



**RIVERLAND FOOTBALL LEAGUE  
(RFL)  
INCORPORATED**

**BY-LAWS**

# RIVERLAND FOOTBALL LEAGUE

## BY-LAWS

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# Riverland Football League

## By-Laws

### 1. Affiliation Club Fees

A grade, B grade and U/18s	\$800 including GST
U/13s and U15s Registration	\$11 per team including GST

#### 1.1 Riverland Competitions

The League shall comprise of two (2) competitions which shall be called the Riverland competition and the Riverland Women competition. The two (2) competitions shall consist of the following Football Clubs.

#### 1.2 Club's and team colours

Barmera Monash Football Club	Pale Blue and Navy Blue
Berri Football Club	Navy Blue and Red
Loxton Football Club	Black and Gold
Loxton North Football Club	Navy Blue and White
Renmark Football Club	Royal Blue and White
Waikerie Football Club	Black and White

### 2. Registration

All players and officials (including but not limited to coaches, assistant coaches, team managers, runners and trainers) must have completed and lodged their online registration on PlayHQ prior to their first game.

Where necessary, any registered participant must hold appropriate accreditation for their position.

- |                |         |                   |         |
|----------------|---------|-------------------|---------|
| • Coach        | Level 1 | • Assistant Coach | Level 1 |
| • Team Manager | N/A     | • Trainer         | Level 1 |
| • Runner       | N/A     |                   |         |

### 3. Players

#### 3.1 Registration of players

3.1.1 All players shall be registered annually through the PlayHQ online system prior to the first match of the League season.

3.1.2 A player who has obtained registration by means of a false statement or without the necessary qualifications shall be summoned to appear before the League Tribunal and disqualified for a minimum three matches.

#### 3.2 Playing an unqualified player

3.2.1 No Club shall play any player who is unregistered or who for any reason whatsoever is unqualified. A Club breaking this rule shall forfeit the match.

3.2.2 The Riverland Football League Inc may fine the club an amount up to, but not exceeding \$2,000.00 for a breach of any registration, permit, clearance or qualification By-Law.

3.2.3 The club in dispute will forfeit the match and premiership points which will be allocated to the opposition team.

#### 3.3 Playing a disqualified player

3.3.1 No club shall play any player who is under disqualification by any Australian Football authority whether the authority is affiliated with the League or not. Any Club, having

received written notice from that League Executive officer that a player has been disqualified or fined, which plays a disqualified player or a player who's fine has not been paid, shall forfeit the match in which it plays such a player and in addition, be fined an amount of up to, but not exceeding \$2,000.00 by the League Tribunal.

3.3.2 Any dispute regarding a disqualified or unqualified player will be dealt with as in **rule 32 RFL Fines**.

3.3.3 The club in dispute will forfeit the match and premiership points which will be allocated to the opposition team.

### **3.4 Clearance**

3.4.1 No player shall be permitted to play in this League until they have achieved the below (2) two requirements:

3.4.1.1 Obtained a clearance from the Club and affiliated league in which he last played, on an appropriate clearance form.

3.4.1.2 Registered for his new club

3.4.2 In the event of any Club in this League refusing a player a Clearance to any other Club in this League or delaying the Clearance, the League Tribunal, after hearing evidence may grant a clearance to such player.

3.4.3 No player who is under any disqualification shall be granted a Clearance from this League or by any Club of this League until such disqualification has been served.

### **3.5 Transfer Fees**

3.5.1 No South Australian National Football League Inc (SANFL) affiliated league club shall demand or receive a transfer fee for a player transferring between two affiliated league clubs either within the same affiliated league or between affiliated leagues.

3.5.2 Any allegations of a breach of this regulation shall be referred to the League Commission for investigation.

3.5.3 Any affiliated league club which commits a breach of this regulation shall be liable to a fine of \$2,000.00.

### **3.6 Regulations and Procedure for Appeals**

3.6.1 Any player registered with an affiliated league club who is refused a clearance to transfer from one club in the League in which he is registered to another club in the same League, may appeal against that refusal to the League Independent Tribunal.

3.6.2 Any such appeal must be directed to the League Independent Tribunal through the League Secretary.

3.6.3 Any player registered with an affiliated league club who is refused a clearance to transfer from the affiliated league in which he is registered to another affiliated league within the same Affiliated League Council Zone, may appeal against that refusal to the Zone Independent

3.6.4 Any such appeal must be directed to the Zone Independent Tribunal through the Affiliated League Council Zone Councillor by the Secretary of the Affiliated League to which the player has sought the clearance.

3.6.5 Any player registered with an affiliated league club who is refused a clearance to transfer from the affiliated league outside of the Affiliated League Zone from which he desires a clearance, may appeal to the Commissioner for Country and Junior Football.

- 3.6.6 Any such appeal must be directed to the Commissioner for Country and Junior Football at the registered offices of the South Australian National Football League by the Secretary of the affiliated league to which the player has sought the clearance.
- 3.6.7 No affiliated league player may appeal against a refused clearance after July 31st in any year.
- 3.6.8 Any person disqualified or suspended by an Affiliated League for a period which shall be in excess of the period in which the next ten (10) matches of the team for which he was playing, or officiating shall participate may appeal to the Commissioner for Country and Junior Football against such disqualification or suspension.
- 3.6.9 Any such appeal must be directed to the Commissioner for Country and Junior Football at the registered offices of the South Australian National Football League by the Secretary of the Affiliated League with which the player is registered within twenty eight (28) days of such suspension being imposed.
- 3.6.10 An appeal for clearance shall be made in writing and lodged, along with a further clearance application completed by the player, with the person provided for in the above regulations.
- 3.6.11 The player shall at the time of lodging his appeal pay to the Secretary of the league receiving the appeal a prescribed fee of \$250.00 and the Secretary receiving the fee shall acknowledge receipt of such fee and shall not be obliged to proceed further with the appeal until such prescribed fee has been received. The above mentioned fee will be forfeited by the person appealing if in the opinion of the body hearing the appeal, it is considered frivolous. Otherwise, it shall be refunded to the appellant.

### **3.7 Reporting of players**

- 3.7.1 Players guilty of detected breaches of the laws of the game must be reported. The Field umpire/s, Reserve Umpire, Goal umpires and Boundary umpires, Official of the League and a Club President shall have the power to report.

In addition, in the absence of the Club President that the Vice President or Club Proxy shall also have the power to report providing these nominated persons are lodged to the League prior to the start of the season.

However, any umpire present at a game can report breaches to the Commission.

- 3.7.1.1 Such charges shall be in writing, giving full particulars of the matter complained of and delivered to the Regional SANFL Football Operations Coordinator before 1.00pm on Monday or the first working day after the match. A fee of \$250.00 will be applicable.
- 3.7.1.2 The League shall cause a copy of the charge to be delivered to any person alleged in such charge to have committed any infringement of these Rules and shall inform such person of the time and place of the hearing of such charge.
- 3.7.1.3 Any charge under this rule will be heard by the League Tribunal within seven (7) days of the date of receiving the complaint.
- 3.7.1.4 Where a charge under this rule has been found to be proved, the Commissioner may inflict such a penalty either by way of censure, fine, suspension or disqualification as they think it.
- 3.7.1.5 Any person reported under **rule 3.8** shall have the right to be represented by one (1) advocate only. Must be a delegate or office bearer of the Club to which the accused person belongs. The advocate cannot be a member of the legal profession.

- 3.7.1.6 The League Tribunal shall forward any finding to the League Secretary immediately following such hearing.
- 3.7.2 When an umpire has cause to report a player/s, he shall at the termination of the match, lodge the charge within the online OfficialHQ portal. OfficialHQ will then send an email alert to the nominated email/s for any report lodged online.
- 3.7.3 Each club shall be responsible for the attendance of an official at the door of the Umpires room at the termination of the match, to sign a report from the Umpire. Clubs failing to do so, may incur a fine.
- 3.7.4 On receipt of the email report, the Club shall ensure the accused player/s attend the hearing. The accused player/s and advocate may give evidence and call witnesses and question all witnesses giving evidence. Should the accused fail to attend, the tribunal may proceed to deal with the charge in his absence. The field umpire's charge may be supplemented by written evidence and an official of the Club or Club concerned shall be required to attend the hearing. The time, day and place of the meeting of the tribunal shall be determined by the Commission.
- 3.7.5 A player, against whom a charge has been made of a breach of the laws of the game, shall not be eligible to play until the League Commissioners have adjudicated upon such charges. (This applies to juniors who plan to play a senior's game later that day.)
- 3.7.6 A player may not serve all or any part of a suspension given under a discretionary sentencing agreement in the round in which he was reported.

**4. Officials**

Clubs will need to provide goal, boundary or field umpires for matches in which the Riverland Football League Umpires Association cannot field official umpires. In addition, one Match Day Official shall be appointed to officiate at all matches and that Match Day Official shall be provided by the visiting team. The Match Day Official shall wear the green vest provided by the Riverland Football League."

**5. Boundary Umpires**

To be dressed in appropriate clothing and footwear, shorts – no long pants. If officiating an A Grade match, club boundary umpires must be 16 years or over. If a club fields boundary umpires under 16, it must field two for each side of the oval wearing vests provided by the club and approved by the RFL.

**6. Team Sheets - PlayHQ (Online)**

Team sheets must be completed for all matches on PlayHQ by 9.00pm on the Thursday prior to each game. Team sheets must include the following: Players and their respective jumper number, player starting positions, captains and vice captains, coach and (if any) assistant coaches, runner, team manager, trainer(s) and water carrier(s) who will be located in the coaches' box.

This allows game information to be included in the weekly "Game Plan" program.

Any changes to team sheets must be updated on PlayHQ no later than 12 noon on the following Monday.

**7. Official Team Runner**

Must wear the top specified by the league and shorts, providing they are not football shorts. The runner's vest must have the name of his club clearly marked and the word RUNNER endorsed on the rear. All uniform apparel is to be approved by the league.

The runner must not enter the playing arena for any other purpose than to take a message from the coach of a participating team, or from that coach's nominee, to a specific player. The runner

must not remain on the ground for any longer than reasonable to carry out this purpose and under no circumstance are not allowed to coach on the field.

## **8. Trainers and Water Carriers**

Trainers shall wear black shorts or long black pants and white vest.

Water carriers shall wear a pink vest with water carrier written on the back. Short colour can be elected by the volunteer.

Trainers must not enter the playing arena for any other purpose than to attend to an injured player and shall not remain on the ground for any longer than reasonable to carry out this purpose. Water carriers must not enter the playing arena for any other purpose than to provide a drink to a player and shall not remain on the ground for any longer than reasonable to carry out this purpose.

Trainers and water carriers are not to be coaching players while on the field.

- Trainers – White vest
- Water Carriers – Pink vest
- Team Runner – Orange vest

All uniform apparel is to be approved by the league.

## **9. Use of Stretcher**

### **9.1 Health and Safety of the 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.

### **9.2 Procedure**

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

- 9.2.1 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.
- 9.2.2 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.
- 9.2.3 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.
- 9.2.4 once the injured player has been removed from the playing surface, the Field Umpire shall recommence play as follows depending on the circumstances:
  - 9.2.4.1 Where the football was in dispute at the time the play was stopped, by throwing up the football.
  - 9.2.4.2 Where the football was Out of Bounds at the time play was stopped, by directing the boundary Umpire to throw the football in.
  - 9.2.4.3 Where a Player had possession of the football at the time play was stopped, by awarding a Free Kick to the Player.
  - 9.2.4.4 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.



9.2.5 A Player for whom a stretcher was called shall not resume playing for a period of twenty (20) minutes (excluding intervals between quarters) from the time when the Player left the playing Surface. After the twenty (20) minute period has expired, the Player may be interchanged provided the Player is able, having due regard to their health and safety, to resume playing in the Match; and

9.2.6 Where a stretcher enters the playing surface but the Player elects to walk off, all provisions of **rule 9.2** applies but the Player may go to the Interchange Bench.

## 10. **Concussion Management**

Guidelines have been published by the Australian Football League (AFL) as a position statement on the management of concussion in community football and junior competitions of Australian Football. The guidelines have been developed by the AFL Concussion Working Group Scientific Committee.

We encourage all trainers, first aiders, players and caregivers to download the HeadCheck app. HeadCheck is an evidence-based app developed by leading concussion experts and is a concussion management tool to help recognise concussion early and manage recovery.

Initial Management:

- Recognise the signs and symptoms of a suspected concussion
- Remove any player with a suspected concussion
- Refer the player to a medical doctor for assessment
- Where there is no medical doctor present to assess the player, or the diagnosis of concussion cannot be ruled out at the time of injury, the player must not be allowed to return to play in the same match / training session

Following a Concussion:

- A brief period of complete rest (24-48 hours)
- Return to symptom limited activity (e.g., reading, watching TV, walking) while recovering from concussion
- After recovering from all concussion-related symptoms, return to a graded loading program (with monitoring)
- Get medical clearance before returning to full contact training or competitive contact sport
- The earliest that a player may return to play (once they have successfully completed a graded loading program and they have obtained medical clearance) is on the 12th day after the day on which the concussion was suffered

Recovery Period:

- The recovery period will be variable in length across different people and level of injury
- Children and adolescents typically recover slower and a more conservative approach is important
- Review with a medical doctor, and a more conservative approach, is important in players with a history of concussions or where there is a recurrence of symptoms at any stage during the return to play program

Further information can be obtained <https://sanfl.com.au/communityfootball/policies/>

## 11. **Official score sheets and lodging game results**

Official score sheets must be completed by both teams at the end of the match on PlayQH (online) team sheet and must list best players and goal kickers.

NOTE: No manual paperwork is now required from the 2022 season.

Both grade team managers are to confer post game and check scores that best players and goal kickers are correct in PlayQH online by 5.45pm on match day, or within fifteen (15) minutes of the end of the match.

**12. Payment for umpires**

Payment and umpire's fees are endorsed and voted on at either an Annual General Meeting (AGM) or Delegates Meeting. Payments are made by direct debit into a nominated bank account by Wednesday following the match.

**13. Players' age limits**

Under 9's on 1st January  
Under 11's on 1st January  
Under 13's on 1st January  
Under 15's on 1st January  
Under 18's on 1<sup>st</sup> January

**14. Junior Player – Player up an age level or down an age level**

Junior grades have been limited to a maximum 3 year age gap of players. As such no player at the age younger than the permitted 3 year age gap of any grade be allowed to participate in that grade.

**15. Admission Fees**

Admission fees are to be reviewed annually by the League at the AGM.

Adults	\$7.00
Pensioner/Children (15 years and over)	\$5.00
Children under 15	Free
Concession	\$5.00
Family tickets	\$14.00
Early bird	\$4.00

Early bird stops at commencement of U/15s match at 9.58am

Finals admission to be determined by Riverland Football League Commission

**16. Interleague and Zone Football**

16.1 Any player selected in any Riverland Football League team or training squad, who neglects to or refuses to play or train for such match without lawful or reasonable excuse shall be disqualified for a period of not more than two (2) matches. The Riverland Football League Tribunal shall be the sole judge of the legitimacy or reasonableness of any excuse.

16.2 Any player under suspension must serve his suspension in club games before he is eligible to play representative football.

16.3 In the event that a player is censured, fined, disqualified or suspended by the League Tribunal for a breach of **rule 19.4.2**, any penalty imposed by the tribunal will not cause that player to be ineligible for any best and fairest medals and or awards in either competition of the League

**17. Game times**

**Juniors**

17.1 **Under 13** games should commence at 8.45am and should finish by 9.51am. The quarters will be 14 minutes long, with no time on.

- High frost mornings – Under 13 match to start at 9:00am with 2 x 20 minute halves instead of 4 x 14 minute quarters for Under 13 to allow for late start

- Severe frost mornings Under 13 games to be cancelled
- Under 13 coaches – will decide on the above options

U/13	1 <sup>st</sup> Quarter	8:45am	14 minute quarters
	Quarter time	8:59am	
	2 <sup>nd</sup> Quarter	9:02am	
	Half time	9:16am	
	3 <sup>rd</sup> Quarter	9:20am	
	3 Quarter time	9:34am	
	Last Quarter	9:37am	
	Finish	9:51am	

- 17.2 **Under 15** games will commence at 9.58am and should finish by 11.12am. The four quarters will be 16 minutes long, with no time on.

U/15	1 <sup>st</sup> Quarter	9:58am	16 minute quarters
	Quarter time	10:14am	
	2 <sup>nd</sup> Quarter	10:17am	
	Half time	10:33am	
	3 <sup>rd</sup> Quarter	10:37am	
	3 Quarter time	10:53am	
	Last Quarter	10:56am	
	Finish	11:12am	

### Seniors

- 17.3 **Under 18's** games will commence at 11.20am and should finish by 12.52pm. The first two quarters will be 19 minutes long, with no time on and the timekeepers will assess the time available at half time and make any adjustment they deem necessary to ensure the game is completed in the allocated time.

U/18	1 <sup>st</sup> Quarter	11:20am	19 minute quarters
	Quarter time	11:39am	
	2 <sup>nd</sup> Quarter	11:43am	
	Half time	12:02pm	
	3 <sup>rd</sup> Quarter	12:10pm	
	3 Quarter time	12:29pm	
	Last Quarter	12:33pm	
	Finish	12:52pm	

- 17.4 **B Grade** games will commence at 1.00pm to finish at 2.34pm. The first two quarters shall be 19 minutes each with no time on. The timekeepers will assess the time available at half time and make any adjustment they deem necessary to ensure the game is completed in the allotted time.

B Grade	1 <sup>st</sup> Quarter	1:00pm	19 minute quarters
	Quarter time	1:19pm	
	2 <sup>nd</sup> Quarter	1:23pm	
	Half time	1:42pm	
	3 <sup>rd</sup> Quarter	1:50pm	
	3 Quarter time	2:09pm	
	Last Quarter	2:13pm	
	Finish	2:34pm	

- 17.5 **A Grade** games will commence at 2.40pm, and four 20 minute quarters will be played, plus time-on. Time-on will be signalled by the field umpire where the ball is out-of-bounds.

A Grade	1 <sup>st</sup> Quarter – 2.40pm	20 minutes + time on	Half time 15 minutes
	Quarter time		
	2 <sup>nd</sup> Quarter	20 minutes + time on	
	Half time	15 minutes	
	3 <sup>rd</sup> Quarter	20 minutes + time on	
	3 Quarter time		
	Last Quarter	20 minutes + time on	
	Finish		

17.6 **Season Fixtures**

Men and Junior season fixtures to be reviewed annually and agreed upon by the League and Club delegates prior to the season.

17.7 **Final Fixtures**

Shall be rotated as per the RFL Finals Rotation Schedule and in consultation with the League and Club delegates prior to the season.

18. **Night games**

Night games played under lights shall be at the discretion of the Commission.

- 18.1 Should the lights go out during a night game teams are to be removed immediately from the ground by Team Managers and Umpires.

- 18.2 A reasonable assessment is to be made by the team managers and umpires acting jointly as to the likely resumption of play. If play cannot be resumed within thirty (30) minutes from the black out the game is to be abandoned and the result will be as follows:

18.2.1 If half time had been achieved then the scores would stand as the final result.

18.2.2 Should half time not have been achieved the game would be declared a draw.

18.2.3 If the delay occurs during a normal break in the game (quarter, half or three-quarter time) the thirty (30) minutes will be calculated from the normal resumption time after such break.

19. **Matches**

19.1 **Matches other than League**

No club shall play any match other than a League match without first obtaining the previous approval of the Commission and clubs not engaged in semi-finals or final games shall not play any match without first obtaining the approval of the Commission. Games must not be played within League boundaries.

Pre-season trial matches are excluded from this rule.

19.2 **Program of matches**

The programme of matches for each season shall be drawn up by the Commission and submitted to a meeting of the club delegates set for not later than the first week of

February. At this meeting the delegates shall have the power by a 75% vote to approve the programme as submitted or amend it as they deem fit.

19.3 **Forfeit of matches**

19.3.1 No club or player shall refuse to play under Umpires appointed by the SANFL or the League and no club shall forfeit any match because of objection to the appointed umpire. A club so refusing to play or forfeiting a match for such reason shall be suspended or expelled from the League or otherwise dealt with as the Commission may determine.

19.3.2 Any player or players who refuse to play or takes part in the forfeiture of a match on account of objection to the appointed umpire may be disqualified for such period as the Commission may think fit.

19.3.3 A club forfeiting a match for any other reason shall notify the Secretary of the League not later than 9.00am on the Friday prior to the match of its reasons for forfeiting and the League may accept the explanation or deal with the club forfeiting or the players of such club as it may think fit.

19.3.4 The Commission shall be the agent through which all decisions of the League shall be made in any matter to be considered by virtue of this rule.

19.3.5 If a match is forfeited before 9.00am the day before the game was to be played no player in either club shall be regarded for any of the purposes of these rules as having played in such match.

19.3.6 If a match is forfeited after 9.00am the day before the game was to be played, no player in the forfeiting Club shall be regarded for any of the purposes of these rules as having played in such match but the players of the club which did not forfeit whose names appeared in the team sheet in respect of the match shall for the purpose of these rules be deemed to have played in such forfeited match.

19.3.7 For each team that forfeits and notifies the Secretary of the League as detailed in **rule 19.3.3** then that club will be fined \$250.00.

For each team that forfeits and notifies the Secretary of the League outside the specified time frame detailed in **rule 19.3.3** then that club will be fined \$500.00.

For further forfeits to the same team in the seam season, the fine will multiply by 2. (Example – 1st forfeit in accordance with **rule 19.3.3** = \$250.00, 2nd forfeit = \$500.00, 3rd forfeit = \$1000.00)

19.4 **League selection**

19.4.1 Any player who has applied for and obtained registration and a permit to play must make himself available for training and selection in any match arranged by the League.

19.4.2 Any registered player who has been selected to play in an Inter-League or other League match, shall on failure to satisfy the selectors that he had a valid reason for not training or playing, and on a report of such failure to the Commission, be liable to a censure, fine or suspension from playing in any further matches at the pleasure of the League Tribunal in addition to any penalties imposed.

19.4.3 In the event that a player is censured, fined, disqualified or suspended by the League Tribunal for a breach of **rule 19.4.2**, any penalty imposed by the tribunal will not cause that player to be ineligible for any best & fairest medals and or awards in either competition of the League

19.5 **Time of matches**

- 19.5.1 The time of starting of each match shall be such time as shall be determined by the Commission, together with the length of the quarters and the provision of the "Time-on" for each grade.
- 19.5.2 Competition teams shall be ready to, (and enter when possible) the playing arena not less than three minutes before the starting time of any match, or at such other times as the League shall direct.
- 19.5.3 A bell or siren shall be sounded at appropriate times as signals to the Field Umpire and teams. At the expiration of time at the end of quarters and the match such signal shall be kept sounding until the Field Umpire notifies that he has heard it by sounding his whistle and holding up both hands which act shall terminate the quarters (or) match.

#### 19.6 **Qualification for finals**

- 19.6.1 A player must have played in three minor round matches for his Club to qualify to play in the League's major round matches
- 19.6.2 In the case of a player who has played at least one match for a club, and has through injury or sickness been unable to play three matches, that player and his club may apply to the League Tribunal for permission for that player to play. The Tribunal decision will be final
- 19.6.3 An under 18's age player who has played in a higher grade during the season is eligible to play in any under 18's major round match provided he fulfils the qualification contained in **rule 19.6.1**.
- 19.6.4 A player who has played an even number of A Grade matches and B Grade matches is deemed to have qualified for the higher grade.
- 19.6.5 A player is eligible to play in the B Grade major round provided he played the majority of the last seven (7) minor round B grade matches, or he has played throughout the year more B grade matches than A Grade matches.
- 19.6.6 If both the A Grade, B Grade teams of the same club are playing major round matches on the same day or weekend, any player not selected in the A Grade match is eligible to play in the B grade match regardless of **rule 19.6.5**. A player can only play in either the first semi-final or second semi-final and not both games.
- 19.6.7 Any player who fulfils the qualifications of **rule 19.6.5** can play in a B grade major round match after playing an A Grade major round match the previous week.
- 19.6.8 If a player plays more than one match on the same day during a minor round, all matches played by the player on that day will count as a qualifying match for the respective grade played.
- 19.6.9 If both the Under 18's and B grade teams of the same club are playing major round matches on the same day, any player not selected in the Under 18 grade match is eligible to play in the B grade match regardless of **rule 19.6.3**.
- 19.6.10 Any player who fulfils the qualifications of **rule 19.6.3** can play in a Under 18 major round match after playing a B grade major round match the previous week.
- 19.6.11 Any breach of these rules will be referred to a League commission hearing for investigation and any penalties imposed as a result of the investigation will

be at the discretion of the Commission. The decision made by the Commission will be final

19.7 **Premiership conditions**

19.7.1 In all matches two (2) points to be counted for a win and one for a draw.

19.7.2 If, at the conclusion of the minor rounds, any two (2) or more clubs have obtained an equal number of points, the position of such shall be determined by the percentage of points kicked for and against such clubs.

$$\text{Thus } \frac{\text{TOTAL (points) FOR}}{\text{TOTAL (points) (FOR and AGAINST)}} \times 100$$

19.7.3 In the case of a game being forfeited, the club receiving the forfeit shall, before the percentage mentioned in **rule 19.7.2** thereof is ascertained, be credited with a proportionate number of points for and debited with a proportionate number of points against, obtained in the games actually played by such club during the season.

19.7.4 The club which occupies leading position at the conclusion of such minor round shall be called "the winner of the Minor Premiership"

19.7.5 At the conclusion of the minor round of matches a major round as determined by the Commission shall be played. Should a four (4) club major round be played then the first four clubs on the list shall play off for the Premiership, the clubs standing third to play the fourth (1st Semi final) and the first to play the second (2nd Semi final).

The winners of the first semi-final will then play the losers of the second semi-final in the preliminary final match. The grand final will be played between the winners of the second semi-final and the winner of the preliminary final match to determine the Premiership.

19.7.6 In the event of a drawn match in any major round game in, if a winner has not been determined at the conclusion of the period of extra time, then a final period of additional time will be played until such time as a "golden score" (ie the first point or goal scored) determines the winner.

In major round matches involving the Riverland A Grade two (2) five (5) minute halves of extra time and the final period of additional time will be played **with time on** being added.

In all other major round matches in both competitions two (2) five (5) minute halves of extra time and the final period of additional time will be played **without time on** being added.

If scores are level at the end of the fourth quarter, a six (6) minute break will occur before two additional five-minute periods (plus time on)

In the first period, the teams will kick towards the same end they did in the final term, before switching ends in the second.

No break to occur between the two (2) stanzas, and coaches not to be allowed on the field.

If scores are still level at those halves, play will continue until a side adds to its tally, and then declared premiers.

**20. Uniform player sponsor badges**

20.1 A rosette or badge to a maximum size of 175 square centimetres (30 square inches) may be worn on the front of a player's guernsey.

20.2 A rosette or badge to a maximum size of 55 square centimetres (8 square inches) may be worn on the right leg at the front of a player's shorts.

20.3 A badge to a maximum area of 645 square centimetres (100 square inches) may be worn on the back of a player's tracksuit top, dressing gown or guernsey.

**21. Shorts**

Teams playing away games will wear white or light coloured shorts with the exception of playing a team who wears white shorts as part of its standard home uniform.

**22. Use of video/photo evidence**

Any video to be used as supporting evidence by clubs must be in the hands of the Match Day Review Officer or RFL Commission member by Monday 1.00pm preceding the match. The Match Day Review Official has the right to admit or not admit such evidence. Clubs presenting such evidence must provide such equipment as may be needed to view the evidence.

**23. Reporting other offences**

23.1 No official or servant of the League or of a League Club, or any playing member of a League Club shall at any time;

23.1.1 Unduly interfere with or assault, or otherwise use abusive threatening or insulting language, towards any League delegate, Umpire or other officials,



servants, player or gatekeepers of any such oval at which a match arranged by, or under control of the League, is being played.

- 23.1.2 Be guilty of any other conduct which is detrimental to the best interests of the game of Australian Football (refer code of conduct).
  - 23.1.3 Refuse or neglect or fail to observe or comply with the Rules of the League.
  - 23.1.4 Obtain or attempt to obtain admission to any oval without producing a proper entrance pass or paying the proper admission charge.
- 23.2 No League Club shall refuse or neglect or fail to observe, obey or comply with any decision or direction of the League Commission.
- 23.3 A charge alleging infringement of this **rule 23**
- 23.3.1 May be made by an official of the League, or by any registered umpire, or a Club President or Proxy.
  - 23.3.2 Such charges shall be in writing, giving full particulars of the matter complained of and delivered to the League Secretary before 1.00pm on Monday or the first working day after the match.
  - 23.3.3 The League shall cause a copy of the charge to be delivered to any person alleged in such charge to have committed any infringement of these Rules and shall inform such person of the time and place of the hearing of such charge.
  - 23.3.4 Any charge under this rule will be heard by the League Tribunal within seven (7) days of the date of receiving the complaint.
  - 23.3.5 Where a charge under this rule has been found to be proved, the Commissioner may inflict such punishment either by way of censure, fine, suspension or disqualification as they think it.
  - 23.3.6 Any person reported under **rule 23** shall have the right to be represented by one (1) advocate delegate, proxy delegate or office bearer of the Club to which the accused person belongs. The advocate must not be a member of the legal profession.
  - 23.3.7 The League Tribunal shall forward any finding to the League Executive Officer immediately following such hearing.

**24. Footballs**

A new football must be provided by the home club for all RFL A Grade matches.

Sherrin balls to be used for game day matches. Any change to this rule must be approved by the League.

**25. Change rooms - Finals**

- 25.1 The RFL A grade teams finishing higher at the end of the minor round shall have the choice of change rooms for the first and second finals.
- 25.2 The RFL A grade teams that lose the second semi-final shall have the choice of change rooms for the preliminary final.
- 25.3 The RFL A grade teams that win the second semi-final shall have the choice of change rooms for grand final.

25.4 The choice of change rooms for all other grades in all finals shall be determined by the commission, preference will be given to the lower teams of A grade clubs (playing in the same final round) to use the same change room regardless of how the lower teams finished at the end of the minor round or what games they win during the finals.

**26. Ovals**

Distance between boundary line and the fence or any other non-padded fixed structure must be a minimum distance of 3 meters and preferably up to 5 meters.

**27. Number of Players**

All teams are to field a full team list. In other case the following is to apply

27.1 **Under 13's** will be a minimum of sixteen (16) players and two (2) on the bench. If less players, the club is to notify the RFL and opposition team.

27.2 **Under 15's** will be a minimum of sixteen (16) players and two (2) on the bench. If less players, the club is to notify the RFL and opposition team.

27.3 **Under 18's** will be a minimum of sixteen (16) players and two (2) on the bench. If less players, the club is to notify the RFL and opposition team.

27.4 **B Grade** will be a minimum of sixteen (16) players and two (2) on the bench. If less players, the club is to notify the RFL and opposition team.

27.5 **A Grade** will be allowed twenty one (21) players in their teams.

Under 13, Under 15 and Under 18's maximum player numbers be twenty-two (22) for all minor and finals games.

A and B Grade maximum player numbers be twenty-one (21) for all minor and final games.

**28. Yellow/Red Card System**

A Yellow and Red card system will be administered by the RFL panel and club field umpires for all matches under the direction of the Riverland Football League Inc.

*Field umpires are the only officials that may order a player from the playing surface.*

Yellow card – Sin Bin

A player will be sent off for ten (10) minutes for a breach of the following minor offences and can be immediately replaced by another player.

- a) Swearing
- b) Fighting or wrestling
- c) Minor abusive language either directly or indirectly at a player or official
- d) Minor abusive language indirectly at an umpire
- e) Disputing a decision of an umpire
- f) Back chatting an umpire after previously having been cautioned by an umpire

Any player, who is ordered from the playing surface (yellow card) twice during the same game, shall be shown a Red Card on the second occasion and shall be automatically suspended for one (1) game.

Details of players ordered off shall be recorded by the Interchange Steward on the interchange sheet.

Yellow card – Report

Players who have been issued with a yellow card for any offence considered minor by the umpire may also be reported. An offending player who has been reported and issued with a yellow card may be offered a discretionary sentence of one (1) game after the match.

A player ordered off must immediately leave the ground through the interchange area and report to the "Interchange Steward" if one in place or their "Team Manager" before returning to the playing surface.

Any player who has been issued with a third yellow card (which has not resulted in the player being reported) during the current season shall be automatically suspended for one (1) game. A player receiving subsequent yellow cards will be referred to the League Tribunal for the remainder of the season.

#### Discretionary Sentencing

The Secretary of a Club of the offending player has until 12noon on the Monday immediately following the match to advise the RFL if the player accepts or rejects the discretionary sentence offered by the umpire after the conclusion of the match.

Failure by the Club to advise the League by the due time will result in the player being automatically suspended for one (1) game.

If the player accepts the penalty offered, then the player is automatically deemed guilty of the reportable offence. The player's record is noted, and he serves out the suspension (including any additional penalty) in the next sanctioned Riverland Football League match/s.

If the reported player does not accept the discretionary sentence, then the report will be referred to the League Tribunal for determination.

If the reported player refuses a discretionary sentence and is found guilty by the Tribunal, the player will automatically receive the base sentence offered as a minimum, additional penalty at the discretion of the tribunal.

***A player will only be offered two (2) discretionary sentences in a current season, further reports of that player will be referred to the League Tribunal.***

The player makes the final decision on whether to accept the discretionary sentence or not.

At no stage will the reporting umpire speak directly to the reported player or will the reported player approach the reporting umpire regarding the proposed discretionary sentence.

If the Team Manager fails to report to the umpire's room after the completion of the match, then the report will be referred to the League Tribunal.

#### Red card

A player will be sent off for a serious breach of the rules for the rest of the game. The player is automatically reported and can be given a discretionary sentence of one (1) game after the match or be referred to the tribunal by the adjudicating umpires. The offending team cannot replace the player for ten (10) minutes which will be administered by the Interchange Steward/Team Manager.

A player who refuses or does not immediately leave the playing surface after being ordered off with either a yellow or red card by the field umpire shall

- a) be reported for the offence which led the player being ordered off, and
- b) be reported for misconduct.

#### **29. Best First Year A Grade Player**

The eligibility for the "Best First Year A Grade Player" is extended to a player aged no greater than twenty (20) years of age.

A player cannot be nominated for more than one season.

Any junior who plays more than five (5) A Grade games in previous season will not be eligible for Best First Year A Grade Player.

### **30. Timekeepers/Scoreboard Attendants**

#### **30.1 Minor Rounds**

##### **START TIME**

- At three (3) minutes before the start of each game the siren will sound THREE TIMES
- At two (2) minutes before the start of each game the siren will sound TWICE
- At one (1) minute before the start of each game the siren will sound ONCE
- If teams are not in place by the start time – the siren will sound ONCE and the clock will start. Umpires will report offending team.

##### **QUARTER BY QUARTER**

- At two (2) minutes before the start of each quarter the siren will sound TWICE
- At one (1) minute before the start of each quarter the siren will sound ONCE
- If teams are not in place by the start of the quarter the siren will sound ONCE and the clock will start. Umpires will report offending team.

- **SPECIAL NOTE**

*Half time in the A Grade the three (3) minute siren system will take place (Same as the start of the game)*

#### **30.2 Finals**

Timekeepers for all grades of RFL finals matches will be organised and provided by the opposing clubs playing in their respective matches.

Scoreboard attendants for all grades of RFL finals matches will be organised and provided by the club hosting the respective matches. *(RFL to provide payment for scoreboard attendants)*

### **31. Approved Player Points System (APPS)**

The Riverland Football League Approved Player Points System (APPS) shall be the same system as the South Australian National Football League/SA Community Football Board Approved Player Points System (APPS) and will include any amendments as directed by the SANFL/CFL and or amended by the Commission from time to time.

The purpose of the APPS is to encourage clubs to develop and retain local players, to minimise player movement and reduce player payments, whilst maintaining a healthy community football club. Any recruiting required should be conducted in accordance with and within the spirit and intent of these regulations and the best interests of Australian Football.

#### **31.1 The objects of the APPS are as follows**

31.1.1 Encourage the development and retention of local and junior players;

31.1.2 Encourage the recruitment of ex local players;

31.1.3 Encourage the loyalty of recruited players.

31.1.4 Assist in the equalisation of competitions.

31.1.5 Assist Regulation 31 in reducing player payments to sustainable levels; and

31.1.6 Encourage Clubs to develop and promote the game in their local community.

#### **31.2 Implementation from the League**

- 31.2.1 Any system implemented by an Affiliated League must be provided along with the allocation of points to Clubs to the Community Football League by 31 October in each year.
- 31.2.2 Must allocate points to each Affiliated League Club for the following season and in accordance with APPS regulations by 31 October in each year.
- 31.2.3 May allocate discretionary points in accordance with APPS regulations to manage local issues.
- 31.2.4 Must consider all applications from Clubs for the allocation of additional points in accordance with APPS regulations.
- 31.2.5 Must input Club and Player ratings into PlayHQ once allocations have been Made
- 31.2.6 Must appoint an Independent APPS Committee of no less than three (3) members, of which no member shall hold an official role with an Affiliated Club within that Affiliated League and provide the person's contact details to SACFL by 31 October in each year.
- 31.2.7 The RFL will adopt a sliding scale system to reflect the purpose of the APPS and modify on a needs basis at the Leagues discretion. All clubs to be advised of the scale with allocated club points by the 31 October each season.

[Appendix-4-Approved-Player-Points-Systems-APPS-Oct-2018.pdf](#)

All Clubs may still exceed their allocated points by playing an Under 18's in their team. If more than two (2) x Under 18 players are used, then only a maximum of two (2) points can be credited.

In the interest of transparency all clubs shall have their player's points alongside the names on PlayHQ.

## 32. **RFL Fines**

### 32.1 **Fine Fees**

<b>Fine</b>	<b>Financial</b>	<b>and Other</b>
Over-age Player	\$250.00	Loss of points
Uncleared or unregistered player (Senior)	\$250.00	Loss of points
Uncleared or unregistered player (Junior)	\$250.00	Loss of points
Playing with an unregistered or unaccredited official	\$250.00	
Incorrectly filled out team sheet & score sheet (including points)	\$150.00	
Non-attendance at a Delegates meeting	\$150.00	
Runners on field excessively	\$150.00	
Incorrect player uniform	\$150.00	
Incorrect runners' uniform	\$150.00	
Incorrect boundary umpire uniform	\$150.00	
Incorrect trainers' uniform	\$150.00	
Not providing a Match Day Official	\$150.00	
Club forfeiting within required time ( <i>Refer 7.3.3</i> ) <i>A club forfeiting a match for any other reason shall notify the Secretary of the League not later than 9am on the Friday prior to the match of its reasons for forfeiting and the League may accept the explanation or deal with the club forfeiting or the players of such club as it may think fit.</i>	\$250.00	
Club forfeiting outside required time	\$500.00	

The RFL has the discretion to issue fines as they may see fit e.g., Administration fees \$200

### 32.2 **Payment of Fines**

32.2.1 Whenever a fine has been imposed by the Commission on a League club or on a Delegate member or proxy delegate or on a playing member or official or member of the League, such fine shall be paid within seven (7) days from the posting by the Secretary of the League of a notice of infliction of such fine or at any such time directed by the League.

32.2.2 Each League club shall be responsible for the payment of all fines inflicted by the Commission or the League Commissioner on the club or on its delegate members or proxy delegates or on its playing members or officials registered with the League.

32.2.3 In the event of any such fine not duly paid, the League Club in default may be disqualified by the Commission from playing any other League club/s whilst the fine amount remains outstanding and the right of delegate member/s and proxy delegates of such League Club/s to vote at meetings of the League or of any committee shall be suspended until such time as the fine amount has been paid in full.

32.2.4 Should dispute be forthcoming then it must be lodged with the League Secretary within (7) seven working days, to be heard by the next League Tribunal Commission meeting.

### 33. **Milestone Players**

Players who play 100, 200 or 300 senior games (A combined total of A and B grade games played) will receive a commemorative badge from Riverland Football League.

### 34. **Code of Conduct**

Riverland Football Leagues (RFL) code of conduct shall apply to all officials, players, coaches and supporters of the Riverland Football League. Such code of conduct shall be fully supported and enforced by the League Commission, League Tribunal Commissioners, Umpires and member clubs.

#### General

- All officials, players and coaches of affiliated clubs must obey all legal directions made by either field umpire in control of the match.
- Spectators must not occupy the designated playing area during designated periods of play.
- Breaches of this code of conduct by players, club officials, or coaches shall be referred to the Domestic Tribunal, which, if the case is proved, may impose suspension, fines or loss of premiership points, as it deems fit.
- An umpire controlling the game or official of the League must refer a serious breach of this code by spectators to the Riverland Football League Commission.
- In the event of a match being abandoned due to multiple breaches of this code of conduct, the Riverland Football League Commission shall hold a special meeting on or as close to the day of the incident as possible to consider the suspension or disaffiliation of the club or clubs concerned.
- If the Riverland Football League Commission votes to suspend or disaffiliate the club or clubs concerned, a special general meeting shall be called to confirm this decision, subject to the conditions set down in **clause 7.12** of the RFL Constitution.

#### League Commission

- The Commission shall do all things necessary to promote the health and well-being of football as is consistent with these rules.

### Players

- Should always play by the rules
- Never argue with officials but have their say legitimately through the club captain, coach or manager either during or after a game.
- Control one's temper - deliberate abuse will not be tolerated
- Work hard for yourself and for your team with the team emphasis being paramount
- Be a good sport and appreciate the good work of others around you
- Treat all players, as you would like to be treated
- Co-operate with your coach, teammates and officials. Football is a game to be enjoyed.
- Play to enjoy the contest and remember without your opponent's there would not be a game.

### Spectators/Parents

- Remember football is a spectator sport and bad behaviour is not appropriate in front of other supporters, children or players
- Applaud good performance and effort from each team. Be prepared to applaud both sides in the interest of fairness regardless of the game's outcome
- Respect official's decisions. If there is disagreement, then go through official channels. Your behaviour is often copied by children.
- Never ridicule children playing the game, it is a learning process
- Condemn the use of violence in any form, be it spectators, coaches, officials or players
- Show respect for team's opponents, without them there would be no game
- Encourage players to follow the rules and abide by official's decisions
- Demonstrate appropriate social behaviour by not using foul language, harassing players, coaches or officials
- Avoid the use of derogatory language or gender or racially explicit words.

### Coaches

- Be reasonable in your demand of player's time energy and enthusiasm
- Teach your players that rules of sport are mutual agreements which no one should evade or break utilising discipline as a benchmark.

### Umpires

- Observe, rule on and determine the rules of the game during play in a totally impartial way.
- Show respect for players and have regard to injuries
- Treat all players as you would like to be treated
- Take firm positive action against breaches of the rules

Any breach of conduct will be referred and heard at a Commission hearing with penalties imposed at the discretion of the League. Any decision made by the League on these matters will be final.

**35. Code of Conduct Behaviour Matrix**

Behaviour Matrix for Umpire Abuse – Players, Coaches, Club Officials & Spectator

<b>Incident</b>	<b>Player</b>	<b>Coaches/Supporter/Member</b>
Behaving in an obscene manner towards or in relation to an umpire that can bring the game in to disrepute	Player issued with a yellow card.	First occasion – written warning from the league
Behaving in an abusive, Insulting, Threatening, or obscene manner towards or in relation to an umpire	Automatic minimum 2 game suspension, plus direct to tribunal offence	Automatic 2 week ban from attending RFL games and venues to be issued from the RFL.
Second offence (24-month period)	Automatic minimum 4 game suspension, plus direct to tribunal offence	Automatic 4 week ban from attending RFL games and venues to be issued from the RFL.
Third offence (24-month period)	Automatic minimum 8 game suspension, plus direct tribunal offence	Automatic 12 month ban from attending RFL venues and games from date of incident.
Behaving in an obscene manner, (including poor language), that is bringing the game in to distribute, causing discomfort for other patrons, or seen to be potentially promoting a more serious incident.	N/A	MDO officials to approach the supporter and provide a warning that the behaviour is unacceptable – poor behaviour needs to be stopped or the patron will be asked to leave the venue.
Behaving in an abusive, Insulting, Threatening, or obscene manner, (including aggressive or threatening language), that is bringing the game in to distribute, causing discomfort for other patrons, or seen to be potentially promoting a more serious incident.	N/A	MDO officials jointly ask the patron to leave the ground. Follow up email is sent by the club to the patron and to the RFL advising the patron of a 5-match ban from attending RFL venues during match day from the date of the incident.
Second offence of similar nature during the current football season. (Above)	N/A	MDO officials jointly ask the patron to leave the ground. Follow up email is sent by the club to the patron and to the RFL advising the patron of a 12 month ban from attending RFL venues during match day from the date of the incident.
Aggressive behaviour towards MDO's or other supporters from any patron, member, or supporter. (Physical or dangerous aggression)	N/A	MDO's to immediately call SAPOL – DO NOT deal with the situation themselves or risk anyone's safety within the venue including their own. Note: This matter should be referred to an investigation committee and dealt with accordingly with a minimum 12 month ban from RFL venues.
Breaching of league policies and By-Laws (eg Illegal Alcohol consumption, bringing alcohol in to a licensed venue, breach of specific venue standards)	N/A	MDO's jointly ask the patron to remove contraband to a designated area or advise of breach of standard or policy. If Patron becomes aggressive or refuses to cooperate, then MDO's should immediately call SAPOL for assistance.



The RFL Commission will reserve the right to refer any matter identified in this By-law to a Tribunal and take such action as the Commission considers in the best interests of the league. The decision by the Commission shall be final.

### **36. Covid Management**

#### **MINOR ROUNDS**

##### Impact of a COVID interruption on a single round

- Should an entire round of matches be abandoned, no points or percentage shall be awarded to any team
- The season shall recommence with the next scheduled round
- The season shall continue until the original finals are scheduled to commence

##### Impact of a COVID interruption on consecutive rounds

- Should consecutive rounds of matches be abandoned, no points or percentage shall be awarded to any team for the abandoned rounds
- The season shall recommence with the next scheduled round
- The season shall continue until the original finals are scheduled to commence

##### Impact of a COVID interruption on multiple rounds

- Should multiple rounds of matches be abandoned, no points or percentage shall be awarded to any team
- The season shall recommence with the next scheduled round
- The season shall continue until the original finals are scheduled to commence

##### Impact of a COVID interruption on individual matches within any round

- Should individual matches within any round be abandoned, teams shall receive the points allocated for a draw and the average weekly percentage of all participating teams of the same competition from that round of matches
- The individual games shall not be rescheduled
- The season shall continue until the original finals are scheduled to commence

##### Impact of COVID interruption on individual teams/players/officials

- In the instance where players and/or officials are unable to participate in a match or matches due to directed quarantine/isolation/border closures the minimum requirement to field an individual team will be sixteen (16) players for senior games and sixteen (16) players for junior games.
- Player sharing should be considered for junior games to facilitate games being played.
- Where a club can only field one senior team due to reduced player numbers, priority shall be given to fielding the most senior team for a game over any lower senior teams.

##### Return to Play following a COVID interrupted round or match

- If 1-3 consecutive rounds have been abandoned, then the season may recommence at the next scheduled round.
- If 4-6 consecutive rounds have been abandoned, then the season shall recommence at the next scheduled round following a minimum of seven (7) day training period.
- If more than six (6) consecutive rounds have been abandoned, then the season shall recommence at the next scheduled Round following a minimum fourteen (14) day training period.

#### **FINALS SERIES**

##### Impact of a COVID interruption on individual finals matches

- The final date for completion of the Riverland Football League competition is generally held on the second weekend of September to ensure finals don't clash with the Riverland Independent Football Leagues finals which are held on the first weekend of September. The League will attempt to reschedule finals games interrupted by COVID within this timeline.

- Where time does not permit for a finals game to be rescheduled, should an individual match, excluding the grand final be abandoned, the team with a higher ladder position at the end of the minor round season shall be deemed the premier by virtue of higher ranking.

Impact of a COVID interruption on a grand final

- Where time does not permit for the grand final to be rescheduled and the match is to be abandoned, the team who entered the grand final first by way of victory, or if not applicable, by a higher ladder position, at the completion of the minor round season shall be deemed the premier

Final qualifications in a COVID interrupted season

- Should a season be impacted on by COVID the minimum game qualification requirement for players shall be three (3) games.

**CROSS BORDER COMPETITIONS**

Impact of a COVID interruption due to the unlikely event of a border closure

- All principles as previously outlined in these By-laws shall apply to cross border competitions.

**OTHER**

Awards & Votes

- Votes and awards will be awarded for games played and not prorated for missed matches

Consequence of a suspension in a COVID interrupted Season

- All suspensions will be served in accordance SANFL Community Football Regulations and suspensions apply to games played and not dates.

Impact of COVID interruption on the Approved Player Points System (APPS)

- The APPS qualification has been reduced from 25 game to 20 to reflect shortened seasons over 2020 and 2021. The APPS will be reviewed as standard practice again in 2022.

Impact of COVID Interruption on the Total Player Payment System

- Regardless of any rounds or matches being abandoned, the Total Player Point System regulations and categories shall not be affected.

Matters not covered

- Should any scenario occur which is not covered by these By-laws, then the matter shall be referred to SANFL to provide advice, which may then be considered by the Riverland Football League.


**37. Women's Football**


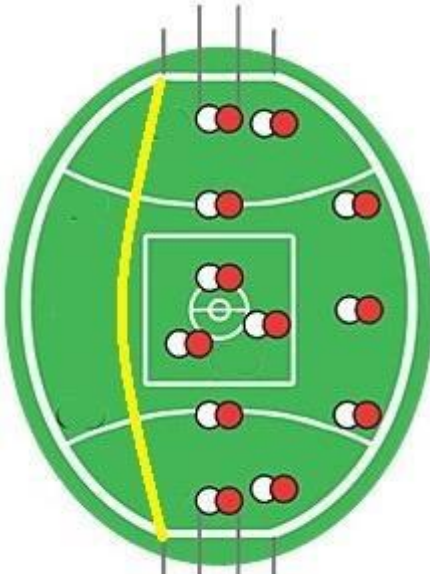
**SPIRIT OF THE GAME**

Prior to the commencement of play

- All players, coaches and umpires should gather on the ground and shake hands.
- The umpire and coaches should ensure that players are aware of the rules and procedures to be followed in the conduct of the game.
- The spirit of the game is to give all available players a game of football. Therefore:
- Where difficulty occurs fielding full numbers, both coaches must agree to even up player numbers;
- Excess players should be given to the opposition team if they are unable to field the required numbers;
- Coaches should consider modifying the numbers per side to ensure all players participate.

POSITIONS ON THE FIELD

<p><b>16</b></p>	<p>Forward and Back Pocket Removed.          At AFLW level due to having <b>16 players</b> on the field. At centre bounces (or ball-ups), each team must have five forwards and five defenders inside their respective 50m arcs.</p>	
<p><b>15</b></p>	<p>Plus Remove an Onballer          (Follower/Ruck Rover)          At centre bounces (or ball-ups), each team must have five forwards, Five across the centre and five defenders in their respective 50m areas.</p>	

	<p>Plus, One Wing removed.</p> <p><b>14</b> At centre bounces (or ball-ups), each team must have five forwards, four across the centre and five defenders in their respective 50m areas.</p>	
	<p>Plus, both Forward and Back Flanks to be removed Return the Onballer. Narrow the Field</p> <p><b>13</b> At centre bounces (or ball-ups), each team must have four forwards, five across the centre and four defenders in their respective 50m areas.</p>	 <p>The diagram shows a top-down view of a rugby field. A yellow line on the left side of the field indicates a narrow field. The field is divided into three 50m sections by two center lines. In the center section, there are five players (two red, three white) positioned across the center. In each of the two outer 50m sections, there are four players (two red, two white) positioned across the width of the field. The scrum circle and center circle are visible in the center section.</p>
	<p>Plus Remove an Onballer</p> <p><b>12</b> (Follower/Ruck Rover)</p> <p>The team consists of 4 forwards, 4 centres &amp; 4 defenders.</p>	 <p>The diagram shows a top-down view of a rugby field, identical to the one above. A yellow line on the left side of the field indicates a narrow field. The field is divided into three 50m sections by two center lines. In the center section, there are four players (two red, two white) positioned across the center. In each of the two outer 50m sections, there are four players (two red, two white) positioned across the width of the field. The scrum circle and center circle are visible in the center section.</p>

9	<p>Three Forwards, Three Centres and Three Backs</p> <p>Played across the field.</p>	
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Sides may have up to four reserves

### SEASON FIXTURES

Women's fixtures to be reviewed annually by the League and Women's Delegates.

- Women will start with a 2 round season consisting of two (2) byes = eight (8) games.
- Whether there is a 3<sup>rd</sup> round, will be decided at the end 1<sup>st</sup> round.
- Starting time will be no later than twenty (20) minutes after the A grade game.
- If the A grade wish to play a twilight game, it will be decided between the teams involved. The Women will play in the A grade time slot.

### FINALS

(1) vs (4)

(2) vs (3)

The Grand Final shall be played the following week. Venue to be selected by the team finishing highest.

In the event of a draw at the end of normal time, there will be a three (3) minute break followed by 2 x 5 minute halves, with teams swapping ends, one (1) minute break allowed. Should the scores still be level, play will continue until there is a score.

A player only needs to play two (2) games to qualify for finals.

In the case of a player who has played at least one match for a club and has through injury or sickness been unable to play two matches, that player and his club may apply to the League for permission for that player to play. The Tribunal decision will be final.

### COVID

In case of a Club not having enough players to field a side, and we do not have a side from below. It must notify the opposition Club and the RFL by 7.00pm on the Thursday prior to the game, via e-mail and phone.

**38. Information not included**

If a matter is not noted within these By-laws that the RFL and clubs are to revert to state By-laws for direction and information.

**39. By-law Version Control**

<b>Version No.</b>	<b>Meeting Date Endorsed</b>	<b>Rule amended/Description of changes</b>
Version 1	15 March 1993	By-laws revised with constitution to comply with Associations Incorporate Act 1956-1965
Version 2	19 December 2022	Entire By-laws updated with the exclusion of the Riverland Independent League at the end of the 2022 season.
Version 3	9 May 2023	Updated Item 4 - That one (1) x Match Day Official be supplied by the away team with the home team contact being the President and Vice President in the first instance if matters arise  Updated Item 27 - That Under 13, Under 15 and Under 18's maximum player numbers be twenty-two (22) for all minor and finals games. That A and B Grade player maximum numbers be capped at twenty-one (21) for all minor and final games.
Version 4	10 October 2023	Updated By-law 6 - Team Sheets - PlayHQ Online timelines Updated By-law 2 – Registrations to include official accreditation for their position. Updated By-law 32.1 – Fines to include an additional item Playing with an unregistered or unaccredited official - \$250