a competitive balance between the teams.
- 51.4. Failure to adhere to the Mercy Rule by Coaches may result in penalties including a reprimand, loss of Premiership Points, non-awarding of E-Points, Coaching Citations or suspensions.
- 51.5. Where the match score difference between Teams equals or exceeds sixty (60) points, the following is to occur;
- 51.5.a. Scoring on the Scoreboard is to cease at the end of the quarter the margin has been reached.
- 51.5.b. Goal Umpires and Independent scorers are to continue scoring as usual.
- 51.6. While the Mercy Rule is in effect, Coaches and Officials should use discretion to ensure the Spirit of Junior Football is maintained. Respect for opponents, officials and the game itself remains paramount.
- 51.7. Coaches have a key role in fostering the development of players. Learning to win and lose is part of the developmental journey but must remain secondary to the primary focus of player development and player retention.
- 51.8. In the event of a one-sided match, both Coaches have a responsibility to implement measures to:
- 51.8.a. Equalise the on-field competitive balance of the match; and
- 51.8.b. Allow for improved participation in the match for the players of the trailing team.  
*For avoidance of doubt, a match does not need to reach a sixty point difference before measures are introduced.*
- 51.9. Examples of measures that may be implemented in accordance with 51.8 are listed below;

### Applying the Mercy Rule – Leading Team

Scoring endlessly is not only unfair on your opponents but will not aid the development of your players.

- Rotation of dominant/influential players and adjust positions for all players.  
*At junior level its vitally important that all players develop the skills required for all positions.*
- Setting a challenge of maintain possession for certain periods of time or amount of possessions before scoring.  
*This will develop their game sense allowing increased player involvement.*

- Challenge the playing group to use non preferred hand and foot.  
*There are many long- term benefits of having players develop skills on both sides of their body.*

### Applying the Mercy Rule – Trailing Team

Motivating a team that is trailing in a one-sided game can be a tough challenge, however it is achievable when the win/loss situation is not overemphasised by the adults around them. Redefine the definition of winning so your players are focused on self-improvement and individual goal attainment rather than the scoreline.

- Defenders can be tasked with blocking a shot on goal.
- Players can be set the objective of taking a free kick and making a good pass to a team mate.
- Forwards could be tasked with taking a mark in front of goal.
- Teams can be set the objective of conceding fewer points in the next quarter than the last or no points in a set period of time.

## 52. DUTY OF CARE

- 52.1. All players have a duty of care to their fellow participants.
- 52.2. All contested elements of the game must be conducted within acceptable bounds to protect the health, safety and welfare of players and to minimise the risk of injury.
- 52.3. Coaches have a duty of care to educate players about the effect their body can have on an opponent, and how to protect not only themselves but also their opponents.

## 53. DANGEROUS TACKLES

- 53.1. Players when tackling should not place their opponent (head or body) in a vulnerable position which is inherently dangerous.  
Players when being tackled, should also not place their head or body in a vulnerable position which is inherently dangerous.
- 53.2. A dangerous tackle could be considered when the level of force is more than would normally be expected in a given situation.
- 53.3. The cues of a dangerous tackle include;
  - 53.3.a. Leaves head or body in a vulnerable position.
  - 53.3.b. Excessive rotation, including slinging.
  - 53.3.c. One or both arms pinned.
  - 53.3.d. Lifting of the legs.
  - 53.3.e. A tackle that drives or has two actions.
- 53.4. Field Umpires may award a free kick, yellow or red card for Rough Conduct in cases of dangerous tackles.

53.5. The below guidelines are designed to assist umpires in determining whether a penalty should be paid for a Dangerous Tackle.

Impact / Severity	Head Contact	Outcome
Low	Head <b>does not</b> hit the ground	Free Kick
Low	Head <b>does</b> hit the ground	Yellow card
High	Head <b>does not</b> hit the ground	Yellow card
High	Head <b>does</b> hit the ground	Red card

53.6. Other circumstances which may warrant an instant Red Card are those that are deemed to be inherently dangerous. Examples include;

- 53.6.a. Slinging motion where the ball player does not have control to brace themselves for landing.
- 53.6.b. When a player is lifted off the ground and not returned to ground with reasonable care.
- 53.6.c. When the tackler pins the arms of the ball player, and they have no way to brace themselves for landing.

53.7. Any Yellow Card issued may be upgraded by the Field Umpire, Umpire Coach or WAFC Competitions staff member.