



## **GREAT FLINDERS FOOTBALL LEAGUE INC.**

Incorporation No. A6939 - 7th July 1980

**AFFILIATED WITH THE SOUTH AUSTRALIAN NATIONAL  
FOOTBALL LEAGUE**

CUMMINS KAPINNIE : ELLISTON DISTRICTS : EYRE UNITED

LOCK : RAMBLERS : TUMBY BAY : UNITED YEELANNA

## **BY-LAWS**

**Amended 8 August 2023**

# Contents

<b>BY LAWS</b>	<b>6</b>
1. AFFILIATION	6
2. COMMITTEES	6
3. LEAGUE BOUNDARIES	6
4. CENTRAL UMPIRE DUTIES	6
5. PLAYERS QUALIFICATION AND REGISTRATION	7
6. TRANSFER FROM CLUB TO CLUB	7
7. PLAYERS PLAYING WITHOUT A CLEARANCE	7
8. APPEAL	8
9. RULES REGULATING INTERCHANGE OF PLAYERS BETWEEN A GRADE AND B GRADE	8
10. LEAGUE PREMIERSHIP CONDITIONS	8
11. TIME OF STARTING MATCHES	9
12. MATCHES – WHERE PLAYED	9
13. ARRANGEMENT OF MATCHES	9
14. MATCHES-SEASON	9
15. CLUB COLOURS	9
16. DISPUTES BETWEEN LEAGUE CLUBS	10
17. REVOCATION OF POINTS	10
18. EXPULSION	10
19. NEGLECT TO PLAY AFTER SELECTION	10
20. MEDICAL EXPENSES	10
21. NEGLECT TO ATTEND SUMMONED MEETING	10
22. PAYMENT OF FINES	10
23. LEAGUE TROPHY VOTES	10
24. ALTERATION OF BY – LAWS	10
25. B GRADE TEAM NUMBERS	11
26. PERMIT PLAYERS	11
27. TEAM SHEETS	11
28. SEND OFF RULE – SENIORS	11
29. CHANGE ROOMS - FINALS	12
30. LAWS OF THE GAME	12
31. TEAM RUNNER	14
32. TRIBUNAL MEETING	14
33. AMENDMENTS	14
34. MATTERS NOT DEALT WITH	14
<b>GUIDELINES FOR B GRADE AND COLTS</b>	<b>15</b>
1. COLTS RULES	15
1. PLAYING CONDITIONS	15
2. FORFEITS	16
3. COLTS	16
4. MINI COLTS	16
5. FINALS – QUALIFICATION OF PLAYERS	16
6. GUIDELINES FOR SEND OFF RULE FOR JUNIOR FOOTBALL	16

## BY-LAWS ALTERATIONS

By-Law	Change	Changed Date / By
2.c	changed from "Members of the League Independent Tribunal shall handle all League complaints, and their decision shall be final, except where such decision is over-ruled by the S.A.N.F.L. Under this Rule, copies of all correspondence between any Club and the S.A.N.F.L. must be filed with this League's Secretary." to "Members of the League Independent Tribunal shall handle all League matters referred by the Community Football MRO (Match Review Officer)"	15 Feb 2023
2.f	changed from "Members of the League Independent Tribunal shall handle all League complaints, and their decision shall be final, except where such decision is over-ruled by the S.A.N.F.L. Under this Rule, copies of all correspondence between any Club and the S.A.N.F.L. must be filed with this League's Secretary." to "Members of the League Independent Tribunal shall handle all League matters referred by the Community Football MRO (Match Review Officer)"	15 Feb 2023
4.d	changed from "Record votes for the Mail Medal and L.A. Sampson Memorial Trophy and other Best & Fairest Trophies." to "Record League Best & Fairest votes."	15 Feb 2023
5.a	changed "Any person desiring to play in this League must produce a clearance or permit from the Club with which he last played to be lodged with the League Secretary before being eligible to play." to "Any person desiring to play in this League must adhere to PlayHQ transfer & registration guidelines before being eligible to play."	15 Feb 2023
5.b	deleted "Once a player is registered with a club within the Great Flinders Football League Inc then that player shall remain so registered until he transfers from that club within the League or to another club outside of the League. A new player may be registered with the club by noting the team sheet is marked please register provided that the player meets all criteria under Regulation 8 of the SA Community Football League Regulations. A duly completed SANFL Player Registration Form must accompany the team sheet or be faxed to the League Secretary."	15 Feb 2023
9.c	changed "the end of Round 10." to "no later than 31 <sup>st</sup> July."	15 Feb 2023
10.b	changed "of 20 minutes each with no time on during the Minor Round." to "of 16 minutes (B Grade) and 20 minutes (Colts) each with no time on during the Minor Round" and changed "finished before 12.30pm" to "finished before 1pm".	15 Feb 2023
10.i	changed "all Grades." to "Senior Grades only."	15 Feb 2023
11	changed "RESERVES 12.45pm" to "B GRADE 1pm"	15 Feb 2023
16	change Disputes between league clubs "All protests shall be lodged within 72 hours of the match. the grounds for such protest must be stated in writing and a fee of \$5 shall be enclosed. Such fee being forfeited if the protest is deemed trivial." to "All disputes shall be lodged by 5pm Monday. The grounds for such disputes must be stated in writing and a fee of \$500 shall be enclosed and refunded if dispute upheld."	15 Feb 2023
19	delete Neglect to play after selection. Was "(a) Any player selected to play in any Inter-League or Intra-League match who does not present himself at the correct time to play in that match, without a reasonable or lawful excuse, of which the League Independent Tribunal shall be the sole judge, shall be suspended for at least TWO of his Club's matches. Provided that any player not available by reason of injury or sickness shall be exempted from these provisions if he shall have notified the League Secretary and/or Team Manager accordingly, on the day preceding the match. (b) The Team Manager shall be responsible for reporting such offenders to the League	15 Feb 2023

	Secretary within 48 hours of the match. (c) Should a player have played A Grade during the match prior to the Inter-League or Intra-League match he shall be deemed an A Grade player and shall be suspended for at least TWO A Grade matches of his Club and shall not be eligible to play Reserves Grade during the period of such suspension. This shall also apply to Colts in the same manner. (d) Any player who is chosen in the training squad for such matches, who does not present himself for training or who does not notify the Coach or a Selector that he cannot do so, shall be deleted from the training squad should the Selectors think fit to do so.”	
20	change Medical expenses “Medical Expenses will not be reimbursed to any player or official.” to “Players & Officials to liaise with clubs in relation to Medical Expenses & Insurance with the SANFL.”	15 Feb 2023
24	change Alteration of by-laws - remove “two thirds”.	15 Feb 2023
Guidelines for B Grade & Colts 1.1	delete “All Colts teams shall be subject to their own district A Grade team.”	15 Feb 2023
Guidelines for B Grade & Colts 1.2	delete “All A Grade teams to act as parent teams in the following manner: Cummins Kapinnie (Cummins Kapinnie Colts), Lock (Lock Colts), United Yeelanna (United Yeelanna Colts), Ramblers (Ramblers Colts), Eyre United (Eyre United Colts), Tumby Bay (Tumby Bay Colts) and Elliston Districts (Elliston Districts Colts)”	15 Feb 2023
Guidelines for B Grade & Colts 1.5	delete “5. Time of starting of Colts matches shall be 10.15 a.m. (Refer to G.F.F.L. By Law 12).”	15 Feb 2023
Playing conditions 1.b	Added to Playing Conditions 1.b) a. For finals, there is to be a minimum of 18 players on the field with 21 players on the team sheet. Anything beyond that is up to both coaches’ discretion. (23/2/2022)	15 Feb 2023
Playing conditions 1.d	Add “At the commencement of the game” to “the number of players on the playing field shall not exceed the number of those of the opposing team.”	15 Feb 2023
Playing conditions 1.h	Change “Dual permits for clubs – A player must play a minimum of 10 games each season for a dual club to be eligible to play finals.” to “Season permits for clubs – A player must play a minimum of 10 games each season for a season permit player to be eligible to play finals.”	15 Feb 2023
Playing conditions 1.m	Add “No more than 2 season permit players in their last year eligible to play that grade are to play on any given week. With a total cap of 6 season permit players per team.”	15 Feb 2023
Playing conditions 3.b	change “Coaches must remain on the sidelines during all colts games” to “Coaches must remain on the sidelines during all senior colts games.”	15 Feb 2023
Playing conditions 4	delete “a) Matches to be played on ¾ size oval unless both coaches agree to the use of a full size oval. c) Teams to play for points only. d) No finals to be played. f) A clearance is not required for a Mini Colt to transfer from one Club to another.”	15 Feb 2023
Playing conditions 4	add “game day permit must be used to transfer from one club to another.” to “Use of players from another Club may be used.”	15 Feb 2023
Playing conditions 5.c	5.c – add “c) Mini Colts – As per By Law Rule 9”	15 Feb 2023

Playing conditions 6.c.b	delete “or until end of the half, whichever is least.”	15 Feb 2023
10.f	Added “Mini Colts & Colts DRAWN Finals games be decided by each team playing a further five (5) minutes each end, with no time on. If a draw still exists, then the siren sounds, and the ball is returned to the centre circle and next score wins.”	14 March 2023
10.f	Removed “(other than A Grade Grand Final)”	8 August 2023

## BY LAWS

### 1. AFFILIATION

The Great Flinders Football League Incorporated shall affiliate with the South Australian National Football League Incorporated (SANFL).

### 2. COMMITTEES

A Committee of three and one proxy, one of whom shall be the coach, shall be elected by ballot at the Annual Meeting to select League teams and to name the Captain and Vice Captain in their selection.

- (a) The League shall appoint a League Independent Tribunal at its Annual General Meeting consisting of at least six (6) members each of whom shall be a person who is neither a delegate nor a registered official of any Club within the League. The League Independent Tribunal shall be constituted at any one time by three members.
- (b) The members of the League Independent Tribunal shall be elected by the League delegates and shall hold office for a term of two (2) years provided, however, that each retiring member of the League Independent Tribunal shall be eligible for re-election.
- (c) Members of the League Independent Tribunal shall handle all League matters referred by the Community Football MRO (Match Review Officer).
- (d) A Committee of three, namely League Independent Tribunal member, League President and League Secretary, shall be called the Permit Tribunal. Powers and duties shall be;
  - (1) Responsible for checking of eligibility of players for the Major Round as per By-Law 9.
  - (2) Granting of Permits for players with clearances in transit.
  - (3) Granting and review of permits to over age Colt players.  
League Colts Chairman & League Colts Secretary.
  - (4) Shall impose any penalties as provided for in the League Constitution Rules and By-Laws.
- (e) The League at the Annual General Meeting may make an appointment of an Umpiring Director or Umpires and Officials for all League fixtures.
- (f) The Annual Meeting shall appoint a coach or coaches and team manager for League teams. The appointed coaches will be responsible for electing a selection panel, one of whom will be the team runner.

### 3. LEAGUE BOUNDARIES

There shall be no League or Club Boundaries

### 4. CENTRAL UMPIRE DUTIES

It shall be compulsory for Umpires to:

- (a) Endorse the goal umpires score cards.
- (b) Report on the late starting of matches.
- (c) Report Clubs that play with an improper uniform or without numbers.
- (d) Record League Best & Fairest votes.
- (e) Report any misbehaviour of any player or players.
- (f) Dispatch all reports to reach the League Secretary within 72 hours, in any match under his control.

## 5. PLAYERS QUALIFICATION AND REGISTRATION

- (a) Any person desiring to play in this League must adhere to PlayHQ transfer & registration guidelines before being eligible to play.
- (b) A Bona Fide student up to and including Year 12, returning home, shall not require a clearance except when returning from playing with a League affiliated with the S.A.N.F.L. and in this case no residential qualifications as in By-Law 6(a) shall be necessary.
- (c) A Serviceman shall automatically revert to his former Club immediately he is transferred back to South Australia and shall at all times be eligible to play with such former Club.
- (d) Every Club shall prepare a listing of players names – date of birth - of all A Grade, Reserve & Colt players to be given to the League Secretary. This listing shall be known as a Player Registration list for each Club.

Additions to this listing shall be by:

1. Transfers into the Club.
2. New Players.

Deletions to this listing shall be by:

1. Transfers out of the Club,
2. A player having ceased to play for the Club during the past 24 months.

Each Club shall verify their listing with the League Secretary by the 30th September every two years.

## 6. TRANSFER FROM CLUB TO CLUB

- (a) Subject to the provisions of the Affiliated League's Constitution Rules, a player of a Club affiliated with the Great Flinders Football League must receive a clearance before being eligible to play for another Club in this League
- (b) All applications for clearances between Clubs in this League must be made on the S.A.N.F.L. Affiliated Leagues form.
- (c) Each clearance application shall be signed in the applicants own hand writing and lodged with the League Secretary, who shall forthwith date the application and forward the Form to the Secretary of the Club from which a clearance is desired.
- (d) Club to Club clearances for Colt players, EXCLUDING Mini League players, shall be the same as for senior players.

### TRANSFER FROM CLUB TO CLUB - INTRA LEAGUE

- (e) All Clearance applications shall be carried out in accordance with the Rules laid down by the SA Country Football League Constitution & Rules.

## 7. PLAYERS PLAYING WITHOUT A CLEARANCE

- (a) Any player who plays with any team of a Club without having first been granted the necessary clearance or permit required under these Rules shall be disqualified by the Investigation Committee for a period not exceeding twelve months.
- (b) The Club with which the player played shall be liable to a fine of \$250 imposed by the Investigation Committee and payable to the Club from which the player should have obtained a clearance.
- (c) The Investigation Committee shall have the power to impose any one of the following penalties on the Affiliated League in which the player played:
  1. Censure
  2. A fine not exceeding \$1,000 to be paid to the S.A.N.F.L.
  3. Disaffiliation with the S.A.N.F.L.

- (d) Any Club or Affiliated League which has grounds for believing that Regulation 18-1 has been broken by any player may protest to the Investigation Committee through the Secretary of his League. Upon receipt of such protest the Investigation Committee shall notify the Player, Club and League concerned and shall conduct any investigation deemed necessary and impose a penalty in accordance with these regulations.
- (e) No Club shall play any disqualified or unqualified player. Penalty for non-compliance - forfeiture of the match.

## 8. APPEAL

- (a) Any player registered with one Club in this League who is refused a clearance to transfer to another Club in this League, may appeal against that refusal to the League Independent Tribunal.
- (b) Any player registered with a Club in this League who is refused a clearance to a League, League second eighteen, or League Colts Club, may appeal against that refusal to the League Independent Tribunal.
- (c) All appeals against a refusal of a clearance are to be directed to the League Independent Tribunal through the League Secretary.
- (d) All appeals shall be heard within seven (7) days of their receipt by the League Independent Tribunal.
- (e) The League Independent Tribunal may call such evidence as it thinks fit and may dismiss such an appeal or uphold such an appeal and grant a clearance, unless new evidence, in the opinion of the Permit Tribunal becomes available, whereupon the League Independent Tribunal shall be recalled once.
- (f) The player shall have the right to call such evidence as he may desire.

## 9. RULES REGULATING INTERCHANGE OF PLAYERS BETWEEN A GRADE AND B GRADE

- (a) A player must play at least two matches on separate days in the Minor Round in order to qualify for the Major Round. (Minutes 20/5/2019)
- (b) A player must play at least three (3) matches in B Grade Minor Round matches to be eligible to play in B Grade Grade Final Round matches. (Minutes 20/5/2019)
- (c) The names of 15 active A Grade players to be submitted to the League Secretary by no later than 31<sup>st</sup> July. Those players named are ineligible to represent their Clubs in B Grade finals. League delegates to review names at the next League Meeting. Any disputes to be tabled before the Permit Tribunal. (Minutes 20/5/2019)
- (d) If the A Grade, B Grade and Colts teams of a Club are competing in the same Major Round final, all players not selected in the A Grade team shall be eligible for B Grade and Colts teams. (Rules 10a, 10c, and 10d and Colts Rules 4a and 4b will not apply)

## 10. LEAGUE PREMIERSHIP CONDITIONS

- (a) Every Club match shall consist of four quarters. Five minutes shall be allowed for changing ends at quarter time, twenty minutes at half time and five minutes at three quarter time.
- (b) **B GRADE AND COLTS-** All quarters shall be of 16 minutes (B Grade) and 20 minutes (Colts) each with no time on during the Minor Round, provided that if due to a late start time does not permit Colts matches to finish before 1pm, quarters shall be shortened proportionately.
- (c) **A GRADE-** All quarters shall be of 20 minutes each with time on.
- (d) **MAJOR ROUND MATCHES-**
  - A GRADE** - All quarters shall be of 20 minutes each with time on.
  - B GRADE** - All quarters shall be of 16 minutes each with time on.
  - COLTS** - All quarters shall be of 20 minutes with no time on.



- (e) **MINI COLTS** - All quarter shall be 12 minutes with no time on; 3-minute breaks. (14/3/2023)
- (f) That **DRAWN** Finals games be decided by each team playing a further five (5) minutes each end, plus time on. If a draw still exists, the above be repeated until there is a winner. Teams to change straight over.  
Mini Colts & Colts **DRAWN** Finals games be decided by each team playing a further five (5) minutes each end, with no time on. If a draw still exists, then the siren sounds, and the ball is returned to the centre circle and next score wins.
- (g) The position of the Clubs with respect to the Premiership shall be decided first by points - two for a win and one for a draw. Second, should any two Clubs have an equal number of points, their respective positions shall be determined by the percentage of points scored for and against in the Minor Round.
- (h) Final matches shall be played in accordance with the Regulations as set down by the South Australian National Football League.
- (i) Three interchange players can be used in all Major Round games in all Grades.
- (j) The Premier team in each Grade shall hold the respective Shield for one year
- (k) The respective Shields shall become perpetual in all Grades.

## 11. TIME OF STARTING MATCHES

The starting time of all matches shall be:

**COLTS** - 10.15 am

**MINI COLTS** - Following the Colts

**B GRADE** 1 pm

**A GRADE** 2.30 pm

Any team not complying with the above shall be fined \$10 for being over 5 minutes late and over 10 minutes late a further \$50.

## 12. MATCHES – WHERE PLAYED

- (a) All programmed matches shall be arranged by the League.
- (b) All trial matches to be authorised by the League.
- (c) All Association Matches, Finals and Grand Final to be on a Club rotational basis on Ovals that meet an acceptable standard as decided by the League Delegates. Clubs grounds deemed not acceptable to revert to the bottom of the rotational order.

Notwithstanding the above, a Club may elect to transfer the fixture to another venue that is acceptable and may host the fixture with that Club's approval and that of the League Delegates. (SGM 16/6/2003)

## 13. ARRANGEMENT OF MATCHES

- (a) Each Club shall be responsible for providing a suitable boundary Umpire, Goal Umpires, Timekeeper and other required officials for each match.
- (b) Each Club shall forward to the League Secretary within 72 hours of the match a report showing:
  - (1) The scores of the match, signed by the Central Umpire.
  - (2) A list of players who participated in the match.

## 14. MATCHES-SEASON

The football season shall commence at a date to be fixed at the Annual Meeting

## 15. CLUB COLOURS

Each Club shall register its uniform or uniforms. Each player shall carry a distinguishing number.

## **16. DISPUTES BETWEEN LEAGUE CLUBS**

All protests shall be lodged within 72 hours of the match. the grounds for such protest must be stated in writing and a fee of \$5 shall be enclosed. Such fee being forfeited if the protest is deemed trivial.

## **17. REVOCATION OF POINTS**

Should any decision be made to revoke the match points of an offending Club, they then shall be awarded to the Club so offended against. No percentage shall be awarded to either side. (Minutes 3/7/2000)

## **18. EXPULSION**

In the event of the League expelling any Club by a two thirds majority of the Clubs affiliated with the League voting for it, such Club shall absolutely forfeit all claims or interest in the funds of the League.

## **19. NEGLECT TO PLAY AFTER SELECTION**

- (a) Any player selected to play in any Inter-League or Intra-League match who does not present himself at the correct time to play in that match, without a reasonable or lawful excuse, of which the League Independent Tribunal shall be the sole judge, shall be suspended for at least **TWO** of his Club's matches. Provided that any player not available by reason of injury or sickness shall be exempted from these provisions if he shall have notified the League Secretary and/or Team Manager accordingly, on the day preceding the match.
- (b) The Team Manager shall be responsible for reporting such offenders to the League Secretary within 48 hours of the match.
- (c) Should a player have played A Grade during the match prior to the Inter-League or Intra-League match he shall be deemed an A Grade player and shall be suspended for at least **TWO** A Grade matches of his Club and shall not be eligible to play Reserves Grade during the period of such suspension. This shall also apply to Colts in the same manner.
- (d) Any player who is chosen in the training squad for such matches, who does not present himself for training or who does not notify the Coach or a Selector that he cannot do so, shall be deleted from the training squad should the Selectors think fit to do so.

## **20. MEDICAL EXPENSES**

Medical Expenses will not be reimbursed to any player or official.

## **21. NEGLECT TO ATTEND SUMMONED MEETING**

Any player who shall neglect or refuse to attend any of the meetings of the League, to which he has been summoned by notice under the hand of the League Secretary, posted to him at his last or usual place of abode or business, shall be dealt with as the League may think fit.

## **22. PAYMENT OF FINES**

- (a) Each Club shall pay all fines, dues or penalties as required by the League.
- (b) Penalty for non-compliance of the above - suspension of voting rights until all monies are paid.

## **23. LEAGUE TROPHY VOTES**

At the conclusion of the Minor Round the League Independent Tribunal shall count the votes recorded for the respective Trophies within the League and communicate with the League Secretary.

## **24. ALTERATION OF BY – LAWS**

No By-Law of the League shall be altered or rescinded nor shall any of them be added to except by a two thirds majority of the Clubs affiliated with the League, at the Annual Meeting or Special Meeting called for that purpose voting for it.

## 25. B GRADE TEAM NUMBERS

The League shall have power to alter the SANFL constituted number of players in B Grade sides as is deemed necessary. Voting by a two thirds majority of the Clubs affiliated with the League.

## 26. PERMIT PLAYERS

In the event of any Club being unable to field 14 players on a Saturday, they may receive a permit to use a player from Clubs with surplus players, to play B Grade and Colts on a given day.

1. Must be a Registered player with a Club in this League.
2. Player not to be selected from bye teams.
3. Opposing teams players to be used before players from other teams are selected.
4. No restriction on number of permit players. Number not to exceed team numbers of opposition.
5. Not to operate in Finals.
6. Permit players: Christian Name & Surname to be written on team sheet.
7. Team sheet to be authenticated by signature of Coach/President/Secretary/Team Manager of GRANTOR Club.
8. Only two under 16 players (in their last season of Senior Colts) may play on a season permit in any given match”

## 27. TEAM SHEETS

- a) To be completed for all matches listing all players and officials' full names.
- b) The Captain & Vice Captain to be nominated.
- c) The name of the Official Runner to be recorded thereon.
- d) A copy of the Match Day Checklist must be returned with the results to the League Secretary by the home club.

## 28. SEND OFF RULE – SENIORS

- a) A field umpire may use a yellow card for an offence that is not considered reportable, but the player needs to be sent off to tone him down and/or to avoid an escalation of a potentially difficult situation (e.g. disputing, abuse, rough play).

Yellow card, 10 minutes playing time off, player cannot be replaced.

- b) If a second offence occurs during the course of the game by the same player, in a similar vein to 1 above, the player will be sent off and reported for misconduct.

Yellow card, 10 minutes playing time off, player cannot be replaced.

- c) If a third offence occurs in the vein of 1 & 2 above, then the player is reported again and ordered off the playing arena.

Red card, player has no further participation in the match, player can be replaced after 10 minutes playing time.

- d) A report will result in a yellow card, 10 minutes of playing time off the ground, during this period the player cannot be replaced.
- e) A second report will result in a red card, player has no further participation in the match, player can be replaced after 10 minutes playing time.
- f) Notwithstanding the above, a very serious offence (e.g. assault, threatening an umpire) will result in an automatic report, red card, player has no further participation in the match, player can be replaced after 10 minutes playing time.
- g) The Time Keeper is responsible for the keeping of time, for players sent off for a yellow card offence and red card replacement. Clubs to provided appropriate material for recording the time. Note: Umpires must

raise the card upon issue and receive acknowledgement from the timekeepers to ensure correct time is recorded.

- h) Team Manager are to liaise with Time Keeper. Until directed back on to the playing arena, the player must wait and re-enter through the interchange gate. Any player sent off must also exit through the interchange gate. Failure to do so, and, if detected by the field umpires will result in that player forfeiting further participation in the match.

## 29. CHANGE ROOMS - FINALS

A Club having a Match on their Home Ground of a Final are entitled to use their own Change Rooms for that match (Minutes 29/8/2000)

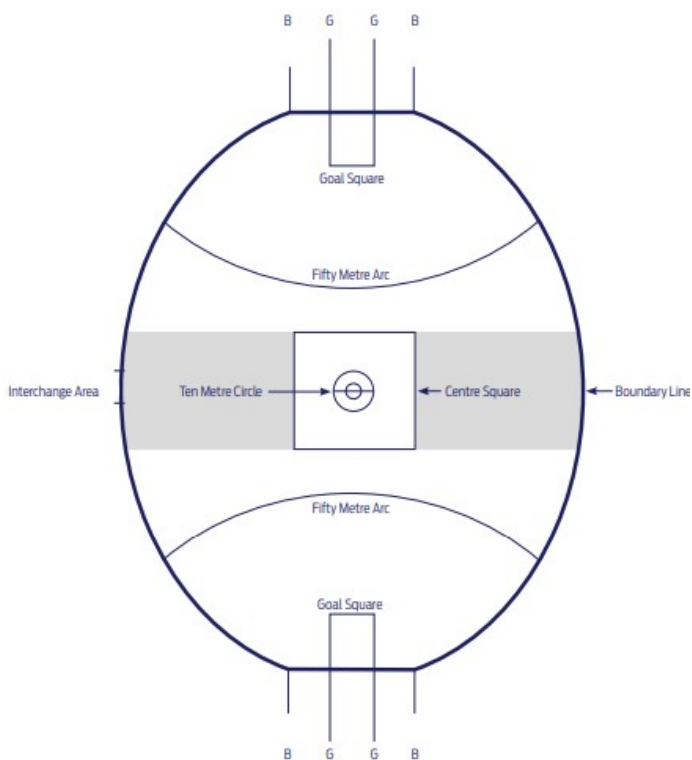
## 30. LAWS OF THE GAME

- 1) The Great Flinders Football League shall follow the Laws of the game as adopted by the South Australian National Football League (Minutes 29/8/2000)
- 2) The length of a kick to be covered to award a mark AMENDED to 10 metres for Colts & Minis. (Minutes 27/5/2002)
- 3) Non-Actively or Actively Bleeding- In any instance of Blood or Bleeding it shall be regarded as Actively Bleeding and the Player MUST leave the field (Minutes 7/4/2003).
- 4) Last possession out of bounds - Any "clear" possession that goes out of bounds in any way, (only a kick or handball), will be deemed as out on the full and the opposition player closest to the contest will be awarded a free kick. If there is any doubt, then the ball will simply be thrown in. (2019)
- 5) Kick ins after a behind is scored – Defender standing the mark to be set at 10m from the edge of the square – player kicking in no longer needs to kick to themselves to play on. Play on will be called as soon as they leave the goal square. (2019)
- 6) Defensive players marking or receiving free kicks within ten metres of the centre of goal (a "zone" from point post to point post), the defending player standing the mark will be brought out in line with the end of the goal square. (2019)
- 7) Runners and Water Carriers will still be allowed on ground during play (not allowed in AFL in 2019)
- 8) 50m Penalties. Player receiving the 50 metre penalty may play on anytime without being impeded by the defensive player (applies for 25m penalties also) (2019)
- 9) Umpires contact is prohibited and players setting up behind umpire for blocking will be penalised (2019)
- 10) Kicking for goal after the siren. Players may now kick across their body after the siren so long as they don't narrow the angle to goals or run over the original line of the mark. (2019)
- 11) Players may hold their position with hands in the back but must not have a forward movement by extending their arms. This is a softening of the push in the back rules back to what it was a few years ago. (2019)
- 12) Ruckmen who take the ball in the ruck contest will not be deemed to have had prior opportunity and will now be treated the same way as any other possession around the ground – they can take the ball directly out of the ruck contest. (2019)
- 13) Starting positions (12/4/2021)

When the field Umpire commences their approach to the Centre Circle to bounce or throw up the football to start a quarter, or recommence play after a Goal has been scored, the following shall apply:

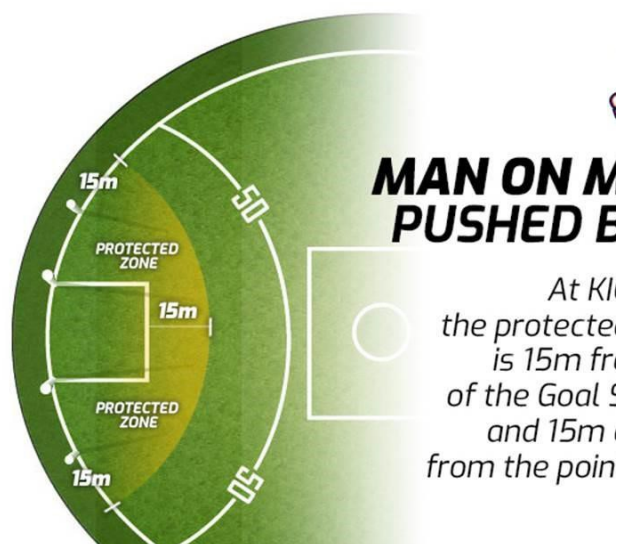
- a) Six Players from each Team are permitted in each area defined by the Boundary Line and the Fifty Metre Arcs.
- b) Four Players from each Team are permitted in the Centre Square.
- c) Of these four Players referenced in 30.4(a), one Player from each Team will be the Ruck and is positioned within the Ten Metre Circle in their defensive half.

- d) One Player from each Team is positioned in each shaded area in the attached diagram.
- e) If a Team is unable or elects not to have 18 Players on the Playing Surface, the requirements stated in 30.4(a),(c) and (e) are modified such that the number of relevant Players for each starting position can be reduced but not exceeded.
- 14) After a Goal has been scored, if a Player is injured and making their way from the Playing Surface with the assistance of doctor, trainer or any other person treating Players of a Team, the field Umpire may wait a reasonable period to allow the replacement Player to take up position before recommencing play. A replacement Player may enter the Playing Surface while the Player that they are replacing is leaving the Playing Surface.



15) Protected Area for kick-ins (6/4/2021)

- a) Location of the mark at kick ins from a behind – set at 15m from the centre of the top of the goal square (previously 10m) – Recommended for 2021 season
- b) This extends the protected zone at kick ins as per the below image where an arc is formed, starting 15m around the boundary line from each behind post to the 15m point where the player on the mark is located;
- c) If a defensive player (teammate of player bringing ball into play) enters the protected zone early, the Umpire will call for a reset of the kick;
- d) If an attacking player (teammate of player on the mark) enters the protected zone early, the player bringing the ball into play will be awarded a 25m penalty from where the player on the mark is located;
- e) Each Boundary Umpire should set up 15m around the boundary line from each behind post as kicks ins as a point of reference for players and fields umpires;



- f) A visual mark will be added to the ground, 15m out from the centre of the top of the goal square indicating where the player on the mark should stand at kick ins and as a further point of reference for players and umpires as to the protected zone.
- 16) Any careless or malicious high contact to the head with actions such as careless striking to the head, fending off with elbows, sling and dumping tackles will result in a free kick to the impacted player and will also now result in an automatic 25 metre penalty.

### 31. TEAM RUNNER

There shall be only ONE team runner for each Team. That the team runner should be attired in a Lime Coloured or brightly coloured shirt top. (Minutes 30/10/2000)

### 32. TRIBUNAL MEETING

Both the player accused or appealing and the Club accused or against which the appeal has been lodged shall be entitled to an advocate in attendance at any hearing. Such advocate shall not be a member of the legal profession, unless such person is an Office Bearer of the Club concerned. (Minutes 23/4/2001)

### 33. AMENDMENTS

These Rules may be amended at the discretion of the League Delegates.

### 34. MATTERS NOT DEALT WITH

- (a) In all matters not provided for in these By-Laws this League may by resolution refer same to the Commissioner for Country Football appointed by the SANFL Inc. for a ruling. Such ruling when obtained shall bind this League until such time as this League shall have dealt with the matter by passing a new By-Law.
- (b) This League shall agree to be bound by the Affiliated League's Constitution and Rules, insofar as they apply to this League, and shall agree that in the event of any inconsistency between the Constitution of this League and either the Affiliated League's Constitution and Rules and the Constitution and Rules of the SANFL, then the Rules of this League shall be invalid to the extent of the inconsistency.

## GUIDELINES FOR B GRADE AND COLTS

### 1. COLTS RULES

1. Club coaches must remain on the sidelines during all senior colts games (21/6/2022).
2. (a) A Colts player playing A or B Grade in the last two matches of the Minor Round shall be eligible to play Colts in Colts Final Round Matches. (Minutes 21/10/2002)
3. A player must play at least two matches in the Minor Round in order to qualify for the Major Round.
4. Any matter not dealt with in these Rules shall be referred back to the GFFL Constitution.
5. Age limit of Colts shall be under 16 years on 1<sup>st</sup> January. For girls, the age limit is under 17 years on 1<sup>st</sup> January (21/6/2022)
6. Age limit of Mini Colts shall be under 12 years on 1<sup>st</sup> January. For girls, the age limit is under 13 years on 1<sup>st</sup> January (21/6/2022)

### 1. PLAYING CONDITIONS

#### FOR B GRADE AND COLTS TEAMS

- (a) The minimum number of players shall be 12 to be called a Team for Colts and 14 to be called a Team for B Grade. (Amended 8/3/2022) This to constitute a legitimate game. B GRADE - MINOR ROUND: If a Team has only 18 players named on the Team Sheet they will be able to use 2 players as Interchanges and play 16 on the ground. This will also apply if a Team has only 17 players on the Team Sheet they will be able to play with 16 on the ground and one Interchange. The opposing Team may have up to 20 players named on the Team Sheet (Minutes 15/4/2002)
- (b) A maximum number of 20 players to take part in a game with up to 6 interchange players. COLTS- Subject to both coaches being in agreement then Team Numbers shall be 21. (Minutes 28/5/2001).
  - a. For finals, there is to be a minimum of 18 players on the field with 21 players on the team sheet. Anything beyond that is up to both coaches' discretion. (23/2/2022)
- (c) B GRADE - Subject to both coaches being in agreement then Team Numbers shall be 21. (Minutes 18/2/2002)
- (d) At the commencement of the game, the number of players on the playing field shall not exceed the number of those of the opposing team.
- (e) Opposition team to be notified by 8.00 p.m. Friday prior to the game if less than 14 players may be available.
- (f) Colts - When a side is 60 points in front at half time, the mercy rule shall be applied, and the scoreboard taken back to 0. Players shall be swapped around to even up the game. The scores at that stage shall be the final score and shall be used in calculating percentage. Goal kickers & Trophy voting to continue.
- (g) Mini Colts - When a side is 30 points in front at half time, the mercy rule shall be applied, and the scoreboard taken back to 0. Players shall be swapped around to even up the game. The scores at that stage shall be the final score and shall be used in calculating percentage. Goal kickers & Trophy voting to continue.
- (h) Season permits for clubs – A player must play a minimum of 10 games each season for a season permit player to be eligible to play finals.
- (i) Player votes relating to byes – If a player is filling in for a team while their home team is on a bye, the player will not receive any player votes and their goals will not count towards their total personal goals kicked. (18/5/2021)
- (j) Interclub players – The use of interclub players would be at the discretion of BOTH coaches on the day. This will be reassessed at the end of the season. (18/5/2021)
- (k) It was agreed unanimously to leave the minis time on grand final day the same as it is played all year. Colts followed by mini colts, etc. (18/5/2021)

- (l) Player numbers in finals – In finals, in the event of one team not having 18 players, the coach of that team, cannot refuse an offer of players from the opposing team to enable both teams to have equal numbers. (18/5/2021)
- (m) No more than 2 season permit players in their last year eligible to play that grade are to play on any given week. With a total cap of 6 season permit players per team.

## 2. FORFEITS

- (a) If a side is unable to field a team of less than 14 players, including permit players, then a forfeit will be declared by that team.
- (b) The team receiving that forfeit shall receive two premiership points but ineligible for any percentage.
- (c) The team sheets of players available to play shall be completed and lodged for player registration purposes.
- (d) The team sheet of the side that forfeits any game shall be clearly endorsed that they have forfeited the match.
- (e) A practice match may take place.
- (f) Team sheets shall be prepared of players taking part in a practice match to be made available to the umpires.
- (g) Voting for the Best & Fairest player to be allotted as usual.
- (h) Recording of Goal scorers to be maintained.

## 3. COLTS

- (a) A clearance is required if a Colt player wishes to transfer from a Club in this League to another.
- (b) Coaches must remain on the sidelines during all senior colts games (21/6/2022).
- (c) Rules as to permit players, playing conditions & forfeits apply.

## 4. MINI COLTS

- (a) Coaches may penetrate the oval whilst play is in progress.
- (b) Results to be included in the League's Leading Club Award. (Minutes 10/2/2003)
- (c) Use of players from another Club may be used. Game day permits must be used to temporarily transfer from one club to another.

## 5. FINALS – QUALIFICATION OF PLAYERS

- (a) A Grade & B Grade – As per By Law Rule 9.
- (b) Colts - As per By Law Rule 9.
- (c) Mini Colts – As per By Law Rule 9

## 6. GUIDELINES FOR SEND OFF RULE FOR JUNIOR FOOTBALL

- (a) Umpire to stop play, until the player reaches the nearest boundary.
- (b) Umpire to award a free kick to opposing player.
- (c) Offending player to be off for the following periods of time, which is to commence from the recommencement of play.
  - a. **COLTS - 10 (Ten) Minutes**
  - b. **MINI - 5 (Five) Minutes**
- (d) Team Managers, or Coaches, of both teams are to police the time off for the offending player.
- (e) **NO REPLACEMENT** for player sent off.
- (f) Umpire to warn players for swearing (self-retribution).
- (g) Umpire to send off player for swearing (abusing players, officials, etc.).



**NOTE\*\*** Umpires are empowered to award a free kick to opponents, in instances of swearing, at their discretion.

- (h) If a player is sent off **TWICE** for infringements in a game, the player is to remain off for the remainder of the game and shall be ineligible from playing in the next programmed Club match. (Trophy voting not affected).
- (i) Umpire to complete a report forward to the League Secretary of a Colts player who is sent off twice.

## GREAT FLINDERS FOOTBALL LEAGUE INC.

Affiliated with the S.A. National Football League.