



2019 Fremantle Conference Policies & Procedures



Year 8s to Year 12s Competitions
All Girls Competitions



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1 Purpose

The purpose of the Policies and Procedures document is to provide clear guidance to Clubs in relation to the operation of Junior Football for the Fremantle Conference. These Policies and Procedures are as adopted by the Fremantle Conference Executive Committee.

This publication is a "living document" and may be amended from time to time at the discretion of the Fremantle Conference Executive Committee.

The latest version of the Fremantle Conference Policy and Procedures document, and all related forms, is available to be downloaded from

<http://www.bulldogsdistrict.com.au/clubs-and-competitions/fremantle-conference-resources>
<http://www.sharksdistrict.com.au/clubs-and-competitions/fremantle-conference-resources>

Fremantle Conference Fixtures and Results are available on SportsTG at

http://websites.sportstg.com/assoc_page.cgi?c=1-10325-0-0-0

2 Related Documents

This document must be read in conjunction with the WA Football Commission 2019 Junior Competition Policies, Rules and Regulations, available at:

- Online at the Kia Club Hub <http://clubhub.wafootball.com.au/>
- Downloadable PDF at <http://www.wafooty.com.au/download/d/L90n6tIPHzt8kYS34r7KqUctmpmz6VZqw6IPpvgy52M>

3 Changes to this Document for the 2019 Season

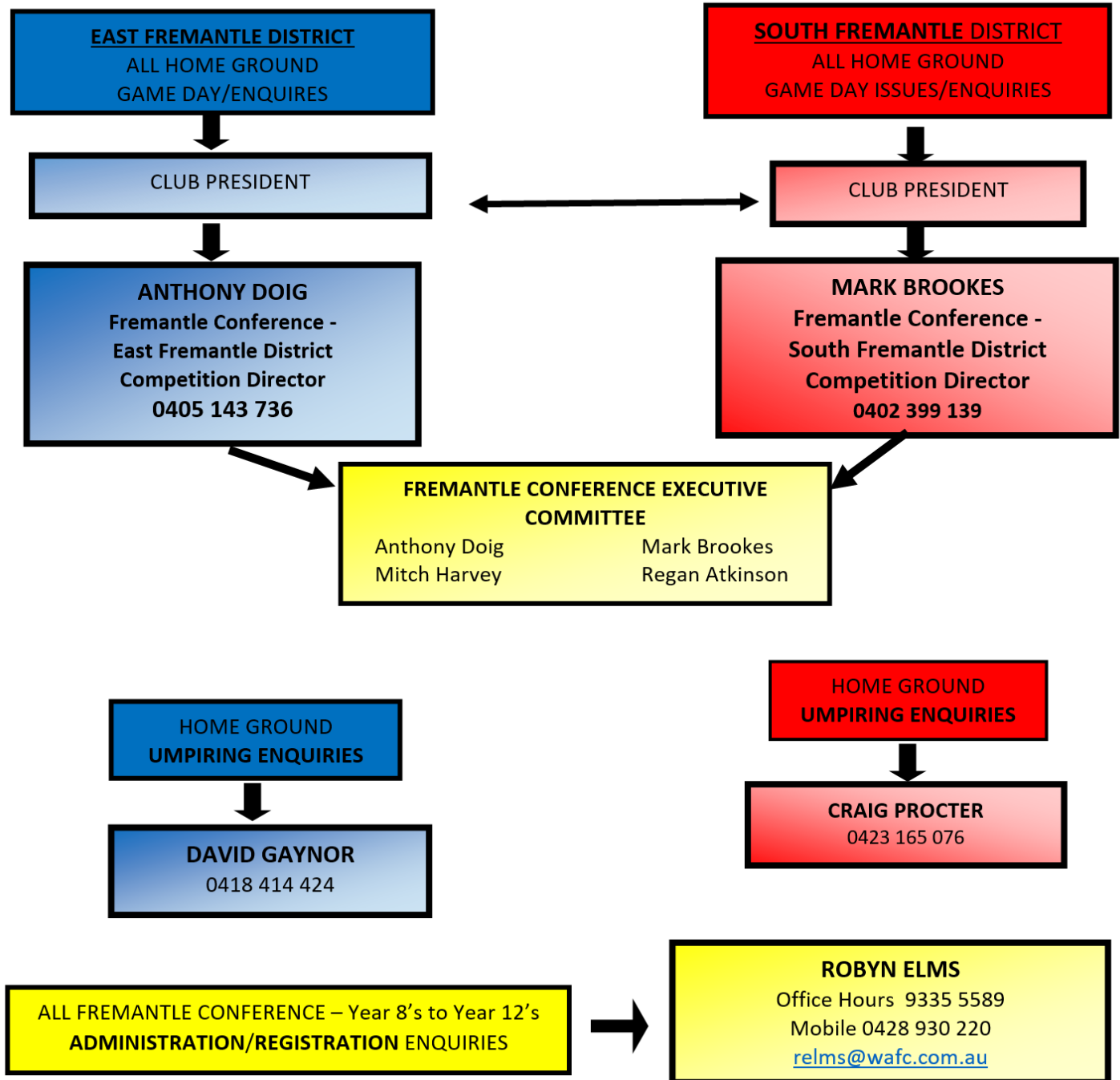
Section	Changes Made
Team Officials in Coaches Box	Only 6 permitted at a time.
E-Points	All Districts are now using the Fremantle Conference E-Point system. See the WAFC Junior Football Competition Policy - Results, Premiership Points & E-Points .
Club Bonds, Fines, E-Points and Sanctions	Has been restructured, with references to applicable By-Laws. Content is the same.
Forfeits	Now covered in the WAFC Junior Football Competition Match Forfeits Policy . Process and additional penalties for Fremantle Conference moved to <i>Club Bonds, Fines, E-Points and Sanctions</i>
Colts Players	No WAFL colts listed on the team sheet are permitted to play in community football competition on same weekend. Perth Football League community football aged players are permitted to play two games in one weekend.
Play-Up Rule	Any given community football players are permitted to play up and play two games in one weekend.
Year 11/12's Boundary and Goals Fees	New fee structure

2019 Revisions

V0.1	Initial version published for 2019
V0.2	Added links to documents on the WAFC Kia Club Hub site: http://clubhub.wafootball.com.au . Updated link to full version of the WAFC 2019 Junior Football Rules & Regulations PDF document.

4 Fremantle Conference Contacts

**FREMANTLE CONFERENCE / EAST FREMANTLE DISTRICT / SOUTH FREMANTLE DISTRICT
COMPETITIONS - POINT OF CONTACT
Game Day – Administration – Registration - Umpires**



5 Expectations of Behaviour

The purpose of Junior Football is to maximise the enjoyment and development of junior footballers, and to develop Volunteers, Umpires, Coaches and Officials.

We remind all Players, Officials, Parents and other Volunteers of the purpose of Junior Football and expectations of their behaviour – these are defined in:

- [By Law 1](#), the Spirit of Junior Football - about enjoying the game and developing good participants.
- [By Law 2](#) is about supporting Umpires in Junior Football - there is ZERO TOLERANCE of dissent, disputes or abuse of umpires from players, coaches, officials, and spectators.
- Codes of Conduct exist on the [Club Hub site](#) for the following roles in Junior Football – they must be read and understood by all participants
 - [Coach's Code of Conduct](#)
 - [Parents & Spectators Code of Conduct](#)
 - [Administrators & Volunteers Code of Conduct](#)
 - [Runners & Water Carriers Code of Conduct](#)
 - [Players Code of Conduct](#)
 - [Umpires Code of Conduct](#)

We require all Players, Officials, and Spectators to adhere to the following minimal standards of behaviour:

You will

- Give all players a fair go
- Provide our children with a game environment that is safe, fun and fair
- Provide all players with equal opportunity
- Respect all participants, officials and umpires
- Support the decision of the umpires at all times
- Follow directives from District Officials

You will not

- You will not call out for free kicks
- You will not question umpire decisions
- You will not abuse or intimidate umpires

Penalties for non-compliance include E-Points, Bonds and Fines. To be clear – if you do not behave to these Standards, you will be penalised, required to leave the arena, and will take no further part in the Game.

Let the Players play the Game, and the Umpires umpire the Game.

6 Incident Process

For all game day issues involving Coaches, Officials, Players, Spectators and other volunteers, the Fremantle Conference Executive recommends the following procedure be used:

- Team officials first attempt to resolve issues at the ground in consultation with the MDO
- If issues are not resolved satisfactorily, Team Officials next contact their Club Presidents to discuss at Club level
- If no resolution is reached, Club Presidents escalate to the Fremantle Conference Executive, and/or raise a [Red Flag - Game Environment Filter](#) with the WAFC

We recommend a Fremantle Conference Incident Form (available on the Bulldogs District and Sharks District web site) be submitted to the Fremantle Conference Executive for all Incidents, whether action is required or not, so that patterns of behaviour can be tracked.



7 Fremantle Conference E–Point Process

Please refer to [WAFC Competitions Policy WAFC POL.10E: Results, Premiership Points & E-Points](#) on the Club Hub.

The Officiating Umpires of the game will record any E Points that are not awarded on the Match Day App. The team mentioned first are deemed to be the home team. The controlling Umpire or a Executive Member of the Fremantle Conference Executive Committee have the authority to record breaches of gameday code of conduct which may result in E-Points not being awarded to a team.

If all Four (4) E-Points are not allocated to a team on any given game day for any given reason, then it can be up for review by the Fremantle Conference Executive Committee.

The Year 8's to Year 12's, and Youth Girls' ladder on the Sports TG website will be available for all clubs to view on Wednesday evening after each round played.

8 Club Bonds, Fines, E-Points and Sanctions

Additional Club Bonds, Fines, E-Points and Sanctions for Fremantle Conference are defined as follows – these apply if the offence occurred before, during or after a game.

Clubs will be informed in writing by the Fremantle Conference Executive of Bonds, Fines, E-Points or other Sanctions being applied.

#	Description	Club Bond, Fine/E-Point/Sanction
1.	Coach, Team Official or Spectator is reported and found guilty by the P&D Tribunal	\$500 non-refundable bond
2.	Playing an ineligible player	\$500 non-refundable bond
3.	Playing an ineligible player during finals In the event both teams play an ineligible player the Fremantle Conference Executive Committee may penalise both teams and award the fixture to the next placed participants. Offending team/s will be stripped of all premiership points and behaviour E-Points.	Team is disqualified & game awarded to the opposing team
4.	Teams forfeiting a game and failing to notify the Fremantle Conference Executive Committee (relms@wafc.com.au) by 10PM on the Thursday prior to the fixtured time slot	\$500 non-refundable bond No E points allocated to the forfeiting team
5.	Repeat offence for #3	\$1,000 fine
6.	Any incidents that occur during the match day breaks or at the completion of any given game played	\$500 non-refundable bond <i>AND</i> Applicable E-Point Penalties are Doubled
7.	A Team is involved in a Melee A melee is defined as "when two (2) players are engaged in a scuffle and a third (3) player comes in. This will be up to the officiating umpires of the game discretion to determine a melee. The third player will be named as the "Instigator of a Melee" for tribunal purposes	A \$1000 fine for clubs whose team participates in a melee (i.e. both teams) <i>AND</i> An addition two (2) E-Points will not be awarded
8.	The home team does not supply a Match Day Official	One (1) E-Point will not be awarded
9.	Team officials do not wear required Fremantle Conference Identification Tags (see section 13.1 Identification Tags on page 12)	One (1) E-Point will not be awarded
10.	Each Club participating in any finals series	\$500 non-refundable bond

8.1 Appeals

Note: This overrides [W AFC Competitions Policy W AFC POL.10E: Results, Premiership Points & E-Points](#), E-Points Rule 7 (The awarding of E Points is final and cannot be appealed).

If any club were to appeal a loss of E-Points for any game day incident that has been implemented upon them may appeal in writing to the Fremantle Conference Executive within forty eight (48) hours of receiving notification of this penalty. The Fremantle Conference Executives shall consider any such appeal, which must be accompanied by new evidence and a \$250.00 non-refundable fee.

9 Play-Up Rule

Note – please refer to the following sections in the [WAFC 2019 Junior Football Rules & Regulations](#).

SECTION 3: SEASON ADMINISTRATION

9. YEAR GROUPS

9.2 On application to the WAFC, a player may be eligible to play up a MAXIMUM of one year group only.

4. PLAYER ELIGIBILITY

4a. General

i. If a player plays five or more games in an older age group within a junior competition, they shall be deemed to be a part of that older age group for the remainder of the season (including finals). They will not be eligible to play any further regular season games or finals in the younger age group.

Any given team, whose participating playing numbers on the day is less than 3 players on the bench, are permitted to have players from a one-year younger year group, who have already played on the weekend, to play up to make playing numbers up to 3 players on the bench for that particular team on the day.

This procedure should be done on a rotational basis with their playing group if called upon on a regular basis throughout the course of the season.

Parents of players playing-up are to sign a Parent Consent for Play-up Form to be kept by the Club Level. This shall be provided to the Fremantle Conference Executive when requested.

- No play up's or play down's will be permitted in the All-Female Year 9-11's competition.

10 WAFL Colts Players

Please refer to the Age Group Competition Rules on Club Hub:

4. PLAYER ELIGIBILITY

4a. General

iii. Any Colts player who plays a match at WAFL level, is deemed ineligible to play Junior/Youth football on the same weekend.

11 Umpires for Year 11/12's competition

All Umpires for the Year 11/12's competitions in the Fremantle Conference will be provided by the Districts, with the following Umpire teams.

3 x Field Umpires	Year 12's mandatory
2 x Boundary Umpire	\$ 60.00 per game
2 x Goal Umpire	\$ 40.00 per game

Field Umpire Fees are as per the *WAFC Policy POL.14A - Umpire Fees*. Additional Fees for Boundary and Goal Umpires will apply as indicated.

Note that the *WAFC Policy POL.14A - Umpire Fees* states that payments to umpires will be via electronic funds transfer. This will not be used in Fremantle Conference – all payments to umpires are via cash.

12 Fixture Changes

All requests to change fixtures, hold scratch matches, or forfeit games must be sent to the Fremantle Conference Executive Committee (relms@wafc.com.au).

- **Fixture Changes:** Teams and Clubs agree on a change to a Fixtured Game. Home team submits a Game Change Notification Form to the Fremantle Conference Administrator
- **Forfeits:** Team forfeiting a game must notify the Fremantle Conference Executive Committee by 10PM on the Thursday prior to the fixtured time slot. Penalties apply if Clubs fail to do so
- **Scratch Matches:** Requests to hold a Scratch Match must be submitted to the Fremantle Conference Executive for approval using the Scratch Match Application form. All Scratch Matches must be officiated by Fremantle Conference umpires (not volunteers)

Fixtures for all competitions are available at

http://websites.sportstg.com/assoc_page.cgi?c=1-10325-0-0-0

13 Team Officials – Identification

13.1 Identification Tags

Identification tags, supplied by the Fremantle Conference Executive Committee, are required to be worn during the game by the Coach, Assistant Coach and Team Manager of each team.

Failure to adhere to this Fremantle Conference Policy will result in 1 E Point being not awarded to the offending team.

13.2 Game-Day Attire

All Coaches, Assistant Coaches and Team Managers must be correctly dressed in their club's shirt/attire. This includes stand in volunteers on game day.

- Team Runners must wear a **Yellow Vest/Shirt**, appropriate sports shorts/tracksuit pants and running shoes (no thongs, bare feet or jeans)
- Water Carriers must wear **Blue Vest/Shirt**
- Boundary Umpires must wear **White Vest/Shirt (Unless appointed by the Districts)**
- First Aid person must wear a **White Vest with a Green Cross**
- Goal Umpires are required to wear a **White Coat (Unless appointed by the Districts)**

14 Match Day Official Role & Responsibilities

The Match Day Official is responsible for ensuring the smooth running of all Home Ground Football Matches being played at the time of his/her appointment. They are the point of contact for visiting clubs and umpires, who can make decisions on behalf of the Home Club.

- This Match Day Official will ensure that Ground Inspections have taken place, all debris has been removed and that the surface is in good condition. Should there be any concerns with the playing surface or immediate surroundings, Match Day Official needs to ensure that this situation is rectified to the satisfaction of all team officials and umpires before the game commences.
- The Match Day Official needs to be aware of the storage position of the By-Laws, Conference Policies and Club Rule Book so as to be able to give clear direction should there be a query regarding the laws of the game
- The Match Day Official should be familiar with the Ground layout. In the case of two or more matches scheduled at the same oval at the same time, the Match Day Official will need to give direction to officials, participants, umpires and supporters should they be asked.
- The Match Day Official must be familiar with the playing times for each game and ensures the Timekeeper is aware.
- The Match Day Official should be the person who also will assist the First Aid Officer if a stretcher is needed or, in the extreme case, will call for an ambulance.
- It is the duty of the Match Day Official to ensure all umpires are;
 - Greeted as soon as possible & shown where ground facilities are
 - Provided water during and after the game
 - Escorted safely from the grounds at half time and the end of the game
 - No verbal abuse or personal attacks are aimed at any umpire.
- Should any umpire have any problems with game day behavior from any Team Official, Player or Spectator, it is the game's Match Day Official's responsibility to manage the situation calmly and efficiently, making every attempt to diffuse the situation as per the By Laws.

Equipment:

- The Match Day Official should be equipped with a High Visibility Vest with the description of "Match Day Official" clearly defined on the back, is also required to wear Identification Tag
- Ensure that the stretcher is available at the interchange bench.
- First Aid supplies & ice packs / bags are available



15 Game Times & Sirens

Durations for all games are in Competition Rules for the Age Group and Policy *WAFC POL.15C Match Duration* on the Club Hub.

The Timekeeper assigned for the game must sound a siren for the start of the game and each quarter.

When	Sound Siren
As Umpires enter Playing Surface	Sound Siren 1 time
2 minutes prior to start time	Sound Siren 3 times
1 minute prior to start time	Sound Siren 2 times
START QUARTER	Sound Siren 1 time
END QUARTER	Sound Siren 1 time

As per *WAFC POL.15C Match Duration*, breaks between Quarters are:

- 1st Quarter Break – not more than five (5) minutes
- Half Time Break – not more than ten (10) minutes
- 3rd Quarter Break – not more than five (5) minutes



16 Game Day Paperwork Checklist for Team Managers & Club Registrar

Please ensure these guidelines are followed and the timelines are met by all involved.

For all enquiries please contact Robyn Elms, Fremantle Conference Administrator - relms@wafc.com.au

All Team Managers are to hand over their team sheet to the officiating umpire 20 minutes prior the start of all games unless instructed otherwise by the umpire.

In the case of a neutral venue the team mentioned first in the fixtures is the Home Team.

The JLT Match Day Checklist information is to be recorded and checked off on the Match Day Online App prior to the commencement of the game by both the Home and Away Team Managers and kept by the Home Club.



16.1 Checklist for Years 8s to Year 11/12's , Years 7-8 Girls, and Years 9-11 Girls

Home Team Managers – Provide and Collect the Following

- **1x Team Sheet** - Signed off by the Umpire at the start of the game and held by the Umpire until game finished
- **1x Interchange Data** - recorded by the Interchange Steward on the iPad
- **3x Score Cards** - Completed by the 2 Goal umpires and 1 Independent Scorer
- **1x Boundary Umpire** - For Year 8s, 9s, and 10s only
 - Not required for All Girls competition - "Last Touch" rule is used
 - Not required for WAFC 18's - and Boundary Umpires are provided by the District
- **1x Goal Umpire** – except WAFC 18's (provided by the District)

At the completion of each game the Home Team Manager is to collect the team sheet / score cards from the umpire and ensure that the officiating umpire has completed the recordings on the Match Day App. Team Managers to deliver team sheet and score cards to Club Register no later than 6.00pm Sunday evening or as otherwise instructed by your Club Registrar for processing Sunday evening.

The officiating umpires of the game will submit both Home and Away Team Sheets, enter Association Fairest & Best Votes, enter scores, any Game Day E Points not awarded with an explanation for not awarding or any relevant information that may have occurred during the game.

Away Team Managers – Provide and Collect the Following

- **1x Team Sheet** - Signed off by the Umpire at the start of the game and held by the Umpire until game finished
- **1x Interchange Data** - recorded by the Interchange Steward on the iPad
- **1x Boundary Umpire** - For Year 8s, 9s, and 10s only
 - Not required for All Girls competition - "Last Touch" rule is used
 - Not required for WAFC 18's – Field and Boundary Umpires are provided by the District
- **1x Goal Umpire** – except WAFC 18'ss (provided by the District)

At the completion of each game the Away Team Manager is to collect their Team Sheet from the umpire. Team Manager to deliver the game day team sheet to the Club Registrar no later than 6.00pm Sunday evening or as otherwise instructed by your Club Registrar for processing Sunday evening.

Club Registrars

The Club Registrar to adjust team sheets and/or enter scores electronically on Sports TG no later than 9.00pm Sunday Night. Team Sheet and score cards and kept at club level. If there are any game day discrepancies the Club Register will be called upon to scan and email the team sheet and/or score cards to Fremantle Conference Administrator. If and when there is a report, the Report by Umpire document is also to be posted in with all other game day paperwork after it has been scanned and emailed to the Fremantle Conference Administrator on the Sunday evening following the incident.

- **Home Team Club Registrar – in SportsTG**
 - Adjust online team sheet to reflect who played and who did not play - remove/add players as per team sheet
 - Enter scores to the online scoring section on SportsTG
- **Away Team Club Registrar – in SportsTG**
 - Adjust online team sheet to reflect who played and who did not play - remove/add players as per team sheet

16.2 Checklist for Junior Girls – Year's 3-4 & Year's 5-6

Home Team Managers – Provide and Collect the Following

- **1x Team Sheet** - Signed off by the Umpire at the start of the game and held by the Umpire until game finished
- **1x Goal Umpire**

At the completion of each game the Home Team Manager is to pay the Officiating Umpire and collect the team sheet from the umpire and ensure that the officiating umpire has completed the recordings on the Match Day App.

Away Team Managers – Provide and Collect the Following

- **1x Team Sheet** - Signed off by the Umpire at the start of the game and held by the Umpire until game finished
- **1x Goal Umpire**

At the completion of each game the Away Team Manager is to pay the officiating Umpire and collect the team sheet from the umpire and ensure that the officiating umpire has completed the recordings on the Match Day App.

Club Registrars

The Club Registrar to adjust team sheets and on Sports TG no later than 9.00pm Sunday Night. Team Sheet to be kept at club level. If there are any game day discrepancies the club register will be called upon to scan and email the team sheet to the Fremantle Conference Administrator.

All Enviro Points Awarded for each game played will be available on the District's SportsTG system for all to view on the Wednesday evening after the weekends game played.

- **Home Team Club Registrar – in SportsTG**
 - Adjust online team sheet to reflect who played and who did not play - remove/add players as per team sheet
 - Enter scores to the online scoring section on SportsTG - **the score is entered as 0 goals 0 behinds and 0 points in the final score section and each game ending in a Draw**
- **Away Team Club Registrar – in SportsTG**
 - Adjust online team sheet to reflect who played and who did not play - remove/add players as per team sheet

17 Interchange Recording

The [WAFC POL.04 Equal Opportunity Policy](#) (see Club Hub) states that every player on a team should:

- play at least half the game time during a game
- have an equal amount of game time during the season

For the 2019 Season we will be using the Interchanger system to record Player Game time for all Youth Competitions (Year 7-12s, Year 7-11 Girls) to monitor player game time and ensure teams and coaches comply with this Policy. Coaches should be planning player rotations to ensure this occurs.

The system consists of:

- An iPad app to be used by the Interchange Steward for recording player interchanges during a game. See <https://itunes.apple.com/us/app/interchanger/id576280408?ls=1&mt=8>
- A web portal for all Teams, Clubs and the JCC Exec, where overall player game time can be monitored for the season. See <http://www.interchanger.com.au>

Information on how to use the iPad app and the Web Portal can be found at <http://www.interchanger.com.au/faq>. Teams and Clubs are required to do the following:

Before the Season – Team Manager or Interchange Steward

1. The JCC Exec will provide all Teams with login details to the <http://www.interchanger.com.au> web site
2. Teams install the Interchanger app onto their existing iPad
3. Teams add all players for their Team via the iPad app

During a Game – Interchange Steward

1. Set the starting on-field players and bench players
2. Start the timer at the beginning of each quarter. Remember to stop the timer at the end of the quarter
3. As players come-off and -on the bench, drag and drop the players on the iPad app to record the interchange
4. **Ensure that all players have played at least 50% of game time before the end of the game**
5. Note:
 - a. Recording which part of the field the player is in (forward, midfield, back) is not required
 - b. There is a limit of 18 players on the field. 15-a-side teams will obviously not use all 18 on-field player slots.
 - c. If you are evening-up with the other team, your players that are evening-up should be on the field – if there are not enough on-field slots, just leave the player on the bench (this will be updated in the App in a future release). Remember, players evening-up must be recorded (handwritten) on the Opposition Team sheet

During the Season – Coach / Team Manager / Club Exec

1. Login to the Interchanger web portal <http://www.interchanger.com.au> to view player game time across the season
2. The **%Game Time for all players over the season must be even** – the JCC Exec will accept a tolerance of about 10%, but we do not want to see some players getting >90% game, and others barely getting 50%
3. Club Executive (e.g. Coaching Coordinator) can log into the Interchanger web portal to monitor Equal Game Time Compliance for all Teams



18 SportsTG JLT Game-Day App & Ground Inspections

The SportsTG Game Day app enables Team Managers to manage key aspects of their team – most importantly the pre-game Ground Inspection.

Search for “Match Day Paperwork” from SportsTG in your app store, or click these links:

iOS: <https://itunes.apple.com/au/app/match-day-paperwork/id1086793851>

Android: <https://play.google.com/store/apps/details?id=com.foxsportspulse.matchdaypw>



19 Competition Ladders

For Youth Competitions, Ladder positions will be calculated using the following method:

1. The Total Number of Premiership Points + E-Points
2. The Total Number of E-Points
3. Team Score Percentage (points for / points against)

Premiership Points are allocated as four points for a win, two points for a draw, zero points for a loss. E-Points are described on page 8.

For example:

- Team A wins 10 games, loses 4 games and earns 32 E-Points, with a percentage of 110%
- Team B wins 9 games, loses 5 games and earns 36 E-Points, with a percentage of 95%

Ladder positions for these two teams would be as follows.

#	Team	Played	Won	Lost	Prem-Points	E-Points [Ranking #2]	Points [Ranking #1]	% [Ranking #3]
1	Team B	14	9	5	36	36	72	95%
2	Team A	14	10	4	40	32	72	105%

Obviously earning E-Points is very important to a team's ladder position.

20 Scoreboards/Scoreboard Attendants

Each host venue must have a scoreboard and scoreboard attendant at all home games played

21 Inclement Weather Policy

This extends Policies defined in the [WAFC POL.07 - Weather Policy](#).

If, according to these Policies, the Fremantle Conference Executive and Umpires decide to delay a game, the following should occur:

- When play ceases, the umpires and the Match Day Official should ensure that the timekeeper is informed, and time stops
- If conditions require a delay in play, a 30 minute provision is allowed to complete the game.
- If the game cannot be completed in its entirety within the extra 30mins allowable time, the game is then abandoned at that point in time
 - If this is prior to half time, the game is incomplete and the result will be a draw
 - If this is after half time, the scores will stand and become the final match score

The final decision as to whether conditions are suitable to continue rests solely with the Fremantle Conference Executive. When the Fremantle Conference Executive is not in attendance, this responsibility is delegated to the umpires of the game.

22 By Law Clarifications

22.1 Stretcher Rule

Relevant details in [WAFC Policy POL.15I - Stretcher Policy](#).

2. REMOVAL OF A PLAYER

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.

2d Any player who has their weight assisted in any way for any part of the journey off the field to be treated are deemed as Stretched.

This means

- A first-aid officer or trainer can assist a player in any way they wish whilst a player is on the ground e.g. If a player is winded they can assist to their feet, or to the best position to regain their breath
- Once a player is brought onto their feet they must travel to the interchange bench unassisted for the entire journey. Once onto the interchange bench, team officials can assist in any way.
- If a player requires assistance to exit the field, they are deemed to be "injured" and cannot take any further part in the game.

The Match Day Official shall communicate with the officiating umpires at the first available opportunity to discuss and then advise the player and their Team Manager that the player may not return to the field of play.

22.2 Even Up Rule

When teams do not have the 'standard' number of players on game day, teams must even-up. This is defined in [WAFC Policy POL.15D Game Day Player Even Up](#).

POLICY BACKGROUND

This document outlines the Game Day Player Even Up Rules 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 matches, including finals.

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 have even numbers of players on the field during the match.
1d	Players must be rotated so that no single player plays more than one quarter per match for the opposition team.
2. INJURIES	
2a	If a player is injured and the team has no player to replace the injured player, the opposing team must even up immediately. A team captain may not call for a Player Count until the injured player is replaced.
3. RED & YELLOW CARDS	
3a	A player ordered off for a yellow card offence during an even-up situation cannot be replaced for 15 minutes of game time. Once the 15-minute penalty for the yellow card has been served then an even number of players from both teams must be on the field.
3b	A player ordered off for a red card offence during an even-up situation cannot be replaced for the remainder of the match.

Note:

- In all instances, it is an even up rule – not an even down rule. That means taking one player off so both teams play 17 is not appropriate in Youth Competitions so that one team has players on the bench. The argument of “I don't want to give them players, I will just rest mine and play 16 a side” is not acceptable and sees the coach risking a citation and possible deregistration
- Players loaned to an opposition team can only play one quarter of football for the opposing team
- If a player is injured on one side and unable to be replaced, then the even up rule is enforced and the opposing team must remove a player

For competitions in the Fremantle Conference, the following applies (see also [WAFC Junior Football Competition Policy - Match Forfeits](#)).

Competition	Standard Game Format	Even-up applies where	Team forfeits when
Year 9-12 Year 8 18-a-side	18-a-side	Either team has less than 18 players	A Team has less than 12 Players
Year 9-11 Girls Year 8 15-a-side Year 7	15-a-side	Either team has less than 15 players	A Team has less than 10 Players
Year 7-8 Girls	12-a-side	Either team has less than 12 players	A Team has less than 7 Players
Year 5-6 Girls Year 3-4 Girls	12-a-side	Either team has less than 12 players	No forfeits
Year 3-6 Juniors	15-a-side	Either team has less than 15 players	No forfeits

The following sections guide Team Managers on the number of players on-field in an Even-up situation. Even-up only applies to players on the field, not on the bench.

22.2.1 Even-Up for 18-a-side Youth (Year 9-12) Competitions

Even-up only applies to players on the field, not on the bench.

18-a-side Games		Team B (AWAY) - Number of Players on Team Sheet									
		<12	12	13	14	15	16	17	18	19	20
Team A (HOME) - Number of Players on Team Sheet	<12	Both Teams Forfeit, No Points									
	12	Team A Forfeits. Team B gets premiership points									
	13	12-as-side. Team A has 1 on Bench.	12-as-side. Team B has 1 on Bench.	13-as-side. Team B gives Team A 1 player(s). No Bench.	13-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	14-as-side. Team B gives Team A 2 player(s). No Bench.	14-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	15-as-side. Team B gives Team A 3 player(s). No Bench.	15-as-side. Team B gives Team A 3 player(s). Team B has 1 on Bench.	16-as-side. Team B gives Team A 4 player(s). No Bench.	16-as-side. Team B gives Team A 4 player(s). Team B has 1 on Bench.
	14	13-as-side. Team A gives Team B 1 player(s). No Bench.	13-as-side. Team A has 1 on Bench.	14-as-side. No Bench.	14-as-side. Team B has 1 on Bench.	15-as-side. Team B gives Team A 1 player(s). No Bench.	15-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	16-as-side. Team B gives Team A 2 player(s). No Bench.	16-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	17-as-side. Team B gives Team A 3 player(s). No Bench.	17-as-side. Team B gives Team A 3 player(s). Team B has 1 on Bench.
	15	13-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	14-as-side. Team A gives Team B 1 player(s). No Bench.	14-as-side. Team A has 1 on Bench.	15-as-side. No Bench.	15-as-side. Team B has 1 on Bench.	16-as-side. Team B gives Team A 1 player(s). No Bench.	16-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	17-as-side. Team B gives Team A 2 player(s). No Bench.	17-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	18-as-side. Team B gives Team A 3 player(s). No Bench.
	16	14-as-side. Team A gives Team B 2 player(s). No Bench.	14-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	15-as-side. Team A gives Team B 1 player(s). No Bench.	15-as-side. Team A has 1 on Bench.	16-as-side. No Bench.	16-as-side. Team B has 1 on Bench.	17-as-side. Team B gives Team A 1 player(s). No Bench.	17-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	18-as-side. Team B gives Team A 2 player(s). No Bench.	18-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.
	17	14-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	15-as-side. Team A gives Team B 2 player(s). No Bench.	15-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	16-as-side. Team A gives Team B 1 player(s). No Bench.	16-as-side. Team A has 1 on Bench.	17-as-side. No Bench.	17-as-side. Team B has 1 on Bench.	18-as-side. Team B gives Team A 1 player(s). No Bench.	18-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	
	18	15-as-side. Team A gives Team B 3 player(s). No Bench.	15-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	16-as-side. Team A gives Team B 2 player(s). No Bench.	16-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	17-as-side. Team A gives Team B 1 player(s). No Bench.	17-as-side. Team A has 1 on Bench.				
	19	15-as-side. Team A gives Team B 3 player(s). Team A has 1 on Bench.	16-as-side. Team A gives Team B 3 player(s). No Bench.	16-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	17-as-side. Team A gives Team B 2 player(s). No Bench.	17-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	18-as-side. Team A gives Team B 1 player(s). No Bench.	Proceed as normal football game. 18-a-side with <u>up-to-seven</u> players on bench.			
	20	16-as-side. Team A gives Team B 4 player(s). No Bench.	16-as-side. Team A gives Team B 3 player(s). Team A has 1 on Bench.	17-as-side. Team A gives Team B 3 player(s). No Bench.	17-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	18-as-side. Team A gives Team B 2 player(s). No Bench.	18-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.				
21+	As above, with extra players on the bench										

As show left, with extra players on the bench

22.2.2 Even-Up for 15-a-side Youth (Year 7-11) Competitions

Even-up only applies to players on the field, not on the bench.

15-a-side Youth		Team B (AWAY) - Number of Players on Team Sheet										
		<10	10	11	12	13	14	15	16	17	18+	
Team A (HOME) - Number of Players on Team Sheet	<10	Both Teams Forfeit	Team A Forfeits. Team B gets premiership points.									
	10	Team B Forfeits. Team A gets premiership points.	10-as-side. No Bench.	10-as-side. Team B has 1 on Bench.	11-as-side. Team B gives Team A 1 player(s). No Bench.	11-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	12-as-side. Team B gives Team A 2 player(s). No Bench.	12-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	13-as-side. Team B gives Team A 3 player(s). No Bench.	13-as-side. Team B gives Team A 3 player(s). Team B has 1 on Bench.		
	11		10-as-side. Team A has 1 on Bench.	11-as-side. No Bench.	11-as-side. Team B has 1 on Bench.	12-as-side. Team B gives Team A 1 player(s). No Bench.	12-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	13-as-side. Team B gives Team A 2 player(s). No Bench.	13-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	14-as-side. Team B gives Team A 3 player(s). No Bench.		
	12		11-as-side. Team A gives Team B 1 player(s). No Bench.	11-as-side. Team A has 1 on Bench.	12-as-side. No Bench.	12-as-side. Team B has 1 on Bench.	13-as-side. Team B gives Team A 1 player(s). No Bench.	13-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	14-as-side. Team B gives Team A 2 player(s). No Bench.	14-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.		
	13		11-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	12-as-side. Team A gives Team B 1 player(s). No Bench.	12-as-side. Team A has 1 on Bench.	13-as-side. No Bench.	13-as-side. Team B has 1 on Bench.	14-as-side. Team B gives Team A 1 player(s). No Bench.	14-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	15-as-side. Team B gives Team A 2 player(s). No Bench.		
	14		12-as-side. Team A gives Team B 2 player(s). No Bench.	12-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	13-as-side. Team A gives Team B 1 player(s). No Bench.	13-as-side. Team A has 1 on Bench.	14-as-side. No Bench.	14-as-side. Team B has 1 on Bench.	15-as-side. Team B gives Team A 1 player(s). No Bench.	15-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.		
	15		12-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	13-as-side. Team A gives Team B 2 player(s). No Bench.	13-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	14-as-side. Team A gives Team B 1 player(s). No Bench.	14-as-side. Team A has 1 on Bench.	Proceed as normal football game. 15-a-side with <u>up to 5 players</u> on the bench.				
	16		13-as-side. Team A gives Team B 3 player(s). No Bench.	13-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	14-as-side. Team A gives Team B 2 player(s). No Bench.	14-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	15-as-side. Team A gives Team B 1 player(s). No Bench.					
	17		13-as-side. Team A gives Team B 3 player(s). Team A has 1 on Bench.	14-as-side. Team A gives Team B 3 player(s). No Bench.	14-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	15-as-side. Team A gives Team B 2 player(s). No Bench.	15-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.					
	18+											

22.2.3 Even-Up for 12-a-side Youth (Year 7-8) Competitions

Even-up only applies to players on the field, not on the bench.

12-a-side Youth		Team B (AWAY) - Number of Players on Team Sheet									
		<7	7	8	9	10	11	12	13	14	15+
Team A (HOME) - Number of Players on Team Sheet	<7	Both Teams Forfiet	Team A Forfiets. Team B gets premiership points.								
	7	Team B Forfiets. Team A gets premiership points.	7-as-side. No Bench.	7-as-side. Team B has 1 on Bench.	8-as-side. Team B gives Team A 1 player(s). No Bench.	8-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	9-as-side. Team B gives Team A 2 player(s). No Bench.	9-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	10-as-side. Team B gives Team A 3 player(s). No Bench.	10-as-side. Team B gives Team A 3 player(s). Team B has 1 on Bench.	
	8		7-as-side. Team A has 1 on Bench.	8-as-side. No Bench.	8-as-side. Team B has 1 on Bench.	9-as-side. Team B gives Team A 1 player(s). No Bench.	9-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	10-as-side. Team B gives Team A 2 player(s). No Bench.	10-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	11-as-side. Team B gives Team A 3 player(s). No Bench.	
	9		8-as-side. Team A gives Team B 1 player(s). No Bench.	8-as-side. Team A has 1 on Bench.	9-as-side. No Bench.	9-as-side. Team B has 1 on Bench.	10-as-side. Team B gives Team A 1 player(s). No Bench.	10-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	11-as-side. Team B gives Team A 2 player(s). No Bench.	11-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	
	10		8-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	9-as-side. Team A gives Team B 1 player(s). No Bench.	9-as-side. Team A has 1 on Bench.	10-as-side. No Bench.	10-as-side. Team B has 1 on Bench.	11-as-side. Team B gives Team A 1 player(s). No Bench.	11-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	12-as-side. Team B gives Team A 2 player(s). No Bench.	
	11		9-as-side. Team A gives Team B 2 player(s). No Bench.	9-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	10-as-side. Team A gives Team B 1 player(s). No Bench.	10-as-side. Team A has 1 on Bench.	11-as-side. No Bench.	11-as-side. Team B has 1 on Bench.	12-as-side. Team B gives Team A 1 player(s). No Bench.	12-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	
	12		9-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	10-as-side. Team A gives Team B 2 player(s). No Bench.	10-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	11-as-side. Team A gives Team B 1 player(s). No Bench.	11-as-side. Team A has 1 on Bench.	Proceed as normal football game. 12-a-side with <u>up to 5 players</u> on the bench.			
	13		10-as-side. Team A gives Team B 3 player(s). No Bench.	10-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	11-as-side. Team A gives Team B 2 player(s). No Bench.	11-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	12-as-side. Team A gives Team B 1 player(s). No Bench.				
	14		10-as-side. Team A gives Team B 3 player(s). Team A has 1 on Bench.	11-as-side. Team A gives Team B 3 player(s). No Bench.	11-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	12-as-side. Team A gives Team B 2 player(s). No Bench.	12-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.				
	15+										

22.2.4 Even-Up for 12-a-side Junior (Year 3-6) Competitions

Even-up only applies to players on the field, not on the bench. There is no minimum team size for Year 3-6 football, and no restriction on bench sizes.

12-a-side		Team B (AWAY) - Number of Players on Team Sheet							15+		
		8	9	10	11	12	13	14			
Team A (HOME) - Number of Players on Team Sheet	8	8-as-side. No Bench.	8-as-side. Team B has 1 on Bench.	9-as-side. Team B gives Team A 1 player(s). No Bench.	9-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	10-as-side. Team B gives Team A 2 player(s). No Bench.	10-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.	11-as-side. Team B gives Team A 3 player(s). No Bench.	As show left, with extra players on the bench		
	9	8-as-side. Team A has 1 on Bench.	9-as-side. No Bench.	9-as-side. Team B has 1 on Bench.	10-as-side. Team B gives Team A 1 player(s). No Bench.	10-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	11-as-side. Team B gives Team A 2 player(s). No Bench.	11-as-side. Team B gives Team A 2 player(s). Team B has 1 on Bench.			
	10	9-as-side. Team A gives Team B 1 player(s). No Bench.	9-as-side. Team A has 1 on Bench.	10-as-side. No Bench.	10-as-side. Team B has 1 on Bench.	11-as-side. Team B gives Team A 1 player(s). No Bench.	11-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.	12-as-side. Team B gives Team A 2 player(s). No Bench.			
	11	9-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	10-as-side. Team A gives Team B 1 player(s). No Bench.	10-as-side. Team A has 1 on Bench.	11-as-side. No Bench.	11-as-side. Team B has 1 on Bench.	12-as-side. Team B gives Team A 1 player(s). No Bench.	12-as-side. Team B gives Team A 1 player(s). Team B has 1 on Bench.			
	12	10-as-side. Team A gives Team B 2 player(s). No Bench.	10-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	11-as-side. Team A gives Team B 1 player(s). No Bench.	11-as-side. Team A has 1 on Bench.	Proceed as normal football game. 12-a-side with extra players on bench.					
	13	10-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	11-as-side. Team A gives Team B 2 player(s). No Bench.	11-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.	12-as-side. Team A gives Team B 1 player(s). No Bench.						
	14	11-as-side. Team A gives Team B 3 player(s). No Bench.	11-as-side. Team A gives Team B 2 player(s). Team A has 1 on Bench.	12-as-side. Team A gives Team B 2 player(s). No Bench.	12-as-side. Team A gives Team B 1 player(s). Team A has 1 on Bench.						
	15+	As above, with extra players on the bench									

23 Forms

The following forms are used in the Fremantle Conference Competition – they are described in the remainder of this document.

Form	Purpose	Section
Incident Form	Reporting an Incident to the Fremantle Conference Executive	6 Incident Process
Parent Consent to Play-Up	Permission from parents that their player can play-up one age group	9 Play-Up Rule
Game Change Notification Form	Requesting changes to fixtured games	12 Fixture Changes
Player Injury Report Form	Recording player injury details to assist with insurance, etc.	-

Forms are available on the Fremantle Conference web sites at:

- <http://www.bulldogsdistrict.com.au/resources/133/fremantle-conference>
- <http://www.sharksdistrict.com.au/resources/133/fremantle-conference>

24 Club Jumpers & Clashes

Identified jumper clashes between Clubs are listed below - **it is the away teams responsibility** to wear a non-clashing jumper for games where there is a jumper clash.

JUMPER CLASHES	
Bibra Lakes JFC	Bullcreek Leeming JFC Booragoor JFC AWAY
Hammond Park JFC	Riverton JFC Melville JFC
South Coogee JFC	Winnacott Away
Fremantle City Dockers JFC Mundijong Centrals JFC	Willetton JFC
Armadale JFC Kwinana JFC	Attadale JFC Palmyra JFC
Kelmscott JFC	East Fremantle JFC

Actual Club Jumpers from Fremantle Conference teams are shown on the following page.

FREMANTLE CONFERENCE JUMPER IMAGES and CLASHES					
	HOME	AWAY		HOME	AWAY
Applecross JFC			Kardinya JFC		
Armadale JFC			Kelmscott JFC		
Attadale JFC			Kwinana JFC		
Attadale JFC All-Female			Kwinana JFC - Away Clash & Girls		
Bibra Lakes JFC			Melville JFC		
Bibra LAKES JFC All-Female			Mundijong Centrals JFC		
Booragoon JFC			Mundijong Centrals JFC All-Female		
Booragoon JFC All-Female			Palmyra JFC		
Bullcreek/Leeming JFC			Piara Waters JFC		
Canning Vale JFC Home			Piara Waters JFC All-Female		
Canning Vale JFC - All-Female			Riverton JFC		
Cockburn JFC			Riverton JFC - All-Female		
East Fremantle JFC			Roleystone JFC		

FREMANTLE CONFERENCE JUMPER IMAGES and CLASHES					
	HOME	AWAY		HOME	AWAY
Forrestdale FC			Roleystone JFC All-Female		
Fremantle City Dockers JFC			Rossmoyne JFC		
Fremantle City Dockers JFC - Away All-Female			South Coogee JFC		
Hammond Park JFC			South Coogee JFC All-Female		
Hammond Park All-Female			Willetton JFC		
Jandakot Jets JFC			Willetton JFC - Girls		
Jandakot Jets JFC - All-Female			Winnacott JFC		
			Winnacott JFC All-Female		

25 REGRADING

If and when regrading is required, the regrading will be done by the end of round 5 of any given season.

All premiership points, for and against points will be reverted to zero (0) points with the exemption of E Points awarded - these will be carried over.

26 AWARDS

No goal kicking awards to be awarded in any given youth competition.

27 TEAM OFFICIALS IN COACHES BOX.

No more than 6 team officials are always permitted in the coach's box. These include Coach, 2 x Assistant Coach, Team Manager, Team Runner, First Aider.

Water Carriers must not enter the coach's box and only 1 x Runner is permitted at any given year group and can enter the field of play at any time during the game played.