

WAFC POL.13: Match Operations Policy

POLICY BACKGROUND

This policy documents the procedures and rules involved in conducting Junior & Youth matches controlled by the WAFC. The various sections of this policy have been divided up into the following sub-procedures for ease of access and editing:

WAFC POL.13

- WAFC POL.13A – Ground Preparation
- WAFC POL.13B – Team Sheets
- WAFC POL.13C – Match Duration
- WAFC POL.13D – Game Day Player Even Up & Field Positions
- WAFC POL.13E – Send Off Rule
- WAFC POL.13F – Removal of Players from the Arena
- WAFC POL.13G – Ground Encroachment
- WAFC POL.13H – Match Ball Policy
- WAFC POL.13I – Stretcher Policy
- WAFC POL.13J – Mercy Rule

WAFC POL.13A Match Operations Policy: Ground Preparation

POLICY BACKGROUND

This policy documents the procedures involved in preparing the ground for Junior & Youth Football matches controlled by the WAFC. Each team shall be responsible for following this policy at its home games. Where a game is allocated to a neutral venue, the WAFC shall nominate a home team which shall be responsible for all provisions as if the game were being played on the home ground of that team. The WAFC will have final discretion for use of all competitions.

RULES

1. GROUND MARKING										
1a	The ground shall be marked in accordance with the Laws of Australian Football, which shall include a spectator line at least two metres outside the boundary line and six metres behind the goals.									
2. COACHES BOX										
2a	A clearly identified Coaches and players box shall be marked no less than five metres from either side of the interchange area in Year 5 competitions and above. The placement and dimensions of the Coaches box shall be set up as per Figure 1 in below Ground Preparation Diagrams section.									
2b	The Coaches box must be marked in paint. Where this is not possible, cones may be used.									
2c	The Coaches box cannot be marked in front of the spectator line.									
3. MATCH DAY CHECKLIST										
3a	A check of the ground surface is to be conducted before the first match of the day and the appropriate Match Day Checklist completed. Print version - https://sport.marshadvantage.com.au/afl/documents/Match_Day_Checklist.pdf Online form - https://info-pacific.marsh.com/acton/media/44357/afl-matchday-checklist-marsh									
3b	If a Youth match is played following a Junior or Auskick match and/or the weather conditions change, then another ground check should occur prior to that game commencing and be documented.									
4. SAFETY REQUIREMENTS										
4a	Matches are not permitted to commence until padding is placed around all fixed goal and behind posts as per the Laws of Australian Football.									
4b	There must be a stretcher present at the ground.									
5. LIGHTING REQUIREMENTS										
5a	In accordance with Australian Standards, any night fixture shall have a minimum of 50 lux for Year 3 – 6 competitions and a minimum of 100 lux for Year 7 competitions and above. <table border="1" data-bbox="427 1753 1307 1955"> <thead> <tr> <th>COMPETITION</th> <th>TRAINING REQ.</th> <th>MATCH REG.</th> </tr> </thead> <tbody> <tr> <td>Junior (Year 3 – 6)</td> <td>50 lux</td> <td>50 lux</td> </tr> <tr> <td>Youth (Year 7 – 12)</td> <td>50 lux</td> <td>100 lux</td> </tr> </tbody> </table> <p>For more information on lighting requirements please refer to the AFL Community Preferred Facility Guidelines.</p>	COMPETITION	TRAINING REQ.	MATCH REG.	Junior (Year 3 – 6)	50 lux	50 lux	Youth (Year 7 – 12)	50 lux	100 lux
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Youth (Year 7 – 12)	50 lux	100 lux								

6. GROUND SIZE SUMMARY

6a

	COMPETITION	GENDER	LENGTH RANGE	WIDTH RANGE
A	Year 3 - Year 4	Both	80m – 100m	50m – 75m
B	Year 5 - Year 6	Both	90m – 110m	70m – 85m
C	Year 7 - Year 8	Both	110m – 140m	70m – 110m
D	Year 9 Year 9 – 10	Male Female	120m – 150m	90m – 120m
E	Year 10 – 12 Year 11 – 12	Male Female	135m – 185m	110m – 155m

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

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

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

The above ranges have been purposefully overlapped to allow for less ground configurations on match day.

Ground configuration examples have been outlined in **Figure 2** of the **Ground Preparation Diagrams** section.

WAFC POL.13A Match Operations Policy: Ground Preparation

Fig. 1

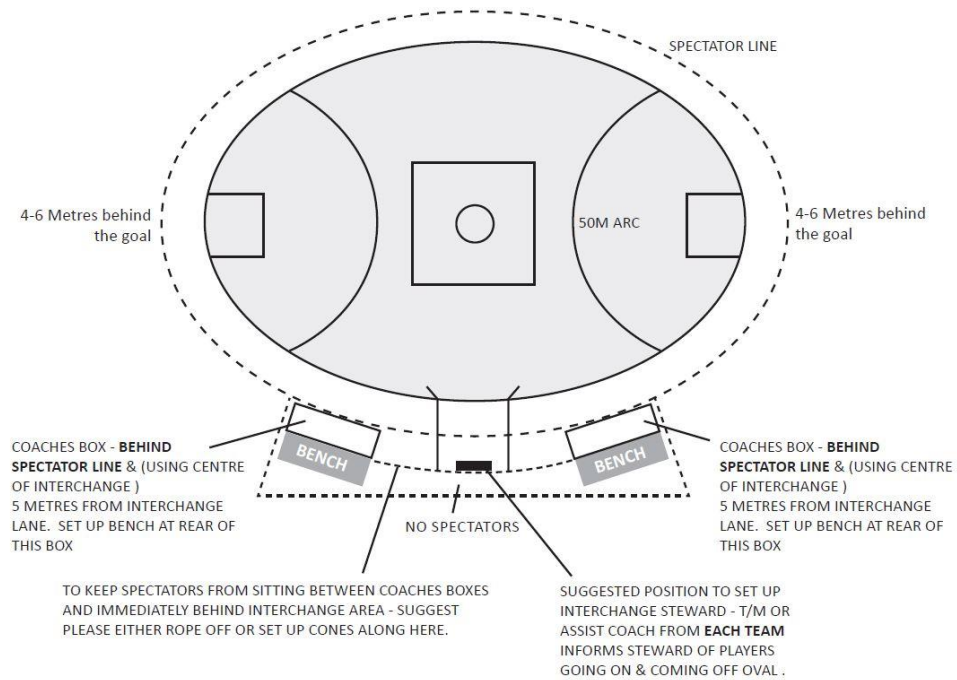
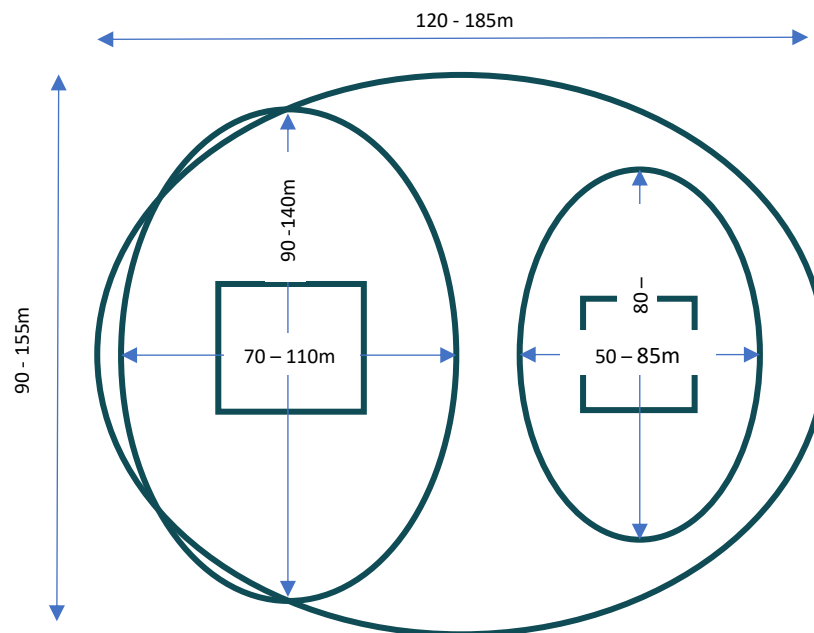


Fig. 2



SUPPORTING DOCUMENTS

[Laws of Australian Football](#)

[AFL Community Preferred Facility Guidelines](#)

WAFC POL.13B Match Operations Policy: Team Sheets

POLICY BACKGROUND

This policy documents the procedures involved in submitting Team Sheets for Junior & Youth Football matches controlled by the WAFC. All competing teams shall ensure all players, coaches and team officials representing the team for any given match are included on the team sheet in the WAFC approved Registration System. Each team shall be responsible for following this policy at all games.

RULES

1. TEAM SHEETS	
1a	Each competing team shall provide WAFC approved team sheets for each match.
1b	All players' jumper numbers shall be displayed on the team sheet.
1c	Players may only enter the field of play if they are listed on the team sheet and in attendance at the game.
1d	A player can only be listed on the team sheet if they enter the field of play.
1e	Late arriving players cannot take to the field until presented to the umpires at the next break between quarters. Late arriving players shall not enter the playing field after half time.
1f	Late arriving players must be presented to the umpire before the start of the third quarter to be eligible to play.

WAFC POL.13C Match Operations Policy: Match Duration

POLICY BACKGROUND

This document outlines the duration of Junior & Youth matches controlled by the WAFC, including the length of time between quarters and any rules surrounding time on/extra time.

RULES

1. MATCH DURATION																	
1a	<p>As per the WAFC Competition Rules, the length of match duration for all Junior & Youth Matches controlled by the WAFC shall be as follows:</p> <table border="1" data-bbox="432 551 1246 846"> <thead> <tr> <th></th> <th>COMPETITION</th> <th>GENDER</th> <th>DURATION</th> </tr> </thead> <tbody> <tr> <td>A</td> <td>Year 3 - Year 8</td> <td>Both</td> <td>4x 15-minute quarters</td> </tr> <tr> <td>B</td> <td>Year 9 - Year 12</td> <td>Female</td> <td>4x 15-minute quarters</td> </tr> <tr> <td>C</td> <td>Year 9 - Year 12</td> <td>Male</td> <td>4x 20-minute quarters</td> </tr> </tbody> </table> <p>No time on may be added to any game, with the exception of Finals (point 4).</p>		COMPETITION	GENDER	DURATION	A	Year 3 - Year 8	Both	4x 15-minute quarters	B	Year 9 - Year 12	Female	4x 15-minute quarters	C	Year 9 - Year 12	Male	4x 20-minute quarters
	COMPETITION	GENDER	DURATION														
A	Year 3 - Year 8	Both	4x 15-minute quarters														
B	Year 9 - Year 12	Female	4x 15-minute quarters														
C	Year 9 - Year 12	Male	4x 20-minute quarters														
2. INTERVALS																	
2a	<p>The maximum times allowed for intervals between quarters in all age groups are:</p> <table border="1" data-bbox="432 1055 1246 1350"> <thead> <tr> <th>INTERVAL</th> <th>DURATION</th> </tr> </thead> <tbody> <tr> <td>First quarter break</td> <td>Shall be not more than 5 minutes</td> </tr> <tr> <td>Half time break</td> <td>Shall be not more than 10 minutes</td> </tr> <tr> <td>Third quarter break</td> <td>Shall be not more than 5 minutes</td> </tr> </tbody> </table> <p>i. Upon a second warning from the umpire, if a team has not made an acceptable effort to take the field, the umpire shall award a free kick to the opposing team. Should both teams be offending the umpire will pay a free kick to the 1st returning team.</p> <p>ii. In addition, if any team is deemed by the Umpire to be in breach this rule, the coach(s) of the offending team(s) shall be reported for engaging in time wasting.</p>	INTERVAL	DURATION	First quarter break	Shall be not more than 5 minutes	Half time break	Shall be not more than 10 minutes	Third quarter break	Shall be not more than 5 minutes								
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3. FINALS																	
3a	<p>Should the final scores of both teams in any final round match, including the Grand Final, be equal at the end of the time allocated for the match, such match shall be extended by two additional periods of five minutes with no time on, in which the teams shall change ends and kick to either end of the ground alternatively.</p>																
3b	<p>At the end of the game there will be a two-minute break between fulltime and the commencement of the extra time.</p> <p>Coaches are allowed on the field at this time.</p>																
3c	<p>After the completion of the first five minutes of extra time, teams are required to change ends</p>																

WAFC POL.13C Match Operations Policy: Match Duration

	<p>with no break.</p> <p>Coaches and officials are not permitted to be on the field during this time.</p>
3d	<p>Should the scores still be tied at the end of these additional periods, the team captains will decide which team will kick to which end of the ground by the toss of a coin.</p> <p>Play will then resume until one team scores and that team shall be declared the winner.</p>

SUPPORTING DOCUMENTS

WAFC Junior & Youth Rules & Regulations

WAFC Competition Rules

AFL Laws of Australian Football

POLICY BACKGROUND

This document outlines the Game Day Player Even Up Rules and Field Positions that are to be enforced in all Junior & Youth Football matches controlled by the WAFC. The Even Up rule is in place to ensure both teams have equal numbers on the field while maximising participants' playing time and shall be applied to all home and away matches. Criteria for finals are explained below in 2a.

Field positions are detailed in the Junior Bylaws and are in place to maximise game flow and opportunities for players to touch the ball, whilst developing skills in decision making.

RULES

1. GENERAL APPLICATION	
1a	The even up rule will apply when one or two teams have less than the maximum number of players for the competition.
1b	If a team cannot field the maximum number of players for that competition, the team with the greater number of players must offer additional players to the lesser numbered team until team numbers comprise the maximum number of players, are even, or differ by one only.
1c	Each team shall start each quarter with even numbers of players on the field during the match. This requirement does not extend to having equal numbers on the bench and may be affected by a Red Card infringement as per 4a.
1d	Players must be rotated so that no single player plays more than one quarter per match for the opposition team.
2. FINALS APPLICATION	
2a	<ul style="list-style-type: none"> i. Teams must adhere to 1c for finals and must inform the Competition Administrators of any potential or actual shortage of players before the match begins. ii. If a team is 1-3 (inclusive) players short, the requirement to adhere to 1a, 1b & 1d will be at the discretion of the local competition, in consultation with the 2 team coaches. iii. If a team is 4 or more players short, 1a, 1b, 1c & 1d are activated, up to the maximum team requirement.
3. INJURIES	
3a	If a player is injured and the team has no player to replace the injured player, the opposing team must even up immediately.
3b	A team captain may not call for a Player Count until the injured player is replaced.
4. YELLOW & RED CARDS	
4a	A player ordered off for a Red card offence during an even-up situation cannot be replaced for the remainder of the match.
4b	A player ordered off for a Yellow card offence cannot be replaced by a member of the opposition team. No even-up is required during the penalty period but once the 15-minute penalty has been served, teams must return to an even number of players on the field.

5. FIELD POSTIONS

Where games are played with less than maximum as per age specific competition rules, the below tables explain how to adjust teams on field.

5a

Modified Rules – Year 3 to 6					
On Field	FB	HB	C	HF	FF
15	3	3	3	3	3
14	3	3	2	3	3
13	2	3	3	3	2
12	2	3	2	3	2
11	2	2	3	2	2
10	2	2	2	2	2
9	3		3	3	
8	3		2	3	
7	2		3	2	

Open Rules – Year 7 to 12			
On Field	Defenders	Mid / Wing	Forwards
18	6	4 / 2	6
17	6	3 / 2	6
16	5	4 / 2	5
15	5	3 / 2	5
14	4	4 / 2	4
13	4	3 / 2	4
12	4	4	4
11	4	3	4
10	3	4	3
9	3	3	3
8	3	2	3
7	2	3	2

WAFC POL.13E Match Operations Policy: Send Off Rule

POLICY BACKGROUND

This document outlines the Send Off Rule that is to be applied in all Junior & Youth Football matches controlled by the WAFC. The Send Off Rule is in place to positively address the Game Day Environment in Junior Football

RULES

1. GENERAL	
1a	Umpires can issue Yellow and Red Cards to any player, official or spectator as deemed necessary.
2. YELLOW CARDS	
2a	An offender ordered off for a Yellow Card offence can be replaced immediately but is prohibited from taking the field for 15 minutes playing time.
2b	In the event that a Player or Official: <ul style="list-style-type: none"> i. Is issued with two Yellow Cards on the day of the match, then the offender shall take no further part in the game and cannot be replaced for 15 minutes and receives an automatic 1-match suspension. ii. Is ordered off for a Yellow Card offence and fails to leave the field immediately when directed by the field umpire, then the offender shall be reported for misconduct and consequently be deemed to have committed a Red Card offence. iii. Is issued with three Yellow Cards over the duration of a season, then the third and every yellow card received thereafter shall be upgraded to a Red Card at the conclusion of the match, resulting in an automatic one-match suspension.
3. RED CARDS	
3a	An offender ordered off for a red card offence cannot be replaced for 15 minutes playing time. The offending person may not return to the field for the remainder of the match.
3b	The offending person will be penalised in line with the Junior Football Tribunal Guidelines.
3c	A player, club/team official or spectator who fails to leave the arena immediately when directed by the umpire shall be reported for misconduct, the match shall be terminated, and the offending person's team will forfeit the match.
3d	Once leaving the playing arena, the participant's club should assist the person receiving the red card to remove themselves from the venue as soon as practically possible.

WAFC POL.13F Match Operations Policy: Removal of Players from the Playing Field

POLICY STATEMENT

No Coach or Club/Team Official may remove a team from the playing field during play. If a Coach or any club/team official removes a team from the playing arena whilst a game is in progress, such person and a responsible official from the person's club shall be required to appear before the WAFC and show cause why a penalty should not be imposed on the club and/or person, for their actions.

A match will not be determined as abandoned until the game is officially called off by the Field Umpire, Umpire Coach or WAFC Competitions Staff member. Any Officials on the Field will be deemed to be in breach of Policy 13G 'Match Operations Policy: Ground Encroachment' with a minimum penalty of 12 month suspension applied.

WAFC POL.13G Match Operations Policy: Ground Encroachment



POLICY BACKGROUND

This policy documents the rules and procedures that are to be adhered to following encroachment of the playing arena by an unauthorised person or persons. This policy applies to all Junior and Youth football matches controlled by the WAFC and is in place to ensure the safety of all community football participants and a means of positively addressing Game Day Environment.

RULES

GROUND ENCROACHMENT	
1	<p>In the event of an encroachment of the area of play by unauthorised persons, or that play is prevented by any other means, the field umpire shall seek the assistance of fellow umpires and/or any member of the WAFC to clear the playing arena so that the match may be resumed. If the field umpire is unable to do this within a reasonable time, they shall terminate play at that time and report all circumstances to the WAFC. This body may award the result or declare the match abandoned, forfeited or call a replay at its discretion or in line with AFL Laws of the Game.</p>
2	<p>Any Club whose officials, players and club spectators are found to be responsible for the unauthorised encroachment of any playing arena (and any official, player and club spectators so responsible) shall be liable for penalty.</p> <p>As per WAFC COMPETITION RULES – Match Day Roles Section 3b;</p> <ul style="list-style-type: none">i. If the WAFC deems a match has been impacted by encroachment of an adult(s), the minimum penalty for individuals is 16 matches. Less significant penalties will potentially apply to under 18's.ii. If the encroachment includes any physical or verbal contact with opposition players, the penalty may be increased up to a Life Ban from all WAFC Competitions.iii. If the encroachment includes any physical or verbal contact with Umpires or WAFC officials, the penalty may be increased up to a Life Ban from all WAFC Competitions.
3	<p>The home club (or the team mentioned first in the fixture) is responsible for ground security on the match day but cannot enter the venue unless requested to by the Umpires.</p>

SUPPORTING DOCUMENTS

WAFC Junior & Youth Football Rules & Regulations
AFL Laws of Australian Football

WAFC POL.13H Match Operations Policy: Match Balls

POLICY STATEMENT

Each team competing in a WAFC controlled match shall supply a football. The home team shall provide the match ball and the away team is to provide a suitable spare football.

All match footballs must be:

- Of an age-appropriate size as per the WAFC Competition Rules.
- Manufactured by a WAFC agreed sponsored brand (Burley Sekem)
 - Leather footballs to be *Premier* quality
 - Synthetic footballs to be *Attack* quality.
- Display branding of the nominated WAFC Ball Sponsor (Healthway - Go for 2 & 5)
- Yellow in colour

As per the WAFC COMPRULES;

	COMPETITION	GENDER	SIZE	MATERIAL
A	Year 3 Year 3 - 4	Male Female	Size 1	Synthetic
B	Year 4 Year 5 – 6	Male Female	Size 2	Synthetic
C	Year 5	Male	Size 2	Leather
D	Year 6 - 7 Year 7 - 8	Male Female	Size 3	Leather
E	Year 8 - 10 Year 9 - 12	Male Female	Size 4	Leather
F	Year 11 - 12	Male	Size 5	Leather

All Grand Final Match footballs shall be new.

SUPPORTING DOCUMENTS

WAFC COMPRULES.3-4

WAFC COMPRULES.5-6

WAFC COMPRULES.7-8

WAFC COMPRULES.9-10

WAFC COMPRULES.11-12

WAFC POL.13I Match Operations Policy: Stretchers

POLICY BACKGROUND

As per WAFC POL.13A – Ground Preparation, a stretcher is required at all Junior and Youth matches under the control of the WAFC, including finals.

RULES

1. CALLING FOR A STRETCHER	
1a	Any player who in the opinion of the injured player's team officials requires the assistance of a stretcher shall be attended to by a suitably trained and certified medical officer trained in the use of a stretcher prior to removal of that player.
1b	Only authorised persons are permitted to enter the field of play and no team meetings or coaching is permitted during this time. Players must remain in their positions ready for recommencement of play.
1c	Should a coach enter the field of play during a stretcher call and in the opinion of the umpire was doing so to provide instruction, a free kick will be awarded to the opposing side in front of goal at the end of the 10-metre square. (This rule will not apply if the 10 minutes or quarter break becomes enforced).
1d	Should both teams' coaches enter the field of play for the purpose of giving instruction, play will resume as would be the case under the rules of the game and both teams will have a fine imposed at the discretion of the WAFC.
1e	Umpires will report all stretcher call outs and the outcomes on the match documentation.
2. REMOVAL OF A PLAYER	
2a	If the stretcher has been called for by an authorised person, then the player will be removed from the playing field via the most direct route for play to recommence and the injured player may be replaced through the interchange.
2b	If a player is removed from the field on a stretcher, then that player will not take any further part in the game whatsoever.
2c	If a field umpire or team medical officer is of the opinion that a player cannot be moved from the field of play due to the severity of an injury, then play may be abandoned for the game at the discretion of a meeting between the two Team Managers and the Field Umpire and/or any league appointed official (i.e., match day steward). The WAFC shall be advised of any such abandonment for the purpose of either rescheduling the fixture or determining a result according to the progress score and point of the game at which the game was abandoned. For all final round matches all decisions pertaining to the above rules will be controlled by the WAFC or their appointed officials.
3. TIMEKEEPING	
3a	The timekeeper shall stop the clock once the field umpire has called time after a stretcher has entered the field of play and shall restart the clock at the time the field umpire recommences play and calls time.
3b	The timekeeper shall record the time out and the time of the quarter at which point the clock was stopped.
3c	If the time taken to attend to the injured player exceeds 10 minutes from the time out the following will apply: <ul style="list-style-type: none"> • If the quarter would have ended during the delay - time will be called for the quarter and play will recommence for the next quarter after the standard break. • If the final quarter is in progress and the stretcher is called for, the remaining time will be played out once play recommences.

SUPPORTING DOCUMENTS

WAFC POL.13A Ground Preparation

WAFC POL.13J Match Operations Policy: Mercy Rule

BACKGROUND

This Policy is established in accordance with the Mercy Rule principles of the Australian Football Match Policy and the Spirit of Junior Football. The purpose of this Policy is to instil in all participants that it serves no beneficial purpose to inflict massive losses on an opposition Team.

This policy applies to all Junior and Youth football matches controlled by the WAFC and is in place to ensure a better competition for young players and reduce the number of one-sided matches. Youth retention is a key focus for the WAFC and this Policy forms a key part of the strategy to ensure players are involved in competitive competitions.

RULES

1. SCORES	
1a	As per WAFC Year Competition Rules section 4a, teams in competitions in Year 3 to 6 have no match results published, no scoreboards present, no premiership points awarded nor ladders kept.
1b	As per WAFC POL10E Competitions Policy: Results, Premiership Points & Epoints 1a, teams in competitions in Year 7 and above will only be credited a with a maximum of 60 points (10 goal) winning margin regardless of the final score.
1c	Scoring on the scoreboard is to cease at the end of the quarter that the 60 point margin is achieved.
1d	The goal umpires and independent scorer are to continue to score the match as usual and submit the score cards to the Field Umpire at the conclusion of the Match.
1e	Each Team's total score as per the scorecards is to be recorded in PlayHQ as the official result. The WAFC Competitions Team are then responsible for adjusting the final results as per point 1b.
2. COACHING REPOSIBILITIES	
2a	Coaches have a key role in fostering the development of their players. Learning to win and lose is part of the developmental journey but must remain secondary to the primary focus of player development and player retention.
2b	In the event of a one-sided game, both the Home and Away team coaches have a responsibility to even the game up to the best of their ability. There is no discretion for Coaches to agree to non-implementation of the Mercy Rule.
2c	Clubs and Coaches may be required by the Competitions Team to explain any circumstance in which there is evident failure to take equalization measures or achieve a competitive balance between the Teams.
3. APPLYING THE MERCY RULE – LEADING TEAM	
3a	<p>Scoring endlessly is not only unfair on your opponents but will not aid the development of your players. Below are some techniques Coaches can implement when applying the mercy rule;</p> <ul style="list-style-type: none"> • Rotation of dominant/influential players and adjust positions for all players. At junior level its vitally important that all players develop the skills required for all positions. • Setting a challenge of maintain possession for certain periods of time or amount of possessions before scoring. This will develop their game sense allowing increased player involvement. • Challenge the playing group to use non preferred hand and foot. There is many long-term benefits of having players develop skills on both sides of their body.

WAFC POL.13J Match Operations Policy: Mercy Rule

4. APPLYING THE MERCY RULE – TRAILING TEAM

4a	<p>Motivating a team that is trailing in a one-sided game can be a tough challenge, however it is achievable when the win/loss situation is not overemphasised by the adults around them. Redefine the definition of winning so your players are focused on self-improvement and individual goal attainment rather than the scoreline. Below are some examples Coaches can set their players;</p> <ul style="list-style-type: none">• Defenders can be tasked with blocking a shot on goal.• Players can be set the objective of taking a free kick and making a good pass to a team mate.• Forwards could be tasked with taking a mark in front of goal.• Teams can be set the objective of conceding fewer points in the next quarter than the last or no points in a set period of time.
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SUPPORTING DOCUMENTS

WAFC Junior & Youth Football Rules & Regulations
Australian Football Match Policy