



2025

HFNL Junior Football Bylaws

Junior Football

The following by – laws shall be read in general across the league’s Junior Football Competition and shall be read in conjunction with the league’s general by – laws.

112. Playing Rules

112.1 All matches shall be played under AFL laws of the game, AFL Western District Junior Area and Permit Agreements, AFL Western District Junior Equalisation Policy and On-Field Number Regulations, AFL Victoria Country rules and regulations except in such cases and conditions where the by – laws hereby adopted are superseded by the league’s by – laws

113. Junior Football Coordinator

113.1 Each club shall appoint a Junior Football Coordinator / s.

113.2 Each Junior Football Coordinator / s must be registered on AFL PlayHQ with their club prior to the start of the current season.

113.3 Any club that does not appoint a football coordinator will incur a fine set at the discretion of the HFNL Executive.

113.4 The Junior Football Coordinator / s must have a working with children check and a copy of this must be supplied to the league prior to the start of the current season.

113.5 Any Junior Football Coordinator that does not have a working with children check and / or has failed to supply the league with a copy will incur a fine set at the discretion of the HFNL Executive.

114. Player Registrations

114.1 All players shall be registered on AFL Play HQ with their club prior to the start of the current season.

114.2 Any player wishing to play after the start of the current season and who is not registered on AFL PlayHQ with their club, must complete the registration prior to the match they wish to participate in.

114.2 Any club playing an unregistered player shall be referred to AFL Victoria rule 1.1

115. Players

115.1 Players age is determined as at 1st of January of that year.

115.2 Any player registered with their club may play in Under 12, Under 14 and Under 16 Football subject by – law 115.1

116. Player Clearances

116.1 All clearances players in underage competitions are restricted to once every three weeks and shall refer to the AFL Victoria handbook

117. Permits

117.1 All permits shall refer to the AFL Victoria handbook.

117.2 All clubs shall adhere to all league area permits per season as per by – law 118.

117.3 A player who is not registered to a club shall not play finals.

118. Area Permits

118.1 The league shall enter into local area permits with the following leagues:

Warrnambool & District Football Netball League

South West District Football Netball League?

Horsham and District Football Netball League

Mininera and District Football League

119. Coaches Registration

119.1 All coaches and assistant coaches must register online at CoachAFL and indicate the club which they will be registered to prior to the start of the current season.

119.2 Any coach/assistant coach who wishes to coach after the start of the current season must register with CoachAFL and indicate the club which they will be registered with prior to the match in which they will coach.

119.3 The club of any unregistered coach will incur a fine set at the discretion of the HFNL Executive.

120. Coaches

120.1 All coaches / assistant coaches must be accredited as per AFL Victoria Country handbook.

120.2 All coaches must have a working with children check and a copy of this must be supplied to the club prior to the 31st of March of the current season or prior to the first match, they coach if appointed after the start of the season.

120.3 Any coaches that does not have a working with children check and / or has failed to supply the club with a copy will incur a fine set at the discretion of the HFNL Executive.

121. Coaches / Umpires Meetings

121.1 A meeting will be convened annually between all registered club coaches and representatives from Warrnambool & District Football Umpires Association and the Western District Football Umpires Association.

121.2 The club of a junior football coach who does not attend the coaches / umpires meeting will incur a fine set at the discretion of the HFNL Executive.

122. Team Managers Registration

122.1 All team managers must be registered on AFL PlayHQ with their club prior to the start of the current season.

122.2 A team manager who wishes to take to the field after the start of the current season and is not registered on AFL PlayHQ with their club, must complete the registration prior to the match he wishes to participate in.

122.3 The club of any team manager who is unregistered will incur a fine set at the discretion of the HFNL Executive.

123. Runners Registration

123.1 All club runners must be registered on AFL PlayHQ with their club prior to the start of the current season.

123.2 A runner must be a minimum 16 years of age unless permission has been given by the HFNL Football Executive.

123.3 Any runner who wishes to take to the field after the start of the current season and is not registered on AFL PlayHQ with their club, must complete the registration prior to the match he wishes to participate in.

123.4 In the event of the regular registered runner being unavailable on match day a fill-in may be appointed. The League must be notified of this fill-in and runners must be included on the team sheet.

123.5 The club of any unregistered runner will incur a fine set at the discretion of the HFNL Executive.

124. Runners

124.1 Clubs may appoint up to two (2) team runners per grade.

124.2 One (1) runner may enter and remain on the field at any one (1) time.

124.3 Runners must enter and leave the field by the designated interchange area.

124.4 Any runner who breaches by – laws 124.2 or 124.3, the club will incur a fine set at the discretion of the HFNL Executive.

124.5 The runner / s must have a working with children check if over the age of 18 and a copy of this must be supplied to the club prior to the start of the current season.

124.6 Any runner that does not have a working with children check and / or has failed to supply the league with a copy may incur a fine set at the discretion of the HFNL Executive.

124.6.1 In the event of a fill-in runner on match day By-law 124.6 shall not apply.

124.7 Runners shall be attired in shorts and shirt as supplied by the HFNL at the cost of the clubs.

124.8 Runners must have the identifying number on the back of the shirt and must be noted on the teamsheet.

124.9 The club of any runner attired incorrectly will incur a fine set at the discretion of the HFNL Executive.

125. Water Carriers

125.1 Water Carriers shall be attired in either black long pants or shorts.

125.2 Water Carriers shall be attired in a blue shirt which must have the club name and identifying number on the back of the shirt.

125.3 The club of any water carrier attired incorrectly will incur a fine set at the discretion of the HFNL Executive.

126. Club Umpires Registration

126.1 All club umpires shall be registered with AFL Victoria.

126.2 A club boundary umpire must be at least 12 years of age.

126.3 A club goal umpire must be at least 16 years of age.

126.4 A club central umpire must be at least 18 years of age.

126.5 Each club umpire must be registered on AFL PlayHQ with their club prior to the start of the current season.

126.6 Any club umpire who wishes to take to the field after the start of the current season and is not registered with AFL Victoria on AFL PlayHQ with their club, must complete the registration prior to the match they wish to participate in.

126.6.1 In the event of the regular club umpire being unavailable on match day a fill-in may be appointed. The League must be notified of this, and the fill-in umpire must be named on the team sheet and must have completed the online accreditation course.

126.7 The club of any unregistered club umpire will incur a fine set at the discretion of the HFNL Executive.

127. Club Umpires

127.1 Clubs shall supply umpires to the following matches

127.1.1 Under 16 Football - 1 x central umpire – home and away team

127.1.2 Under 16 Football - 1 x goal umpire – home and away team

127.1.3 Under 14 Football - 1 x central umpire – home and away team

127.1.4 Under 14 Football - 1 x goal umpire – home and away team

127.1.5 Under 12 Football - 1 x central umpire, 1 x goal umpires – home and away team

127.2 The club umpire / s must have a working with children check and a copy of this must be supplied to the club prior to the start of the current season.

127.3 Any club umpire that does not have a working with children check and / or has failed to supply the club with a copy will incur a fine set at the discretion of the HFNL Executive.

127.4 Club central, boundary and goal umpires must wear the HFNL supplied uniform at club cost.

127.5 The club of any club umpire attired incorrectly will incur a fine set at the discretion of the HFNL Executive.

127.6 Club umpires shall supply their own whistle.

127.7 The goal umpires shall record on cards as provided by the league exact scores and shall be returned with the match day results as per by – law 141.

128. Boundary Umpires and Out of Bounds

128.1 Boundary Umpires will not be used in the U14 and U16 competitions during the home and away season or in finals.

128.2 Should a ball go out of bounds, the central umpire will bring the ball in Fifteen (15) metres in from the boundary line and throw the ball up.

128.3 Out of bounds on the full will still remain.

128.4 Clubs can use umpires to patrol the boundary line if both home and away teams are in agreement, they will not be required to conduct boundary throw-ins.

129. Association Umpires

129.1 The league shall appoint association umpires from the Warrnambool and District Football Umpires Association and the Western District Umpires Association to officiate all league games as negotiated on a season-to-season basis.

129.2 The league shall supply association umpires for final matches:

129.2.1 Under 16 Football

129.2.2 Under 14 Football

129.3 Association umpires shall be paid as per pay rates.

130. Footballs

130.1 All balls shall have the approved league sponsor's logo printed on the footballs except for the Under 12 synthetic footballs.

130.2 Clubs who do not use the correct approved league sponsor logo as stated by the league may incur a fine set at the discretion of the HFNL Executive.

130.3 The club will incur the cost of all match balls provided for home and away matches

130.4 The league shall supply red Match Sherrin footballs for all Under 16 finals matches.

130.5 The league shall supply red Match Sherrin footballs for all Under 14 finals matches.

131. Player Uniforms

131.1 All players must wear AFL Victoria approved uniforms complying with the registered colours of their club including numbered playing jumpers, shorts and socks.

131.2 Only Beige / Cream colour bike shorts and black gloves are permitted. Black Bike shorts are not permitted.

132. Player Jumpers

132.1 Each club shall register its playing uniform prior and have approved by the HFNL Executive prior to the start of the season.

132.2 The league must approve all uniform colours and designs as per by – law 5.1.

132.4 The league must approve all changes to the club's uniform.

132.5 All players are to be in the approved uniform by the first match of the season. Should approved uniforms not be ready, approval from the league must be given for an agreed interim uniform.

132.6 The club of all players not in the approved uniform by the first match of the season and who have not received approval from the league for an agreed interim uniform will incur a fine set at the discretion of the HFNL Executive.

132.7 A sponsors/club logo is permitted to the top front left of the players jumpers and must have HFNL Executive approval.

132.8 A sponsors/club logo is permitted 5cm below the player's number and must have HFNL Executive approval.

132.9 Should a club require additional logos on the front or back of the player's jumper, a request must be lodged with the league and will be determined by the executive.

133. Player Shorts

133.1 A maximum of two logos may be attached to the front of player's shorts which must receive HFNL executive approval.

133.2 All clubs shall wear their home shorts.

134. Player Socks

134.1 As per by – law 131.

135. Match Times

135.1 Match times shall be as follows for day matches Home & Away

135.1.1	Under 12 Football	11.00am	Siren to be sounded 10.50am
135.1.2	Under 14 Football	12.15pm	Siren to be sounded 12.05pm
135.1.3	Under 16 Football	1.45pm	Siren to be sounded 1.35pm

135.2 Match times shall be as follows for night matches

135.2.1	Under 12 Football	5.00pm	Siren to be sounded 4.50pm
135.2.2	Under 14 Football	6.15pm	Siren to be sounded 6.05pm
135.2.3	Under 16 Football	7.45pm	Siren to be sounded 7.35pm

135.3 Match times shall be as follows for first two weeks of finals matches

135.3.1	Under 12 Football	9.00am	Siren to be sounded 8.50am
135.3.2	Under 14 Football	10.00am and 11.30am	Siren to be sounded 10 minutes before
135.3.3	Under 16 Football	1.00pm and 2.45pm	Siren to be sounded 10 minutes before

135.4 Match times shall be as follows for preliminary and grand finals

135.4.1	Under 12 Football	11.00am	Siren to be sounded 10.50am
135.4.2	Under 14 Football	12.15pm	Siren to be sounded 12.05pm
135.4.3	Under 16 Football	2.00pm	Siren to be sounded 1.50pm

135.5 Should a match be running late, the siren is to be sounded immediately after the completion of the previous match.

135.6 The club of any team who forfeits will incur a fine set at the discretion of the HFNL Executive, the opposing team shall receive four (4) premiership points and percentage shall be worked out as 15.0.90 to nil and the opposing team will be permitted to lodge a team sheet.

136. Match Intervals

136.1 Match intervals shall be as follows

136.1.1 Under 12 Football 4 x 12 minute quarters no time on with breaks 5, 10, 5

136.1.2 Under 14 Football 4 x 15 minute quarters no time on with breaks 5, 10, 5

136.1.3 Under 16 Football 4 x 20 minute quarters no time on with breaks 5, 10, 5

136.2 Any club delaying the start of a quarter may incur a fine set at the discretion of the HFNL Executive.

137. Match Conditions

137.1 The Under 12 Football team shall consist of between fourteen (14) and 28 Players on the team sheet with up to twenty (20) on the field at any one time, providing for a bench minimum of two players, with remaining players on the interchange. Also refer to Under 12 Football Guidelines.

137.2 The Under 14 Football team can name up to twenty six (26) players on their team sheet for both Home and Away and Finals games.

137.3 The Under 16 Football team can name up to twenty six (26) players on their team sheet for both Home and away and Finals games.

137.4 Clubs are encouraged to utilise intra-league sharing of players via Rule 2.9 to permit players to opposing teams when player numbers are lacking. Clubs doing so need to consult the AFL Western District Junior Equalisation Policy and On-Field Number Regulations.

On-Field Number Regulations:

- Minimum Bench is two at the start of the game. Maximum bench is per the age group and league by-laws.
- Teams may play with 18, 16, 15, 14 or 12 players, as long as there are 2 on the bench.
- If a match is played with 16 players on each team, it is the wing positions lost.
- Coaches of opposing teams can negotiate the positions lost when on-field players are 15 and below. In the spirit of junior football any club that is short of numbers on any given match must contact the opposing club and inform them of the situation by 9.00pm the day preceding the game to come to a suitable agreement.

137.5 Over age players must have approval from the HFNL Football Executive.

PERMIT CONDITIONS.

- A player must be under the age of 13 as of the 1 st of January of the current playing season.
- Any player who has been granted an overage permit who is reported and found guilty of an offence, shall have their permit automatically withdrawn. This shall include the acceptance of a set penalty.
- A club may not have more than four overage permit players each year.
- No overage permits will be granted after 30 th of June each year.
- The decision on the granting or otherwise of an overage permit by the HFNL Board is final.

- A player playing on an overage permit must be highlighted or otherwise marked on the team sheet. Example O/A

- An overage permit is provisional for four games after which the permit will be re-assessed. A further re-assessment will be conducted on or about 30 th of June.

- An overage permit player may not play senior grade football or reserves football. If they do, their permit shall be automatically withdrawn.

- Overage permit players and their club must be fully aware of the relevant HFNL bylaws.

- A copy of a proof of age document must be attached to this application.

- A copy of a medical certificate must be attached to this application if request is due to health issues.

- The HFNL Football Executive reserves the right to revoke the permit at any time.

137.9 15 metre penalties will be utilised in Under 12s in the place of 50 metre penalties. Any player who disputes the decision of the umpire shall be sent off the ground.

137.10 Under 12 players will not be allowed to kick the ball off the ground. This will reduce a soccer style of play and increase ball handling skills.

137.11 No official results shall be kept for Under 12 Football

137.12 Players are only allowed to bounce the ball once in Under 12 Football; should a player bounce the ball twice, a ball up shall be called by the umpire.

137.13 As per the AFL Western District Junior Equalisation Policy and On Field Number Regulations Minimum Bench is two at the start of the game.

138. Team Lists

138.1 Team lists must be lodged on the AFL PlayHQ database by 8pm each Thursday prior to each match and must be printed off immediately. The printed team list must also include coaches, runners, trainers, water carriers, team managers, interchange stewards and club umpires if known.

138.2 Players must be named in position including emergencies.

138.3 The team list printed as per by – law 138.1 must be used on match day, each participating club must add any coaches, runners, trainers, water carriers, team managers, interchange stewards and club umpires not known on the Thursday night when lodged by hand. Each participating club must place a line through any players who were selected but not playing and provide it to the central umpires prior to the match. This team sheet must be returned with the match day results as per by – law 141.

139. Timekeepers

139.1 Each participating club shall provide a timekeeper per match.

139.2 The siren shall only be sounded by the timekeepers prior to, during and at the completion of a match.

139.3 Stop watches must be synchronised, if only one stopwatch is available, that shall be the official time.

140. Match Day Checklist

140.1 A home and away club representative must complete the Marsh Insurance match day checklist prior to the start of the first match of the competition day on the approved Marsh Insurance app.

141. Match Day Results

141.1 The home club is responsible for entering each match result into AFL PlayHQ database by 5.30pm on a day match day or 10pm on a night match. All results must be forwarded to the Junior Football Operations Manager on the day for result confirmation.

141.2 Match result information shall include

141.2.1 Quarter by quarter scores and final score (league media scoresheet as provided by the league)

141.2.2 best players 1 to 6

141.2.3 successful goals scored per player

141.3 It is the responsibility of the home club to ensure all match day results are entered accurately.

141.4 Should inaccurate information be entered the home club may incur a fine set at the discretion of the HFNL Executive per inaccurate entry.

141.5 It is the responsibility of the home club to ensure all match day paperwork be sealed in the league match day envelope and delivered to the league's office by 4pm on the Wednesday following the match and must include

141.5.1 official league scoresheet

141.5.2 quarter by quarter scores and final score (league media scoresheet as provided by the league)

141.5.4 best and fairest vote cards

141.5.5 signed league goal umpires card

141.5.6 any other form required by the League

141.6 Should the home club not deliver the match day envelope to the League's Office by 4pm on the Wednesday following the match they will incur a fine set at the discretion of the HFNL Executive.

141.7 The club responsible for any missing match day paperwork from the match day envelope as per by-law 141.5 may incur a fine set at the discretion of the HFNL Executive.

142. Finals

142.1 In the event of a drawn match in any finals match including the grand final, the following shall apply

142.1.1 two five (5) minute quarters shall be played with an immediate change of ends after the first (1st) five minute quarter break with no break during the change of ends.

142.1.2 if at the end of the second five minute quarter scores are still level, no change of ends shall occur, play will be restarted at the centre bounce and continue until one team has a one point advantage

142.2 The league shall allocate rooms and uniforms prior to each finals match and notify the club via the club secretary by 12 noon on the first business day immediately following the previous matches.

142.3 The nominated away team shall call the toss of the coin.

143. Finals Eligibility

143.1 Any player registered with their club who plays Junior Football must take the field in three (3) or more home and away matches to be eligible to play finals in Under 14 Football or Under 16 Football.

143.2 Any underage player registered with their club who plays Three (3) Club games in the current Season is eligible to play finals in their own age group that season and above.

143.3 Permit players are not eligible to play finals without consent from the HFNL Executive.

144. Junior Interleague Carnival

144.1 The league shall compete in the Junior Interleague Carnival as required.

144.2 The league shall appoint representative team coaches for a period of one (1) year for each team participating in by – law 144.1 and shall advertise the positions as required upon the completion of each one (1) year period.

144.3 The league shall appoint representative team coaches.

144.4 The clubs shall supply the league with the names of four (4) players to be selected in the Junior Inter League Carnival squads.

145. Set Penalties

145.1 As per AFL Victoria rule 11.0.

146. Investigations

146.1 As per AFL Victoria rule 5.0.

Investigation fees: In instances where a club lodges a request for an investigation in accordance with AFL Victoria Rule 5.0 (unbecoming conduct) and lodges the required fee of costs \$800, the full amount of \$800 shall be retained by the League and will be refunded in full or part after completion of the investigation and subsequent tribunal hearing (if applicable) as per the League's policy, as set out below. The following policy in relation to payment of the Investigations Officer's payment will be enforced by the League for investigations: A) When the Investigations Officer determines there is no case to answer, the club requesting the investigation will receive a refund of the bond, less the Investigations Officer's fee for services. B) In cases where the investigations officer refers the matter to the League's Independent Tribunal, and a verdict of not guilty (or case not proven) is determined, the club requesting the investigation will receive a refund of the bond, less the Investigations Officer's fee for services. C) In cases where the Investigations Officer refers the matter to the League's Independent Tribunal and a guilty verdict is determined, the club requesting the investigation shall receive a full refund of \$800. The club of the player/official that has the guilty verdict applied to it shall be fined the amount of the Investigations Officer's fee for services. (in addition to any additional tribunal fine) which shall be used by the League for payment to the Investigations Officer for services. Note: The above financial policy part (a) & (b) shall be applied in cases where the investigations officer fee does not exceed \$800 . In extenuating circumstances (e.g. More difficult, complex or lengthy investigations) the Investigations officer may request an amount over and above \$800 which will be paid by the club requesting the investigation over and above the bond paid.

147. Order Off

147.1 A red card indicates the player is ordered off for the remainder of the match and is able to be replaced after 20 minutes of elapsed playing time from the resumption of the play after being ordered off.

147.2 A yellow card indicates the player is ordered off for 15 minutes of elapsed playing time from the resumption of the play after being ordered off and cannot be replaced within that time.

147.3 Players sent off the ground in Under 12 Football by the umpire shall remain off the ground for the remainder of the game. Players sent off may be replaced in Under 12 Football to ensure that all players can have a maximum amount of playing time.

148. Independent Tribunal

148.1 The independent tribunal of up to 10 members shall be appointed by the executive at its first meeting after the Annual General Meeting.

148.2 Three (3) members of such an independent tribunal shall form a quorum.

148.3 Nominations for membership of the independent tribunal shall be advertised and intended nominee's names shall be forwarded to AFL Western District and League Administrator seven (7) days prior to the first meeting of the executive after the Annual General Meeting.

148.4 The members of the independent tribunal shall not hold any other position of office in the league or an official position with a club affiliated with the league within a period of twelve (12) months prior to nomination.

148.5 The members of the independent tribunal shall not have been an AFL Victoria registered player within a period of twenty – four (24) months prior to nomination.

148.6 Elected members of the independent tribunal shall receive the following prior to the current season

148.6.1 league season pass including finals

148.6.2 AFL Victoria handbook

148.6.3 league handbook

148.7 The league's tribunal shall be held on the Wednesday following a round of matches at a venue and time determined by the league.

148.8 Club attire or smart casual attire shall be worn at the tribunal.

148.9 Matters shall be referred to the independent tribunal as per AFL Victoria rule 7.0.

148.10 Any matter referred to the independent tribunal as per AFL Victoria rule 7.0 can be appealed as per AFL Victoria Country rule 8.0.

148.11 The league's tribunal shall consult with the league for interpretation of any AFL Victoria rule or league by – law as required whether the tribunal hearing has commenced or not. The league may also request further interpretation of any AFL Victoria rule from the AFL Victoria.

148.12 In the absence of quorum at a hearing of the independent tribunal, any players charged shall be eligible to play for their club until the matter is heard and determined by the independent tribunal.

149. Codes of Behaviour

149.1 All players, coaches, team officials and spectators shall comply with the AFL Victoria code of conduct and the Victorian Code of Conduct for Community Sport.

149.2 Should any players, coaches, team officials and spectators fail to comply with the AFL Victoria code of conduct and the Victorian Code of Conduct for Community Sport the matter will be referred to the league's tribunal.

150. Stretchers

150.1 Each home club must ensure an appropriate stretcher is placed at the interchange area.

150.2 Failure of the club to provide an appropriate stretcher will incur a fine set at the discretion of the HFNL Executive.

151. Post Padding

151.1 All football posts must be padded prior to the start of the first match of the competition day.

151.2 All football post padding shall be a minimum of 2.5m high x 30cm thick.

151.3 Failure to provide padding as required will incur a fine set at the discretion of the HFNL Executive.

152. Ground Lighting

152.1 If natural light is deteriorating during a match, the two participating club coaches and officiating central umpires can agree to turn on ground lighting to assist with the natural light at the ground to allow the match to complete.

153. De – Registration / Non – Registration Policy

153.1 The league shall adhere to the AFL Victoria's de – registration policy.

154. On Field Communication Devices

154.1 Listening / talking devices shall not be allowed to be used on the field during matches.

154.2 Should any club use listening / talking devices on the field during matches they may incur a fine set at the discretion of the HFNL Executive.

155. Awards

155.1 Doug McConnell Medal

155.1.1 an award known as the "Doug McConnell Medal" shall be presented each year to the best and fairest player or players in the Under 16 football competition

155.1.2 voting for such award shall be made by the field umpires officiating each Under 16 football competition match

155.1.3 the field umpires officiating each Under 16 football competition match shall at the conclusion of the match select three (3) best and fairest players in the match

155.1.4 the three nominations shall then be awarded either three (3) votes, two (2) votes or one (1) vote on an official league vote card provided by the home club

155.1.5 the card is then placed in a sealed envelope and returned to the home club

155.1.6 at the end of the home & away season, the league shall tally all votes from each match

155.1.7 the player or players with the most votes shall be awarded the medal. In the case of two players receiving equal votes, a joint winner shall be declared and separate medals shall be awarded to each player

155.1.8 the player or players who receive the second most votes shall be awarded the runners up medal

155.1.9 any player who has been found guilty of an offence during the home and away season shall not be eligible to win the medal

155.2 Under 14 “Stuart Brunt” Best and Fairest Medal

149.2.1 an award known as the “Under 14 Stuart Brunt Best and Fairest Medal” shall be made each year to the best and fairest player or players in the Under 14 football competition

149.2.2 rules in relation to the shall be identical to by – law 155.1

155.3 Leading Goal Kicker

155.3.1 an award known as the “leading goal kicker” shall be made each year to the leading goal kicker in the Under 16 football and Under 14 football competition

155.3.2 the player or players with the most goals kicked shall be awarded the leading goal kicker award. In the case of two players kicking the most goals, joint winners shall be declared and separate awards shall be awarded to each player

155.4 Danny O’Leary Medal

155.4.1 a medal known as the “Danny O’Leary Medal” shall be presented each year to the player judged Best on Ground in the Under 14 Football Grand Final by the central umpires.

155.5 Ray Russell Medal

155.5.1 A medal known as the “Ray Russell Medal” shall be presented each year to the player judged Best on Ground in the Under 16 Football Grand Final by the central umpires.

UNDER 12 GUIDELINES To be read in conjunction with HFNL Junior & Football Bylaws.

- **AGE ELIGIBILITY**

All players playing in the Under 12 competition must be under 12 on the 1st January, unless otherwise granted permission by the League to play as an Overage player. The minimum age at which a player may partake in this competition is 10 years of age. IE a player must turn at least 10 years of age in the calendar year.

- **PLAYERS**

All players are to be registered with the AFL Victoria.

- **TEAM SHEETS**

It is mandatory that team sheets are filled in before commencement of play with the names of the players, coach/coaches, runner, trainers and umpires. Team sheets must be with the HFNL Administrator by the Tuesday following the game.

- **GROUND SIZE**

The size of the playing field can be shortened if playing less than 18 players, and if BOTH coaches agree.

- **EXTRA PLAYERS**

It is generally accepted that teams may run 20 players on the ground at once (2 on each wing). It is possible, with both coaches' consent, to increase playing numbers provided the game does not get too crowded and remains reasonably fluent.

- **LACK OF PLAYERS**

Both teams should have equal playing numbers on the ground, per the AFL Western District Equalisation Policy and On-Field Number Regulations.

- **FOOTBALLS**

Size 4 leather/synthetic ball, by agreement of competing coaches before commencement of the match. If no agreement, a leather ball is to be used on Dry Conditions, synthetic in Wet Conditions.

- **KICKING OFF THE GROUND**

Players will not be allowed to kick the ball off the ground. This will reduce a soccer style of play and increase ball handling skills.

- **BOUNCING THE BALL**

Players will only be allowed to bounce (or touch down) the ball once with anyone in possession of the ball. If a player bounces a second time, they will be stopped, and the umpire will have a ball-up.

- **OUT OF BOUNDS**

If a player takes, disposes or moves the ball out of bounds the ball is to be thrown up 10 metres from the boundary. Out of bounds on the full, AFL Victoria Country Rule applies (Free kick).

- **15 METRE PENALTY**

15 metre penalties will be used in Under 12s. A player who disputes the decision with the umpire shall be sent off the ground.

- **PLAYERS SENT OFF**

Players sent off the ground by the umpire shall remain off the ground for the remainder of the game. Players sent off may be replaced in Under 12s to ensure that all players can have a maximum amount of playing time.

- **OFFICIALS ON THE FIELD**

Although adult involvement is encouraged and usually well supported only TWO (2) officials are allowed on the ground during play. It is vitally important that there be no reference to the opposition players in a negative manner. Comments that “put-down” opposition players will not be tolerated from officials, parents or spectators.

The umpires have the authority to send officials, parents, spectators off the ground or the bench if they interfere or disrupt the game in any way, or use negative comments about or to opposition players whilst on the ground.

The runners duty is to run messages from the coach/coaches to players, he/she is not permitted to stay on the ground during play. All club officials must use the coaches boxes provided and must remain behind the designated line between boundary line and coaches box. Parents and spectators are to remain behind the oval fence and only enter ground at quarter breaks.

- **UMPIRES**

One central umpire and one goal umpire in appropriate uniform (orange shirt and socks, black shorts, goal umpire in vest) from each team are to officiate each game. The two central umpires should be fair in their judgment and be mindful of player safety at all times. Umpires need to be up-to-date with the rules, including rule variations used in Under 12s. It is also advisable that the umpire takes that extra 5 to 10 seconds during the game to explain to the player/players why a decision has been made.

The umpires are to adopt a zero tolerance policy with player behaviour. Acts of poor behaviour or bad sportsmanship should first be penalized with a free kick or a 15 metre penalty where necessary. More serious offences or repeat offences should result in that player/players being sent off the ground. It is also the responsibility of the coach/coaches and their staff to help with player behaviour.

- **SCORING**

Team sheets to be completed in PlayHq and game results entered after each game with goal scorers and best players recorded. No official ladder will be visible to the Public and no finals or best and fairest awards will be awarded for the season Under 12 matches.

UNDER 10 GUIDELINES

To be read in conjunction with HFNL Junior & Football Bylaws.

AGE ELIGIBILITY

All players playing in the Under 10 League competition must be under 10 on the 1st of January, The minimum age at which a player may partake in this competition is 9 years of age. IE a player must turn at least 10 years of age in the calendar year.

PLAYERS

- All players must be registered with their clubs PlayHQ
- All players must be registered members of their clubs Auskick centre.
- Players must wear mouth guards

COACHES

- Coach(s) must be Level 1 accredited coaches. C
- Coach(s) must hold a current Working with Children Check– WWCC

TEAM SHEETS

It is mandatory that team sheets are filled in before commencement of play with the names of the players, coach/coaches, runner, trainers, and umpires. Team sheets must be with the League Administrator by the Tuesday following the game.

CLUB REQUIREMENTS

- Clubs to cover Affiliation and or Team Registration Fees.
 - Change rooms to a clean and secure environment
- On match day, clubs will be required to supply the following:
- Goal Umpire
 - Timekeeper
 - Central Umpire
 - Accredited sport trainer(s)
 - Water Carrier
 - Portable goals posts and cones if required
- Participating home teams must contact opposing clubs by the Wednesday prior to the game to arrange all details.

COMPETITION

- Games to be played on Sundays at Clubs allocated time slot
- Games can be played at ½ of senior game (application to be made to league to extend ½ time)
- Games not necessarily played weekly.
- When clubs are not scheduled to play or choose not to play– players must return to Auskick to develop their football skills.
- All games to be played under the strict guidelines of the AFL Junior Football Match Guide for U9-U10's
- Fun & Enjoyment– above all U/10's it's about everybody involved with the teams enjoying themselves and having fun.

LICENSING

Clubs are reminded that they are now affiliated with AFL Victoria and will fall under AFL Victoria Country Licensing Laws. While clubs will be permitted to use existing shorts, jumpers etc, ANY New 2025 playing apparel purchased will need to comply with AFL Victoria Country rules and regulations.

COMPETITION GOVERNANCE

The U/10 Little League will be governed by the Hampden Football Netball League.

AFL Junior Football Match Guide- Under 9s and Under 10s Purpose To provide children with a fun,

safe and positive experience through a well-structured match program that considers the level of maturation in motor, cognitive, psychosocial skill of children in this age group. The emphasis at this age level is the further development of basic game-specific skills (kicking, handballing, marking, gathering and evasion) and learning technical and tactical concepts. The match program for this age group provides further opportunities to develop game-specific skills and the tactical principals of gaining possession, pressure, utilising space, and positional play.

Spirit of the Game - Prior to the start of play: All players, coaches and umpires should gather on the ground and shake hands. Umpires and coaches should ensure that players are aware of the rules and procedures to be followed in the conduct of the game.

The spirit of the game is to give all available players a game of football. Therefore: Where difficulty occurs fielding full numbers, both coaches must agree to even up player numbers. Excess players should be given to the opposition team if it is unable to field the required numbers. Coaches should consider modifying the numbers per side to ensure all players participate (for instance, if planning 12-a-side but only 18 players in total are available, play nine-a-side).

Umpires - Endeavour to apply the rules of the game while preferring to award kicks to players in preference to calling “ball-ups”. Understand that the spirit of AFL junior match rules for this age group is to enable players to gather possession and that “the player in possession of the ball should be given every opportunity to kick or handball”. Attempt to involve all players as the opportunities arise, particularly when indicating which players are to receive a “free-kick” upon the ball being kicked out of bounds and ensuring the effective rotation of players. In relation to all ball-ups, A player contesting a ball-up may not grab the ball and play on.

Match Program

Football - A synthetic size 2 football should be used. (Auskick size)

Playing Time - The playing time should be reduced to what is appropriate for the age group.

Maximum of 4x12minquarters with no time on.

The designated breaks between quarters for all U/10 Little League matches shall be as follows:

1/4 Time- 3 Minutes

1/2 Time- 6 Minutes

3/4 Time- 3 Minutes

The Team

Twelve-a-side means: 4 forwards, 4 centres, 4 backs + reserves

Fifteen-a-side means: 5 forwards, 5 midfielders, 5 backs + reserves

Eighteen-a-side means: 6 forwards, 6 midfielders, 6 backs + reserves

Coaches can increase playing numbers provided the game does not get too crowded and remains reasonably fluent. Teams must have even numbers of players on the field at all times. If a team doesn't have sufficient numbers, they can also loan players from the opposition if both teams agree. Interchange may take place at any time, but all players must play at least half the match. Rotate players every quarter to provide opportunities in several positions, i.e., players to change from one zone to another and interchange on the field. Equalise the teams and opponents as such as possible (match sizes, abilities)

Playing Ground and Officials

The size of the playing field should be no bigger than 100m x 80m and divided into three equal zones (thirds) identified by markers or lines on the ground. This field is a maximum size and flexibility needed depending on the players per team, age, and ability level. Playing on a larger field will compromise the intent of the laws and in turn have an adverse effect on the development of players. A field umpire is needed, there are no boundary throw-ins (no boundary umpires) but two goal umpires are required.

Zones

Backs must stay in the back zone. Centres must stay in the centre zone. Forwards must stay in the forward zone. Rotate players to provide opportunities in several positions.

Transition of Ball

When the ball is in transition from the back zone to the forward zone, it must be touched by a player in the mid zone. Failure to do this will result in a free kick awarded to the opposition team at the point at which the ball entered the end zone.

Scoring

Only players who are positioned as Forward Zone players may score.

Start of Play and Restarting Play

When all players are in position, a ball-up is conducted between two centre players of similar height as nominated by the umpire. Alternate players for subsequent bounces.

Out of Bounds

A free kick is awarded against the player who last kicked the ball. If in doubt, or if the ball came off hands or body, the umpire shall call a ball-up ten metres in from the boundary. Full possession at the ball-up is not permitted.

Contact/Tackling

A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees. The tackle may be from either side or from behind, providing the tackle from behind does not thrust forward the player with the ball (i.e. push the player in the back). If the player in possession of the ball is taken to the ground in the act of tackling, they will receive a free kick. If the umpire feels the player drops to the ground deliberately in order to receive a free kick, they will be penalised for holding the ball. A player in possession of the ball, when held by an opponent applying a modified tackle, should be given a reasonable chance to dispose of the ball by kick or by handball, otherwise a free kick shall be awarded to the tackler for holding the ball. The field umpire shall conduct a ball-up when the player with the ball has the ball held to the body by an opponent, unless the player has had reasonable time to dispose of the ball prior to being tackled, in which case a free kick shall be awarded to the tackler for holding the ball. The field umpire shall allow play to continue if the ball is accidentally knocked out of a player's hands by an opponent. A player not in possession of the ball, when held by an opponent. Shall be awarded a free kick. There is strictly no bumping or deliberately bringing the opposition player in possession of the ball to the ground.

Players Cannot

Knock the ball out of an opponent's hands.

Push the player in the side.

Steal the ball from another player.

Smother an opponent's kick.

Shepherd an opponent.

Coaches

They must not pressure, instruct or make comments to or about officiating umpires or decisions they make. Coaches are not permitted on the ground during the game. The coaches must not pressure, instruct or make comments to the opposition team. At the end of the game, all players and coaches should gather on the ground to shake hands. The umpire should also take this opportunity to address the players.

Order Off Rule

To be applied at the umpire's discretion (or the controlling body where applicable). Bad language, poor sportsmanship and disputing umpiring discussions should be actively discouraged.

Rules and Regulations

Rules & Regulations	U/9-U/10
Phase	Development
Players (min/max)	12-15-18 a side increase playing numbers provided the game does not get too crowded
Maximum ground size/use of zones	100m x 80m
Match length	4 x 12min
Competition details	No scores, ladders or finals permitted. No recording of best players and goal kickers permitted. No representative teams
Contact	Modified tackle/no bump Players cannot bump/push an opponent, knock/steal the ball out of their hands or smother an opponent's kick.
The ball	Synthetic or leather size 2
Umpiring	1 field, 2 goal umpires Club/association
Coaching	To provide children with a fun, safe and positive experience
Bounces	1 bounce
Marking	A mark is awarded irrespective of the distance the ball has travelled to any player who catches it or shows control.
Out of bounds	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt, the umpire shall can a ball up 10m in from the boundary.
Kick off the ground	Not permitted unless accidental.
Stealing, smothering, shepherding, barging	No stealing, smothering, shepherding or barging.
Penalties	10m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way. Players can be ordered off at the umpire's discretion.