

ESSENDON DISTRICT

2025 Football Operations Manual



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EDFL STAFF

Andrew Johnston

Chief Executive Officer
andrew.j@essendonfl.com.au
9373 2700

Adem Saricaoglu

Senior Football Operations Manager
adem.s@essendonfl.com.au
9373 2712

Eli Duxson

Media Manager
eli.duxson@essendonfl.com.au
9373 2706

Erin Heane

Corporate Services
erin.h@essendonfl.com.au
9373 2701

Simona Osman

Junior Football Operations Officer
simona.o@essendonfl.com.au
9373 2710

Margaret Conroy

Finance Manager
accounts@essendonfl.com.au
9373 2701

Patrick Moloney

Junior Football Operations Manager
patrick.m@essendonfl.com.au
9373 2708

Michael Willcox

Umpires Coordinator
michael.willcox@essendonfl.com.au
9373 2703

Megan Beaumont

Football Operations Officer
megan.b@essendonfl.com.au
9373 2712

Angus Street

Club Support Manager
angus.s@essendonfl.com.au
9373 2707

EDFL BOARD

Ian Price (Chairperson)

Andrea Tacono (Treasurer)

Janette Chantry

Daniel Trindade

Sebastian Buccheri

Gareth Hanlon

Nick Condos

AFL VICTORIA STAFF

Shannon Gore

Participation Coordinator
shannon.gore@afl.com.au

Billy Lovett

Participation Coordinator
billy.lovetta@afl.com.au

CLUB DETAILS & OFFICIALS

ABERFELDIE

GROUND 1: Clifton Park, 7C Batman St. Aberfeldie 3040, Mel No 28 A-4

GROUND 2: Aberfeldie Park West, Tilba St. Aberfeldie 3040, Mel No 28 C-8

COLOURS: Light Blue with Navy Blue Yoke

WEBSITE: abers.com.au

AIRPORT WEST

GROUND 1: Hansen Reserve, Enter from Etzel St. Airport West 3042, Mel No 15 H-7

GROUND 2: Etzel St. Reserve, Etzel St. Airport West 3042, Mel No 15 H-7

COLOURS: Green and White Vertical Stripes with Eagle

WEBSITE: airportwestfc.com.au

ASCOT VALE

GROUND: Walter St. Reserve, Walter St, Ascot Vale 3032, Mel No 28 E-8

COLOURS: Red with Black and White Vee

WEBSITE: ascotvalepanthers.com

AVONDALE HEIGHTS

GROUND: Canning St. Reserve, Canning St, Avondale Heights 3034, Mel No 27 G-8

COLOURS: Navy Blue with White Vee

WEBSITE: ahfc.org.au

BURNSIDE HEIGHTS

GROUND 1: (Jnrs & Females) Burnside Heights Recreation Reserve, Oval 2, Tenterfield Drive, Burnside Heights 3023, Mel No 13 A-11

GROUND 2: (Snrs & Jnrs) Brookside Recreation Reserve, Rockbank Middle Rd, Caroline Springs Mel 358 G-1

COLOURS: Navy Blue with Orange and White Vee.

WEBSITE: bhfcbears.com.au

COBURG DISTRICTS

GROUND: Cole Reserve, 177B Cumberland Rd, Pascoe Vale 3044, Mel No 17 B-6

COLOURS: Royal Blue with White Lion

WEBSITE: coburgdistricts.com.au

COBURG

GROUND: Jackson Reserve, Whitton Pde, Coburg North 3058, Mel No 18 GA-10

COLOURS: Navy Blue with Red Sash and Lion.

WEBSITE: coburgfc.com.au

CRAIGIEBURN

GROUND 1: D S Aitken Reserve, Craigieburn Rd. Craigieburn, 3064,
Mel No 387 A-9

GROUND 2: Highgate Reserve No. 2 Oval, Grand Boulevard, Craigieburn

COLOURS: Brown and White Panels

WEBSITE: craigieburnfc.com.au

DALLAS

GROUND: Jacana Reserve, Lorraine Cres, Jacana 3047, Mel No 6 D-8

COLOURS: Green, Yellow & Purple

WEBSITE: facebook.com/dallas.footballclub

DEER PARK

GROUND: John McLeod Reserve, Ballarat Rd, Deer Park, 3023, Mel No 25 F-8

COLOURS: Royal Blue with Gold Vee

WEBSITE: deerparkfc.com.au

EAST KEILOR

GROUND: Overland Reserve, Parkside Ave, East Keilor 3033, Mel No 27 D-1

COLOURS: Gold with Navy Blue and Red Vee

WEBSITE: eastkeilorfc.com.au

EAST SUNBURY

GROUND: John McMahan Reserve, 2 Ovals, Lancefield Rd, East Sunbury 3429, Mel
No 383 A-2

COLOURS: Royal Blue and Green with Yellow and White Lightning Strike

WEBSITE: eastsunbury.org.au

ESSENDON DOUTTA STARS

GROUND 1: Nipper Jordan Oval, Cooper St, Essendon 3040, Mel No 28 C-1

GROUND 2: Buckley Park, Top Oval

COLOURS: Navy Blue with Gold Star

WEBSITE: essendondouttastars.com.au

GISBORNE

GROUND 1: Gardiner Reserve, Aitken Street, Gisborne 3437, Mel No 678 D-3

GROUND 2: Sankey Reserve, Station Street, Gisborne 3437, Mel No 678 D-2

COLOURS: Royal Blue with Red and White Hoops

WEBSITE: gfnc.com.au

GLENROY

GROUND: Sewell Reserve, Glenroy Rd, Glenroy 3046, Mel No 17 A-3

COLOURS: Red with White Sash

WEBSITE: glenroyfc.com.au

GREENVALE

GROUND: Greenvale Recreation Reserve, 2 Ovals, Section Rd, Greenvale 3059, Mel No 176 G-7

COLOURS: Black with Green Sash

WEBSITE: greenvalefc.com.au

HADFIELD

GROUND: Martin Reserve, Box Forrest Rd, Hadfield 3046, Mel No 27 E-2

COLOURS: Brown and Gold Vertical Stripes

WEBSITE: hadfieldfc.com.au

HILLSIDE

GROUND 1: Hillside Reserve, Royal Cres, Hillside 3037, Mel No 354 G-9

GROUND 2: (Jnrs) Brookside Recreation Reserve, Rockbank Middle Rd, Caroline Springs Mel No 358 G-1

COLOURS: Teal, White and Black Panels

WEBSITE: thesharks.com.au

HUME BOMBERS

GROUND: Cloverton Reserve, Toyon Rd, Kalkallo 3064, Mel No 367 F-4

COLOURS: Black with Blue and Orange Hoops and Bomber Logo.

WEBSITE: facebook.com/humbombersfc

JACANA

GROUND: Jacana Reserve, Lorraine Cres, Jacana 3047, Mel No 6 D-8

COLOURS: Purple with Gold Logo

WEBSITE: facebook.com/jacanafc

KEILOR

GROUND1: Joe Brown Oval, Old Calder Highway, Keilor 3036, Mel No 14 H-6

GROUND 2: Green Gully Reserve, Green Gully Rd, Keilor Downs Mel 14 E-7

COLOURS: Royal Blue with Red and White Hoops

WEBSITE: keilorfc.com.au

KEILOR PARK

GROUND: Keilor Park Reserve, Stadium Drive, Keilor Park 3042, Mel No 15 C-5

COLOURS: Green with Orange Sash

WEBSITE: keilorparkfc.com.au

MARIBYRNONG PARK

GROUND 1: Monk Oval, The Boulevard, Moonee Ponds 3039, Mel No 28 D-7

GROUND 2: Walsh Oval, The Boulevard, Moonee Ponds 3039, Mel No 28 D-7

COLOURS: Red and Royal Blue with Gold Lion

WEBSITE: marby-lions.com

MERRIFIELD

GROUND 1: Merrifield Recreation Reserve, St Georges Boulevard, Mickleham 3064, Mel No 366 D-2

COLOURS: Teal, Grey & Black

WEBSITE: facebook.com/MerrifieldPanthersFootball

MOONEE VALLEY

GROUND: Ormond Park, 2 Ovals, Pattison St. Moonee Ponds 3039, Mel No 29 A-8

COLOURS: Black with White Prison Bars

WEBSITE: mooneevalleyfc.com.au

NORTHERN SAINTS

GROUND: Charles Mutton Reserve, Creedon St. Fawkner 3058, Mel No 17 J-5

COLOURS: Navy Blue with Red and Green Hoops

WEBSITE: northernsaints.org.au

OAK PARK

GROUND: J P Fawkner Reserve, Francis St. Oak Park 3046, Mel No 16 F-6

COLOURS: Blue and White Vertical Stripes and Kangaroo Logo

WEBSITE: oakpark.org.au

PASCOE VALE

GROUND 1: Raeburn Reserve, Landells Rd, Pascoe Vale 3044, Mel No 17 C-9

GROUND 2: Hallam Reserve, Cnr Landells & Boundary Rds, Pascoe Vale 3044, Mel No 17 C-6

COLOURS: Black with Red Sash

WEBSITE: pascoevalesc.org.au

ROXBURGH PARK

GROUND: Lakeside Reserve, Lakeside Drive, Roxburgh Park 3064, Mel No 180 A-6

COLOURS: Black with Silver and White Vee with Magpie Logo

WEBSITE: roxburghparkfc.com.au

RUPERTSWOOD

GROUND: Salesian College, 2 Ovals, 3 Macedon Street, Sunbury 3429, Mel No 382 F-2

COLOURS: Navy Blue with Yellow Vee and Stripes with White Outline

WEBSITE: rupo.com.au

ST ALBANS

GROUND 1: Kings Park Reserve, 96A Gillespie Road, Kings Park, 3021,
Mel No 13 E-10

GROUND 2: Errington Reserve, 309A Main Road, St Albans, 3021, Mel No 26 B-1

COLOURS: White with Navy Blue and Red Vee

WEBSITE: stalbansfc.com.au

ST FRANCIS

GROUND: Oak Park Swim Centre, Pascoe Vale Rd, Pascoe Vale 3044,
Mel No 16 H-7

COLOURS: Grey with Yellow and White Vee

WEBSITE: stfrancis.teamapp.com

STRATHMORE

GROUND 1: Lebanon Reserve, Mascoma St., Strathmore 3041, Mel No 16 H-8

GROUND 2: Boeing Reserve, Boeing Rd, Strathmore Heights 3041, Mel No 16 C-5

COLOURS: Gold with Navy Blue Sash

WEBSITE: strathmorefc.com.au

SUNBURY KANGAROOS

GROUND: Eric Boardman Reserve, Mitchells Lane, Sunbury 3429, Mel No 381 G-5

COLOURS: White with Royal Blue Yoke and Kangaroo Logo

WEBSITE: facebook.com/Sunburykangaroosfnc/

SUNBURY LIONS

GROUND: Clarke Oval, Riddell Rd, Sunbury 3429, Mel No 382 C-2

COLOURS: Royal Blue with White Vee.

WEBSITE: sunburyfnc.com.au

TAYLORS LAKES

GROUND: Lionheart Reserve, Lionheart Ave, Taylors Lakes 3038, Mel No 13 J-3

COLOURS: Royal Blue with Gold Yoke and Lion Logo

WEBSITE: taylorslakesfootballclub.teamapp.com

TULLAMARINE

GROUND: Leo Dineen Reserve, Spring St, Tullamarine 3043, Mel No 15 H-2

COLOURS: Navy Blue with Red Yoke

WEBSITE: tullamarinefc.org.au

WEST COBURG

GROUND 1: Coburg City Oval (Piranha Park, Russell St., Coburg 3058,
Mel No 29 J-1

GROUND 2: Shore Reserve, Cnr Reynard St & Melville Rd, West Coburg 3058
Mel No 29 C-2

GROUND 3: Brearley Reserve, Heliopolis St, Pascoe Vale 3044 Mel No 17 A-11

COLOURS: Red, White and Black Panels

WEBSITE: wcfc.com.au

WESTMEADOWS

GROUND 1: Willowbrook Reserve, Mickleham Rd., Westmeadows 3049,
Mel No 5 K-6

GROUND 2: Westmeadows Reserve, Ardlie & Grundy Sts, Westmeadows 3049,
Mel No 6 B-7

COLOURS: Black with Yellow Sash

WEBSITE: westmeadowsfc.com.au

FIXTURE SCHEDULE

Date	Premier Men (Top 5)	Div 1 Men (Top 5)	Div 2 Men (Top 4)	Premier Women (Top 4)	Div 1 & 2 Women (Top 4)
5-Apr	Round 1	Round 1	Round 1	Round 1	Round 1
12-Apr	Round 2	Round 2	Round 2	Round 2	Round 2
19-Apr	<i>Easter</i>	<i>Easter</i>	<i>Easter</i>	<i>Easter</i>	<i>Easter</i>
26-Apr	Round 3	Round 3	Round 3	Round 3	Round 3
3-May	Round 4	Round 4	Round 4	Round 4	Round 4
10-May	Round 5	Round 5	Round 5	Round 5	Round 5 (Split)
17-May	Round 6	Round 6	Round 6	Round 6	Round 5 (Split)
24-May	Round 7	Round 7	Round 7	Round 7	Round 6
31-May	Round 8	Round 8	Round 8	Round 8	Round 7
7-Jun	<i>Kings Birthday</i>	<i>Kings Birthday</i>	<i>Kings Birthday</i>	<i>Kings Birthday</i>	<i>Kings Birthday</i>
14-Jun	Round 9	Round 9	Round 9	Round 9	Round 8
21-Jun	Round 10	Round 10	Round 10	Round 10	Round 9
28-Jun	Round 11	Round 11	Round 11	Round 11	Round 10
5-Jul	Round 12	Round 12	Round 12	Round 12	Round 11
12-Jul	Round 13 (Split)	Round 13	Round 13	<i>bye</i>	<i>bye</i>
19-Jul	Round 13 (Split)	Round 14	Round 14	Round 13	Round 12
26-Jul	Round 14	Round 15	Round 15	Round 14	Round 13
2-Aug	Round 15	Round 16	Round 16	Round 15	Round 14
9-Aug	Round 16	Round 17	Round 17	Round 16	Semis
16-Aug	Round 17	Round 18	Round 18	Semis	Prelim
23-Aug	Round 18	Quali/Elim	Semis	Prelim	Grand Final
30-Aug	Quali/Elim	Semis	Prelim	Grand Final	
6-Sep	Semis	Prelim	Grand Final		
13-Sep	Prelim	Grand Final			
20-Sep	Grand Final				

Bye Week
Split Round
Finals

**Under 18.5 fixture schedule may not fully correlate with its aligned senior division.*

***Thirds fixture schedule will be confirmed and communicated separately.*

****All fixture schedules are subject to change.*

Date	Thirds Men (Top 4)	Date	Juniors (Top 4)
4-Apr	Round 1	6-Apr	Round 1
11-Apr	Round 2	13-Apr	Round 2
18-Apr	<i>Easter</i>	20-Apr	<i>Easter</i>
25-Apr	<i>ANZAC Day</i>	27-Apr	Round 3
2-May	Round 3	4-May	Round 4
9-May	Round 4	11-May	Round 5
16-May	Round 5	18-May	Round 6
23-May	Round 6	25-May	Round 7
30-May	Round 7	1-Jun	Round 8
6-Jun	<i>Kings Birthday</i>	8-Jun	<i>King's Birthday</i>
13-Jun	Round 8	15-Jun	Round 9
20-Jun	Round 9	22-Jun	Round 10
27-Jun	Round 10	29-Jun	Round 11
4-Jul	Round 11	6-Jul	Round 12
11-Jul	Round 12	13-Jul	<i>Bye</i>
18-Jul	Round 13	20-Jul	Round 13
25-Jul	Round 14	27-Jul	Round 14
1-Aug	Semis	3-Aug	Semis
8-Aug	Prelim	10-Aug	Prelim
15-Aug	Grand Final	17-Aug	Grand Final

Bye Week
Split Round
Finals

**All fixture schedules are subject to change.*

FIXTURE AMENDMENT REQUESTS

Fixture Amendment Requests by Participating Clubs for a change of the time, date and/or venue of any football match must be received, in writing, by the EDFL no later than 14 days preceding the match. Such requests must be submitted by both Club Secretaries or Presidents for consideration.

PLAYING DAYS & START TIMES

SATURDAY FOOTBALL

GRADE	START TIME	QUARTER DURATION	TIME ON
Senior Men	2:15 PM	20 Minutes	Yes
Reserves	11:50 AM	25 Minutes	No
Thirds	7:30PM (FRIDAY)	20 Minutes	No
Under 18.5 Men	10:00 AM	20 Minutes	No
Open Age Women	11:50 AM or 1:50PM	20 Minutes	No
Under 18.5 Women	10:10 AM	17 Minutes	No

Please note:

- *Clock stops while stretcher is on ground or player count.*
- *Reserves game must finish by 2:03pm*
- *Start times will vary depending on ground allocations.*

SUNDAY FOOTBALL

GRADE	START TIME	QUARTER DURATION	TIME ON
Under 16 Boys	2:00 PM	20 Minutes	No
Under 16 Girls	2:00 PM	15 Minutes	No
Under 14 Mixed	12:30 PM	15 Minutes	No
Under 14 Girls	12:30 PM	15 Minutes	No
Under 12 Mixed	11:00 AM	15 Minutes	No
Under 12 Girls	11:00 AM	12 Minutes	No
Under 10 Mixed	9:45 AM	12 Minutes	No
Under 10 Girls	9:45 AM	12 Minutes	No
Under 8's	8:30 AM	10 Minutes	No

Please note:

- *Clock stops while stretcher is on ground or player count.*
- *Start times will vary depending on ground allocations.*

***Except for Senior Men's Football, none of the above grades play time on, unless there is a stretcher entering the field or a player count is called by the umpire (including juniors).*

***Juniors, Under 18.5s, Thirds & Senior Women, please note starting times will vary according to ground availability. The times above are just an indicator of start times*

BREAK LENGTHS

Quarter Time

5 minutes

Half Time

15 minutes

10 minutes (All underage grades excluding Under 8s and Under 18.5s)

5 minutes (Under 8s)

Three-Quarter Time

5 minutes

*****IMPORTANT FOR ALL RESERVE MATCHES*****

When the 3rd quarter of a Reserves match is set to commence beyond 1:05pm, the timekeepers of the match must alter the duration of the final two quarters. The timekeepers shall reduce the Reserves 3rd and 4th quarters by equal time, ensuring the match finishes before 2:03 pm. Timekeepers must consider a 5-minute three-quarter time break when reducing the quarters.

FINALS - EXTRA TIME PROCEDURE

In the event of a tie in a finals match, extra time will be played comprising of two three-minute halves at each end. 'Time on' will only be applied in matches where 'time on' is normally recorded. Coaches may only enter the field of play to address players at the end of the fourth quarter, but must have returned to the coaches box by the time the goal umpires are in position for the start of extra time. Coaches will then not be permitted to enter the field of play until a match result is obtained and winner determined. Water persons and runners can deliver water/messages. Players may use the interchange bench during any break of play before or during extra time. The following procedure will apply in the event of a tied finals match.

1. At the end of the fourth quarter, the goal umpires will meet to confirm a tied score.
2. Once a tied score is confirmed, extra time shall commence comprising of two three-minute halves at each end. For the first half of extra time, teams will kick toward the opposite end from what they did in the fourth quarter.
3. At the completion of the first half of extra time, the goal umpires will meet to confirm the scores. Teams will swap ends during this break in play for the beginning of the second half.
4. At the completion of the second half of extra time, the goal umpires will meet to confirm the scores and determine the winner. If scores still remain

ted, teams will swap ends and another extra time comprising of two three-minute halves at each end will commence, with the first team to score a goal or behind deemed the winner (golden point). Timekeepers shall immediately sound the siren following the 'golden point'.

5. Step 4 will be repeated until a result is obtained.

PLAYER ELIGIBILITY

UNDERAGE ELIGIBILITY

AGE GROUP	DATE OF BIRTH	AGE	BORN BETWEEN
Under 18.5	Born between 1 July and 31 December 2006	18.5	July 1 2006 and Dec 31 2008
	Born between 1 January and 31 December 2007	18	
	Born between 1 January and 31 December 2008	17	
Under 16	Born between 1 January and 31 December 2009	16	Jan 1 2009 and Dec 31 2010
	Born between 1 January and 31 December 2010	15	
Under 14	Born between 1 January and 31 December 2011	14	Jan 1 2011 and Dec 31 2012
	Born between 1 January and 31 December 2012	13	
Under 12	Born between 1 January and 31 December 2013	12	Jan 1 2013 and Dec 31 2014
	Born between 1 January and 31 December 2014	11	
Under 10	Born between 1 January and 31 December 2015	10	Jan 1 2015 and Dec 31 2016
	Born between 1 January and 31 December 2016	9	
Under 8	Born between 1 January and 31 December 2017	8	Jan 1 2017 and April 30 2018
	Born between 1 January and 30 April 2018	7	

Also note, as determined by the AFL, a player must turn seven-years-old by April 30th to begin playing competition-based football.

Further, a player is only permitted to play in an age group that is one age group above their eligible age group. For example, a player in the girls competition who

is 10-years-old plays in the Under 12 team because her club has no Under 10 team; although Under 14s is only one age group above the Under 12s, she would be ineligible to play as it is more than one age group above her eligible age.

For all other age groups, the eligibility of an underage player shall still be determined by the age of the player on January 1st in a competition year.

No player may play more than two years above his/her registered age group. To play open-aged football, a player must have been born on or before 31 December 2009.

If further clarification is required, please call Patrick Moloney, Junior Football Operations Manager.

HOME & AWAY ELIGIBILITY

A player is permitted to play matches in more than one underage competition on the one day/weekend in any home and away round providing the player qualifies by age to play in those matches.

A player is not permitted to play in more than one division in the same underage competition on the same weekend (weekend includes Friday night, Saturday and Sunday).

The EDFL Operations Department will send a list of released VFL and VFLW players to clubs prior to each weekend. Any VFL/VFLW-listed players not included in these releases shall not play in the EDFL that weekend.

A player shall not play in the EDFL and VFL/VFLW or Coates League on the same weekend except where otherwise approved by the Chief Executive Officer of the EDFL.

Clubs who have VFL Women's listed players playing in the EDFL competition will only be able to play four VFL Women's players in any given game.

A player who has been on the list of a Club in an AFLW Competition in a year shall not be eligible to play in the EDFL Open-Age Women's Competition in that year provided that the Chief Executive Officer may grant a player permission to play on such terms and conditions as the Chief Executive may impose where the Chief Executive Officer is satisfied there are cogent reasons for granting the

exemption.

Section 3.2 of the EDFL By-Laws covers all home-and-away eligibility provisions.

FINALS ELIGIBILITY

To be eligible to play finals with an affiliated club in the Open Age Competition or the Under Age Competitions, a player must play for the affiliated club in at least four (4) home and away matches played on separate weekends during the Football Season.

Players must also qualify under all provisions stated in Section 3.1 of the EDFL By-Laws.

MATCH DAY REQUIREMENTS

FOOTBALL SIZE REQUIREMENTS

All match day footballs must be purchased from the EDFL Head Office and carry the EDFL Logo. Host clubs must supply two EDFL approved footballs. For Senior Matches one of the footballs must be of new quality and the other of good reasonable quality.

Size requirements are as below:

GRADE	MATERIAL	SPECIFICATION
Senior Men	Leather	Sherrin KB
U16 Boys, U18.5 Men, Reserves, Thirds	Leather	Sherrin Match 5
U14 Boys, U16 Girls, U18.5 Women, Senior Women	Leather	Sherrin Match 4
U12 Girls, U12 Boys, U14 Girls	Synthetic	Sherrin Match 3
U8s, U10 Girls, U10 Boys	Synthetic	Sherrin Match 2

NUMBER OF INTERCHANGE PLAYERS ALLOWED

Senior Men, Reserves, Thirds & Under 18.5 Men

Up to four (4) interchange players.

Senior Women, Reserves & Under 18.5 Women

Up to six (6) interchange players.

All Junior Grades (Up to Under 16s)

Up to six (6) interchange players.

ON-FIELD TEAM MAXIMUM/MINIMUM NUMBERS

14 Players Minimum and 18 Players Maximum on the field for all Men's, Mixed & Junior Boys Competitions.

12 Players Minimum and 16 Players Maximum on the field for Senior Women's and Under 18.5 Women's Competitions.

12 Players Minimum and 18 Players Maximum on the field for Junior Girls Competitions.

An Affiliated Club not fielding at least the minimum number of players as specified by the league 20 minutes after the scheduled starting time of the match shall forfeit the match.

If, during the course of a match, a team is reduced to less than the minimum number, the match shall cease and the team that cannot continue will forfeit the match.

SPECIAL PERMITS

If a team is unable to field the minimum number of players, they may borrow players from the opposition, provided they fill in the Special Permit Form which allows a player to play with the opposition for that game only. This applies to the U10, U12, U14 and U16 age groups only.

This form can be downloaded from the EDFL website:

<https://essendondfl.com.au/policies-resources/>

SPIRIT OF FAIR PLAY RULE

The EDFL 'Spirit of Fair Play Policy' is essentially designed to even up the number of players on the field so that if one team is struggling for numbers in a particular game (e.g. there are only 15 players available), then the opposition team can only field one additional player on the field, in this example 16 players (15 + 1).

This policy was introduced for the 2023 season and applies to all competitions except senior men's matches in Premier Division, Division One and Division Two.

The full policy, including the full list of provisions contained within it, is available on the EDFL website: <https://essendondfl.com.au/policies-resources/>

EXTREME WEATHER & UV PROTECTION

Sun / UV protection

A Person may be exposed to ultraviolet (UV) light when participating in Australian Football. Prolonged exposure to UV light can result in sunburn, chronic sun damage to both skin and eyes and increase the risk of precancerous and cancerous skin lesions.

Sport-specific factors such as increased sweating can increase skin photosensitivity and result in an increased risk of sunburn. A Person should undertake sun protection measures for all outdoor activities, particularly when the UV levels are 3 or greater. The World Health Organisation (WHO) outlines the UV radiation exposure categories or UV Index (UVI) with levels from 0 low to 11+ extreme.

Exposure Category UVI Range

Exposure Category	UV Range
Low	<2
Moderate	3 to 5
High	6 to 7
Very High	8 to 10
Extreme	11+

Australian Football is only one contributor to a Person’s overall sun exposure and a Person should apply these guidelines to non-football related leisure and work activities.

Club and Person responsibility

- (a) Clubs are encouraged to develop specific sun protection guidelines that are relevant to their geographic location and training requirements. A sport-specific sun protection guideline template can be found on the SunSmart website.
- (b) Club Officers should download the SunSmart Mobile Application to assist with monitoring of daily UV levels.
- (c) Where possible, Clubs should reduce sun exposure for Players and Football Officials by scheduling outdoor training sessions outside of times of peak UV levels (i.e. early morning or late afternoon noting that UV levels are higher in the middle of the day).
- (d) Training sessions undertaken when UV levels are high should be reduced in duration where possible.
- (e) Clubs should provide shade for Football Officials participating at training sessions and Matches. Additional shade structures on the benches for Matches should also be considered when matches are played when high UV levels are 3 or greater.
- (f) At times when Players and Football Officials have an increased risk of sun exposure, the following additional measures should be employed:
 - i. SPF 50+ water-resistant sunscreen should be available at all outdoor training sessions and matches when the UV levels are (or are expected to be) greater than 3. Expired sunscreen should not be used.

- ii. Players and Football Officials should be educated by Clubs to apply a generous amount of sunscreen to all exposed skin at least 30 minutes before sun exposure and sweating occurs and reapplied every 2 hours.
- iii. Zinc based sunscreens can be used as an alternative and applied to high exposure areas such as the face.
- iv. Where possible, long-sleeved clothing, with Ultraviolet Protection Factor (UPF) should be worn. A UPF rating above 15 is suitable however the EDFL recommends a 50+ UPF rating.
- v. Players and Football Officials should wear a hat and sunglasses for outdoor training sessions where practical.

Players and Football Officials should perform regular self-examination of their skin and consult a doctor if they become aware of any changes. These might include new freckles or moles or a change in size, colour or shape.

UNIFORMS & EQUIPMENT

JUMPERS & SHORTS

All players shall be attired in an appropriately numbered Club Jumper / Guernsey with EDFL and approved sponsors logos. The number must be a one or two figure number (between 1 and 99), no two players in the same team shall wear the same number, no tape is to be used to alter or make a number.

Players shall wear:

1. Black or Team coloured shorts for home games. White shorts for away games (optional in female competitions).
2. Team coloured socks for all matches

****Any uniform alterations must be approved by EDFL Operations****

GLOVES & PROTECTIVE EQUIPMENT

In all competitions, a player must obtain advice from a medical practitioner before wearing gloves or protective equipment.

The player proposing to wear a glove or protective equipment must bring it into the EDFL Head Office along with the Medical Certificate which must outline the players name, club, league, nature of the condition and the period the medical advisor believes the player is required to wear the glove or protective equipment. It must be viewed and approved by the Football Operations Department.

A player must have written approval from the EDFL to wear any protective equipment in a match. This approval must be available if requested to be viewed by the umpire to allow the player to participate in the match. The exception is a player's helmet, which can be worn in all grades.

UNDERGARMENTS

Players are permitted to wear undergarments under their team's shorts. However full-length undergarments are not permitted unless approved by the EDFL football operations department.

Junior players are permitted to wear club coloured long sleeve jumpers or compression garments under their jumpers, these must be tight fitting. Umpires may request the removal of undergarment if it is deemed to be dangerous.

MOUTH GUARDS

Mouth Guards are recommended to be worn for all games of football. The EDFL mandates the use of mouth guards in all junior matches.

HAIR

If a player (male or female) has their hair braided, and it swings free from their head when the head is moved, it may cause harm to another player if struck by the braid.

Players with plaited ponytails will be instructed by the Umpire to either roll the plait into a bun or remove the plait and play with a loose ponytail (as long as the pony tail does not hide the player's number).

JEWELLERY

Players are not permitted to wear jewellery of any kind whilst playing. Umpires will remove players from the field who are wearing jewellery and it is a reportable offence. Covering a piece of Jewellery with tape is NOT permitted.

NAILS

Players' nails must be short and smooth. It is the Club's responsibility to ensure that players are adhering to this rule.

HIJAB (FULL HEAD SCARF)

The EDFL supports the wearing of hijabs, long sleeve jumpers, and full skins to encourage active involvement of participants under religious or cultural constraints.

BOOTS

Football boots must be of an acceptable safety standard. No metal studs are

allowed.

MATCH DAY OFFICIALS & RESPONSIBILITIES

CLUB OFFICIAL UNIFORMS

SENIORS

Runner	Fluro Pink T Shirt (compulsory) and (pink short optional)
Trainer	Black Bib or Polo Shirt
Water Person	Green Bib
Umpires Escort	Blue Bib
Match Day Official	Yellow Bib
Club Photographer	Purple Bib

JUNIORS

Coach	Red Bib
Assistant Coach	Red Bib
Runner	Fluro Pink Bib
Water Person	Green Bib
Trainer	Black Bib or Polo Shirt
Match Day Official	Yellow Bib
Team Manager	Red Bib
Umpires Escort	Blue Bib
Goal Umpire	White Bib
Field Umpire	White Bib
Club Photographer	Purple Bib

MATCH DAY OFFICIAL

Match Day Official must wear a yellow bib including their club name (must be EDFL approved issue).

Each junior team should nominate a Match Day Official who will wear a yellow bib (EDFL issue). During the course of the match, in conjunction with their opponent's Match Day Official, both shall deal with any 'unsavoury behaviour'.

Please ensure the Match Day Manager is not undertaking any other role during these matches.

The role and duties are:

- **Umpires**
Check in with the umpires at breaks and ask if they have any observations or issues that need to be handled.
- **Encouragement**
At all times, encourage parents and spectators to observe the Code of Conduct and display positive behaviour.

- **Public Relations**
Assume a public relations role with parents and supporters and reinforce the philosophy of AFL Kids First and Code of Conduct.
- **Observance & Presence**
Maintain a clear but calm presence at all times. Monitor and communicate with appropriate club personnel and parents as required.
- **Report**
Where necessary, report serious and/or continued breaches of the Code of Conduct to their club officials.

CLUB UMPIRES

Both clubs (except where provided by the League) must supply umpires for each match and must wear a white I/D bib. Goal Umpires are to wear a clean white coat/bib and carry a pair of clean white flags. The Boundary Umpire is to wear a white bib and carry a whistle. No club umpires are to abuse or question decisions of the field umpire or communicate with any player.

The team manager will ensure the names of the club-supplied Goal and Boundary Umpires are written onto the Match Day Report no later than the end of the half time break.

The Home Team Manager is also responsible to ensure that all official umpires are offered a drink at all breaks in the game.

PLEASE NOTE: The only person who can approach any umpire (club or EDFL) is the team captain, other than the match day official and umpires escort.

MATCH DAY PAPERWORK & REQUIREMENTS

TEAM SHEETS

All Team Sheets are produced in the Play HQ database. This will be done by either the club administrator or each individual team manager (if the team manager has been given the required Play HQ authorisation). Please speak to your club administrator to confirm this process.

A list of players in jumper number order (with their numbers shown) on official team sheet provided by the League (on Play HQ) must be handed to the umpires 15 minutes prior to the start of a match.

Additional players can be added to the team sheet even after the team sheet has been printed out. All players must sign the team sheet except for Under 8s, Under 10s and Under 12s. The Team Manager of an Under 8s, Under 10s or Under 12s team is to sign the team sheet to confirm its accuracy.

If a player is appearing on your team sheet in error, or does not participate in the

match, place a clear line through that player's name.

If an opposition team forfeits a match on the day, you must still provide an official team sheet to the match umpire or directly to the League.

Clubs must produce three (3) copies of the team sheet.

One (1) team sheet must be given to the umpires 15 minutes prior to the match and this copy **MUST** be signed by both Team Managers.

Another copy must be provided to the opposition team manager and a third copy is to be kept by the team manager to record best players and goal kickers and used as a reference to complete the after-match paperwork.

OFFICIALS LISTED ON TEAM SHEET

Underneath the players list, clubs must fill in the respective officials before handing to umpire before the game.

A Team Sheet shall:

- A. List the names and numbers of all Players in the Team;
- B. Identify the Interchange Players;
- C. Identify the captain; and
- D. List the name of the Coach, Trainer, Team Manager, Runner and all other Officials participating in the Match.

This Team Sheet should accurately reflect the persons who are participating in the match both in player and official capacity and **MUST** be identical to the completed Play HQ Online Team Sheet.

Teams can have up to 27 players (25 for senior men and women) listed on the team sheet but must put a neat and clear straight line through the emergencies' names.

SELECTED TEAMS - SENIOR MEN'S & WOMEN'S MATCHES

Each club must submit their selected senior division teams for both senior men's and women's matches into Play HQ prior to 10:00am on the Friday preceding a round of matches, or the day preceding your game if being played on any day other than Saturday. This is only mandatory for senior matches and optional for Reserves, U18.5s, Thirds or Junior matches.

This is done by entering your Team Sheet into Play HQ. Players **MUST** also have

their correct allocated jumper number entered into the system by the 10:00am deadline each week. Up to 3 emergencies may be named, but do not need to be specified. Clubs are not required to enter players into field positions on the Team Sheet.

Men's and women's teams may name a maximum of 25 players for an upcoming match.

The players who end up playing in the match must have been named in the selected squad on the Friday morning. If a club plays an unnamed player, it shall result in a fine. Failure of a club to correctly submit a Team Sheet into Play HQ by 10:00am deadline shall result in a fine.

Any changes that occur to the selected squad after the 10:00am deadline must be immediately communicated directly to the EDFL Media Manager.

Submissions for a PPA value for any player to take part in a match must be approved by 10:00am on the Friday preceding the match.

PRE-MATCH - MARSH MATCH DAY CHECKLIST

All competing clubs are required to complete a Matchday Checklist to evaluate potential injury and accident causes on and around the player and public areas. It also allows club officials to identify safety concerns and record any actions required to address these concerns.

- The checklist is to be completed on-line using a mobile device (iPhone, iPad or Android) which enables Marsh to ensure the checklist has been completed.
- The checklist must be completed prior to any matches commencing and be completed with a representative of all competing teams.
- The home club is to provide the mobile device.
- Wi-Fi access is not required to complete the checklist.

As a last resort a hardcopy can also be downloaded and completed.

The Home Team Manager is to inspect the playing surface and surrounding area prior to the start of the first game and complete the Marsh Match Day Checklist, ensuring a copy is given to the umpires at least 15 minutes before the start of the first game.

The Home Team Manager must ensure easy access to emergency phone numbers and supervise the car park to ensure there is access for emergency vehicles (police/ambulance), identify 'NO GO ZONES' and block from normal use (general areas of possible risk).

<https://info-pacific.marsh.com/acton/media/44357/afl-matchday-checklist-marsh>

LIVE SCORING (SENIORS ONLY)

The home club is required to provide ongoing Live Scores for every senior game via the Play HQ live scoring system. This requirement is only mandatory for senior men's and women's matches, and is optional for all other grades. Clubs must keep this score up to date for the entirety of the game. The live entry of goal kickers is also available, but not required.

Once live scoring is activated at the start of your game, the live score is automatically available to the public. Live Scores is a major item promoted heavily by the EDFL through its website, app and social media.

ELECTRONIC MATCH DAY PAPERWORK

The Home Team Manager is responsible to take the Host Club Electronic Tablet or Mobile Phone to the umpire's room so they can complete the match day reports.

Such paperwork includes team sheets and timekeeper sheet.

Clubs need to ensure that there is Wi-Fi access to the umpire's room.

After each match, both Team Managers are to report to the umpires change room so the umpire can put in the match report and any player/official report/s.

Clubs will be notified of any fines/reports that come from matches that they are involved in.

UNDER NO CIRCUMSTANCE SHOULD TEAM MANAGERS GET INVOLVED IN DISCUSSION WITH THE UMPIRES(S) ABOUT ANY REPORT, THE WAY MATCHES HAVE BEEN OFFICIATED OR FINES IMPOSED ON MATCH REPORT.

ELECTRONIC REPORT PROCEDURE

Any player or official who has been reported for an offence may be required to attend the EDFL Tribunal.

Any club official who is named on the team sheet, including coach, team manager, runner, umpires escort, time keeper, trainer, boundary umpire, goal umpire or water person, who commits a reportable offence either before, during or after the match must be reported on the electronic report sheet.

If the offence takes place after all the paperwork has been finalised and signed off by the team managers, the umpire will send through details of the report to the EDFL.

If unable to advise the report to the team managers, the umpire/s are to report the incident to the EDFL on the same night the incident occurred.

POST MATCH RESULTS - SENIORS

The Team Manager/Club Official is responsible for the entering of scores for both teams on the internet by no later than 5.30pm on the day of the game. They are also responsible for making any team sheet amendments (e.g. late inclusions/omissions) and the inputting of Goal Kickers and Best Players.

If you are experiencing any technical issues regarding the entry of post-match results and details in Play HQ, the secretary must contact Adem Saricaoglu.

In such circumstances the EDFL will only be responsible for entering the scores. Clubs will be required to enter Best Players and Goal Kickers once Play HQ can be accessed.

POST MATCH RESULTS - JUNIORS

The Home Team Manager/Club Official is responsible for the entering of scores for both teams on the Play HQ by no later than 6.30pm on the day for the match. They are also responsible for making any team sheet amendments (e.g. late inclusions/omissions) and the inputting of Goal Kickers and Best Player details.

If you are experiencing any technical issues regarding the entry of post-match results and details in Play HQ, the secretary must contact Patrick Moloney.

In such circumstances the EDFL will only be responsible for entering the scores. Clubs will be required to enter Best Players and Goal Kickers once Play HQ can be accessed.

FACILITY PREPARATION

MINIMUM FACILITY REQUIREMENTS

Boundary Line Marking

Host Club shall have the boundary marked in the manner prescribed by the League and as set out in the Laws of Australian Football. The centre circle and centre square shall be as set out in accordance with the Laws of Australian Football.

Siren

Host Club should provide a suitable sounding device/siren.

Goal Flags

At least four goal flags must be provided to Goal Umpires.

Goal Posts

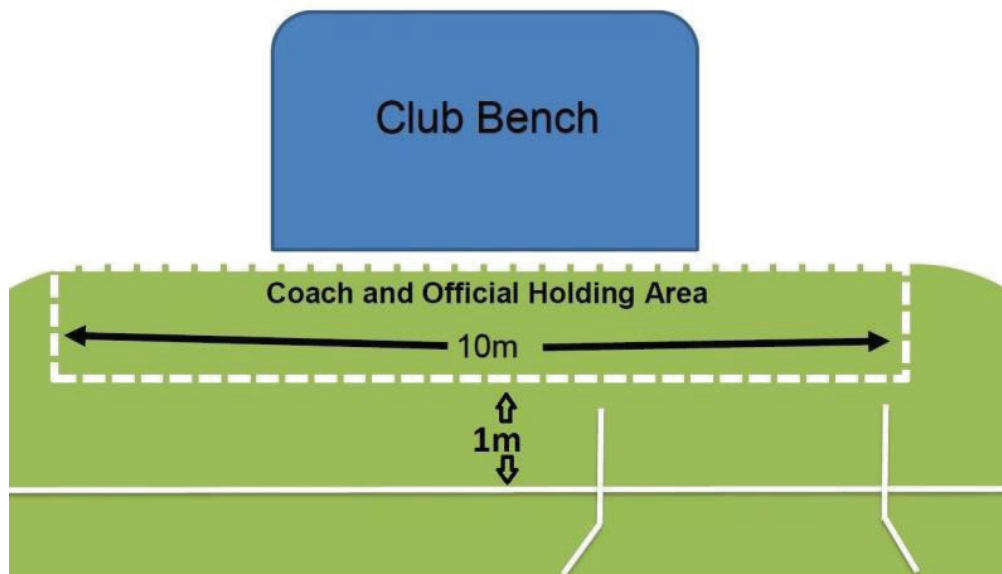
Must be a minimum height of five (5) metres, 6.4 metres apart (for Open Age matches), with goal post padding as set out in accordance with the Laws of Australian Football.

Scoreboards

Shall be provided by the host club and in operation throughout the whole game. The scoreboard must be clearly visible to the goal umpires who shall check its accuracy at the conclusion of each quarter

COACH & OFFICIALS HOLDING AREA

SENIORS TEAM OFFICIALS ON THE BENCH



Up to seven (7) officials are permitted on the bench and must include the runner and trainer.

A marked box 10 metres long must be placed one (1) metre outside the boundary line immediately in front of the Coach's Box.

All approved Club Officials occupying the Coach's Box must stand in this box during the game so as to not hinder the movement of the boundary umpires around the boundary line. Failure to stand behind the white line will incur a free kick to the opposing side.

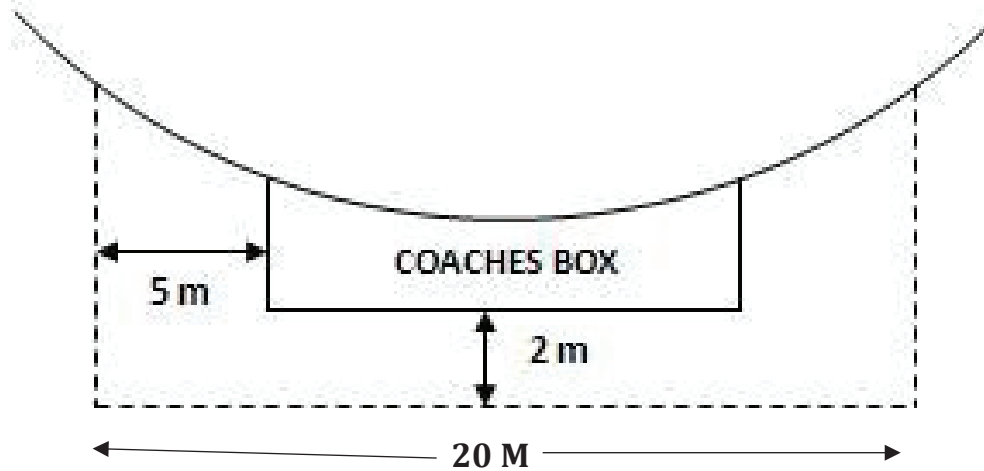
All such approved Club Officials cannot go outside this box, other than a runner or trainer performing their duties and interchange players during their warmup runs.

Failure to comply will result in a free kick to the opposition.

EXCLUSION ZONE AROUND COACHES BOX

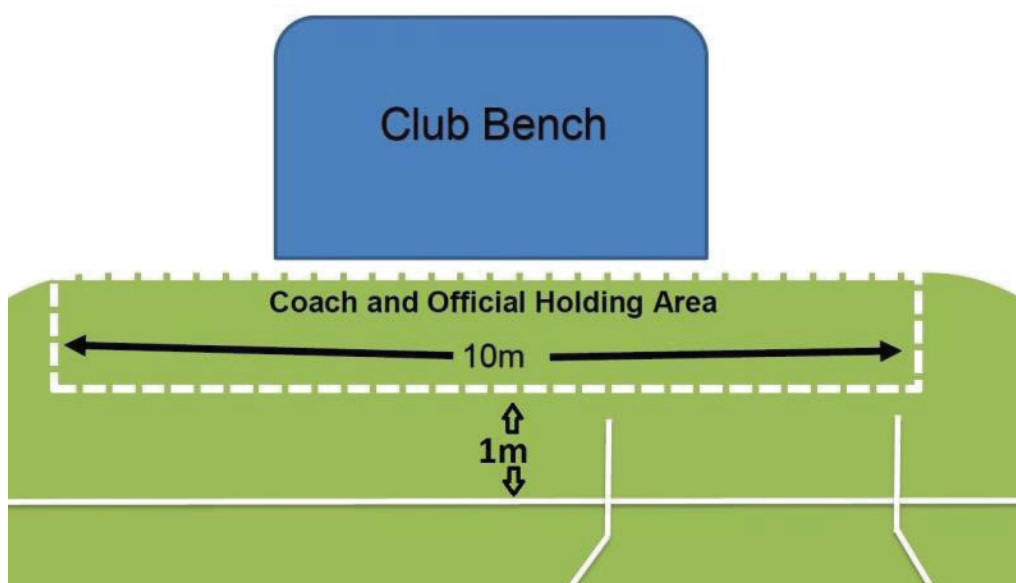
An 'Exclusion Zone' around both Coaches Box's must be erected by the host club. Bollards and yellow/black hazard tape should be used. However, if this is not possible clubs can also line mark the area with the below dimensions.

The following dimensions are illustrated below:



PLEASE NOTE: In Under 10s, 12s, 14s, 16s matches, all team officials in the Coaches Box must wear a red I/D bib with their club name clearly identifiable. Even though a Team Manager may not be on the bench, they are also required to wear a red bib (must be EDFL approved issue).

JUNIOR TEAM OFFICIALS ON THE BENCH



Up to five (5) officials are permitted on the bench and must include the runner and trainer.

A marked box 10 metres long must be placed one (1) metre outside the boundary line immediately in front of the Coach's Box.

All approved Club Officials occupying the Coach's Box must stand in this box during the game so as to not hinder the movement of the boundary umpires around the boundary line. Failure to stand behind the white line will incur a free kick to the opposing side.

All such approved Club Officials cannot go outside this box, other than a runner or trainer performing their duties and interchange players during their warmup runs.

Failure to comply will result in a free kick to the opposition.

CLUB ROLES & RESPONSIBILITIES

CODE OF CONDUCT

Any player, parent, club official, umpire or spectator must conform to the EDFL Code of Conduct, available on the EDFL website.

REGISTRAR

It is the responsibility of the registrar to:

- Register all new players within the league guidelines maintain a copy of injury reports
- Process insurance claims
- Security of all teams, players' votes
- Maintain record of the number of games played by each player
- Follow up with teams and ensure players are registered and able to play
- Follow up with Treasurer on outstanding fees
- Pass onto club Secretary all player contact details to ensure club database is always accurate

TEAM MANAGER (MUST BE REGISTERED IN PLAY HQ)

It is the responsibility of the team manager to:

- Ensure all players are either currently registered with the League or have an approved clearance from previous club
- Provide the Secretary with a list, in jumper number order, of all players and keep all players lists updated as every change is made
- Check jumpers are in good order at all times and have appropriate sponsors logos attached if required
- Ensure other support staff have been appointed and are in attendance as required
- Issue all paperwork to the respective club officials

- Instruct all club officials what their duties are and ensure they are correctly dressed
- Ensure team sheets are correctly completed

COACHES

Junior Coaches must be clearly identifiable and wear a red bib during matches. Each Club must ensure that coaches have correctly completed and paid for their coaching accreditation on CoachAFL as per AFL requirements, prior to the commencement of Round 1 or their first match as a coach. Further information will be provided to Clubs by the middle of February.

All coaches must also check their personal profile on Play HQ to ensure that their coaching accreditation details are accurate and that they are registered as a coach in Play HQ.

Please note: It can take up to 1 business day for information to transfer from CoachAFL to Play HQ.

Coaches shall not be listed on the team sheet without valid CoachAFL accreditation or an interim permission letter from the EDFL Football Operations Department.

If a person coaches when not accredited or when under suspension for any reason, then at the discretion of the EDFL Board the following penalties shall apply:

- A fine will be issued per coach, per week until such time as all coaches are registered for the season.
- Other sanctions may be imposed as decided by the EDFL Board following a hearing.

ALL COACHES MUST BE ACCREDITED TO AT LEAST BRONZE STATUS.

RUNNER

It is the responsibility of the runner to:

- Deliver messages from the coach to players whilst each quarter is in progress.
- Deliver the message as quickly as possible and return to the Coaches Box immediately.
- Not loiter on the ground.
- Not interfere with any players or officials throughout the game.
- Be correctly attired in accordance with EDFL requirements

TRAINERS

It is the responsibility of the trainer to attend and be available during each match

in which its football team participates for the duration of the match.
All junior coaches and trainers (seniors and juniors) are to wear identification bibs.

All clubs must provide access to Defib machine, Stretcher, First Aid Kit and Ice. Each Club must ensure that its trainers have correctly filled and lodged their registration on GameDay prior to the commencement of Round 1 or their first game.

Trainers shall not be listed on the team sheet without valid accreditation or an interim permission letter from the EDFL Football Operations Department.

If a person carries out the duties of a Trainer when not accredited or when under suspension for any reason, then at the discretion of the EDFL Board, the following penalties shall apply:

- A fine will be issued per trainer, per week until all trainers are registered.
- Other sanctions may be imposed as decided by the EDFL Board following a hearing.

All Trainers for **Senior competitions** must have a minimum of either level 1 sports trainer qualification or a Qualified Medical Practitioner (QMP).

All Trainers for **Junior competitions** must have a minimum of a First Aid Certificate or a Qualified Medical Practitioner (QMP).

Trainers may deliver water for all competitions Under 14 and above.

WATER PERSONS (MUST BE AT LEAST 14 YEARS OF AGE)

It is the responsibility of Water Persons to:

- Wear the green bib and are not to act as a second runner.
- When not out on the ground - position themselves outside the boundary line and adjacent to the 50 metre arc line.

If the team's Coaches Boxes is within 30 metres of one of the 50 metre arc lines, then the water person must position themselves either at the other end or on the opposite side of the ground.

No water persons are permitted for Under 8s, 10s or 12s matches.

No more than two water persons per team are permitted for all other competitions from Under 14s and above, unless instructed by the EDFL.

UMPIRES ESCORT

It is the responsibility of the Umpires Escort to:

- Escort the umpires from their change rooms to the centre of the field prior

- to the start of each match.
- Escort the umpires from their assembly point on the field to their change rooms at half time.
- Escort the umpires from their change rooms to the centre of the field after the half time break.
- Escort the umpires from their assembly point on the field to their change rooms at the conclusion of the match.
- Stand with the umpires during the quarter and three-quarter time intervals and provide / offer water.

SCOREBOARD ATTENDANT

The Host Club must ensure that the scoreboard is up to date at all times during a match.

Scoreboard attendants must be at least 12 years old or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

TIMEKEEPER

It is the responsibility of the Timekeeper to:

- Keep time for each quarter of the match.
- Record on timekeeper sheet the time taken to play each quarter and the time in which quarters commenced.
- Record the score for each quarter.
- The Home Team is to lodge completed timekeeper sheet with the Team Manager after the game has finished.
- Sound the siren in accordance with the procedures contained in the EDFL's rules and regulations.
- Stop the clock used for timing of each quarter as required by the EDFL's rules and regulations.

REGISTRATIONS & TRANSFERS

PLAY HQ CLUB REGISTRATION

All Officials and Participants are required to register/re-register their intention to play each season through Play HQ. Links to each club's registration page can be accessed via the EDFL Website (> Player Registration > Club) from November 1st for each new season.

All players must be registered PRIOR to taking the field of play. Any breaches to these regulations may result in possible loss of match points and/or fine.

PLAYER REGISTRATIONS - TRANSFERS

If any player requires a Transfer, the club can process their application through the online Transfer Section on Play HQ. Under no circumstances can a player play

unless the Transfer is approved by ALL parties involved in the Transfer Process, including this League.

Any breaches to these regulations may result in loss of match points and possible fines.

JUNIOR REGISTRATIONS

Juniors are required to verify their date of birth by providing a copy of their original Birth Certificate/Extract of Entry, Passport or School Photo I/D to their club registrar when registering.

Clubs must supply a copy of identification within 48 hours if requested.

SUPPORT STAFF - COMPULSORY REGISTRATIONS ON DATABASE

All Team Managers, Child Safety Officer, Trainers, Water Persons, Runners and Coaches are required to be entered into the PlayHQ database and provide their appropriate accreditation details which must include their Working with Children identification number.

EDFL RULES

NOTICE OF REPORT

As soon as practicable after the completion of the match, an umpire who has reported a person shall complete a Notice of Report online as per instructions by EDFL Umpires Coach.

Within 15 minutes of the completion of a match, the Team Manager of each Affiliated Club shall attend the Umpire's room, at which time one of the field umpires shall inform the Team Manager of the Umpire's Report and any Notice of Report to each Team Manager. The Team Manager must sign a copy of the Umpire's Report. Receipt by the Team Manager of a Notice of Report under this By-Law shall be deemed to be notice of the report to both the Affiliated Club and the reported person. If the Team Manager of an Affiliated Club fails to attend the Umpire's room as required by this By-Law, the Affiliated Club will be fined by the League.

All reports are done electronically and sent via email to the Secretary of the clubs involved.

The League shall have set penalties for breaches of the Laws of Australian Football by players as determined from time to time by the Board of Management. If the player elects to accept the set penalty, they are not required to attend the Tribunal and is suspended from playing immediately for the length of the set penalty accepted. However, the umpire may also elect to send the

report direct to the Tribunal.

The club and player, after receiving a copy of the report, have until 12:00pm of the Monday following the match to decide whether or not to accept the set penalty or contest the charge at the Tribunal. A player may initially dictate that they will contest the charge but inform the EDFL Football Operations Department before 12:00pm Monday if they will instead accept the set penalty offered.

Where a player is not offered a Set Penalty or rejects the penalty offered, the matter shall be referred to and dealt with by the Tribunal. The umpire, all players and witnesses named in any Notice of Report must appear at the Tribunal to give evidence on Tuesday Night commencing at 7:00pm. These hearings are held at the EDFL Head Office.

Any club official who is named on the team sheet (coach, team manager, runner, umpires escort, timekeeper, trainer, boundary umpire, goal umpire or water person) who commits a reportable offence either before, during or after the match must be reported on the electronic report sheet. The charge is then referred to the EDFL tribunal.

Correspondence to - Level 1, 78A Napier St, Essendon 3040. Ph: 9373 2700 or Email: tribunal@essendonfl.com.au. All players reported, and/or named in connection there with, together with the witnesses and advocates are required to attend before the Tribunal at 78A Napier Street, Essendon by 7:00pm on the Tuesday following the match in which the report occurred. The Football Operations Manager must be notified in writing before 12:00pm on the preceding Monday if a player/witness/advocate is not available to attend the tribunal hearing. Non-attendance will incur a fine and/or immediate cancellation of 'permit to play'.

Investigations Correspondence to - CEO, Level 1, 78A Napier Street, Essendon 3040. Ph: 9373 2700 or Email: ceo@essendonfl.com.au.

MELEE RULES

PLEASE NOTE: Melee Rules apply to Seniors, Reserves, Under 18.5 (men and women), Women's, Thirds, U16 and U14 Competitions.

A melee is an incident which occurs prior to, during or following the completion of an EDFL match, (including the quarter time, half time and three-quarter time intervals) and:

- Is an incident deemed by the umpire and/or an EDFL Board Member and/or League CEO is likely to:
 - (i) Prejudice the interests or reputation of the EDFL or
 - (ii) Prejudice the interests or reputation of the EDFL competition or

- (iii) Bring the game of football into disrepute
 - Involves EIGHT or more players and/or officials of the opposing teams who are aggressively or forcefully engaging in grappling, pushing, shoving, tripping, wrestling or other like acts which would potentially constitute a Reportable Offence by a player or official of either team.
 - It occurs over a sustained period of time where such incident has the effect of preventing or hindering the start or continuation of the game

Depending on the circumstances of the incident(s), it is up to the umpire's discretion whether to impose a fine on either club or both clubs. If the umpires decided that a fine will be imposed they will report (on the official match report sheet) any melee (as above) that occurs on the ground and Clubs will be fined **\$100.00** for the first offence in a game, **\$200.00** for a second offence in that game and **\$300.00** for each additional offence in that game.

In using this discretion, the Umpires shall have regard to the following factors:

- A. The team whose player/s and/or officials instigated, provoked and/or prolonged the incident that led to the melee and
- B. Whether the number of player/s and officials from one team involved in the melee were significantly greater than the number of players and/or officials from the opposing team.

PLEASE NOTE: Nothing in this Rule precludes an Umpire from reporting a player for a reportable offence committed during a melee.

ORDER OFF RULE - BLUE, YELLOW & RED CARD

PLEASE NOTE: With all three cards, players who have been sent off the field can be replaced by an interchange player immediately.

Blue Card (cooling off period, no report)

A Blue Card is used to rest and settle down a player who is aggressive or creating potential trouble on the field.

Where a Field Umpire deems that a player is behaving in an unduly aggressive and unruly manner or in any manner that would bring the game into disrepute, that player will be:

- (i) Shown a Blue Card
- (ii) Asked to leave the playing surface immediately
- (iii) Not be eligible to return to the playing surface until 15 minutes playing time has elapsed from the time the player left the ground following the Blue Card, (not including any quarter breaks that occur)
- (iv) **Any player receiving three (3) Blue Cards in a season is automatically suspended for one (1) playing match**
- (v) **The player shall receive a further suspension of one (1) playing match for every third blue card received**

Blue Card (Coach)

An expansion of the blue card system was introduced into the EDFL in season 2023. A coach will be shown a blue card and a free kick will be paid if behaviour from, or close to their coaching box, is deemed to be abusive or brings the game into disrepute.

If this behaviour continues, the coach will be shown a second blue card and a free kick and 50m penalty will be paid against the team.

If a further infringement occurs, the coach will be shown a red card and will not be able to continue coaching for the remainder of the match. They will need to leave their team's coaching box and will not be able to address their team during quarter breaks.

**A reminder that it is the coach and/or team manager's responsibility to control behaviour from, or close to their coaching box.

Yellow Card (set penalty may be offered)

A Yellow Card is for reports in which the player would be offered a set penalty (refer to Set Penalty Reference Sheet).

Where the reporting umpire deems a player has offended and breached the Laws of Australian Football [Law 21], that player will be reported and after the game would entitle the player to take a set penalty. That player will be:

- (i) Shown a Yellow Card
- (ii) Asked to leave the playing surface immediately
- (iii) Not be eligible to return to the playing surface until 15 minutes playing time has elapsed from the time the player left the ground following the Yellow Card, (not including any quarter breaks that occur)
- (iv) Any player receiving 2 Yellow cards in a match, will be automatically reported for misconduct and cannot return to the playing arena**

Red Card (no set penalty offered, player must front the tribunal)

A Red Card is used for a reportable incident that would go directly to the tribunal and the reported player would not be offered a set penalty (refer to Umpire Report Sheet).

Where the reporting umpire deems the player's conduct is of such a serious nature that the player should not participate any further in the game, that player shall be reported and will be:

- (i) Shown a Red Card
- (ii) Asked to leave the playing surface immediately
- (iii) Not eligible to participate at all for the remainder of that match

ISSUING A SEND OFF CARD

Where a Field Umpire proposes to issue a Red, Yellow or Blue Card to a player and/or Official, the Umpire shall:

1. Show the player and/or official either a Red, Yellow or Blue Card by holding the Card above the umpire's head for a period of five (5) seconds
2. Inform the player that they are to leave the field immediately
3. Again, hold that Card above the umpire's head for a further period of five (5) seconds in the direction/s of the interchange bench of the offending team and also in the direction of the timekeepers
4. Ensure the player(s) that have been shown a Blue, Yellow or Red card have left the playing surface before recommencing play
5. The Timekeepers shall determine when the 15-minute time period has elapsed

TRIBUNAL HEARINGS

Correspondence to - Level 1, 78A Napier St, Essendon 3040. Ph: 9373 2700 or Email: tribunal@essendonfl.com.au.

All players reported and/or named in connection therewith, together with the witnesses and advocates are required to attend before the Tribunal at 78A Napier Street, Essendon by 7:00pm on the Tuesday following the match in which the report occurred.

Clubs must notify by email to tribunal@essendonfl.com.au in writing before 12:00pm on the preceding Monday if a player/witness/advocate is not available to attend the tribunal hearing. Non-attendance will incur a fine and/or immediate cancellation of 'permit to play'.

CLUB TRIBUNAL ADVOCATE

It is the responsibility of the tribunal advocate to:

- Ensure that they are familiar with all League rules pertinent to clearances and umpires charges arising from on field incidents.
- Ensure that they are familiar with all league Playing Rules.
- Ensure that they are familiar with procedures at tribunal hearings.
- Where an alleged charge is laid against a player or an opposition player is charged with an alleged offence against a Club player, obtain all documents relevant to that charge from the Secretary.
- Meet with player to develop case and brief player regarding the tribunal appearance.
- Attend the tribunal with player at the time and date set down by the League.
- Report outcomes of any hearing to the Secretary and appropriate Coach as soon as practicable after the conclusion of the hearing.

Investigations Correspondence to - CEO, Level 1, 78A Napier Street, Essendon 3040. Ph: 9373 2700 or Email: headoffice@essendonfl.com.au.

All Clubs requesting investigations to the EDFL must lodge their written request, (co- signed by at least THREE senior committee members on club letterhead) and **\$1100.00** cheque no later than 6:00pm on the Monday immediately following the match.

APPEALS

Appeals should be lodged and received no later than the day immediately following the tribunal by 12:00pm on the Notice of Appeal form available under Club Hub in Policies and Resources on the EDFL website.

BLOOD RULE

The EDFL follows the Laws of Australian Football Blood Rule. Put simply:

- The umpire shall stop the game when they notice blood on any player or official.
- The player or official must leave the playing area and play will not resume until the player is off the ground and a replacement player (if available) is in position.
- All blood flow must have ceased and be covered or not be visible, and any blood on any part of the player's body must be cleaned and removed before re-joining the match.
- Any blood-stained item of clothing must be removed and replaced.

LAST DISPOSAL (BETWEEN THE ARCS)

A free kick will be paid against a player who disposes (kicks or handballs) of the ball over the boundary line between the 50m arcs, without it being touched by another player. If the ball goes out of bounds within the 50m arcs the ball will be thrown in (if there are boundary umpires) or brought in 15 metres and balled up. The rule still applies whether there are EDFL boundary umpires or not.

Juniors

In junior competitions, clubs will no longer need to provide volunteer boundary umpires. If the ball comes off hands, or the umpire is unsure as to who disposed of the ball last, then the umpire will bring the ball in 15 metres and ball the ball up.

Women's & Thirds

In women's and thirds competitions, if the ball comes off hands, or the umpire is unsure as to who disposed of the ball last, then the following will happen:

- if there is an EDFL boundary umpire allocated, then they will throw the ball in from where the ball went out;

- if no EDFL boundary umpire is allocated, then the field umpire will bring the ball in 15m from where the ball went out and ball the ball up.

ENTERING THE FIELD OF PLAY (JUNIORS ONLY)

Parents and spectators may not cross the boundary line at any break for the purpose of approaching the team huddle between the two 50 m arcs.

Team Manager/Match Day Manager to ensure compliance. There is no restriction on where the huddle may be positioned (within the field of play but may not be in the 50m arcs). Umpire Escorts and Match Day Officers **MUST** ensure that at all times including breaks that parents/spectators are not to approach the umpires or officials.

In any age group, parents or spectators are permitted to cross the oval or kick the football inside the 50 arcs away from the team huddle only **BUT** are not permitted to go through the centre square where umpires are stationed.

UMPIRING IN FINALS (JUNIORS ONLY)

Where possible in finals the EDFL will provide Goal & Boundary umpires for all Junior finals matches.

Boundary umpires will still follow the main principles of the last disposal rule, however if the ball comes off hands, or the umpire is unsure as to who disposed of the ball last, then the boundary umpire will throw the ball in.

Goal umpires will officiate as normal.

MODIFIED JUNIOR RULES (MIXED/BOYS)

2025 MODIFIED RULES AFL JUNIOR LAWS OF THE GAME JUNIOR BOYS AND MIXED					
	Under 8 (mixed)	Under 10 (mixed)	Under 12 (Mixed)	Under 14	Under 16
ADMINISTRATION					
Ground size	100m x 80m (recommended max.) and divided into 3 equal zones (thirds)	135m x 80m (Max.)	Standard	Standard	Standard
Zones	✓	*	*	*	*
Min. players for game	8	14	14	14	14
# players on ground	12 to 15 a side	18	18	18	18
# players on interchange	6	6	6	6	6
Ball type	Syn only	Syn Only	Syn Only	Leather	Leather
Ball size	2	2	3	4	5
Quarter duration (mins)	10	12	15	15	20
Break length 1/4 - 1/2 - 3/4 time	5-5-5	5-10-5	5-10-5	5-10-5	5-10-5
UMPIRES					
# field umpires	Club - 1	1	2	2	2
Boundary umpires	*	*	*	*	*
LAWS					
Tackling	Modified	Modified	✓	✓	✓
Bumping	*	✓	✓	✓	✓
Stealing the ball	*	✓	✓	✓	✓
Barging	*	*	✓	✓	✓
Smothering	*	✓	✓	✓	✓
Fending off	*	*	✓	✓	✓
Shepherding	*	✓	✓	✓	✓
Bouncing the ball	1 max	1 max	N/A	N/A	N/A
Kicking off the ground	*	*	*	✓	✓
Ball ups	Nominated players of equal size	✓	✓	✓	✓
Throw-ins	*	*	*	*	*
Distance over which marks are paid	0m	10m	15m	15m	15m
Distance penalty	*	25m	25m	50m	50m
Zones	✓	N/A	N/A	N/A	N/A
Deliberate out of bounds	*	*	*	✓	✓
Deliberately rushed behind	*	*	*	✓	✓
COMPETITION DETAILS					
Complete Team Sheet	✓	✓	✓	✓	✓
Premierships ladders/Finals	*	✓	✓	✓	✓
Scores kept	*	✓	✓	✓	✓
Record best players/goal kickers	*	✓	✓	✓	✓
League representative team selected	*	*	✓	✓	✓
Coach allowed on-field	✓	*	*	*	*
Runner	*	✓	✓	✓	✓
Water Person	*	*	*	2 max	2 max

MODIFIED JUNIOR RULES (GIRLS)

2025 MODIFIED RULES AFL JUNIOR LAWS OF THE GAME					
JUNIOR GIRLS					
	Under 8 Girls	Under 10 Girls	Under 12 Girls	Under 14 Girls	Under 16 Girls
ADMINISTRATION					
Ground size	100m x 80m (recommended max.) and divided into 3 equal zones (thirds)	135m x 80m (Max.)	Standard	Standard	Standard
Zones	✓	*	*	*	*
Min. players for game	8	12	12	12	12
# players on ground	12 to 15 a side	18	18	18	18
# players on interchange	6	6	6	6	6
Ball type	Syn Only	Syn Only	Syn Only	Syn Only	Leather
Ball size	2	2	3	3	4
Quarter duration (mins)	10	12	12	15	15
Break length 1/4 - 1/2 - 3/4 time	5-5-5	5-10-5	5-10-5	5-10-5	5-10-5
UMPIRES					
# field umpires	Club - 1	1	2	2	2
Boundary umpires	*	*	*	*	*
LAWS					
Tackling	Modified	Modified	✓	✓	✓
Bumping	*	✓	✓	✓	✓
Stealing the ball	*	✓	✓	✓	✓
Barging	*	*	✓	✓	✓
Smothering	*	✓	✓	✓	✓
Fending off	*	*	✓	✓	✓
Shepherding	*	✓	✓	✓	✓
Bouncing the ball	1 max	1 max	N/A	N/A	N/A
Kicking off the ground	*	*	*	✓	✓
Ball ups	Nominated players of equal size	✓	✓	✓	✓
Throw-ins	*	*	*	*	*
Distance over which marks are paid	0m	5m	10m	15m	15m
Distance penalty	*	25m	25m	25m	25m
Zones	✓	N/A	N/A	N/A	N/A
Deliberate out of bounds	*	*	*	✓	✓
Deliberately rushed behind	*	*	*	✓	✓
COMPETITION					
DETAILS					
Complete Team Sheet	✓	✓	✓	✓	✓
Premierships ladders/Finals	*	✓	✓	✓	✓
Scores kept	*	✓	✓	✓	✓
Record best players/goal kickers	*	✓	✓	✓	✓
League representative team selected	*	*	✓	✓	✓
Coach allowed on-field	✓	*	*	*	*
Runner	*	✓	✓	✓	✓
Water Person	*	*	*	2 max	2 max



Essendon District Football League

78A Napier Street, Essendon, 3040

Ph: 9373 2700

essendondfl.com.au