



## EASTERN REGION GIRLS BY-LAWS

These By-Laws relate to specific scenarios unique to the Eastern Region Girls competition. If there is no by-law listed on an occasion, all teams operate under the rules and by-laws of their home competition.

### Girls

Under 10	Sherrin – Size 3 (Synthetic)
Under 12	Sherrin – Size 3 (Synthetic)
Under 14	Sherrin - Size 4 (Synthetic)
Under 16	Sherrin – Size 4 (Leather)
Under 18	Sherrin – Size 4 (Leather)

All footballs used must have league approved sponsors logo.

In age groups (under 10 - 14) two synthetic footballs in good condition must be supplied. In the age groups (Under 16 -18) two approved red or yellow leather footballs in good condition must be supplied.

### Game Duration

Under 10/12	Quarter: 4x10 mins	Breaks 3-5-3
Under 14	Quarter: 4x15 mins	Breaks: 5-10-5
Under 16/18	Quarter: 4x17 mins	Breaks: 5-10-5

## 1. PLAYERS AGE

To be eligible to play in the Eastern Region Girls Competition, players must fall in the following age brackets:

- Under 10: January 1<sup>st</sup>, 2009 – December 31<sup>st</sup>, 2011
- Under 12: January 1<sup>st</sup>, 2007 – December 31<sup>st</sup>, 2008
- Under 14: January 1<sup>st</sup>, 2005 – December 31<sup>st</sup>, 2006
- Under 16: January 1<sup>st</sup>, 2003 – December 31<sup>st</sup>, 2004
- Under 18: January 1<sup>st</sup>, 2001 – December 31<sup>st</sup>, 2002

- 1.2 Bottom aged players are not permitted to play up in the next age group  
e.g. A player in the Under 14s who is turning 13 in that year, is not permitted to play in the Under 16 age group

## 2. PLAYING NUMBERS

To constitute a game, a team must start the game with the at least the minimum number of players. Failure to do so will see the team forfeit the game.

Age Group	Minimum Numbers	Maximum playing numbers (on ground)
Under 10	14	16
Under 12	14	16
Under 14	14	18
Under 16	14	18
Under 18	14	18

Where a team has less than the maximum number of players permitted on the ground, the opposition can offer players to even number numbers on field.

Where this offer is made it cannot be refused by the team with less numbers.



2.3 Should the team with lesser numbers lose a player, through injury alone (*not penalties through yellow and red cards*) the opposition is to even-up at the next possible opportunity.

2.4 Where a side falls below the minimum numbers to continue a match, umpires and officials shall record the score, time of game and any other relevant information and send to the league to gain a final decision on the outcome of the game. The match will continue to its scheduled completion time.

### 3. INTERCHANGE

3.1 At the commencement of any match, a maximum of eight (8) interchange players from each competing team will be allowed. Should on field playing numbers decrease during a game, interchange numbers can increase in equal measure.

3.2 Players must interchange through designated interchange area.  
- EFL Home games- In between the coaches boxes  
- AFL Outer East Home games- In front of the coaches boxes

### 4. MATCH OFFICIALS

4.1 Officials required;

Team Coach (Accredited)	All age groups
Team Manager	All age groups
Trainer (Accredited)	All age groups
Water Carrier	All age groups
Runner	All age groups
Timekeeper	All age groups
Goal Umpire	All age groups
Umpires Escort	All age groups

4.2 Each team shall be permitted no more than four (4) non-playing officials on the bench during matches;

Coaches and officials must remain in the designated interchange area when coaching from the bench, to keep a clear path for the boundary umpire to pass.

4.3 Each team shall be permitted a maximum of three (3) persons to perform each duty of water carriers and trainers. A team may have no more than a combined total of six trainers and water carriers.

Trainers can be positioned inside the teams' bench when actively treating a player. Once treatment is complete the trainer must move back to the designated boxes around the ground should the number of non-playing officials exceed four.

4.4 Each club must provide at least one accredited trainer at all ERGFL games. A minimum of Sports Medicine Australia Level One accreditation is required to comply with this; No person shall be permitted by any club to perform the duties of trainer in any official ERGFL games unless such trainer has a current accreditation. A minimum of Sports Medicine Australia Sports First Aid accreditation is required.



A trainer may only enter the playing surface to attend to an injured player and must not perform the duties of a drink carrier or runner.

4.5 Drink carriers may only deliver drinks to players while a set shot for goal is in progress, after a goal has been scored or when the ball is at the opposite end of the ground.

- Drink carriers must not perform the duties of a runner, must not be based near or out of the coaches' box/area, and must be stationed in the designated area where the boundary line intersects with the 50m arc.
- Drink carriers must be a minimum of twelve (12) years of age (In Competitive Age groups). The maximum age of drink carriers is eighteen (18) years of age – In All Age Groups.

## **5. TEAM LISTS**

5.1 All teams must hand a signed team sheet to the officiating umpire prior to the commencement of the second half.

- Team Managers must ensure the team sheets are correct and sign on behalf of the club.
- Players are no longer required to sign team sheets.
- All players listed on the team sheet must be registered and permitted to the ERGFL database.

## **6. FINALS QUALIFICATION**

6.1 A player must play a minimum of three (3) home and away matches in a division to qualify for finals.

6.2 The first team a player plays her fifth (5th) match in is the only team they can qualify for finals in.

6.3 Where a club fields more than one (1) team in the same age grade a player is permitted to move between teams, however:

- Once a player has played five (5) matches in the higher graded team, that player may not move to the lower graded team for the remainder of the season.
- Players in the lower rated team are free to move to the higher rated team during the first round of matches.
- The first team a player plays 5 games is the only team that player is eligible to represent in the finals series.
- Where a bye is fixture in the higher graded team, no player is permitted to move to the lower graded team during the week of the bye.
- If a club with multiple teams in one age group forfeits a match, the forfeit can only occur in the lower rated team.

6.4 Female players, should they meet the qualification criteria for both competitions. May qualify for finals in both female and mixed competitions.

6.5 Any player that plays 12 or more games in any season in the VFLW and/or AFL Victoria U18 Girls competitions are ineligible to play ERGFL finals in that season.



6.6 Any player that plays 5 or more senior women grade games are ineligible to play in the junior competition finals.

## **7. PERMITS**

7.1 Permits will only be considered for development players in the Under 18's competition however all permits are granted on a case-by-case basis at the discretion of the league.

7.2 Permit players will be monitored during the season. The league reserves the right to rescind a permit at any time, if a permit player's performance is seen to exceed what is reasonably expected from a development player.

7.3 Players are ineligible if:

- They have played in the AFL Victoria U18 Girls Competition
- Club is fielding a women's team

## **8. ORDER OFF RULE**

8.1 Players in any grade may be ordered from the field by a field umpire and may be reported.

- Any player who receives a yellow card will be ordered from the field for a period of 15 minutes of playing time, with the time commencing once play has been resumed following the yellow card being issued. The offending player can be replaced.
- If a player receives a second yellow card in the same match, the offending player will be ordered off the ground for the remainder of the match. The field umpire shall signal to the Timekeepers the player's second order off by holding up a red card.
- Time-keepers will record the order-off by noting the elapsed time of the quarter & the player may return once the penalty time has elapsed not including breaks. Timekeepers are to waive the, Hosting club provided, Red & Yellow flag to signal to the team benches that the send-off time has elapsed.

8.2 A coach or any official in the match may be issued a yellow or red card by an umpire. In such circumstance, the coach/official may not be involved in the game in any official capacity for the duration of penalty applicable to the yellow or red card.

## **9. UNIFORM**

9.1 Clubs must adhere to the uniform by-laws of their affiliated league for club and team officials.

9.2 Players must wear club jumper, home shorts and club football socks at all games. No jewellery is to be worn under any circumstances. Taped jewellery is NOT allowed.

- Club jumpers must have either the logo of their affiliated league or the Eastern Region Girls competition logo.



- When a colour clash occurs, it is the responsibility of the away team to organise an alternate strip for the game.
- In all finals matches, it is the responsibility of the lower ranked side to organise an alternate strip for the game.

9.3 Runners drink carriers and trainers must wear league approved tops and shorts/pants.

Position	Means of Identification (YR Clubs)	Means of Identification (EFL Clubs)
Runner	League Approved fluoro top and fluoro shorts	League Approved fluoro top and black shorts
Drink Carrier	League Approved bib and club polo	League Approved bib and club polo
Trainers	League Approved bib and black pants/shorts	League Approved bib and White pants/shorts

## 10. COACHES

10.1 All Coaches are to hold a current coaching accreditation and comply with their affiliated leagues by laws.

## 11. MODIFIED GROUND SIZES (U10&U12).

11.1 The Maximum ground field size for U10 & U12 games is: 120m x 80m.

## 12. COMPETITION LADDERS

12.1 4 Match Points will be awarded for H&A wins & Forfeits For. 2 Match Points awarded to each team for a Draw. Match Ratio may be used where uneven games are played. Scores will be recorded to assist with Grading. No Percentage will be used. To determine a finishing position where a TIE in

Points &/Or MR, please refer to the Tie Breaker rules which will be determined and distributed each season.

## 13. TRIBUNALS AND APPEALS

13.1 Refer to the Tribunal and Appeals procedures of their home competition


**Age Group**
**Phase**

Ground Size

Age Qualification

Maximum Player Lists

Maximum on Team sheet

Players on Ground

Players on Bench

Officials on Bench

Evening up Rule

Ball

Quarter Duration

Break Duration (1/4-1/2-3/4)

Scoring/Results/ Ladders

Finals

Umpires

Tackling/ Bumping

Barging/ Stealing

Yellow Card

Red Card

Shepherding

Bouncing

Deliberate kick off the Ground

Marking

Playing on

Advantage

Ball-ups

Throw ins

Behind Scored

Penalty Distance (m)

	<b>UNDER 10</b>	<b>UNDER 12</b>	<b>UNDER 14</b>	<b>UNDER 16</b>	<b>UNDER 18</b>
<b>Phase</b>	Introductory	Development	Competition	Competition	Competition
Ground Size	Max: 120m x 80m	Max: 120m x 80m	Full	Full	Full
Age Qualification	1/1/2009 – 31/12/2011	1/1/2007 – 31/12/2008	1/1/2005 – 31/12/2006	1/1/2003 – 31/12/2004	1/1/2001 – 31/12/2002
Maximum Player Lists	24	24	26	30	30
Maximum on Team sheet	24	24	26	26	26
Players on Ground	Min:14 Max:16	Min:14 Max:16	Min: 14 Max: 18	Min: 14 Max: 18	Min: 14 Max: 18
Players on Bench	8	8	8	8	8
Officials on Bench	4	4	4	4	4
Evening up Rule	✓	✓	✓	✓	✓
Ball	Size 3 (Synthetic)	Size 3 (Synthetic)	Size 4 (Synthetic)	Size 4 (Leather)	Size 4 (Leather)
Quarter Duration	10	10	15	17	17
Break Duration (1/4-1/2-3/4)	3-5-3	3-5-3	5-10-5	5-10-5	5-10-5
Scoring/Results/ Ladders	✓ (Not published)	✓	✓	✓	✓
Finals	✗	3 Weeks	3 Weeks	3 Weeks	3 Weeks
Umpires	Field: 1 (EFL/ AFLYR) Boundary: 0 Goal: 0	Field: 1 (EFL/ AFLYR) Boundary: 0 Goal: 2	Field: 1 (EFL/ AFLYR) Boundary: 0 Goal: 2	Field: 2 (EFL/ AFLYR) Boundary: 0 Goal: 2	Field: 2 (EFL/ AFLYR) Boundary: 0 Goal: 2
Tackling/ Bumping	✗	✓	✓	✓	✓
Barging/ Stealing	✗	✓	✓	✓	✓
Yellow Card	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced
Red Card	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced
Shepherding	✗	✓	✓	✓	✓
Bouncing	1 max	1 max	✓	✓	✓
Deliberate kick off the Ground	✗	✗ (No accidental Score)	✗ (No accidental Score)	✓	✓
Marking	Any distance	No less than 5m	✓	✓	✓
Playing on	✗	✗	✓	✓	✓
Advantage	✗	✗	✓	✓	✓
Ball-ups	2 opponents' Same height/ Must tap	✓	✓	✓	✓
Throw ins	Last possession	Last possession	Last possession	Last possession	Last possession
Behind Scored	Ball returned to centre	Kick-in	Kick-in	Kick-in	Kick-in
Penalty Distance (m)	25	25	25	25	25