



**Sunday Football League**

[www.sundayfooty.com.au](http://www.sundayfooty.com.au)

SUNDAY FOOTBALL LEAGUE (INCORPORATED)

# 2026 BY-LAWS

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## INTRODUCTION

These By-laws are made under the authority of the Rules of the Sunday Football League (Inc) (“SFL”) to ensure a fair and equitable competition.

The By-laws contain various directions and requirements of the SFL and are binding on clubs, players, club officials, umpires and Tribunals. They are to be interpreted in accordance with, and are subject to, the Rules of the SFL.

By-laws are made for the dominant purpose of ensuring a safe and fair system or framework within which amateur status football may be regulated and conducted.

The Laws of Australian Football, and AFL Regulations and policies shall prevail, unless expressed otherwise in the SFL’s Rules and By-laws.

It should be recognised that the SFL believes in and operates under strict equity guidelines. Any reference to a person as *he* in this document is meant to read as unisex.

### Governing documents

The **Constitution of the Sunday Football League (Inc)** is the authority under and through which we govern and manage the business of the SFL.

The **By-laws of the Sunday Football League (Inc)** are the framework within which football is regulated and conducted.

The SFL also makes **policies**. Such policies formalise the SFL’s position on specific issues and/or details the required procedures considered important to effect competent and prudent management and operations.

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### Definitions:

<i>Board</i>	means the Board of the SFL.
<i>Board Member</i>	means a member of the Board of the SFL.
<i>Club</i>	means a club playing or approved to play in the SFL.
<i>Club Official</i>	means a person elected or appointed as a club committee member, coach, team manager, support personnel, timekeeper or any other person acting in an official capacity for a club.
<i>Club appointed umpire</i>	means an umpire appointed by the club to officiate.
<i>Coach</i>	means the senior or head coach of a team, all other coaches are deemed as assistant coaches.
<i>Player</i>	means a person registered to play in the SFL.
<i>Official</i>	means Club, Umpire or SFL Official as defined.
<i>Umpiring Official</i>	means Umpire Coaches and Match Day Coaches appointed by the SFL or WAFC.
<i>SFL Official</i>	means a Board Member, staff or any person appointed by the SFL to act on its behalf.
<i>SFL</i>	means the incorporated body, the Sunday Football League Incorporated.
<i>SFL appointed umpire</i>	means an umpire appointed by the SFL or WAFC to officiate.

## **PART 1: COMPETITIONS**

### **1. AMATEUR STATUS**

- 1.1 A player is only permitted to participate in the SFL as Amateur status.
- 1.2 The SFL defines AMATEUR status as one who does not receive or agree to receive, either directly or indirectly, any remuneration or reward whatsoever (whether by match payments or expenses or otherwise) in respect to their participation as a player in the SFL.
- 1.3 Only one senior coach is permitted for each team at the club. A club is required to provide the Board with a written list confirming the senior and assistant coaches for each team in the club prior to the commencement of each season or by 1 April, whichever is the later. Failure to do so will incur a fine as prescribed in Schedule 1.
- 1.4 The maximum remuneration a club is permitted to make for coaches in respect of any one team in a season is \$5,000. A club is not permitted to remunerate its coaches beyond the total amount which is reviewed and prescribed by the Board for adoption each season.
- 1.5 A fine not exceeding \$5,000 may be imposed by the Board upon any club who makes, or coach receives, remuneration in an amount greater than fixed by this By-law and the coach shall be suspended from coaching any SFL club in any capacity for a period of five years from the imposition of the suspension.

## **2. COMPETITION STRUCTURE**

- 2.1 The controlling body of the competitions is the SFL.
- 2.2 The SFL board will determine the competitions and divisions within them.
- 2.3 All players must turn 16 before the end of the season calendar year.
- 2.4 The Board shall determine the Divisions, the season commencement date and season fixtures for each Division, including the number of teams per Division, and team relegation and promotion.

## **3. ANNUAL TEAM NOMINATIONS**

- 3.1 Nomination process
  - a. All clubs shall annually nominate teams for each competition (as prescribed by the SFL) to the Board. Team nominations will close no later than two (2) weeks before the commencement of the season. No team nomination will be accepted after the due date, unless approved by the Board.
  - b. Teams accepted to play in the nominated year shall pay the affiliation fee as specified by the SFL at the beginning of the year.
  - c. The Board has the right not to accept a team's nomination, or may apply such additional conditions as they deem appropriate for a team's nomination to be accepted.
  - d. The Board may fine a club as prescribed in Schedule 1 where the club nominates a team late after the advertised nomination date.
- 3.2 Withdrawal of a team
  - a. Any club which withdraws a nominated team from any division before 31 March of the relevant season will be required to pay the non-refundable team nomination fee at the boards discretion.
  - b. Any club which withdraws a nominated team from any division after 31 March of the relevant season shall pay the full team affiliation fee and is not entitled to any refund,.

## **4. TEAM GRADING, RELEGATION AND PROMOTION**

- 4.1 The Board may relegate or promote a team for fixturing and division composition.

## **5. PLAYER REGISTRATION**

- 5.1 A player must be registered by the SFL to play in any SFL sanctioned match.
- 5.2 A player can only be registered to play for one club of the SFL at the one time.
- 5.3 To be registered, a person shall:
  - a. register online using the SFL Player Registration system via PlayHQ; or
  - b. temporarily register using a Type 2 Local Interchange Permit.
- 5.4 If the registration is subject to a Player Transfer and Clearance, the player is not permitted to register with the destination club until the transfer is approved.
- 5.5 Any player whose last club is now disbanded or amalgamated with another club and is unfinancial with the SFL, shall pay into the funds of the SFL an amount as determined by the Board against the sum owing by the unfinancial club before a registration shall be granted, providing he was a registered player of the unfinancial club in the year of disbandment or amalgamation.
- 5.6 Any person who makes a false declaration on his application for registration shall have his registration cancelled and fined as prescribed in Schedule 1.

5.7 The Board may not accept an application for registration or may apply additional conditions for an application for registration without giving reason.

## 6. DUAL REGISTRATION AND PERMITS

The SFL has Interchange Agreements for the use of Type 2 Local Interchange Permits with the WAFL, WACFL and WAFC/DFDC – Juniors.

Type 1 Match Day Permits and Type 3 Temporary Transfer Permits ~~are not~~ may be accepted in the SFL.

A Type 2 Local Interchange Permit which has been lodged and approved for the respective season cannot be withdrawn or amended after 30 June.

### 6.1 SFL and WAFL (Type 2 Local Interchange Permit)

- a. A player can play with a SFL club and a WAFL club in the same year without the need to obtain a Player Transfer and Clearance; *i.e.* he will be a dual registered player.
- b. A SFL registered player wishing to play WAFL League, Reserves or Colts shall obtain a Type 2 Local Interchange Permit in accordance with the WAFL.
- c. A WAFL registered player wishing to play in the SFL shall lodge a Type 2 Local Interchange Permit online via SportsTG PlayHQ no later than 12 noon Monday following the SFL match he played.
- d. A dual registered player is not permitted to play for a WAFL club and his SFL club on the same weekend. If this does occur; where the player plays his WAFL match before his SFL match, the player will be an ineligible player in accordance with these By-laws in the match he played. Where the player plays his SFL match before his WAFL match, he will be deemed an eligible player but his SFL match will not count towards finals eligibility.
- e. Only six WAFL registered players who have yet to play a SFL match are permitted to play for a SFL club at any one time on a weekly basis.
- f. An SFL registered player is required to lodge a Player Transfer and Clearance only when selected to play his first WAFL League match.
- g. A dual registered player is eligible to play finals in both the SFL and WAFL competitions subject to satisfying finals eligibility of the both competitions.
- h. A dual registered player suspended by the WAFL shall be ineligible to play in the SFL until the player has completed their WAFL suspension sentence.

### 6.2 SFL and WACFL - Fly in/Fly out (FIFO) (Type 2 Local Interchange Permit)

- a. A SFL registered player working in a country location on a FIFO arrangement is permitted to play with a WACFL club in the district of his temporary residence without the need to obtain a Player Transfer and Clearance; *i.e.* he will be a dual registered player.
- b. A player wishing to play under this arrangement shall obtain a Type 2 Local Interchange Permit and provide information from his employer certifying he is employed on a FIFO arrangement which shall be submitted in accordance with the relevant WACFL competition rules.
- c. A dual registered player may only play for his WACFL club when residing in his temporary residence on his normal FIFO schedule.
- d. A dual registered player is not permitted to play for a WACFL club and his SFL club on the same weekend. If this does occur, the player will be an ineligible player in accordance with these By-laws.
- e. A dual registered player is eligible to play finals in both the SFL and WACFL competitions subject to satisfying finals eligibility of the both competitions.
- f. A dual registered player wishing to transfer to another WACFL club may do so in accordance with the relevant WACFL competition rules.
  - i. Should a player's FIFO employment arrangement cease, the dual registration automatically ceases. If the player wishes to continue playing for his WACFL club, he will be subject to Player Transfer and Clearance or a Type 2 Local Interchange Permit, whichever is applicable.
  - ii. A dual registered player suspended by the SFL and WACFL shall be ineligible to play in the SFL until the player has completed their SFL and WACFL suspension sentence.

- 6.3 SFL and WAFC/DFDC – Juniors (Type 2 Local Interchange Permit)
- a. A player is permitted to play with a SFL club and a WAFC/DFDC junior club in the same year without the need to obtain a Player Transfer and Clearance.
  - b. A SFL registered player wishing to play WAFC/DFDC junior football shall obtain a Type 2 Local Interchange Permit in accordance with WAFC/DFDC requirements; *i.e.* he will be a dual registered player.
  - c. A WAFC/DFDC junior registered player wishing to play in the SFL shall lodge a Type 2 Local Interchange Permit online via Footyweb and it must be completed before the SFL match begins.
  - d. A dual registered player is permitted to play for his WAFC/DFDC junior club and his SFL club on the same weekend.
  - e. A dual registered player suspended by the WAFC/ DFDC shall be ineligible to play in the SFL until the player has completed their WAFC/DFDC suspension sentence.
- 6.4 SFL and AFL Masters WA (Type 2 Local Interchange Permit)
- a. A player is permitted to play with an SFL club and an AFL Masters WA club in the same year without the need to obtain a Player Transfer and Clearance.
  - b. An SFL registered player wishing to play AFL Masters WA shall obtain a Type 2 Local Interchange Permit in accordance with AFL Masters WA requirements; *i.e.* he will be a dual registered player.
  - c. An AFL Masters WA club registered player wishing to play in the SFL shall lodge a Type
  - d. Local Interchange Permit online via Footyweb and it must be completed before the SFL match begins.
  - e. A dual registered player is permitted to play for his AFL Masters WA club and his SFL club on the same weekend.
  - f. A dual registered player suspended by the SFL and Masters WA shall be ineligible to play in the SFL until the player has completed their SFL and Masters WA suspension sentence.
- 6.5 Cessation of Type 2 Local Interchange Permit
- a. Each Type 2 Local Interchange Permit is valid for the current year and requires re-application for the next year.
  - b. A Type 2 Local Interchange Permit may be cancelled by a player's club or if the Board decides accordingly.

## **7. CANCELLATION OF REGISTRATION (DE-REGISTRATION)**

- 7.1 A player's registration with the SFL is cancelled if:
- a. The player forfeits his amateur status.
  - b. The player has transferred his playing rights and is cleared to play in a club in another League/Association, excluding players listed in 6.4
  - c. The player whilst playing in the SFL has accumulated a combined total of 12 weeks suspension or been found guilty of a reportable offence on three separate occasions in any one year or receives a suspension of five weeks or more for any one incident resulting in a reportable offence.
  - d. The player makes a false declaration on his application for registration or transfer and clearance.
  - e. The player has not played a Home & Away Fixture in the SFL for 24 months.
  - f. The Board decides accordingly.
- 7.2 A player's registration may be cancelled and no further registration permitted with the SFL if he has accumulated a combined total of sixteen weeks suspension or greater in his football career after attaining the age of 16 years.
- 7.3 A player who makes a false declaration on his application for registration or transfer and clearance shall have his registration cancelled and fined as prescribed in Schedule 1.
- 7.4 A player whose registration has been cancelled may apply for a new registration.

## 8. PLAYER TRANSFER AND CLEARANCE

A player who wishes to play with another club must transfer his playing rights and be cleared from his former club to the destination club before he is eligible to play.

### 8.1 Transfer application period

- a. All player transfer and clearance applications shall be lodged via Footyweb between 1<sup>st</sup> November and 8pm (WST) on 30<sup>th</sup> November, and 1<sup>st</sup> February and 8pm (WST) on 30<sup>th</sup> June in a given year.

### 8.2 Transfer application process

- a. A player transfer must be initiated by the destination club lodging the transfer online via Footyweb with the player's last club (i.e. immediate former club).
- b. The former club has six business days commencing from when the application to transfer is lodged in Footyweb to object to the transfer application.
- c. If the former club does not object or fails to respond within six business days, the transfer application will be automatically approved and the player cleared to register with the destination club. Once a player's transfer application has been approved his playing history including tribunal records will be automatically sent to the League/Association to which the destination club is affiliated via Footyweb.
- d. The former club can approve the transfer at any time within the six business days via Footyweb.
- e. The player shall finalise his transfer by registering online using the SFL Player Registration system via Footyweb with his destination club.
- f. Armed Forces personnel, and interstate and country players (or the spouse, de facto or parent/guardian of the player) transferred during their duties or employment with the same employer (excluding self-employees) are permitted to lodge a Type 2 Local Interchange Permit online via Footyweb after the close of the transfer application period and is subject to approval being granted by the former club and League/Association.

### 8.3 Transfer refusal

- a. Subject to By-law 1.14(c), the former club can refuse a transfer within the six business days via Footyweb where the club can substantiate the player:
  - I. is indebted/owes money to the club for the season in which he last played at the club; and/or
  - II. is in possession of club property (eg. jumper) that needs to be returned; and/or
  - III. wishes to withdraw his transfer application. The player must complete the Player Withdrawal of Transfer Form and submit the form to the SFL within six business days from the date on which the transfer application was lodged.
- b. A club refusing to transfer a player must provide evidence to the Board within 72 hours of the refusal to substantiate the claim. Failure to provide such evidence will result in the re-opening and approving the transfer.
- c. A player refused a clearance solely by reason of him being unfinancial may submit a further transfer application upon paying his outstanding subscriptions.
- d. A player selected as a member of a SFL representative team shall not be granted a clearance to another club or League/Association until all subscriptions incurred as a member of the team are paid.

### 8.4 Appeal refusal

Where the player disputes the reason for a transfer refusal, the player's destination club must resolve the dispute with the former club. Where a dispute between the parties cannot be resolved, the appeal will be determined by the Board or be subject to the National AFL Player Transfer Regulations.

### 8.5 Suspended players

A player under disqualification or suspension on or prior to the 30<sup>th</sup> June may lodge a transfer application which will be processed on completion of the disqualification or suspension.

#### 8.6 24 Month Rule

A player who can satisfy the Board he has not played competitive football in the previous 24 months and wishes to play at another club can apply for registration with that club at any time. The player's former club cannot object to the transfer.

### 9. INELIGIBLE PLAYERS

9.1 An ineligible player is a person who:

- a. Is not registered with the SFL.
- b. Has not gained the appropriate transfer and clearance in accordance with the transfer application process.
- c. Is found guilty of a reportable offence and match suspension by the SFL or another League/Association.
- d. Had his registration or Type 2 Local Interchange Permit cancelled.
- e. Is not listed on the team sheet for a match and plays.
- f. Is listed on the team sheet and is not at the respective fixtured match, dressed in his playing uniform and ready to play except in the circumstance as set out in By-law 14.
- g. Must turn 16 during the season calendar year.
- h. Fails to comply with the eligibility for finals of the SFL.
- i. Owes money to the SFL.
- j. Plays using a Type 1 Match Day Permit or Type 3 Temporary Transfer Permit.
- k. Plays a WAFL or WACFL match before a SFL match on the same weekend.
- l. Within the period of 15 business days lodges a transfer with the SFL, plays a single SFL match then completes a transfer to another club.

9.2 A club which includes in its team an ineligible player:

- a. Shall automatically lose any match points gained by winning or drawing the match in which the player participated. Irrespective of scores in such match, the opposing team shall be declared the winner and shall be awarded the match and the offending team shall lose all points scored in the match.
- b. The premiership table shall be adjusted by:
  - i. Deducting the number of points scored by the team playing the ineligible player.
  - ii. Deducting 4 match points of the team playing the ineligible player if it won the match.
  - iii. The percentage accordingly.
- c. The team awarded the match:
  - i. Will have the number of points scored by the other team deducted from their "against" points.
  - ii. Receives 4 match points where it may have lost the match.
  - iii. Will have their percentage adjusted accordingly.
  - iv. The Board may impose a fine not exceeding that as prescribed in Schedule 1 or refer the matter to the Board or the Board.

### 10. MATCHES

10.1 The SFL shall determine the fixtures for qualifying and finals matches for the year.

10.2 No team shall play in any match without the sanction of the SFL.

10.3 From qualifying round matches the SFL shall keep for each divisions a premiership table showing matches won, matches lost, matches drawn, points scored for and against, and premiership points determined as follows:

- a. 4 points for winning a match.
- b. 2 points for a drawn match.

- c. 4 points for a match won on forfeit.
- 10.4 Where a match is abandoned or terminated before the scheduled end or the result of the match is in dispute, the Board may determine the result or order the match be replayed at such time and place as they see fit.
- 10.5 Where a division has fixtured byes that result in an uneven number of matches played, the Board shall determine final positions of the premiership table by dividing the number of matches won and drawn by the number of matches played to determine the ratio of matches won. Descending order will firstly be determined by the team with the highest ratio of matches won, teams with equal ratios shall then be determined in accordance with these By-laws.

## 11. SCHEDULED START AND PLAYING TIMES

- 11.1 The SFL shall determine the scheduled start time for each match.
- 11.2 Playing times and breaks are as follows:  
**DIVISION ONE REGULAR SEASON:**  
 Four quarters of 25 minutes with no time on. Quarter-time break is 5 minutes, half time break is 15 minutes and three-quarter time break is 5 minutes.  
 Division one matches may alter the length of quarters but only if agreed to by both team's coaches and the Umpires before the start of either the game or commencement of the 2<sup>nd</sup> half.  
**DIVISION TWO REGULAR SEASON:**  
 Four quarters of 20 minutes with no time on. Quarter-time break is 5 minutes, half time break is 15 minutes and three-quarter time break is 5 minutes.  
 Division two matches may alter the length of quarters but only if agreed to by both team's coaches and the Umpires before the start of either the game or commencement of the 2<sup>nd</sup> half.  
**SFLW:**  
 The SFL board will determine the competition structure, commencement date and fixtures for each season.  
**FINALS:**  
 Four quarters of 20 minutes with time on. Quarter-time break is 5 minutes, half time break is 15 minutes and three-quarter time break is 5 minutes.
- 11.3 Teams are not permitted to leave the playing surface except at the half time break and full-time, or as permitted in these By-laws.
- 11.4 A team not ready to commence play within 5 minutes of the scheduled start time shall be fined as prescribed in Schedule 1, unless a suitable explanation for such delay is accepted by the Board.
- 11.5 A team not ready to commence play within 15 minutes of the scheduled start time shall automatically forfeit the match.
- 11.6 Time On
- a. Regular Season
    - i. The duration of a regular season match will incur no time on except where there is undue delay such as a seriously injured player requiring a stretcher on the playing surface, a melee, a head count, light failure, lightning, or lost or damaged ball. In these circumstances, the field umpires shall signal and/or direct both timekeepers to apply time on. The additional time on and length of time on is entirely at the field umpires' discretion.
  - b. Finals and Time On
    - i. Time on is administered for all finals matches and is applied as per the rules of the AFL.
- 11.7 A club failing to comply with the scheduled and allocated break times shall be fined as prescribed in Schedule 1.

## 12. NIGHT MATCHES

- 12.1 Night matches may be fixtured by the SFL.
- 12.2 A club wishing to conduct a night match must comply with the Australian Standard for Sport Lighting for a Football Match.
- 12.3 Light failure
- a. Where a light tower ceases to operate;
    - i. the field umpires shall stop the match and direct the timekeepers to apply time on and record the time the match ceased.
    - ii. All umpires and players are permitted to leave the playing surface.
  - b. The field umpires, a home team representative and the team captains shall meet. The home team representative will advise as to the ability to re-commence play.
  - c. If the match does not recommence within the thirty minutes from the recorded time the match ceased, the field umpires shall terminate the match.
  - d. Where a match is unable to commence or is terminated before the scheduled end due to light failure, the Board may determine the result or order the match be replayed at such time and place as they see fit.
  - e. If the match is to recommence within the thirty-minute period;
    - i. the field umpires shall direct both teams to enter the playing surface whereby a ten-minute warm up period is permitted.
    - ii. Play will recommence from the time when the match ceased.
  - f. Where the light continues to fail or is poor after the match has re-commenced this procedure will be repeated.

## 13. FORFEITS

- 13.1 The Board can review, at any time, the outcome of any League match or declare any acts or omissions by players, officials, teams/clubs, supporters or spectators to be offences as in the Laws of Australian Football, or the League Constitution or its By-Law's or the administrative procedures of the League contractor or any other factor and by resolution either:
- a. Make any amendment/s to a result, score or the premiership table.
  - b. Apply any penalties
  - c. Send that review or an appeal by a/its members to the League, P&D for its judgement/s.
  - d. Make any amendment/s to a result, score, the premiership table or outcome as per the P&D's judgement/s.
  - e. Apply any penalties as per the P&D's judgement/s.
- 13.2 A team/ club will automatically forfeit a game, no review needed, for:
- a. A pre-arranged forfeit.
  - b. Any late or a non-appearance of that team.
  - c. Being unable, failing, refusing or by neglect commence or recommence play.
  - d. A team/club with less than 14 players at the start or finish as deemed by the umpire/s.
  - e. Refusal by a player, official or team to follow an umpire's instruction/s.
  - f. Any incitement or intimidation by players, officials, supporters or spectators.
  - g. A carded, bloodied or stretchered player or official refusing to leave the field or the designated area.
  - h. Blatant disregard by a team/ club official, towards the fairness, description, and laws of the game.
  - i. A player not; cleared, registered, or sanctioned or qualified for finals.
  - j. A player listed under another person's name.
  - k. Listing a suspended player on the match sheet.

- l. Using false or falsifying any evidence to obtain a registration, clearance or play in lieu.
  - m. Noncompliance to the Laws of Australian Football or the constitution or by-laws of the League or its contractor's administrative directives.
- 13.3 The umpire/s or observers will:
- a. Record as much information as they can reasonably ascertain, stating all incidents and cards, specifically the first and last red card issued, penalties applied or disobedience in the match book.
  - b. Then contact the league immediately.
- 13.4 The non-forfeiting team and umpire/s, other than a pre-arranged forfeit, must attend the match and the match book filled in as normal.
- 13.5 For a pre-arranged forfeit:
- a. The confirmation of the reasons for forfeiting must be forwarded to the League no later than 5pm on the Thursday before the match.
  - b. No attendance by the opposition team or umpire/s is needed.
- 13.6 Where a team/ club has more than one team playing in a round of fixtures:
- a. The 'reserves' team will always forfeit due to lack of numbers before the 'league' team can.
  - b. If the league team forfeits and the reserves team plays the outcome will be that both teams from that team/club will have forfeited in that round and be subject penalty in schedule 1.
  - c. The League By-Law's will apply in the case of travel or inclement weather.
  - d. Any other detrimental effect will be heard by the League P&D with that judgement to apply.

#### **14. PLAYING SURFACE**

- 14.1 The ground and goal post requirements are as stated in the Laws of Australian Football.
- 14.2 Clubs must complete the match day checklist as provided by the AFL Insurance APP or AFL checklist before the commencement of the first match on the ground for that day.
- 14.3 Where the field umpires agree the ground is unfit for play, the field umpires shall come together whereby the match shall be terminated. The Board may cancel the match or order a match be replayed at such time and place as they see fit.

#### **15. PRE-MATCH PROVISIONS**

The team mentioned first in a match fixture shall be called the home team. The team mentioned second shall be called the away team.

##### **15.1 Football**

The home team for each fixtured match shall supply either a new or good condition SFL approved football for all matches. The away team shall supply a new or good condition football ball as an emergency. Failure to do so will incur a fine as prescribed in Schedule 1.

##### **15.2 Timekeepers and siren/bell**

The home team for each fixtured match shall have a suitable and audible siren/bell. Both teams shall provide a timekeeper who shall meet to commence and end the quarter. Failure to do so will incur a fine as prescribed in Schedule 1. For all final matches, the timekeepers will sit together and monitor time-on in accordance with By-Law 12.6.

### 15.3 Scoreboard

The home team for each fixtured match shall have an operational scoreboard displaying the correct scores throughout the match. Failure to do so will incur a fine as prescribed in Schedule 1.

### 15.4 Playing area and equipment

The home team for each fixtured match is responsible for having the playing surface correctly and visibly marked (including interchange, coaches box and spectator line) goal post pads and a stretcher available on the boundary. Both teams are required to use white goal flags. Failure to do so will incur a fine as prescribed in Schedule 1.

### 15.5 Changing rooms

The home team for each fixtured match is responsible for providing the away team a changing room which is secure and clean, and providing the umpires a changing room which is separate to both teams which is secure and clean.

## 16. PLAYING UNIFORM

This by-law only pertains to the playing uniform specification and does not confer on a club or a manufacturer authorisation to reproduce the SFL or sponsor logos as required in Schedule 2 without prior permission from the Board.

### 16.1 Playing uniform

- a. The playing uniform shall comprise a club jumper, shorts and socks registered and approved by the Board together with football boots.
- b. Each player shall wear the playing uniform to play in the SFL.
- c. Players on the same team are not permitted to wear the same jumper number during a match.
- d. The away team is required to wear an alternative jumper for a match where team jumpers clash in design or colour.
- e. Where a player does not wear the correct playing uniform the club shall incur a fine as prescribed in Schedule 1.

### 16.2 Playing jumper

- a. Each club shall have its jumper(s) registered by the SFL to play in a match.
- b. A club is permitted to have more than one registered jumper.
- c. A club wishing to alter the design or colours of its registered jumper(s) shall apply and gain permission from the Board prior to its use.
- d. A club's crest or insignia may be included in the club's jumper design.
- e. The back of the jumper shall display a visible number 270mm high.
- f. The jumper must include an SFL logo and shall comply with SFL branding, licensing and advertising specifications. Failure to do shall incur a fine as prescribed in Schedule 1.

### 16.3 Playing shorts

- a. The home team shall wear black or coloured uniform shorts.
- b. The away team shall wear white shorts. A club which wishes to wear coloured shorts as the away team shall seek permission from the Board prior to its use.
- c. Shorts shall only be manufactured by the SFL's licensed manufacturer(s) in accordance with industry standards regarding pattern and material.
- d. Shorts shall comply with SFL branding, licensing and advertising specifications. Failure to do shall incur a fine as prescribed in Schedule 1.

### 16.4 Socks

- a. Each player shall wear football socks which are uniform in colour and design.
- b. Sport/ankle socks are not permitted to be worn.
- c. Socks shall be manufactured in accordance with industry standards regarding pattern and material.

- d. Socks shall comply with SFL branding, licensing and advertising specifications. Failure to do shall incur a fine as prescribed in Schedule 1.

#### 16.5 Branding, licensing and advertising

- a. The playing uniform is not permitted to be branded or have a logo which conflicts with a SFL sponsor, or carry slogans or designs which may be considered derogatory or inflammatory.
- b. Branding and logos are permitted in accordance with Schedule 2.

#### 16.6 Protective gear

Before any protective gear may be worn in a match:

- a. Written approval signed by a medical practitioner must be lodged with the SFL 48 hours before the first match in which the player is to participate wearing the protective gear.
- b. The Board must provide written permission to play with the protective gear.
- c. Umpires have the power to examine any protective gear, and if deemed necessary, request to sight the Board's written permission.

#### 16.7 Jewellery

A player is not permitted to wear any form of jewellery during a match.

### 17. TEAMS

#### 17.1 Team composition

- a. A team must consist of between 14 and 18 players who may be on the playing surface at any one time.
- b. Each senior team is permitted a maximum 24 players to play in each match.

#### 17.2 Team sheets

- a. The team's senior coach shall be responsible for the accuracy of his team sheet to ensure those players listed on his team sheet are in accordance with By-law 18.2(b)(i).
- b. All players for each respective match (including those who may be arriving late) shall be listed on the club's team sheet for each match stating:
  - i. Each player's name, registration number and jumper number participating in the match.
  - ii. Each team's senior coach and runner names.
- c. Prior to the commencement of each match, teams shall lodge with the field umpires and with the opposition team a copy of their team sheet.
- d. Should a team sheet require amendment after lodgement, the relevant team official shall inform the field umpires and the opposition team of the change at the next scheduled break in the match.
- e. Team sheets are confirmed final once signed by the field umpires and lodged.
- f. Teams are to retain and store their original team sheet until the end of the season.
- g. Each team has until 12 noon Wednesday following the match to electronically update their team sheet on Footyweb to replicate the team sheet confirmed by the Umpire's Match Report and include jumper numbers and any goal scorers.
- h. Where there may be discrepancy between the original paper team sheet and the electronic team sheet, the original paper team sheet shall prevail.
- i. To be listed on a team sheet a player must be at his respective fixtured match, dressed in his playing uniform and ready to play except in the circumstance as set out in By-law 14.
- j. A team sheet cannot be submitted for a fixtured bye.
- k. Failure to comply with this by-law will incur a fine as prescribed in Schedule 1 and the matter may be referred by the Board for further disciplinary action.

#### 17.3 Late arrival of players

- a. Prior to the commencement of play the team manager is to inform the opposition team manager the name, registration number and jumper number of each player who will be arriving late.
- b. The team manager must inform the opposing team manager of the arrival of the late player before he can play in the match.

- c. Players who arrive after the commencement of the third quarter shall not be permitted to play.

17.4 Even Up Rule (These rules shall only apply to qualifying round matches.)

- a. Where a team can only field between 14 and 17 players, then the opposing team may be requested to field the same number of players on the playing surface, plus one (1); *i.e.* even up rule. The remaining opposing players may act as reserves.
- b. Both team managers shall inform the field umpires when the rule is to be applied prior to the commencement of the match.
- c. If, after the start of the match, the team starting with fewer players loses a player for any reason, no further even up is required.
- d. The Even Up Rule does not apply to carded, injured or listed late players.
- e. Player/s may be loaned to their direct opposition team/club on match day and these players will be credited with one (1) game played towards finals eligibility with their regular club.
  - i. The players' name is to be recorded on the team sheet of the team he plays for and must have "Loaned" clearly marked.

## 18. COACHES

- 18.1 A team for any match shall have a coach who is subject to the same investigations and penalties as a player; including suspension, sanctions and fines. A team which does not have a coach shall forfeit the match.
- 18.2 All coaches shall hold as a minimum Level 1 AFL Coaching Accreditation and be subject to the WAFC Coach Accreditation Policy.
- 18.3 It is a condition of the SFL's insurance that a minimum Level 1 accredited coach is required to officiate for each team at each match.
- 18.4 Notwithstanding the above, where a coach is appointed and does not hold a current coaching accreditation, he/she is required to attain a Level 1 Coaching Accreditation before the first scheduled fixture in that year.
- 18.5 Where an unaccredited coach does not fulfil the obligation to become accredited before the first scheduled fixture in that year, he/she shall not be permitted to coach or play or act in any official capacity on match day. Where a coach has been found to have breached this by-law, his team shall receive the same penalty as playing an ineligible player. A coach dismissed under the above circumstances cannot be reappointed to the position from which he was dismissed until achieving accreditation as per 19.2.
- 18.6 A player is permitted to be a coach.
- 18.7 A coach who is a player in another team is permitted to leave the match, provided he is replaced by a minimum Level 1 accredited coach. The replacement coach's name shall be noted on the team sheet.
- 18.8 A non-playing coach is not permitted on the playing surface whilst the match is in progress.
- 18.9 The team's senior or head coach is responsible for the selection of the players that play in a match. He is responsible for the accuracy of his team sheet to ensure those players listed on his team sheet are in accordance with By-law 18.2.
- 18.10 No team shall have more than a total of 3 Coaches and/or Assistant Coaches in the Coaches area on match day. If a team is found to be in breach of this by-law, a fine will be applied as per Schedule 1.

## 19. UMPIRES

- 19.1 Appointments
  - a. The competitions shall be umpired by SFL and club appointed umpires.

- b. Unless specified by the SFL, each team is to appoint for each qualifying round match a boundary umpire and goal umpire dressed in an appropriate uniform to be confirmed by the field umpires.
- c. Field umpires will be provided by the SFL.
- d. Boundary and goal umpires shall have attained the age of 13 years.
- e. SFL appointed umpires shall be remunerated by the home team in accordance with the SFL's agreement.
- f. Club appointed umpires shall be remunerated by their respective teams.

#### 19.2 Club appointed umpires

- a. Where a club's boundary or goal umpire does not attend the fixtured match, the respective team shall automatically forfeit the match.
- b. In the case of this the field umpires can decide whether they enforce the last possession rule or they choose to ball the ball up when it goes out of bounds for the match.
- c. No field, boundary or goal umpire shall advise or coach a team by word or signal.
- d. A suspended player is not permitted to act as a field, boundary or goal umpire.

## 20. SUPPORT PERSONNEL

### 20.1 Runners

- a. All runners shall have attained the age of 16 years.
- b. A suspended player or suspended club official is not permitted to act as a runner.
- c. All runners are subject to the same investigations and penalties as a player; including suspension, sanctions and fines.
- d. All runners shall be dressed in the approved SFL supplied Runner's vest. Failure to do so will incur a fine as prescribed in Schedule 1.
- e. A team is permitted to use a maximum of two runners per match, with only one runner from each team allowed to be on the playing surface at any one time.
- f. Where a team uses two runners in a match, the runners must enter and leave the playing surface through the designated interchange area.
- g. Where a team uses one runner in a match, the runner is permitted to enter and leave the playing surface from any point of the playing surface.
- h. A runner's role is solely to deliver messages from the coaches to his players on the playing surface.
- i. A runner must immediately leave the playing surface once the message has been delivered.
- j. A runner is not permitted to:
  - i. interfere with the course of play, including standing and filling a space at set plays;
  - ii. coach or remain on the field barracking;
  - iii. engage physically or verbally with an opposition player, coach, official or umpire;
  - iv. use foul or abusive language.
- k. Where two runners from the same team are on the playing surface at the same time or if a runner fails to immediately respond to any request by a field umpire or breaches the above requirements, then the field umpire may award a free kick against the runner's team at the spot of the infringement or where the ball is at that time (whichever is the greater penalty) and/or report the runner.

### 20.2 Water carriers

- a. All water carriers shall have attained the age of 13 years.
- b. A suspended player or suspended club official is not permitted to act as a water carrier.
- c. All water carriers are subject to the same investigations and penalties as a player; including suspension, sanctions and fines.
- d. All water carriers shall be dressed in a bright coloured vest that cannot be mistaken for a player's uniform. Failure to do so will incur a fine as prescribed in Schedule 1.
- e. A team is permitted to use a maximum of four water carriers per match, unless permitted in these by-laws.
- f. A water carrier's role is solely to provide water/hydration to players when required.
- g. A water carrier is permitted on the playing surface but must immediately leave once he has

- completed his role.
- h. A water carrier is not permitted to:
  - i. deliver messages from the coaches to his players on the playing surface;
  - ii. interfere with the course of play, including standing and filling a space at set plays;
  - iii. coach or remain on the field barracking;
  - iv. engage physically or verbally with an opposition player, coach, official or umpire;
  - v. use foul or abusive language.
- i. If a water carrier fails to immediately respond to any request by a field umpire or breaches the above requirements, then the field umpire may award a free kick against the water carrier's team at the spot of the infringement or where the ball is at that time (whichever is the greater penalty) and/or report the water carrier.

### 20.3 Trainers

- a. Each team shall have a trainer for each match who shall have attained the age of 16 years and be a minimum accredited Level 1 Sports Trainer or Senior First Aid. Failure to do so will incur a fine as prescribed in Schedule 1.
- b. A suspended player or suspended club official is not permitted to act as a trainer.
- c. All trainers are subject to the same investigations and penalties as a player; including suspension, sanctions and fines.
- d. All trainers shall be dressed in a bright coloured vest that cannot be mistaken for a player's uniform, shorts or track pants and enclosed footwear. Failure to do so will incur a fine as prescribed in Schedule 1.
- e. A trainer's role is solely to provide medical assistance to players when required.
- f. A trainer is permitted on the playing surface but must immediately leave once he has completed his role.
- g. A trainer is not permitted to:
  - i. deliver messages from the coaches to his players on the playing surface;
  - ii. interfere with the course of play, including standing and filling a space at set plays;
  - iii. coach or remain on the field barracking;
  - iv. engage physically or verbally with an opposition player, coach, official or umpire;
  - v. use foul or abusive language.
- h. If a trainer fails to immediately respond to any request by a field umpire or breaches the above requirements, then the field umpire may award a free kick against the trainer's team at the spot of the infringement or where the ball is at that time (whichever is the greater penalty) and/or report the trainer.
  - i. A team's trainer is required to report to the SFL, as prescribed by the SFL from time to time, the conduct of any concussion test undertaken during training or a match.

## 21. DUTIES DURING AND POST MATCH PROVISIONS

### 21.1 Scores

- a. Scores for each match shall be recorded by each goal umpire.
- b. At each match break, the goal umpires shall confer and check scores.
- c. Final scores shall be recorded on the team sheets and entered onto FootyWeb by 12.00pm on the Monday following the game.
- d. Each team is to retain one goal card from the match in case of a disputed final score.
- e. Where a discrepancy in the final score occurs, and cannot be resolved at the conclusion of the match by the umpires, the matter will be referred to the Board for determination.

### 21.2 Umpire approach and escort

- a. A runner from both teams shall escort the umpires from the playing surface to the change rooms at half time and at the conclusion of the match. Failure to do so will incur a fine as prescribed in Schedule 1.
- b. The runner's role is to ensure umpire safety and welfare, and they shall not engage physically or verbally with an umpire.
- c. Only team captains are permitted to approach the umpires during the quarter time and three-

- quarter time breaks.
- d. An umpire is not permitted to be approached:
  - i. by a team captain at half-time;
  - ii. by a coach, club official or support personnel at any time.
- e. Players are permitted to talk to umpires during the match but at suitable times convenient to both player and umpire.

### 21.3 Post match day administration

- a. A team official shall meet with the umpires at the conclusion of the match to confirm match day administration and receive any reports or confirm prescribed penalty offers from the umpires.
- b. At the conclusion of the match teams are to retain and store the original team sheet till the end of the season.
- c. Each team is to retain one goal card from the match in case of a disputed final score.
- d. A club is permitted to withhold match payments from umpires till it is satisfied all match day administration is completed.
- e. FootyWeb is to be updated with final scores and individual goal scorers by 12.00pm on the Monday following the game.

## 22. COUNTING OF PLAYERS (HEAD COUNT)

- 22.1 Only the captain of a team at any time during a match may request the field umpire count the number of players of the opposing team who are on the playing surface.
- 22.2 Where a request is made, the field umpire shall:
  - a. stop play at the first available opportunity and direct the timekeepers to apply time on.
  - b. call into line within the centre square the players of both teams who are at the time on the playing surface and count the number of players.
  - c. upon completing the count, ensure each team has the permitted number of players on the playing surface and then recommence play at the position on the playing surface where the field umpire stopped play.
- 22.3 Where a team has more than the permitted number of players on the playing surface, the following shall apply:
  - a. the field umpire shall award a free kick to the captain of the requesting team, which shall be taken at the centre circle or where play was stopped, whichever is the greater penalty against the offending team;
  - b. a fifty-metre penalty shall then be imposed from the position where the free kick was awarded; and
  - c. the offending team shall lose all points which it has scored in the match up to the time of the count. The scoreboard shall be adjusted to show this fact.
- 22.4 Where a count reveals a team has the permitted number of players on the playing surface, the following shall apply:
  - a. a field umpire shall award a free kick to the captain of that team, which shall be taken at the centre circle or where play was stopped, whichever is the greater penalty against the requesting team;
  - b. a fifty-metre penalty shall then be imposed from the position where the free kick was awarded; and
  - c. if a field umpire is of the opinion a request was made primarily to delay play or such request did not have sufficient merit, the field umpire shall issue a red card to the captain who requested the count for time wasting.

## 23. TIMEKEEPERS

- 23.1 The home team for each fixtured match shall have a suitable and audible siren/bell. the home side is required to provide a timekeeper. Failure to do so will incur a fine as prescribed in Schedule 1.
- 23.2 Where Away sides disagree to the length or variation of the time of any quarter such dispute shall be reported to the field umpire at the next match break.
- 23.3 The field umpires shall note such disagreement in his report to the SFL, and in the event of a protest on the result of the match on the grounds of an error in timekeeping, a copy of the report will be made available to the Board for determination.
- 23.4 The total points scored by both teams shall stand and count in the percentages unless the Board decides otherwise.

## 24. ORDER OFF RULE

A field umpire is permitted to order a player or club official from the playing surface by issuing a yellow or red Card where the player or club official commits an offence detrimental to football or a reportable offence.

- 24.1 Yellow card - Order off/cool off
- a. For behaviour, detrimental to football; where a field umpire deems a player or club official has committed a minor offence as listed:
- i. Disputing a decision of an umpire.
  - ii. Intentionally, recklessly or negligently:
    - engaging in time wasting.
    - throwing, slinging or pushing an opponent after that player has taken a mark, disposed of the football or after otherwise out of play.
    - engaging in rough conduct against an opponent which in the circumstances is unreasonable.
    - engaging in a melee, except where a player's sole intention is to remove his player from an incident.
  - iii. Attempting to kick an opponent.
  - iv. Attempting to strike an opponent.
  - v. Tripping an opponent whether by hand, arm, foot, or leg.
  - vi. Bumping or making forceful contact to an opponent from front on when that player has his head down over the ball.
  - vii. Intentionally shaking a goal or behind post.
  - viii. Wrestling an opponent.
  - ix. Using abusive, insulting, threatening or obscene language.
  - x. Failing to leave the playing surface immediately when directed to do so by a field umpire.
  - xi. Any act of misconduct.
- b. A yellow card offence will require a field umpire to *Order Off* the playing surface the offending player or club official for 15 minutes of playing time.
- c. The player or club official shall immediately leave the playing surface through the interchange area. Where the player or club official does not immediately leave the playing surface through the interchange area the player or official will be issued a red card.
- d. REPLACEMENT IS PERMITTED STRAIGHT AWAY.
- e. Where a player or club official is issued with two yellow card offences in the same match, then he shall take no further part in the match.
- f. The field umpire shall record all offending players or club officials on the match report via the SFL APP.

- 24.2 Red card - Order off/Stay off
- a. For committing any reportable offence; where a field umpire deems a player or club official has committed.
  - b. A red card offence will require a field umpire to *Order Off* the playing surface the offending player or club official for the remainder of the match.
  - c. The player or club official shall immediately leave the playing surface through the interchange area.
  - d. REPLACEMENT IS PERMITTED STRAIGHT AWAY.
  - e. The offending player or club official shall take no further part in the match or any other match on the same weekend and/or round.
  - f. A player or club official issued a red card shall be considered 'on report'. The field umpire may offer a prescribed penalty or refer the report to the Board.
- 24.3 Accumulated send off (Red and yellow cards)
- a. Where a player or club official has been issued three yellow cards during the year he shall be suspended from playing for two playing dates.
  - b. If the player or club official is issued another yellow card after serving this suspension, he shall be suspended for two playing dates for each additional yellow card.
- 24.4 Match terminated by field umpires
- a. Where a player or official refuses to leave the playing surface immediately when ordered off the playing surface for a red card offence, the field umpire shall advise the offending player's captain.
  - b. Should the offending player continue to refuse to leave the playing surface, both field umpires and team captains shall come together whereby the match may be terminated.
  - c. Where the match is terminated before the scheduled end, the offending player's team shall forfeit the match.

## 25. MELEE

A melee is as a group of eight or more players and/or club officials arguing, wrestling, fighting or jostling on or off the playing surface before, during or after the match.

- 25.1 Where a melee occurs;
- a. All support personnel will immediately leave the playing surface.
  - b. Field umpires will attempt to diffuse the situation without entering the immediate area of conflict.
  - c. Players and officials who do not comply with a field umpires' direction to disperse may be issued with a yellow card.
  - d. The instigating players involved in the melee may be issued with a yellow or red card.
  - e. A player who moves from any part of the playing surface to join the melee will be issued with a yellow card, except if that player is the captain who is assisting to diffuse the melee.
  - f. Field umpires may report the teams for misconduct and each team will incur a fine as prescribed in Schedule 1.
  - g. It is not the responsibility of umpires to individually notify those involved.
  - h. Umpires observing specific incidents within the melee (i.e.; striking, kicking, etc.), shall report the offenders or may offer the prescribed penalty.
- 25.2 If an umpire's safety is at risk, the field umpires shall come together and agree to terminate the match. All umpires will group together and leave the ground.
- 25.3 Where a match is terminated before the scheduled end, the Board may determine the result or order the match be replayed at such time and place as they see fit.

## **26. BLEEDING**

- 26.1 Where a player is bleeding or has blood on his playing uniform or himself:  
He shall on his own accord or on direction of the field umpire leave the playing surface immediately. The field umpire will stop play at the next possible break in play and allow the replacement of players.
- 26.2 A player directed by the field umpire to leave the playing surface can seek medical attention at any point off the playing surface (i.e.; is not required to leave through the interchange area). The replacement player shall enter through the interchange area. The injured player shall enter through the interchange area when resuming play.
- 26.3 A player who refuses the direction of a field umpire may be issued with a Yellow Card.
- 26.4 A player who deliberately smears blood on another person shall be reported by the umpires.

## **27. AFL COMMUNITY FOOTBALL POLICIES**

- 27.1 The SFL enforce the following AFL Policies:  
27.1.1 [AFL Gender Diversity](#):  
27.1.2 AFL Concussion Policy

## **28. EXTREME HEAT**

- 28.1 Where weather forecasts are for extreme heat, the Board may direct clubs to;
- re-schedule start times to avoid hot conditions.
  - extend interchange bench by two players.
  - increase the number of water carriers to provide adequate drinks to players and umpires as required.
  - increase the length of scheduled breaks to enable teams to leave the field for shade: quarter time and three quarter - 10 minutes, half time - 25 minutes.
  - provide extra field and boundary umpires.
  - Postpone, cancel or terminate matches.
- 28.2 Where a match is postponed, cancelled or terminated, the Board may determine the result or order the match be replayed at such time and place as they see fit.

## **29. LIGHTNING**

- 29.1 Suspension and resumption of play should follow the "30/30" rule: play should stop when the flash-to-bang count approaches 30 seconds, and should not resume until 30 minutes after the last sight of lightning or sound of thunder.
- 29.2 Where the flash-to-bang count approaches 30 seconds to the match;
- the field umpires shall stop the match and direct the timekeepers to apply time on and record the time the match ceased.
  - All umpires, players and officials shall leave the playing surface.
- 29.3 The field umpires will determine when to recommence play in accordance with By-law 30.1.
- 29.4 If the match does not recommence within the sixty minutes from the recorded time the match ceased, the field umpires shall terminate the match.
- 29.5 Where a match is terminated before the scheduled end, the Board may determine the result or order the match be replayed at such time and place as they see fit.

- 29.6 If the match is to recommence within the sixty-minute period;
- a. the field umpires shall direct both teams to enter the playing surface whereby a ten-minute warm up period is permitted.
  - b. Play will recommence from the time when the match ceased.
- 29.7 Where lightning continues after the match has re-commenced, this procedure will be repeated.

### 30. VILIFICATION

The SFL acknowledges the cultural diversity of clubs, players and officials, and accepts it has a responsibility to promote positive and constructive relations between all groups.

- 30.1 **Definition**  
Conduct that incites hatred towards, contempt for, ridicule of or discrimination against a person on the grounds of, including but not limited to, their race, religion, colour, gender, sexual orientation, preference or identity, or special ability/disability (mental health, injury, illness).
- 30.2 **Resolution**  
The clubs and individuals concerned will take immediate action to resolve the matter. This process **MUST** be in private and no public statement is permitted by the clubs, players or any club official involved.
- 30.3 **Complaints**  
An umpire may report a player, club official or a club, or the matter may be investigated by the SFL.
- 30.4 **Conciliation**  
If this is the first complaint of this nature against this person or club the matter is referred to conciliation and is to be resolved within five working days of the report date. The accused and witness meet with club officials and the Board (or his representative) or a mutually agreed third party.
- 30.5 **Investigation Tribunal**  
Where conciliation fails or is a person's or club's second offence the SFL will direct the case to The Community Football Tribunal.
- 30.6 **Penalties**  
Any player or club official who is found to have vilified another person and/or where a club has failed to act in a meaningful way to prevent or reduce vilification the club, player or club official may receive a penalty which may include suspension, sanctions and fines.

### 31. MEDIA COMMENT AND USE OF SOCIAL MEDIA

- 31.1 Any player or official who makes public comment to the media (including to the media or by the means contemplated in By-law 32.2) which the Board considers is contrary to the interest of the SFL (**Inappropriate Public Comment**) may receive such penalty as the Board sees fit which may include suspension, sanctions and fines provided under these by-laws for any other conduct.
- 31.2 Any player or official who is found to have engaged in, or is suspected of engaging in the unacceptable use of Facebook, Twitter, YouTube or any other social networking site, including blogs, regarding the SFL in any way, may be dealt with by the SFL as it deems fit, notwithstanding the behaviour did not occur on the playing field.
- 31.3 It is not relevant that the player or official making the remarks was not aware that the content could or would be made publicly available.

- 31.4 Without limiting the operation of this by-law, Inappropriate Public Comment or unacceptable use may involve the player or official:
- a. Criticising the SFL umpires, players, Tribunals or any other person involved in the SFL;
  - b. Engaging in bullying behaviour including but not limited to name-calling or making condescending, offensive (including racist or sexist) or abusive remarks about any person; or
  - c. Engaging in any other behaviour which the Board determines to have breached this by-law.

## **32. CRISIS MANAGEMENT**

- 32.1 A crisis is a traumatic event, or the threat of an event which may cause death, extreme stress, fear or serious injury to the person experiencing or witnessing the event. Where a traumatic event may or has occurred, a club official shall contact a SFL Board Member immediately.

## **33. FINALS ELIGIBILITY AND FIXTURING**

- 33.1 Eligibility for finals
- a. To be eligible to play finals a player shall play four qualifying matches for his club in the current year and three qualifying matches for her club in the SFLW competition.
  - b. If a player plays in both men's divisions on the same day during the home and away season, it will count as one qualifying match in the highest division.
  - c. Where a player is dual registered (on a permit to the SFL) the same rules will apply. The player must have also played the majority of matches in the SFL than any other competition (except SFLW) in order to play finals.
  - d. The division (men's) a player is permitted to play finals is as follows:
    - i. A player is permitted to play in any higher division final.
    - ii. A player is permitted to play in any division final provided he has played four qualifying matches in the respective division the player intends to play.
    - iii. A player who plays in a finals match of a higher division is permitted to play in a lower division final (after the higher division is eliminated) as long as the player has played four qualifying matches in that lower division and no more than five qualifying matches in higher division.
    - iv. A player who has played less than four qualifying matches in a single division is only permitted to play finals in the highest division in which he has played.
    - v. Where a club has more than one team playing in a final on the same day a player from a higher division may play for the lower division, but can only play one finals match on the same day in the lower division, not both.
  - e. The SFL Board will have absolute discretion for finals qualification.
- 33.2 Premiership pennant and trophies
- The winner of each respective division Grand Final shall be Premiers for that year and awarded a Premiership Pennant, and where named, recorded on a perpetual trophy. In the event of an abandoned/ shortened season the board will meet to determine the relevant fixtures and outcome of season, including finals, individual awards, premiers and relegation/ promotion.
- 33.3 Determining finalists (Finals)
- a. To determine the Grand Final teams, a final round of matches (finals) will be played.
  - b. At the end of the qualifying round of matches in each Division, teams shall be ranked in descending order according to premiership points gained, the team with the greatest number of points being ranked first. Should two or more teams gain the same number of premiership points, the one which has the best percentage of points for, over points against, shall be ranked highest.
  - c. The finals in each division:
    - i. Will be determined by the board at the start of each season, according to the number of Clubs and Divisions.
    - ii. Finals will be either the Page System or a Final Five.
  - d. Finals of 4 teams (Page System) shall be played as follows:
    - i. First Semi Final: the third team shall play the fourth team.

- ii. Second Semi Final: the first team shall play the second team.
- iii. Preliminary Final: the winner of (i) shall play the loser of (ii)
- iv. Grand Final: the winner of (ii) shall play the winner of (iii).
- e. Finals of 5 teams shall be played as follows:
  - i. Elimination Final: the fourth team shall play the fifth team.
  - ii. Qualifying Final: the second team shall play the third team.
  - iii. First Semi Final: the winner of (i) shall play the loser of (ii).
  - iv. Second Semi Final: the winner of (ii) shall play the first team.
  - v. Preliminary Final: the winner of (iii) shall play the loser of (iv)
  - vi. Grand Final: the winner of (v) shall play the winner of (iv).
- f. The finals including venues, start time and change room allocation will be determined by the Board.

#### 33.4 Finals fixtures

Matches will be fixtured at the highest division team's home ground or a ground suitable to the SFL regardless of the position of the opposing team in a lower division.

#### 33.5 Drawn matches in finals

- a. There shall be no drawn match result in the finals, including Grand Finals. All matches will be decided by playing extra time of two periods of five minutes.
- b. No time on will be played during extra time except where permitted in these by-laws.
- c. Where the score is tied at the conclusion of the fourth quarter the field umpires shall advise both captains that extra time will be played.
- d. If the scores are tied after the completion of the first two periods of extra time then a second two periods will be played. This will continue until a result is reached.
- e. The break between the siren to conclude the fourth quarter and the commencement of the first period of extra time shall be five minutes.
- f. Coaches are permitted to address teams and enter the playing surface during this break.
- g. At the conclusion of the first period of extra time, teams shall immediately change ends. Coaches shall not be permitted to enter the playing surface at this time.

33.6 All other match and player requirements will be in accordance with these by-laws.

### 34. Unbecoming Behaviour

- 34.1 Should the SFL be satisfied they have sufficient credible evidence regarding a Club's players, officials, members or spectators committing unbecoming behaviour, they are able to issue fines and sanctions on Clubs in line with the SFL's Fines and Penalties Guidelines. Prior to the issue of such a sanction, the Club should be issued with a "Please Explain" Notice from the League, explaining the particulars of the accusation/incident and providing them with an opportunity to provide the Club's version of events.
- 34.2 The SFL may look to investigate any unbecoming behaviour matter referred to it by the Clubs.
- 34.3 If the SFL, after investigation of the allegation believe there is sufficient evidence for the case to be heard by an independent panel, they must lodge the appeal letter from the club, including all supporting material with the SFL Governing Body, where the SFL Governing Body will determine if an appeal hearing is required.
- 34.4 If appealed and the Independent Panel is of the opinion that the player, official or club in question has engaged in unbecoming behaviour or conduct which has or is likely to bring the game of football into disrepute, it may impose penalties in line with the the *Laws of Australian Rules Football*.

### 35. Tribunal Process

#### Report

The Match Committee will assess all reports and referrals of potential Reportable Offences. Reportable Offences are reported as follows:

- **Notice of Report:** May be lodged by an officiating Umpire or an Umpire Coach.
- **Referral:** May be lodged by a Match Day Official or Board Member.

35.1 If a report takes place on match day, the player or official must be advised prior to or at the conclusion of the match.

35.2 All reports must be lodged with the umpire's match day paperwork

All Notice of Reports & Referrals are to be received by **12pm Monday** after the match is played.

The Match Committee will gather the required information relevant to deciding on whether a charge is made.

### **Pre-Tribunal Offer**

Any report referred to the SFL shall be reviewed, and in its absolute discretion, the SFL or its agent may offer the player or club official a penalty or refer the report to the Tribunal.

Where a player or club official has not taken reasonable steps to respond to the SFL's requirements, the SFL in their absolute discretion may determine the matter.

Where a pre-Tribunal penalty was offered and not accepted by the player or club official, the matter will be referred by the SFL to the Tribunal. The club shall submit to the SFL a \$200 bond for the matter to be heard which will be refunded if the report is dismissed.

### **Determination of type of offence and appropriate charge**

Following the review of each report or referral, the Match Committee will determine whether the charge is appropriate and alter the charge if required. There are three types of Reportable Offences:

- A low-level offence
- A classifiable offence
- A direct to tribunal offence (referred directly to the community football tribunal)

The Match Committee will inform the player and their club president whether a reported or referred player has been charged and the corresponding base sanction for that charge by **5pm Monday** after the match is played.

### **Options available to the player or official charged with a reportable offence**

A player or official charged with a Reportable Offence may:

- Submit an early guilty plea, in which case the relevant sanction for the Reportable Offence will apply subject to a reduction available as a result of the early guilty plea as per grading table.
- Contest a charge at the Community Football Tribunal using evidence to show they are not guilty of the classifiable offence or guilty of a lesser charge.

The player or official charged must submit their option by **12pm Tuesday** after the match is played.

### **Tribunal Hearing**

The SFL utilises the Community Football Tribunal for league tribunal hearings. The Community Football Tribunal operates under the *WAFC Community Football Tribunal Guidelines*.

**SCHEDULE 1: FINES (All penalties are maximum penalties & determined at the boards discretion)**

<b>Players</b>	
Bringing the Game into Disrepute (includes social media breaches)	6 matches
False declaration made on registration form	4 matches
Threatening or Abusive Behaviour Towards an Official (1 <sup>st</sup> Offence)	4 matches
Threatening or Abusive Behaviour Towards an Official (2 <sup>nd</sup> Offence)	8 matches
Umpire Abuse (1 <sup>st</sup> Offence)	4 matches
Umpire Abuse (2 <sup>nd</sup> Offence)	8 matches
<b>Club</b>	
Bringing the Game into Disrepute (includes social media or breaches to the codes of conduct) – 1 <sup>st</sup> Offence	\$500
Bringing the Game into Disrepute (includes social media or breaches to the codes of conduct) – 2 <sup>nd</sup> Offence within the same season	\$1,000
Bringing the Game into Disrepute (includes social media or breaches to the codes of conduct) – 3 <sup>rd</sup> Offence within the same season	Expulsion
Failure to update team sheets online	\$50 – (1 <sup>st</sup> Offence), \$100 – (2 <sup>nd</sup> Offence)
False declaration made on registration form	4 matches
Playing an unregistered player (1 <sup>st</sup> Offence)	\$250
Playing an unregistered player (2 <sup>nd</sup> Offence)	\$500
Melee	\$1,000
Threatening or Abusive Behaviour Towards an Official (1 <sup>st</sup> Offence)	\$250
Threatening or Abusive Behaviour Towards an Official (2 <sup>nd</sup> Offence)	\$500
Umpire Abuse by a club official (1 <sup>st</sup> Offence)	\$250
Umpire Abuse by a club official (2 <sup>nd</sup> Offence)	\$500
<b>Tribunal</b>	
Non-attendance at tribunal when summoned to appear	\$500
Misconduct by any person at a tribunal	\$500
<b>Administrative</b>	
Late team nomination fee. (per team per week)	\$200
Late payment of affiliation fee instalment.	\$50
Failure to attend meeting of member clubs.	\$200
Failure to provide name and contact details of the senior coach for each team by the due date.	\$100
Non-compliant jumper branding and advertising.	\$250
Failure to provide list and contact details of club umpire. (per umpire)	\$50

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## **PART 2: ADMINISTRATIVE PROVISIONS**

### **36. PAYMENT DEFAULT, UNFINANCIAL WITH THE SFL**

- 36.1 Any player, club official or club who fails to pay their respective fees, fines or other payments for which the club is liable under these by laws by the due date or within the prescribed payment terms shall be in default of payment and deemed unfinancial with the SFL until the outstanding amount is paid. Late payment penalties may apply.
- 36.2 A player or club official unfinancial with the SFL is not permitted to participate in any match until the outstanding amount is paid.
- 36.3 A club unfinancial with the SFL shall forfeit each match and lose its representation to the SFL until the outstanding amount is paid.
- 36.4 No club may participate in final round matches with a debt owing to the SFL.
- 36.5 A club expelled from the SFL shall lose and forfeit all interest and benefit of the club in the SFL, and in funds and property of the SFL as from the date of expulsion.
- 36.6 No team/ club may have the right to move, second or vote on any motion if it has any financial account outstanding, to the League or its contractors.

### **37. CLUB AFFILIATION FEES**

Club Affiliation Fees shall be paid by the due date as per the terms of the SFL invoice. Instalment payment not received by the due date may incur a fine as prescribed in Schedule 1.

### **38. PAYMENT OF FINES**

All fines incurred by a player, club official or club shall be paid by the due date. Fines not paid by the due date shall deem the player, club official or club as unfinancial with the SFL and subject to penalties prescribed in By-laws 1.2 or 1.3.

### **39. INSURANCE**

- 39.1 All Clubs are to be annually insured by the AFL National Risk Protection Program's with a minimum level of Bronze Cover. This covers Clubs for Public and League Liability and the minimum Personal Accident Insurance, along with partial reimbursement of non-Medicare medical expenses.
- 39.2 Clubs shall submit a certificate of currency to the SFL Administrator before the commencement of each season.

### **40. AGM MINUTES AND FINANCIAL REPORTS**

- 40.1 Each club shall submit to the SFL its AGM Minutes and audited Financial Reports for the previous year before or with team nominations.
- 40.2 Where a club fails to comply with this by-law, the Board may impose a fine, may not accept the club's team nominations for the season and/or may impose match sanctions.

### **41. CLUB OFFICE BEARERS**

Each club shall submit to the SFL the names and contact details of each office bearer for the coming year by the due date. Failure to do so will incur a fine as prescribed in Schedule 1.

#### **42. MEMBER CLUB MEETINGS AND COMPULSORY RETURNS**

42.1 Any club which is not represented at any meeting of the Member Clubs shall be fined as prescribed in Schedule 1.

42.2 Any club which does not complete and return to the SFL by the due date a request for information stated as a compulsory return shall be fined as prescribed in Schedule 1. The SFL may re-issue the request for information whereby the return is subject to the same fine if not complied with.

#### **43. AGREEMENTS AND SPONSORSHIPS**

No player, club official or club is permitted to wilfully act against a SFL agreement, contract and/or sponsorship.

#### **44. ACT OR OMISSION**

The Board may declare any act or omission by a player, club official or club not mentioned in these by-laws to be offences under these by-laws, and may declare the penalty for any such offences provided that no penalty shall be imposed until a circular setting forth the offences and penalties shall have been communicated to all clubs.

## **PART 3: AWARDS AND HONOURS**

### **46. LIFE MEMBERSHIP**

- 46.1 Life Membership of the SFL shall be awarded in accordance with relevant rules of the Constitution of the SFL,
- 46.2 The recommendation from the Board to an AGM shall consider an individual's service to the SFL including but not limited to years of service, the number and types of positions held by the individual over the period and the demands of these positions.

### **47. MEDALS FOR OUTSTANDING PLAY**

#### **47.1 Competition Medals**

- a. A fairest and best player(s) shall be awarded in each Division for the year.
- b. To determine the *best* player for a division; the field umpires will confer after each qualifying round match and award 3 votes, 2 votes and 1 vote to the players they regard as the best, second best and third best in the match respectively.
- c. Votes are confidential.
- d. At the conclusion of the qualifying rounds the votes from each match are tallied by the SFL and the player(s) with the highest number of votes is awarded the respective divisions medal subject to eligibility.
- e. The *fairest* component of the medal is achieved by making ineligible any player who is guilty of a reportable offence worthy of a match suspension during the qualifying rounds in the year.
- f. An ineligible player cannot win, place or be classified in the final medal rankings regardless of the number of votes he has received.
- g. Umpires cast their votes for each match independent of eligibility criteria of the players; *i.e.* umpires can cast votes for players who have already been suspended during that year if they perceive them to be amongst the best on the ground.

### **48. LEADING GOAL KICKER AWARDS**

The SFL shall award a recognition medal to the player(s) with highest number of goals kicked at the end of the qualifying rounds in all Divisions.

### **49. AWARDS FOR SERVICE/SUPPORT**

Awards of Service or Support may be granted to an individual, company or group who have contributed outstanding service or support to the SFL as seen fit by the Board.

## **PART 4: APPLICATION FOR MEMBERSHIP (NEW CLUBS)**

### **50. PROBATIONARY CLUB**

- 50.1 Subject to the SFL Rules and these by-laws, a Probationary Club is considered a member club in accordance with relevant rules of the Constitution of the SFL.
- 50.2 A club seeking to apply as a member club of the SFL must first be accepted as a Probationary Club.
- 50.3 Applications for Probationary Club status may be accepted or rejected by the Board.
- 50.4 A Probationary Club shall have all rights afforded to it as a member club, with exclusion to the following points:
- a. A probationary membership may be up to two years to ensure the club is viable and can field senior teams before its membership will be considered by the Board for a member club as defined in Rule 5.1 of the Constitution of the SFL.

- b. Where a Probationary Club does not field a team in the year its probationary status will lapse, and the club will lose and forfeit all interest and benefit of the club in the SFL.
- c. The Board can terminate the membership of a Probationary Club at any time.

## **51. APPLICATION FOR MEMBERSHIP (NEW CLUB)**

- 51.1 Applications from a club for admission to the SFL shall be in writing.
- 51.2 The final date for application for membership shall be October 31st each year.
- 51.3 The application shall include:
  - a. The name of the incorporated body (club).
  - b. The names, addresses and contact details of the club office bearers.
  - c. The names, addresses and contact details of the club coaches.
  - d. A list of intended players stating their age and known club.
  - e. The proposed playing uniform of the club.
  - f. The position and description of playing grounds, changing rooms and clubrooms and whether such grounds and facilities are shared or not, and if so, upon what basis and with whom.
  - g. The number of teams from the club desiring to compete in the SFL.
  - h. Copy of its financial plan and budget for the nominated year of entry.
  - i. Copy of the most recent year's financial audit.
  - j. Any other relevant information including history, financial reports and tribunal matters.
  - k. Letter of support from the WAFC District.
  - l. Letter of support from the Local Government Authority confirming ground and facility access for training and fixtures.
- 51.4 Before an application for membership is considered by the Board, existing member clubs which may be affected by the applicant's admission will be invited to comment on the application.
- 51.5 The Board has the authority to place conditions on a new club entering the competition e.g. restriction on the number of teams the club can nominate; restrictions on the number of players that can be cleared from other SFL clubs.
- 51.6 For the purpose of considering an application for membership, the Board may prior to determining whether such club should be admitted to the SFL examine and inspect the club records, grounds, changing rooms and facilities. The Board may make any recommendations as it sees fit concerning such club's grounds and or facilities.
- 51.7 If a member club wishes to change their home ground from that which has been previously approved, they must obtain permission from the Board.
- 51.8 The Board shall determine the club's uniform including its away match uniform, and any other matter relevant to the club's competition.
- 51.9 In the event of more than one club desiring the same uniform and colours the Board shall determine the uniform and colour in accordance with the following priorities: -
  - a. The club whose uniform was approved by the SFL first.
  - b. Time of application for admission.
- 51.10 Upon the Board determining the uniform of the club, such uniform shall be the registered uniform of that member club.
- 51.11 Such application shall be dealt with by the Board and if the club is admitted as a member by a resolution carried by a majority present, the club and all its players, officials and members shall in all respects be bound by and conform to the by-laws and policies of the SFL.

## AMENDMENTS

### 9 May 2021

1. 17.2(g) Delete 'Monday', insert Wednesday. Insert after include 'jumper numbers'
2. Insert 'Pre-Tribunal Offer' in clause 35 Report
3. Delete \$250 in schedule 1 – Fines 'Failure to update team sheets online' and insert \$50 – (1<sup>st</sup> Offence), \$100 – (2<sup>nd</sup> Offence)

### 23 July 2021

1. Amendments made to 33.1 – Eligibility for finals