

North West Football League

ABN: 94 030 547 442



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JANUARY 2020

Marsh Match Day Checklist Guidelines

This checklist is a basic pre-game inspection tool that helps to identify safety concerns and record your actions on match day.

What Are You Looking For?

The Checklist is a visual inspection tool only. It will help you to identify safety concerns, such as:

Extreme Weather

for example lightning, heat, rain, lack of visibility (fog), etc.

Playing Surfaces

for example holes, cracks, debris (glass, syringes), etc.

Game Formats

as per AFL "Laws of the Game" www.afl.com.au

Hazards

on or near pathways, exits or change rooms such as debris, protrusions, etc.

First Aid

including qualified personnel, first aid kits, ice, etc.

Other Factors

such as sun protection, spectator behaviour, signs, etc.

Important note: If safety concerns cannot be addressed to an acceptable level, the checklist should not be signed. Play should not commence until conditions are acceptable to both teams.

ACTION STATIONS

Safety concerns should be addressed to an acceptable level and recorded before you start play. Here are some examples of actions you might take:

- Control/reduce the risk with caution signs, witches hats, roping off hazards, modifying the rules/game, etc.
- Avoid harm by removing the risk/hazard/object from the area, delay/postpone the game, etc.
- Transfer responsibility by written notice to players, spectators, the Council or the Insurer. Ultimately, this should be done prior to game day.
- Accept and monitor when there is little chance an incident will occur. All safety concerns should be monitored throughout the day.

Duty of care

Clubs owe a duty of care to players, spectators and volunteers on match day. Insurance cover may not exist for clubs and/or officials who show deliberate negligence or disregard for these responsibilities.

Signing the checklist

Some people view the formal nature of signing a document relating to risk and insurance as formidable. This is simply not the case and if a reasonable attempt to identify risks has been made then no concern is warranted. If reasonable care has been taken to provide a safe environment then signing the checklist puts the club in a strong position to demonstrate it has complied with its duty of care.

- **If the conditions are not safe ...** and can't be made safe for play, then it may be negligent to start playing. To play in these conditions is placing the club in a poor position to demonstrate any duty of care has been complied with.
- **If something happens ...** and the checklist has been used properly and signed, the club remains in a strong position to demonstrate it has complied with its duty of care to provide a safe environment.
- **If the checklist isn't signed ...** and play commences in what appears to be normal conditions and an accident occurs resulting in serious injury, the club is in a poor position to demonstrate it has complied with its duty of care.
- **The basic message is ...** the club and its members, including the signatories, are in a better position if they complete and sign the checklist.

Protecting club officials

Legislation and insurance exists to protect club officials who complete the checklist, thereby demonstrating they have complied with their duty of care.

Insurance

An important part of your public liability insurance is that your club supports the use of match day checklists. By addressing risk before matches commence, you can reduce your club's exposure to injuries and/or legal action. Recording your actions on the checklist may also assist in the defence of legal action against your club.

When should the checklist be completed?

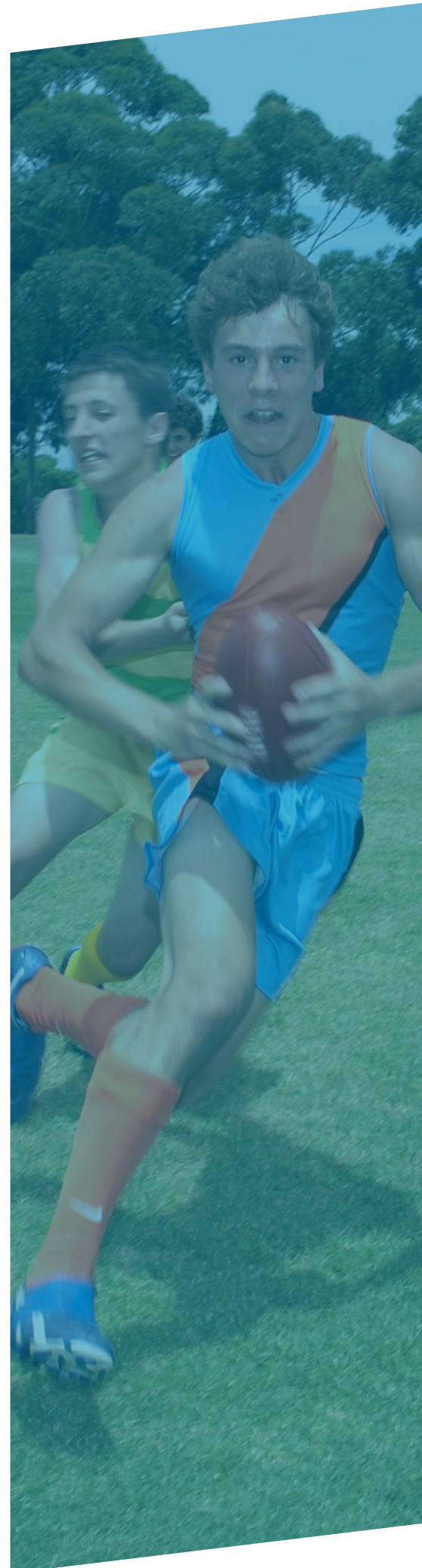
You should complete the checklist before the first match of the day.

If conditions change, the checklist should be reviewed again (even if the checklist has been completed earlier).

Storing completed checklists

Marsh recommend original checklists are retained on file by the Home club (or association where required) for a minimum of seven (7) years for future reference.

www.marsh.com/au/af1



Match Venue: Date of Inspection: Time:
DD/MM/YYYY HH:YY (24)

Home Team: Away Team:

Yes (Acceptable) If you are satisfied the conditions are safe to start play please mark (x) the "YES" column.

No (Action Required) If you find a safety concern please mark (x) the "NO" column and record your actions in the space provided

Please refer to the [Match Day Checklist Guidelines](#) for further information, terms and conditions.

(Acceptable)

(Action Required)

YES

NO

1. Weather Conditions:

1.1 In regard to player safety, are the weather conditions satisfactory for play to commence?

2. Field of Play:

2.1 In regard to player safety, are the playing surfaces satisfactory for play to commence?

2.2 Has all visible debris, that may affect player safety, been removed?

2.3 Are the game formats and ground markings in-line with the AFL "Laws of the Game"?

2.4 Are all sprinkler covers intact and level with the playing field?

2.5 In regard to player safety, are the perimeter fences and/or signs free from visible hazards?

3. Facilities:

3.1 In regard to safety, are the public areas (e.g. seating and walkways) free of visible hazards?

3.2 In regard to safety, are the player's areas (e.g. change rooms) free from visible hazards?

3.3 Are First Aid facilities (e.g. First Aid Kit, qualified personnel and ice) on site and accessible?

4. Other Factors (please insert details of safety areas specific to your circumstances):

4.1 Are the following area/s (below) satisfactory for play to commence?

N/A

5. Please provide details of actions taken to address your safety concerns.

6. Declarations

I / We declare that I / We are authorised representatives of the nominated Teams.

I / We declare that after reasonable inquiry, the following statements are true and accurate

- A. the above inspection (Match Day Checklist) was completed as per the above date and time
- B. all hazards, risks and safety concerns have been addressed to an acceptable level and recorded on this form (Sec. 5)
- C. both teams are satisfied that the playing conditions are acceptable prior to the commencement of play

Who Signs the Checklist?

As the home club is responsible to ensure the greater environment of the venue is safe for members and guests, an authorised (18+ years of age) home club representative signs the form. As the away team players and entourage participate in the game under the same conditions, an authorised (18+ years of age) away team representative also signs the form.

<p>Home Team Authorised Representative's Name (please print)</p> <input type="text"/> <p>Position at Club <input type="text"/></p> <p>Home Team Authorised Representative's Signature</p> <input type="text"/>	<p>Away Team Authorised Representative's Name (please print)</p> <input type="text"/> <p>Position at Club <input type="text"/></p> <p>Away Team Authorised Representative's Signature</p> <input type="text"/>
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The advice in this form is general advice only. To help you decide if the cover suits you, please read the Product Disclosure Statement. We can provide you with further information. Please contact us to request. This insurance is arranged by Marsh Advantage Insurance Pty Ltd (ABN 31 081 358 303, AFSL 238 369) ('MAI'). MAI are not the insurer.

Marsh recommend a copy of this Game Day Checklist is retained on file for seven (7) years by the home team.

NWFL under 18 Player's Code of Conduct (R 43.14)

- Play by the rules, the rules of **North West Football League (NWFL)** and the laws of the game.
- Never argue with an umpire or other official as without these people you cannot play football.
- Control your temper as verbal abuse of officials and sledging other players doesn't help you enjoy or win any games.
- Respect all property and facilities owned or used by clubs or the NWFL
- Be a team player as it's a team game, treat it that way.
- Treat all players, as you would like to be treated as fairly.
- Cooperate with your coach, the umpires, team mates and officials.
- Play for your own enjoyment and to improve your skills.
- Don't use ugly remarks based on race, religion, gender or ability as you'll let down your coach, team mates and family if you do, and many such comments are actually now illegal.

Parents/Guardians & Supporters Code of Conduct

- Remember that children play for their enjoyment, not yours.
- Encourage your child's participation, but don't enforce it.
- Focus on your child's efforts and self esteem rather than winning & losing.
- Never ridicule mistakes or losses as supporters are there to support not belittle.
- Lead by example and respect all players, coaches, umpires and spectators, physical or verbal abuse or foul or offensive language will not be tolerated.
- Recognise and show appreciation of all volunteer officials who are giving up their valuable time.
- Never publicly criticise umpires, coaches and officials, raise your concerns with club officials in private.
- Don't use ugly remarks based on race, religion, gender or ability such comments are illegal.
- Smoking at junior sporting matches is unacceptable. Consumption of alcohol is prohibited. Anyone obviously affected by alcohol will be asked to leave the venue.

By registering our child with **NWFL** we agree to abide by these principles. We will ensure that our child understands the expected behaviour of an **NWFL** player. We support the **NWFL** in its undertakings and encourage the **NWFL** to take any necessary disciplinary actions including the suspension and banning where warranted of any players, parents and/or supporters for repeated or serious breaches of these Codes of Conduct.

We acknowledge that it is our responsibility to ensure that family or friends attending events are made aware of, and adhere to, the Code of Conduct. We also acknowledge that all games will be filmed and understand that any breaches seen on footage will be acted upon by the **NWFL**.

I / We confirm that the Date of Birth as below is correct for my/our child.

CLUB _____

PLAYER'S NAME: _____

(print name)

(signature)

(Date of Birth)

PARENT/GUARDIAN _____

(print name)

(signature)

DATE: _____ / _____ / _____

WORKING WITH CHILDREN Reg. No: _____

NWFL Player / Coaches / Officials Code of Conduct (R43.14)

As a player / coach / official of the North West Football League (NWFL), I agree to uphold this Code of Conduct. I understand that as an integral component of my participation, I must maintain a standard of behaviour and conduct that is in the best interests of the game and the League. I also understand that the NWFL will be filming all games and I will do my best to uphold the standards outlined in the following Code of Conduct.

Player / Coaches / Officials Responsibilities**1.1 Behaviour**

Players / coaches / officials aspire to the highest standards of sportsmanship and professional conduct. Players / coaches / officials must conduct themselves in a manner so as not to bring Australian Rules football, the NWFL or member clubs into disrepute. Inappropriate behaviour could result in the player / coach being suspended from games or deregistered by the league.

This clause applies to a players / coaches / officials behaviour which:

- (i) occurs during the course of any match, training session, NWFL or Club function,
- (ii) involves public comment,
- (iii) involves conduct deemed by the Match Committee to have brought the game, the NWFL or member clubs into disrepute

Examples of behaviour by members which brings the code and club into disrepute may include:

- Excessive and inappropriate swearing
- Inappropriate heckling or sledging
- Abuse directed at any official, player or spectator
- Misuse of social network sites for bullying players, criticising umpires, Club or League officials
- Inappropriate behaviour because of excessive drinking
- Instances where members attend their club under the influence of illegal or performance enhancing drugs

1.2 Playing

NWFL players coaches and officials must not wilfully engage or participate in any activity which may cause or aggravate any injury or illness and which prevents players from playing AFL Football to the best of the individual's ability.

Inappropriate abuse directed at any playing official, player or volunteer during a fixture is also unacceptable and can be held to be in breach of the Code. Inappropriate behaviour during or after a game could result in the player / coach or official being suspended from games or deregistered by the League.

1.3 Property

NWFL Players / Coaches / officials must show due regard for the property and facilities of the League and member clubs and the property, facilities and staff of other providers that an NWFL player / coach / official may utilise during any authorised activities.

Where an NWFL player / coach / official breaches this provision, he or she may be required to pay the relevant person or body an amount equivalent to the cost of repairing or replacing the damage the player / coach caused to the property and or facility.

1.4 Social Media

All players who are actively registered with an affiliated club of the NWFL must at all times held themselves in the highest possible regard in relation to the use of social media. This includes but is not limited to social media websites such as Facebook, Twitter, Instagram, Snapchat, TikTok. If you are authorised to comment as a representative of the Football Body you must not publish, or otherwise permit the publication by a 3rd party of, content which, without limitation:

- Breaches employment obligations;
- Breaches the AFL National Vilification & Discrimination Policy;
- Damages the brand and reputation of the NWFL, as the case may be;
- Misrepresents a personal view as that of the NWFL; and
- Is criminal in nature or might otherwise give rise to the breach of a civil law.
- Is used to make defamatory comments about players, officials, umpires who are affiliated with the NWFL.

Members are advised that engaging in social media in the wrong manner may result in disciplinary action.

2. Minor Discipline Breaches

Minor disciplinary breaches are to be dealt with at club level under the clubs code of conduct by the relevant club body.

3. Major Discipline Breaches

3.1 Racial and Religious Vilification

Players / coaches / officials must refrain from making any comment that vilifies or tends to vilify persons based on their race, religion, colour, sex, sexual orientation or other related characteristics.. Inappropriate behaviour could result in the player / coach / official being stood down from games or deregistered by the League. The player / coach / official will have the right to appeal a decision through the complaints/appeals procedures of the NWFL.

3.2 Substance Abuse

AFL Illicit Drugs Policy and AFL Anti-Doping Code prohibit the taking of illicit and or performance-enhancing substances. It is the responsibility of players / coaches / official to report suspected illegal or inappropriate use or distribution of alcohol or drugs to their club or the League match committee. Any player, coach or official found to be using or distributing illegal substances on the Club premises and at any time while representing the Club will be immediately suspended until a police investigation has been completed.

3.3 Threatening Umpires

Any player found guilty by the NWFL Independent Tribunal of the offence of “threatening behaviour” towards an umpire will be suspended for a period of 8 weeks. The player shall have the right to appeal the guilty verdict through the appeals procedures of the NWFL, but the suspension cannot be reduced if the guilty verdict is upheld. **Repeat breaches would result in the player being de-registered from the NWFL and member clubs.**

3.4 Complaints / Charges

Breaches of the code of Conduct will be referred to the NWFL Executive and dealt with in accordance with Clauses 4.6 and 59.3 of the NWFL Rules and Regulations

As a player / coach / official participating in the North West Football League (NWFL), I agree to uphold this Code of Conduct. I understand that as an integral component of my participation, I must maintain a standard of behaviour and conduct that is in the best interests of the game and the League. By registering with the NWFL I also understand that I will be filmed whilst playing in this competition.

PLAYER'S NAME: _____ (Print name)

_____ (Signature)

CLUB _____

WORKING WITH CHILDREN

Registration No: _____

DATE: _____ / _____ / _____

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FINALS ELIGIBILITY

14. ELIGIBILITY TO PLAY IN FINALS

- 14.1 The following point is finals eligibility for all NWFL grades which is as follows:
- 14.2 **Senior Men:** To play Senior Men finals players are not required to play any number of games but must be registered with their League Club.
- 14.2.1 Any player who is registered with the Tasmania Devils Under 18 side and has played three games for the Devils is required to play at least three Senior Men games in the NWFL to qualify for Senior Men finals.
- 14.2.2 Any player who has played at any State League club (VFL, WAFL, SANFL, TSL), plays Senior Football, and is permitted or registered to an NWFL League Club in the same year is required to play at least three Senior Men games in the NWFL to qualify for finals.
- 14.2.3 By 5pm Monday, post last roster game annually, clubs must nominate 16 senior players ineligible for League Development finals. These players should be the best 16 players at the club on ability and must be available for selection at the time of the top 16 being sent. The Executive can alter nominations following consultation with the specific club.
- 14.2.4 If a League Club's two teams play the same day/weekend during the finals, one of which is the Senior Men team, all registered players can be selected, subject to qualifications regarding age.
- 14.3 **Development:** Players need to have played three League Development roster games to play its finals, unless Competition Rule & Regulation 14.2.4 applies.
- 14.3.1 Playing both Development and Senior roster games the same day/weekend means the Development game doesn't count for Development finals eligibility.
- 14.4 **Senior Women:** Players need to have played four Senior Women roster games to play its finals.
- 14.4.1 If a player has qualified through the Under 17 girls competition by playing the required games in the Under 17 girls competition to qualify for finals they are also permitted to play Senior Women finals.
- 14.5 **Colts:** Players need four Colts games to play its finals, unless Competition Rule & Regulation 14.2.4 applies.
- 14.5.1 Playing a Colts and Development game the same day means the Colts game counts towards qualification and the Development game does not count toward qualification.
- 14.5.2 If a player has qualified through the Under 16 boys competition by playing the required games in the Under 16 boys competition to qualify for finals they are also permitted to play Colts finals.
- 14.6 **Under-age:** Players need four Under-age games to play its finals in each respective age group.
- 14.6.1 If a player is permitted to play two Under-age (including Colts) roster games in the same day/weekend after receiving permission per rule 16.2 players will not have the game at the lower age count towards qualification.
- 14.7 In qualifying a player to play finals football such player shall not be deemed to have played a game with their club unless they are named on the official team sheet and are dressed in club playing uniform on the ground and is available to take part in the game if called upon to do so. Any breach of these rules may be dealt with per rule 5 of this Competition Rules & Regulations.

TRIBUNAL PROCEDURE

The following procedure is to be used in all hearings of the Tribunal:

- Tribunal members (as per Roster) shall be notified of a hearing by the League's General Manager no later than Tuesday midday.
- All three parties refers to the player's Advocate, the umpire's Advocate and the Tribunal.
- Priority of hearing cases is to be in order of the furthest Club to the closest i.e. Smithton to Latrobe or East Devonport to Tribunal venue.
- Cases involving mutual offences e.g. striking each other are to be heard together/in conjunction.
- Any Tribunal conference involving an Advocate shall involve all parties.

PROCEDURE:

INTRODUCTION

- Tribunal Chairperson to introduce the Panel to those appearing before it.
- All parties shall be advised that the proceedings are to be taped, if that is to occur.

CHARGE

- The charge is to be read to the player in the presence of his Advocate, the umpire making the charge and his Advocate.
- Details of the charge shall describe the offence and the appropriate rule number relating to the offence as well as the gradings of the charge.
- The player's Advocate shall be given the opportunity to make any submissions regarding the details of the charge.
- If it believes the report to be invalid the Tribunal shall rule on such submission.
- The player shall be asked to plead to the charge – either ***GUILTY*** or ***NOT GUILTY***.
- Following this, if any footage is available to be screened for the incident it will be shown to all parties.

INCIDENT**NOT GUILTY plea****Umpire's evidence**

- The umpire shall state the facts relating to the reported incident.
- Tribunal members may ask questions of the umpire to clarify points.
- The umpire's Advocate shall be given the opportunity to draw further facts or explanations from the umpire.
- The reported player's Advocate shall be given the opportunity to ask questions of the Umpire only. (At this stage the reported player's Advocate CANNOT make statements or submissions.)
- Any witnesses for the umpire may be called to give evidence. Witnesses may be questioned by all parties present.

Reported Player's evidence

- A reported player shall give evidence before any witnesses for him are required to give evidence. The reported player's evidence is given with the umpires and Advocate present, but without the player's witness in the room.

GUILTY plea

- The player may make a statement either himself or through his Advocate.
- A player may plead guilty to attempt to lower the impact or grading of a charge and must explain why the guilty plea.

Umpire's evidence

- The umpire shall state the facts relating to the reported incident.
- Tribunal members may ask questions of the umpire to clarify points.
- The umpire's Advocate shall be given the opportunity to draw further facts or explanations from the umpire.
- The reported player's Advocate shall be given the opportunity to ask questions only of the Umpire. (At this stage the reported player's Advocate CANNOT make statements or submissions.)
- Any witnesses for the umpire may be called to give evidence. Witnesses may be questioned by all parties present.

Reported Player's evidence

- A reported player shall give evidence before any witnesses for him are required to give evidence. The reported player's evidence is given with the umpires and Advocate present, but without the player's witness in the room.

Witnesses

- A witness must have been acting in an official capacity at the venue and during the day of the game in question.
- A witness from a reported player's Club must be represented by the reported player's Advocate.
- A witness for the reporting umpire must be represented by the umpire's Advocate.
- A witness from any other Club need not be represented but may be if he so desires, or if summoned according to Rules & Regulation 68.5.
- No witness may leave the Hearing premises until released by the Tribunal.

Summation

- At the conclusion of giving evidence the umpire's Advocate shall be given the opportunity to sum up the charge and evidence.
- The player's Advocate shall be given the same opportunity.
- If the player has pleaded GUILTY the player's Advocate shall then be given the opportunity to make a plea in mitigation.

Tribunal determination

- The player's past record, both good and bad, shall be available to the Tribunal for consideration prior to a penalty being set. If a Classifiable Offence is contested or referred to the Tribunal, a Person with a verifiable exemplary Disciplinary History may argue that their Disciplinary History constitutes exceptional and compelling circumstances.
- Any player found guilty by a Classifiable Offence shall be penalised as per the table on the following page.

NOT GUILTY plea

- All parties, with the exception of the Tribunal, shall leave the room while a decision is made and a penalty, if necessary, established.
- The reported player and reporting umpire and their Advocates return to the room to hear the decisions.
- If the player is found **GUILTY** his Advocate may make a plea in mitigation prior to the penalty being established.

GUILTY plea or found GUILTY

- All parties, with the exception of the Tribunal, shall leave the room while a decision on the penalty is made.
- The reported player and reporting umpire and their Advocates return to the room to hear the penalty.

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REPORTING PROCEDURE

If a report has been laid by an umpire during the course of the game, it will be filled out at the earliest convenience after the game by the reporting umpire.

The Match Manager should within twenty (20) minutes of the conclusion of a game or at such other time as the umpires may so request attend the umpires' change rooms. If any report has arisen from that game, it shall be the Match Manager's duty to inform the relevant players or Team Managers of the respective team of such report and to hand over all relevant paperwork.

Failure to attend shall not in any way invalidate a duly completed report by an umpire.

Four copies of the report shall be distributed –

- One copy is kept by the umpires
- One copy is kept by the reported player
- One copy is kept by the witness
- One copy is send through to the League with the paperwork from the game in the Match Envelope

The Match Manager must – at their earliest discretion notify the League electronically a picture of the report slip.

Example report:

NWFL UMPIRES APPOINTMENT PANEL		
REPORT OF UMPIRE		
I hereby report the following Player or Players:—		
Teams	DEVONPORT	v. CIRCULAR HEAD
at	DEVONPORT oval	Date 26/4
<input type="checkbox"/> SENIORS*	<input type="checkbox"/> RESERVES*	<input checked="" type="checkbox"/> THIRDS* *Indicate game
Player's Name	Number	Club
JOE BLOW	33	DEVONPORT
I was officiating as... FIELD... Umpire. During the 3 RD Quarter, when the incident occurred, the play was (describe vicinity)		
PLAYER BLOW (33) STRUCK CIRCULAR HEAD PLAYER TOM BLORE (20) ON EASTERN WING		
(Describe incident in detail, particularly such charges as "Misconduct" etc.)		
PLAYER BLOW SWING ARM AND COLLECTED PLAYER BLORE WITH A STRAY ARM		
Contrary to Rule: 22.2.2 (a) (i)		
The charge must be heard by the tribunal		<input type="checkbox"/> Tick Appropriate
The player can elect to take the set penalty		<input type="checkbox"/> Box
Signature of Umpire		

Classifiable Offences

Which Reportable Offences are Classifiable Offences?

Table 1 – Classifiable Offences
Charging – 22.2.2 (a) (iv)
Unreasonable or Unnecessary Contact to the Eye Region – 22.2.2 (a) (viii)
Forceful Front-On Contact – 22.2.2 (a) (vi)
Headbutt or Contact Using Head – 22.2.2 (a) (vii)
Kicking – 22.2.2 (a) (ii)
Kneeing – 22.2.2 (a) (iii)
Rough Conduct – 22.2.2 (a) (v)
Striking – 22.2.2 (a) (i)
Tripping – 22.2.2 (a) (xi)
Unreasonable or Unnecessary Contact to the Face – 22.2.2 (a) (ix)

* The sanction for Classifiable Offences shown in Table 2 may be increased where a Person has a bad Disciplinary History. The NWFL has the power to directly refer a person to the tribunal because of the person’s bad disciplinary history.

Grading Classifiable Offences

Table 2 – Classification Table				
Conduct	Impact	Contact	Base Sanction	Early Guilty Plea
Intentional	Severe	High/Groin/Chest	5+ Matches (Tribunal)	N/A
		Body	4+ Matches (Tribunal)	N/A
	High	High/Groin/Chest	4 Matches	3 Matches
		Body	3 Matches	2 Matches
	Medium	High/Groin/Chest	3 Matches	2 Matches
		Body	2 Matches	1 Match
	Low	High/Groin/Chest	2 Matches	1 Match
		Body	1 Match	Fine and/or Reprimand
Careless	Severe	High/Groin/Chest	4+ Matches (Tribunal)	N/A
		Body	3+ Matches (Tribunal)	N/A
	High	High/Groin/Chest	3 Matches	2 Matches
		Body	2 Matches	1 Match
	Medium	High/Groin/Chest	2 Matches	1 Match
		Body	1 Match	Fine and/or Reprimand
	Low	High/Groin/Chest	1 Match	Fine and/or Reprimand
		Body	1 Match	Fine and/or Reprimand

Direct Tribunal Offences

Table 3 – Direct Tribunal Offences
Attempting to Strike an Umpire – 22.2.2 (e)
Behaving in an Abusive, Insulting, Threatening or Obscene Manner Towards or in Relation to an Umpire – 22.2.2 (g)
Eye Gouging – 22.2.2 (b)
Intentional Contact with an Umpire – 22.2.2 (i)
Spitting on Another Person – 22.2.2 (l)
Spitting on or at an Umpire – 22.2.2 (f)
Stomping – 22.2.2 (c)
Striking an Umpire – 22.2.2 (d)
Serious Misconduct - 22.2.2 (cc)

The Tribunal will determine the appropriate sanction for a Direct Tribunal Offence in its absolute discretion.

Low-level Offences

Table 4 – Low-level Offences
Attempt to Strike / Kick / Trip – 22.2.2 (m), 22.2.2 (n), 22.2.2 (o)
Careless Contact with an Umpire – 22.2.2 (j)
Disputing Decision – 22.2.2 (k)
Instigator of a Melee / Wrestle – 22.2.2 (r)
Interfering with a Player Kicking for Goal – 22.2.2 (y)
Unreasonable or Unnecessary Contact with an Injured Player – 22.2.2 (p)
Unreasonable or Unnecessary Contact with an Umpire – 22.2.2 (i)
Not Leaving the Playing Surface – 22.2.2 (aa)
Obscene Gesture – 22.2.2 (w)
Pinching – 22.2.2 (t)
Prohibited Boots, Jewellery or Equipment – 22.2.2 (bb)
Scratching – 22.2.2 (a) (x)
Shaking, Climbing or Interfering with Goal or Behind Post – 22.2.2 (z)
Spitting at Another Player – 22.2.2
Staging – 22.2.2 (u)
Striking – 22.2.2 (a) (i)
Kicking – 22.2.2 (a) (ii)
Time Wasting – 22.2.2 (x)
Tripping – 22.2.2 (a) (xi)
Using Abusive, Insulting or Obscene Language Towards or in relation to an Umpire – 22.2.2 (h)*
Using Abusive, Insulting or Obscene Language – 22.2.2 (v)*
Engaging in a Melee / Wrestle – 22.2.2 (q)
Any Other Act of Low-Level Misconduct which is not a Classifiable Offence or Direct Tribunal Offence – 22.2.2 (cc)

- * With regard to 22.2.2 (h) Umpire Abuse it will be a low-level offence unless the NWFL determines that (in conjunction with the umpire involved)
- the Low-level Offence sanction is inappropriate; and
 - the conduct does not constitute the Direct Tribunal Offence of Behaving in an Abusive, Insulting, Threatening or Obscene Manner Towards or in Relation to an Umpire,

In which case the NWFL may impose a sanction of either a 2 Match, 3 Match or 4 Match suspension, with the relevant Person entitled to receive a reduction in the sanction equivalent to the reduction applicable in Table 2 with an Early Guilty Plea (i.e. a 2 Match suspension reduced to a 1 Match suspension with an Early Guilty Plea).

- * With regard to 22.2.2 (v) using Abusive, Insulting or Obscene Language it will be a Low-level Offence unless the NWFL determines that:
- the Low-level Offence sanction is inappropriate; and
 - the conduct does not constitute the Direct Tribunal Offence of Serious Misconduct

In which case the NWFL may impose a sanction of either a 2 Match or 3 Match suspension, with the relevant Person entitled to receive a reduction in the sanction equivalent to the reduction applicable in Table 2 with an Early Guilty Plea (i.e. a 2 Match suspension reduced to a 1 Match suspension with an Early Guilty Plea).

Table 5 – Low-level Offences Base Sanctions			
1 st & 2 nd Low-level Offence		3 rd & Subsequent Low-level Offence (within 12 months)	
Base Sanction	Early Guilty Plea	Base Sanction	Early Guilty Plea
1 Match	Reprimand	2 Matches	1 Match

The NWFL has the power to refer a Low-level Offence directly to the tribunal on the basis that it is a low-level offence which attracts a base sanction that the NWFL finds inappropriate.

Full information on reportable offences can be found in [Appendix 1 – Reportable Offences in the AFL National Community Football Policy Handbook](#).

APPENDIX 3

ORDER OFF (Rules & Regulations 30)

This Rule and Regulation is in addition to any rule under the Laws of Australian Football which may apply from time to time in relation to the ORDER OFF LAW

1. Players may be ordered from the playing arena by a field umpire or field umpires. In games where there is an emergency field umpire, such umpire shall have the same powers to order off as a Field umpire.
2. A player who in any game is reported twice by an umpire(s) for the same offence or any other reportable offence or for a listed "reportable Offence" (AFL Law 23.3) shall be ordered from the ground for the remainder of the match. The player *may* be replaced.
3. Any Development, Senior Women, Colts or Under-age player reported by a Field Umpire(s) for any offence, other than a listed "reportable Offence", shall be ordered from the ground by a Field Umpire(s) for a period of fifteen minutes playing time. The player may be replaced.
4. In Development, Senior Women, Colts or Under-age games a player may be ordered from the ground by a Field Umpire(s) for a "cooling off" period of fifteen minutes playing time without having been reported. The player *may* be replaced.
5. A player ordered from the ground twice in the same game *shall not* be entitled to return to the ground.
6. A **GREEN** card shall be displayed in Development and Under-age games when a Field Umpire(s) orders a player off the field under Rule 4 above.
7. A **YELLOW** card shall be displayed by the field umpire(s) when a player at Senior, Development or Under-age level is reported.
8. A **RED** card shall be displayed by the field umpire(s) indicating a report for a listed "Reportable offence" or where a player has been reported for two offences in the game. Use of the red card applies to all grades.
A player shown a red card *cannot* return to the ground, but *may* be replaced.
9. Only Field Umpire(s) and Emergency umpires may carry and display coloured cards.
10. Coloured cards shall be displayed to the player and the towards the Interchange Steward after accompanying the player in the direction of the Interchange bench.
11. The Interchange steward shall indicate to the coaches' bench when the player is eligible to resume playing. No coach or official shall approach the umpires on the matter.
12. If a boundary or goal umpire reports a player he shall inform the Field umpire(s) as soon as reasonably possible after the event.
13. A player who is sent off must leave the playing arena through the Interchange area.
14. Except for the above, in Under 16 boys and Under 17 girls football any player sent from the ground is not permitted to be replaced.

Username = Club (ie UlverstoneFC, WynyardFC etc)

Password = Club (ie UFClubrep01, WFClubrep01 etc)

NWFL Tribunal camera system

Overview

The installed camera system comprises of;

- Qty 3 high resolution cameras.
- An NVR (network video recorder).
- A monitor/display to facilitate in backing up video footage.

Each club has been issued qty 1 external hard drives for transfer of video footage.

The NVR (housed with the monitor within the electrical enclosure), powers the cameras, and therefore is TO REMAIN POWERED ON AT ALL TIMES.

The NVR has been setup to automatically record;

4:30pm to 9:00pm Fridays

8:30am to 5:00pm on Saturdays

8:30am to 5:00pm on Sundays

To Backup NWFL required video footage

1. Turn on monitor.
 - The monitor will display one (or multiple) camera views of the ground, depending on last viewing setup.
2. Insert External Hard Drive to USB connection to USB extension lead (connected to REAR of NVR adjacent Video connection)
The rear USB connector is a USB 3.0 connection, offering faster transfer/backup speeds than the front panel mounted USB connector used by the mouse.
 - A **Backup Device Found** window should pop up. If so, progress to item 8.
 - Otherwise progress to item 3.
3. Right click mouse.
4. Select **Main Menu** from the drop down menu.
 - **Login** pop up window appears.
5. Select the **Username** field, then select **User** from the drop down menu.
6. Select the **Password** field, then enter "your club specific password" (the eye icon in the right of the entry field may be used to display password being typed) and select the **Enter** button on the onscreen keyboard.
7. Select the **OK** button.
 - The **Login** window will clear, and Maintenance/Setting Page will be displayed.
8. Select the **FILE BACKUP** field.
 - A **Login** pop up window may appear. If not proceed to item 12.
 - Otherwise progress to item 9.
9. Select the **Username** field, then select the required **User** from the drop down menu.
10. Select the **Password** field, then enter "your club specific password" (the eye icon in the right of the entry field may be used to display password being typed) and select the **Enter** button on the onscreen keyboard.
11. Select the **OK** button.
 - The **Login** window will clear, and
 - **BACKUP** Page displayed.

12. The **Device Name** field should depict **sd1(USB USB)** (or similar).
13. The **Storage Path** field should depict **/**.
14. The **Record Channel** field may depict **All**, otherwise select the **Record Channel** field, then select **All** from the drop down menu (need to highlight in blue), then select the **OK** button.
 - **All** displayed in field.
15. The **Type** field should depict **All** and **Main Stream**.
16. Select the **Start Time** “date” entry field. Select required **start** date, to be backed up. This date should be last Tuesdays date (5-6 days ago).
 - The required backup **Start Time** “date” should display as “yyyy-mm-dd”.
17. The time field immediately to the right of the **Start Time** “date”, may depict **00:00:00** (hours:minutes:seconds).
If not, select the left two digits in the time entry field and enter **00**.
Select the middle two digits and enter **00**.
Select the right two digits and enter **00** and then left click on any blank area of screen.
 - The required backup **Start Time** “time” should display as **00:00:00**.
18. Select the **End Time** “date” entry field. Select required **end** date (todays date) to be backed up.
 - The required backup **End Time** date should display as “yyyy-mm-dd” (todays date).
19. The time field immediately to the right of the finish date, may depict **23:59:59** (hours:minutes:seconds).
If not, select the left two digits in time entry field and enter **23**.
Select the middle two digits and enter **59**.
Select the right two digits and enter **59** and then left click on any blank area of the screen.
 - The required backup **End Time** “time” should display as **23:59:59**.
20. The **File Format** field should depict **MP4**. If not, select the **File Format** field and then select **MP4** from the menu drop down.
 - **MP4** displayed in field.
21. Select the **Search** button.
 - Several files should populate the lower field on screen.
22. Select the **One Click Ba...** button.
 - A pop up below the **One Click Ba...** button will indicate approximate time to complete the backup and the progress bar to the left will animate the progress.
23. When the backup is complete, a new **Browse** window will present, to which you just select the **OK** button.
 - Browse window disappears.
24. Select the **LIVE** button.
 - live camera view/s will display.
25. Right click mouse anywhere on screen.
Select **“View 4”** from the drop down menu.
 - x4 camera quadrant displayed.
26. System will automatically log any users out after a set time period.
27. Turn off monitor.
28. Lock Enclosure

56. VIDEO REPORT

- 56.1 The home club's Match Manager must download game videos onto NWFL-provided drives or online, completing uploads by 5pm the next day or delivering to NWFL HQ by Monday noon. E.g. if game day was on Saturday, the video footage must be uploaded by 5pm Sunday. If not uploaded to the online drive it must be delivered to NWFL HQ by midday on Monday.
- 56.2 Failure by the home club to provide footage on time may result in fines or actions from the League's Executive (Appendix 1).
- 56.3 If a club or club official wishes to submit an incident to the League for review of game footage, they must submit a Video Report Request Form (Appendix 10).
- 56.3.1 Permitted officials who may submit Video Report Request Forms are as follows:
- Umpire
 - Umpire observer
 - President
 - Secretary
-
- Junior Co-ordinator (if junior game)
 - Football Director
 - League Board members
 - Competition Manager
 - Match Review Officer
- 56.4 Any incident brought to the attention of the Match Review Officer or their appointee by any individual listed in Competition Rule & Regulation 56.3.1 will be reviewed at the earliest instance. All video referrals must be submitted by midday (12pm) on the Monday following the game. For any games that occur out of normal rostering submissions are required by midday (12pm) one (1) day after the game.
- 56.5 In the event that any incident is brought to the attention of the League by a club, umpire or any league official the footage will be reviewed and may be referred to the Match Review Officer(s) or their appointee. This referral shall be dealt with as per Competition Rule & Regulation 54. Clubs need to bring any incident to the attention of the League that they wish to be reviewed by midday (12pm) on the Monday following the game.
- 56.6 A recommendation will then be given to the General Manager or his nominee to which a player may have breached the laws of Australian Football or the rules and regulations of the NWFL and whether a set penalty may be offered, the incident should be referred to tribunal, the relevant Match Committee, the Executive or the matter lapses.
- 56.7 Clubs may be notified of outcomes, including tribunal hearings, charges laid and/or club sanctions.
- 56.8 If a charge is laid footage of the incident will be given to the club to review if available
- 56.9 If a charge is not laid and no further action is taken, clubs are able to utilise the Complaints process (Competition Rule & Regulation 70) as long as Appendix 11 is submitted within the time frame stipulated within that clause.
- 56.10 Where a player is charged with a reportable offence through video evidence and is offered an Early Guilty Plea, that player has until midday (12pm) on Tuesday to accept an Early Guilty Plea. It is the responsibility of the club to ensure that this is given in writing to the General Manager or their nominee and signed by the club President or Secretary and the reported player. Failure to notify the NWFL by this time and the Early Guilty Plea shall apply.

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PAPERWORK ON GAMEDAY

Team Sheets & Match Summaries: Please email signed umpire team sheets, umpire reports and match summaries to morgan@nwfl.com.au straight after the game. Submission must be made on the evening of the game.

Deadline for Entry on PlayHQ: All data must be entered on PlayHQ before 7:00 pm. Failure to meet this deadline will result in omission from the Advocate on Sundays.

Match Envelope: Ensure the match envelope reaches headquarters by 12 noon on Monday with the hard drive following the game.

Clear Copies: If there are any reports, send a CLEAR LEGIBLE copy along with the team sheets, including any Set Penalty sheet if applicable.

Complete Sheets: While photos of the required sheets are acceptable, ensure they capture the entire sheet with ALL necessary information.

Team Sheet Amendments: Note any changes (e.g., jumper number changes, crossed-out players) on the team sheets and update PlayHQ accordingly.

Club Registrar Notification: Inform your club registrar to ensure the team allocation list reflects potential players for each side (e.g., Colts players doubling up in Reserves).

33. MATCH ENVELOPE

- 33.1 It is the responsibility of the Match Manager to ensure the Match Envelope arrives at the League office by the last mail on the Tuesday after the game.
- 33.2 The following paperwork (see Appendix 8 for details) must be in the Match Envelope and be sorted into groups.

Group 1:

Official Match Report – include official attendance figures, gate takings and program sales.

Match Day Summary – Reported Player Information complete even if “All Clear” and transmit to the NWFL as directed prior to being placed in the Match envelope.

Best and Fairest Votes – include the four (4) envelopes – one for each game.

Full home game levy can also be sent via direct deposit to the leagues bank account by the end of business Monday following the game.

Groups 2, 3, 4, 5 and 6:

Goal Umpire's Score Cards – check that the scores indicated on the cards are identical with those shown on the Match Report sheet.

Team Sheets – A copy of each team sheet signed by the respective Team Managers as submitted to and signed by the umpires must be placed in the Match envelope.

Time Sheet – ensure these have been completed accurately and provide comments as to why a team was late arriving or a game was late starting.

Interchange Sheet – must be completed correctly with indications that the Laws of Australian Football have been complied with.

- 33.3 Failure to comply with this Competition Rule & Regulation may result in the Executive invoking a fine (see Appendix 1) against the Club.

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VIDEO REPORT REQUEST FORM

CLUB REFERRING THE INCIDENT

_____ (club name)

NAME OF PERSON REFERRING THE INCIDENT

_____ (print name)

NAME OF CO-SIGNATORY*

_____ (print name)

POSITION OF PERSON REFERRING THE INCIDENT (e.g. President, Secretary)

_____ (print role)

DATE OF MATCH

_____ (print date)

TIME AND LOCATION OF INCIDENT (e.g. 12 mins into first quarter, grandstand side wing)

_____ (be as specific as possible)

HOME TEAM

AWAY TEAM

ANY FURTHER INFORMATION (e.g. the potential charge, how many players involved, be as specific as possible, players injured (attach medical information if applicable))

* Co-signatory must be one of the following accredited roles within the club; President, Vice President, Secretary, Football Director or Junior Coordinator

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COMPLAINT/INVESTIGATION FORM

Date: _____ Round: _____ Grade _____

Match: _____ v _____ Ground: _____

Players Number: _____ Players Name: _____ Club: _____

Quarter Incident Occurred: _____ Time of Quarter: _____

Describe Incident/Complaint: _____

Witness(es): Name _____ Contact Details: _____

“ _____ “ “ _____

Fee \$ _____ Paid / /

Copy of Form Sent to Opposition Club: Yes/ No (State reason if No) _____

Form Completed by: _____ Club Position: _____ Date: / /

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INSTRUCTIONS TO RUNNERS

25. RUNNERS

- 25.1 Each Club may use a maximum of two (2) runners during roster and final games to carry messages to and from players and officials subject to the following conditions:
 - 25.1.1 Only one (1) runner on the ground at a time. Where two (2) runners are used, they must comply with Competition Rule & Regulation 25 and must change through the Interchange area.
 - 25.1.2 They must wear Board approved apparel. Any club who has a runner not in this apparel may be fined (Appendix 1).
 - 25.1.3 They must be named on the official team list of their Club.
 - 25.1.4 They shall be subject to the Laws of Australian Football and the League's Constitution and Competition Rules & Regulations.
 - 25.1.5 They are only authorised to speak to players of their own team and no one else on the playing arena.
 - 25.1.6 They may contact no more than four (4) players on the ground at any one time and shall not stay on the ground longer than is reasonably necessary to deliver such messages.
 - 25.1.7 They shall not hinder or delay the game in any manner.
- 25.2 Runners are not permitted to use mobile phones, walkie-talkies or other similar forms of electronic communication within the boundary line during a game, with the exception of the intervals between quarters.
- 25.3 Umpires shall report breaches of this Competition Rule & Regulation.

18.14 OFFICIALS

A field Umpire shall award a Free Kick against an Official who:

- (a) uses abusive, insulting, threatening or obscene language;
- (b) uses an obscene gesture;
- (c) interferes with the football, an opposition Player, an Umpire or general play; or
- (d) is located within the Fifty Metre Arc during the time when a Player is preparing to bring or bringing the football back into play after a Behind is scored, unless attending to an injured Player or making every endeavour to immediately vacate the area.

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INTERCHANGE

The team sheet **MUST** list the players participating in the game including the three (3) (or more) interchange identified with (Int) next to their name, as well as other Officials that are required to be listed on the Team Sheet. The game must begin with the named interchange players off the field.

No changes can be made to the team sheet once it is submitted to the Match Manager. Once the match has started, interchange of players will be permitted but those players are required to cross through the marked interchange area. This includes teams interchanging during the intervals (quarter, half or three-quarter time), although these interchanged players are not required to cross through the "marked lines". Clubs must advise the Interchange Steward of the numbers of those players who will commence the next quarter on the interchange bench.

Interchange stewards who note a player leaving the field outside the marked lines must notify the Field Umpire and the following shall apply (AFL Law 7.2);

- (i) The field Umpire shall stop the play at the first available opportunity.
- (ii) A field umpire shall award a Free Kick to the nearest Player of the opposing team; and
- (iii) A Fifty Metre Penalty shall then be imposed from the position where the Free Kick was awarded.

If the player is taken from the playing ground on a stretcher (AFL Law 7.3) he may leave the field outside the interchange lines but when returning to the field of play it must be through the interchange area.

Players must not enter the arena during the course of the game other than through the "marked lines" for interchange.

Players who do not return to participate in the remainder of a match must have their number recorded with the Interchange Steward.

Should the Interchange Steward observe the teams being lined up for the purpose of a team count, he should attend to assist the Field Umpire if required.

If a player is shown any card by the central umpire, the player's number and the time the card was shown must be recorded on the interchange sheet. The player must leave the ground via the "marked lines".

Player's leaving the ground under the "blood rule" should also be noted.

Breaches of any of these instructions must be noted on the Sheet.

7. INTERCHANGE

7.1 INTERCHANGE STEWARD – APPOINTMENT AND DUTIES

A Controlling Body may appoint two Interchange Stewards to officiate during a Match. The Interchange Stewards shall:

- (a) be positioned throughout the Match at or near the Interchange Area;
- (b) monitor and approve the interchange of Players made by each Team during a Match; and
- (c) report to the field Umpire any infringement by a Team of this Law 7.

7.2 PROCEDURE FOR INTERCHANGE

The following procedure shall apply to the interchange of Players during a Match who are listed on the Team Sheet:

- (a) unless Law 7.3 applies, the Players intending to interchange shall leave and enter the Playing Surface through the Interchange Area;
- (b) where a Player does not leave or enter the Playing Surface as specified under Law 7.2(a), the Interchange Steward shall report the breach to a field Umpire and the following shall apply:
 - (i) the field Umpire shall stop play at the first available opportunity;
 - (ii) a field Umpire shall award a Free Kick to the nearest Player of the opposing Team; and
 - (iii) a Fifty Metre Penalty shall then be imposed from the position where the Free Kick was awarded. For the avoidance of doubt, Law 7.2 operates in conjunction with Law 5.5 where a Team has more than the permitted number of Players on the Playing Surface.

7.3 USE OF STRETCHER

7.3.1 Health and Safety of Player

Any Player who is injured during a Match and who, in the opinion of a doctor, trainer or Official, requires the assistance of a stretcher, shall be attended by the Team's training staff and a stretcher as soon as possible so as to ensure the health and safety of the Player.

7.3.2 Procedure

Where a stretcher is required, the following procedure shall apply:

- (a) upon being advised or noticing that a Player requires a stretcher, the field Umpire shall stop play at the earliest opportunity and unless a doctor considers or it is apparent that it is unsafe to do so, the Player should be removed from the Playing Surface on the stretcher by the shortest possible route and taken directly to their Team's change rooms;
- (b) a Team may replace the injured Player with a Player listed on its Team Sheet, who must enter the Playing Surface via the Interchange Area;
- (c) the Interchange Steward may allow the Player who is replacing the injured Player to enter the Playing Surface before the injured Player is removed from the Playing Surface;
- (d) once the injured Player has been removed from the Playing Surface, the field Umpire shall recommence play as follows depending on the circumstances:
 - (i) where the football was in dispute at the time play was stopped, by throwing up the football;
 - (ii) where the football was Out of Bounds at the time play was stopped, by directing the boundary Umpire to throw the football in;
 - (iii) where a Player had possession of the football at the time play was stopped, by awarding a Free Kick to the Player; and
 - (iv) where a Player had been awarded a Free Kick or a Mark at the time play was stopped, by allowing the Player to dispose of the football;
- (e) a Player for whom a stretcher was called shall not resume playing for a period of 20 minutes (excluding intervals between quarters) from the time when the Player left the Playing Surface. After the 20 minute period has expired, the Player may be interchanged in accordance with the procedure set out under Law 7.2 provided the Player is able, having due regard to their health and safety, to resume playing in the Match; and
- (f) where a stretcher enters the Playing Surface but the Player elects to walk off, all provisions of Law 7.3.2 apply but the Player may go to the Interchange Bench.

7.4 BREACH OF LAW 7

The Interchange Steward or field Umpire, as the case may be, shall advise the Controlling Body of any breach of this Law 7.

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DUTIES OF MATCH MANAGER AND TEAM MANAGER **(per requirements of NWFL Rules and Regulations** **Other duties per club requirements.)**

21. MATCH MANAGER

- 21.1 It shall be the responsibility of each Club to appoint a Match Manager for roster games played at its home ground or at other venues at which they are deemed by the League to be the home club (i.e. finals).
- 21.2 Each home club is to make available to visiting teams a computer for the correction or updating of team lists on PlayHQ or its successor.
- 21.3 It shall be the responsibility of the League to appoint a Match Manager for any finals game, representative game or game other than a roster game played under the League's jurisdiction. It shall be the responsibility of the Match Manager to appoint all other persons not otherwise herein mentioned necessary for the efficient running of a game including ball boys and scoreboard attendants.
- 21.4 The Match Manager shall be responsible for the collection of team lists from Team Managers and their distribution to the umpires and interchange steward and collection at the conclusion of the game.
- 21.5 The Match Manager shall be responsible for the supply of suitable approved footballs for use in the game to the umpires prior to the start of each game.
- 21.6 The Match Manager shall within twenty (20) minutes of the conclusion of a game or at such other time as the umpires may so request attend the umpires' change rooms. If any report has arisen from that game it shall be the Match Manager's duty to inform the relevant players or Team Managers of such report and to hand over all relevant paperwork. Failure to attend shall not in any way invalidate a duly completed report by an umpire.
- 21.6.1 The Match Manager shall either hand deliver, transmit electronically or email the Report details to: League office and both Clubs – only one if the other Club is not involved in any way.
- 21.7 The Match Manager shall be responsible for ensuring information is transmitted electronically including team lists, match statistics and other matters as required by the PlayHQ program or its successor within one hour of the conclusion of the senior game
- 21.7.1 The Match Manager shall ensure that all team lists entered into PlayHQ are identical with the umpire signed team lists collected and returned in the Match envelope.
- 21.8 The Match Manager shall be responsible for the distribution to the relevant parties, the collection of, and return to the League of all documents, forms, voting slips etc. constituting the Match Envelope (see Competition Rules & Regulations 33) and any other such documents that the League may from time to time determine.
- 21.9 The Match Manager shall transmit the Official Match Day Summary - Reported Players Information Sheet, including occasions when "All Clear" is written across it, to the league within one hour of the final game of the day concluding.
- 21.10 Any Club whose Match Manager fails to fulfil their duties herein contained may be liable for any penalty (refer Appendix 1) imposed by the Executive with respect to such failure.

22. TEAM MANAGER

- 22.1 Each Club shall appoint for each game in which that Club appears a Team Manager.
- 22.2 The Team Manager is responsible for providing an accurate team sheet to the Match Manager 20 minutes before the game starts.
- 22.3 Within 15 minutes post-game, the Team Manager must submit details of goal kickers and best players to the Match Manager.
- 22.4 Any Club whose Team Manager fails to fulfil their duties herein contained may be fined (see Appendix 1) and otherwise dealt with as the Match Committee deems fit.

Please note: 21.9 is for Senior Game Days only.

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RULES AFFECTING SUPPORT AND MEDICAL STAFF

The following NWFL Rules & Regulations apply to medical and other support staff.

(It is also a requirement of the league that each club has always at least one accredited trainer present while matches are in progress.)

23. ON-GROUND CLUB OFFICIALS

- 23.1 No unauthorised person shall be permitted to enter the playing surface during a game, other than at the $\frac{1}{4}$, $\frac{1}{2}$ or $\frac{3}{4}$ time breaks.
- 23.2 Authorised persons are as follows (all must be marked on the team sheet):

-
- 23.2.1 The registered and accredited head coach of a team as well as up to (not exceeding) three assistant coaches who at all times must stand a minimum of two metres away from the boundary line.
 - 23.2.2 Players listed on the team sheet for that game.
 - 23.2.3 Up to (not exceeding) two runners who comply with Competition Rule & Regulation 25.
 - 23.2.4 Team manager as per Competition Rule & Regulation 22.
 - 23.2.5 Up to (not exceeding) four water carriers who comply with Competition Rule and Regulation 24.
 - 23.2.6 Club trainers and support staff who comply with Competition Rule and Regulation 24.
 - 23.2.7 Interchange steward who complies with Competition Rule and Regulation 26.
 - 23.2.8 Duly registered medical practitioners, members of St John Ambulance or other approved first aid attendants when and for so long as is necessary to attend an injured player.
 - 23.2.9 The President and/or Junior Coordinator of each competing Club and/or a member of the executive (in company) where they, in case of emergency, mutually agree it is necessary to confer with the umpires.
 - 23.3 Umpires shall report any infringement of this Competition Rule & Regulation.
 - 23.4 All head coaches must be accredited. If a head coach takes to the field and is not accredited that club/individual will be fined (Appendix 1).

24. MEDICAL AND SUPPORT STAFF

- 24.1 All runners and support staff must be a minimum of 15 years of age and may be registered players provided they are not participating in the game for which they are acting as a runner or support staff. Water carriers for under-age games can be younger than the age of 15 but the club is to ensure they understand their role and responsibilities.
- 24.2 Support staff may enter the playing arena during the course of a game to attend to an injured player or to supply fluids to players. Support staff shall not be permitted to deliver messages to players.
- 24.3 No Club shall allow a person to act as support staff and enter the playing arena unless they have been registered on the Team Sheet.
- 24.4 Support staff from each competing Club and any approved independent first aid attendants may be permitted to occupy seats between the inside arena fence and the boundary line during the course of a game for which they have been listed.
- 24.5 Support staff must wear easily distinguishable uniforms, with a number and clear club identification, as specified by the Board.
- 24.6 A Club's medical practitioner is permitted to wear civilian attire but must at all times whilst within the playing arena be identifiable by an armband indicating their position and Club.
- 24.7 Medical and support staff shall not stay on the ground longer than is reasonably necessary to fulfil their duties.

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CHANGE OF PLAYER GUERNSEY DURING MATCH AND PROTECTIVE EQUIPMENT

5.4 REPLACEMENT GUERNSEY

Each Team shall ensure that a replacement guernsey is available for each Player participating in a Match.

5.4.1 CHANGE OF PLAYER GUERNSEY DURING MATCH

Where it becomes necessary to replace a guernsey worn by a Player during a Match and the replacement guernsey displays a different number, the Team Runner shall advise the Interchange Steward and the field Umpire at the first available opportunity. Upon being advised, the Interchange Steward or the Team Manager shall make an appropriate amendment to the Team Sheet.

Change of guernsey may occur due to blood, ripped jumper etc.

18. PROTECTIVE EQUIPMENT

- 18.1 No player shall be permitted to take the field in any protective equipment including head guards, braces, supports, guards and other items without those items having been individually approved by the Match Committee. The General Manager shall maintain a record of approvals with a copy made available to the relevant umpiring authority.
- 18.2 A player given approval to wear such individual equipment shall not be subject to the Laws of Australian Football with regard to the wearing of such equipment.

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7.3 USE OF STRETCHER

7.3.1 Health and Safety of Player

Any Player who is injured during a Match and who, in the opinion of a doctor, trainer or Official, requires the assistance of a stretcher, shall be attended by the Team's training staff and a stretcher as soon as possible so as to ensure the health and safety of the Player.

7.3.2 Procedure

Where a stretcher is required, the following procedure shall apply:

- (a) upon being advised or noticing that a Player requires a stretcher, the field Umpire shall stop play at the earliest opportunity and unless a doctor considers or it is apparent that it is unsafe to do so, the Player must be removed from the Playing Surface on the stretcher by the shortest possible route and taken direct to their Team's change rooms;
- (b) a Team may replace the injured Player with a Player listed on its Team Sheet, who must enter the Playing Surface via the Interchange Area;
- (c) the Interchange Steward may allow the Player who is replacing the injured Player to enter the Playing Surface before the injured Player is removed from the Playing Surface;
- (d) once the injured Player has been removed from the Playing Surface, the field Umpire shall recommence play as follows depending on the circumstances:
 - (i) where the football was in dispute at the time play was stopped, by throwing the football;
 - (ii) where the football was out of bounds at the time play was stopped, by directing the boundary Umpire to throw the football in;
 - (iii) where a Player had possession of the football at the time play was stopped, by awarding a Free Kick to the Player;
 - (iv) where a Player had been awarded a Free Kick or a Mark at the time play was stopped, by allowing the Player to dispose of the football.
- (e) a Player for whom a stretcher was called shall not resume playing for a period of 20 minutes (excluding intervals between quarters) from the time when the Player left the Playing Surface. After the 20-minute period has expired, the Player may be interchanged in accordance with the procedure set out under Rule 7.2 provided the Player is able, having due regard to their health and safety, to resume playing in the Match;
- (f) Where a stretcher enters the Playing Surface but the Player elects to walk off, all provisions of law 7.3.2 apply but the Player may go to the Interchange Bench.

7.4 INTERCHANGE STEWARD NOT AT MATCH

Where an Interchange Steward is not in attendance at a Match, the field Umpires or emergency Umpire(s) shall perform the duties that the Interchange Steward would have otherwise performed. A Team shall only advise the field Umpire or emergency Umpire of its intention to make an interchange during a period when time is being added on to the playing time in accordance with Law 10.

7.5 BREACH OF LAW 7

The Interchange Steward or field Umpire, as the case may be, shall advise the Controlling Body of any breach of this Law 7.



MEMO TO CLUB TIMEKEEPERS 2024

UNDER 12, UNDER 14 BOYS & GIRLS

- a) Four x 15 minute quarters – no time on.
- b) 3 minute break at quarter time and three quarter time.
- c) 5 minute break at half time – stay on the ground

UNDER 17 GIRLS

- d) Four x 15 minute quarters – no time on.
- e) 5 minute break at quarter time and three quarter time.
- f) 10 minute break at half time.

UNDER 16

- g) Four x 18 minute quarters – no time on.
- h) 5 minute break at quarter time and three quarter time.
- i) 10 minute break at half time.

NOTE: Not with-standing the above, if a stretcher is required to transport an injured player, time on will be observed.

The central umpire will signal time on in such an event and then subsequently signal time off when completed.

Morgan Hughes
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Game Day – Numbers on the Field

Each team can name a team of 24 players, however only 18 players can be on the field at any one time. The minimum number of players on the field for juniors is 14. The exception for this is Under 14 girls – if they have 12 players then the field can be shortened as per the Match Conditions and mutual agreement from both clubs to shorten the field and play with less numbers.

If playing with 14 players – All 14 players begin the game on the field. There is no interchange bench. Once a player is injured or leaves the field, that team is required to forfeit as they do not have the required minimum of players on the field. Points will be awarded to the opposing team.

If playing with 15 players – 14 players begin on the field with 1 player on the interchange bench.

If playing with 16 players – 14 players begin on the field with 2 players on the interchange bench.

If playing with 17 players – 15 players begin on the field with 2 players on the interchange bench.

If playing with 18 players – 16 players begin on the field with 2 players on the interchange bench.

If playing with 19 players – 16 players begin on the field with 3 players on the interchange bench.

If playing with 20 – 24 players – 18 players begin on the field with the remaining players on the interchange bench.

These are the rules of the NWFL and need to be followed. There cannot be an uneven amount of players on the field. If the opposing team refuses, and play begins, then you can ask the umpire for a 'head count' where play will be stopped and the number of players counted. Game points can be lost if one team has more players on the field than the other.

However, the whole idea of junior football is to **encourage the players to play football and enjoy the game** which will ensure our football clubs have players to enter their Women, Colts, Reserve and Senior teams, keeping our football clubs viable.

All players need to **enter and exit** the playing field via the interchange area during the game. Please make sure your coaches point this out to the players before games, especially to new players who are just learning the game.

Junior Competition 2023 – Umpires/Coach Notes



“To provide an environment that best develops and showcases each individual’s talents regardless of shape or size”
(2017 AFL National Talent Development Philosophy)



Purpose

- To reduce the density of player numbers around the football to provide an opportunity for all players to showcase their skill sets.
- To promote and teach the art of one-on-one football to all underage players.
- To continue to promote and harbour learning environments which encourage players to develop and showcase their repeatable skills (kicking, hand passing, decision making, marking, speed, lateral movement, etc.) without relying on their physical size.

Guiding Principles

- 5 Forwards to play inside their attacking half (2 Inside Forward 50) *Note: Defenders must also abide by the same principle though not necessarily man on man.*
- No “Tagging” players whose sole purpose is to prevent an opposition player gaining possession are permitted at any time.
- At stoppages, 5 Forwards and Defenders must re-set to their required starting position and be in position by time of ball-up.

Centre Bounce Set-up

- All 6 Forwards (5 if 16-a-side) are to start behind the line of the centre square. Wings are the only players to start around the sides of the square.
- Minimum of 2 Forwards are to start inside Forward 50.
- Defenders must abide by the same principle. (Note: They don’t necessarily have to play man on man however they must start behind the back of the Centre Square and must also have 2 Inside Defensive 50)

Kick-Ins (Slow Play)

- The team kicking-in must have minimum of 5 Forwards within its Attacking Half (minimum of 2 players inside Forward 50) until the ball is brought into play.
- Defenders must abide by the same principle (Note: They don’t necessarily have to play man on man however they must start with a minimum of 5 Defenders inside the Defensive Half and must also have 2 inside Defensive 50).

Penalties/Sanctions

If players are out of zone by time of ball up or a loose man is employed as a plus one in defence, a free kick may be paid. In youth age games (U12 to U17) umpires can advise the League on multiple breaches of these rules. Coaches of teams persistently not following the rules may be sanctioned with demerit points or be penalised under the code of conduct.

INTERCHANGE: Allowance has to be made for players making way to and from interchange.

Players previously involved in play and who are making way back to required position should not be penalised.

LAST DISPOSAL

This law only applies in middle of the ground (between the 50m arcs)

A Free Kick will be paid if a player

- A) **Kicks** or **Handballs** the football over the boundary line without the football being touched by another player
- B) The ball is **kicked** off the ground, *including if it is accidental*
- C) **Handballed** over the line accidentally (e.g. Whilst being tackled)

A Free Kick will not be paid, and a boundary throw in/ball-up will occur if a player

- A) Deflects a ball out of bounds with their hand, (i.e. spoil) or a part of their body
- B) Who does not have possession stops the football being touched by an Opposition Player by Shepherding the ball across the Boundary Line where the ball could have otherwise been touched by the player being blocked, then the umpire will not award a free kick but will instead order a boundary throw in/ball-up

Definitions

Kick or Kicking: in relation to disposing of the football, means contacting the football with any part of the players leg below the knee.

Handball: the act of holding the football in one hand and disposing of it by hitting it with a clenched fist of the other hand.



KICKING OFF THE GROUND – MODIFIED (U12 & U14G)

Kicking off the ground is not permitted unless accidental.

No kicking off the ground in NWFL Under 12 Boys and NWFL Under 14 Girls is permitted unless accidental.

In a player's development years, the ability to enhance the skill of picking the ball up takes precedence over the need to kick it off the ground.

Although it might be argued that this is a skill, the AFL recommendation for introductory age groups does not allow it in AFL Junior rules to enhance development of possession and disposal skills by making players gain control of the ball. Having done so, they then might take a bounce, but then they must kick or handball to a teammate while under limited or no pressure. Such possession and disposal skills are vital to the development of all players.

If the kick off the ground was accidental then no free kick needs to be given (umpires discretion), only if a goal occurs as no goals should be awarded for a kick off the ground.

Definitions

Kick or Kicking: in relation to disposing of the football, means contacting the football with any part of the players leg below the knee.

Kicking off the ground: any 'soccer kick' where a player does not touch the ball but kicks it whilst on the ground



The Mercy Rule is mandatory for U/12 Boys and U/14 Girls.

- Once a team has reached a lead of 60 points, the timekeeper will sound the siren (3) three times signalling that the scoreboard has ceased. The game will continue.
- Once margin in match has reached 60 points from each goal thereafter at the centre restart a free kick is taken by the trailing team.
- All mid zone players must start behind the centre line when this free kick is awarded.
- The recording of goal-kickers will continue. It will be the responsibility of each team manager to record the full name and amount of any further goals once the scoreboard has ceased.
- These are to be recorded on the side or bottom of the team sheet, for the coordinator/administrators to pass onto the league via normal match paperwork requirements.
- The league will maintain records of these goal-kickers to be included in the end of season awards.
- The winning team will only be credited with a 60 point win. The score when the scoreboard ceased – is the final score and is the score that will be recorded on PlayHQ.
- When the mercy rule is invoked, both coaches MUST then do their best to mix the teams in a sportsman like manner to ensure an even contest.

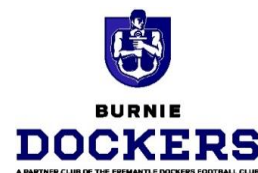
APPENDIX 6

Junior & Youth Match Conditions

Phase	Under 12 Boys	Under 14 Boys	Under 16 Boys	Under 17 Girls	Under 14 Girls
Numbers on Ground	18 a side (Anti Density & 6/6/6 starting positions)				
Minimum Team	14; equal numbers apply on field when less than 18			12; equal numbers apply on field when less than 18	
Teams with fewer than 20 players on match day	19 = 16 on field + 3 interchange d. 16 = 14 on field and 2 interchange 18 = 16 on field + 2 interchange e. 15 = 14 on field and 1 interchange 17 = 15 on field + 2 interchange f. 14 = 14 on field and no interchange The number of players in the opposition team shall be up to a maximum full team list of 24 available players. Equal ON FIELD numbers required at all times.				
Maximum Team	24 is the maximum number that can be selected on team list on gameday.				
Oval Size	Full Size			Full size – can be shortened	
Match Length	4 x 15 min		4 x 18 min	4 x 15 min	
Breaks	¼ time 3 minutes, Half time 5 minutes, ¾ time 3 minutes		¼ time 5 minutes, Half time 10 minutes, ¾ time 5 minutes	As U12/U14 boys	
Competition Details	The League's position is that all players in roster matches, play a minimum of two (2) full quarters or [equal game time if disparity in numbers of football unless injured or disciplined] Minimum time played on ground must be 2 full quarters or equivalent as per NWFL rules. All clubs must utilise the Rookie Me Play app that is supplied by the NWFL and submit their time on ground.				
Mercy Rule	Yes	Not applicable in Under 14B/Under 16B/Under 17 Girls			Yes
Match ball (Yellow)	Leather size 3	Leather size 4	Leather size 5	Leather size 4	Leather size 3
Out of Bounds	Last Possession (kick or handball) out of Bounds in midzone (between 50m arcs). Ball up 15m in from boundary in end zones by field umpire. Ball up will occur if off-hands (between arcs) A deliberate out of bounds may be awarded if umpire deems that it was a deliberate act.				
Contact	Tackling permitted as per Laws of Australian Football				
Kick off the ground.	Not Permitted	Permitted			Not Permitted
Marking	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 15m.				
Kick Ins	Man on the mark to be 10m from the edge of goal square.				
Penalties	25m penalty, at umpire's discretion	50m penalty, at umpire's discretion			25m penalty, at umpire's discretion
	Players can be ordered off at the umpire's discretion; Green Card 15min, can be replaced; Red Card rest of match and reported, can be replaced. In all Under 16/Under 17 Girls games any carded players CANNOT be replaced for the duration they are sent off.				
Field Umpires	Each team supplies x 1				
Goal Umpires	Each team supplies x 1				
Runner	2 per team permitted (only one within the field of play at any time)				

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