



**FIDA Handbook & Guidelines**

**Season 2022**

## Spirit of the Game (SOTG)

### Abstract

This Handbook relating to the FIDA Football Integration Development Association has been formalised in order that competing Clubs have Official and binding references.

Governed by the Football Integration Development Association, FIDA provides people with an Intellectual Disability the opportunity to participate in Australian Rules Football at a safe and appropriate level.

It is the responsibility of each participating Club to ensure that all appointed and volunteer Officials are fully aware of the contents of this Handbook, to enable the competition to be conducted efficiently and in the true **Spirit of the Game**.

**Spirit of the Game** is the philosophy at the heart of FIDA football and is a defining characteristic of our competition. FIDA relies upon a spirit of sporting endeavour which places the responsibility for fair play not only on the Players, but also on the Coaches and management of all FIDA Clubs.

Highly competitive play is encouraged, but never at the expense of mutual respect among competitors at all levels.

FIDA requires that each game be played within the scope of both the written rules of our Handbook and the AFL Laws of the Game.

FIDA also requires that Clubs play in the **Spirit of the Game** as well as **playing** the game. This will allow everyone the basic joy of playing and watching a great FIDA game.

**The Spirit of the Game** involves showing **RESPECT** for:

- Your opponents and their Team Officials
- Your own captain, Coaches, and Team
- The role of the Umpires
- Supporters and spectators **OF ALL AGES**
- The Game's traditional values

Coaches and Team Managers are always responsible for ensuring that their Players conduct themselves within the **Spirit of the Game** as well as within the **Laws of the Game**.

*The purpose of the FIDA Handbook is to define a binding set of Rules and Regulations on the structure, administration, and organisation of the FIDA Football League competition for all participating Clubs.*

### **FIDA RULES OR REGULATIONS PREVAIL**

*Where any provision in the FIDA Rules or Regulations is inconsistent with any provision contained in the AFL Laws of the Game, the provision in the FIDA Rules or Regulations shall prevail to the extent of the inconsistency. Where FIDA Rules or Regulations are silent on a matter, the provision in the AFL Laws of Australian Football shall prevail to the extent of the silence.*

# FIDA - FOOTBALL INTERGRATION DEVELOPMENT ASSOCIATION

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# FIDA - FOOTBALL INTERGRATION DEVELOPMENT ASSOCIATION

## 1. Naming rights

The competition is to be referred to as FIDA Football League (henceforth FIDA). In all written/printed communication, this format must be identical. Depending on the conference in which the Club plays, the conference title will be identified as below:

- FIDA Football League - Metropolitan Conference
- FIDA Football League - Central Conference
- FIDA Football League – Northern Conference
- FIDA Football League – Western Conference

Should new conferences be established, or existing or planned conferences be renamed, the same format will be used.

## 2. FIDA Management

On behalf of the competing Clubs, FIDA is affiliated with AFL Victoria, whose most recent version of “**AFL LAWS of Australian Football**” shall determine any matter for which this Handbook does not specifically provide.

## 3. Conditions of Registration

### 3.1. Player Eligibility Criteria

FIDA has developed two levels of Player Eligibility for FIDA. The two levels of Player Eligibility will be designated **ELIGIBLE (E)** and **ALLOWED (A)**, based on the requirements for participation at the National Inclusion Carnival.

These changes do not affect the minimum requirements for participation within the League, as the existing criteria is still in place. Furthermore, the opportunity exists for Players to seek an **EXEMPTION (X)**.

These changes will allow FIDA to have a better understanding of the nature of the participants involved, streamline data collection and classification more broadly, and ensure that a safe, welcoming, and inclusive environment for all suitable participants is provided.

- A.** A Player will be deemed as **ELIGIBLE (E)**, for the purposes of participation in FIDA and the National Inclusion Carnival, if:
  - i. the participant meets the Sport Inclusion Australia (SIA, formerly AUSRAPID) classification, or can provide evidence of this classification in the past.
    - All new Players are encouraged to seek SIA classification upon registration.
- B.** A Player will be classified as **ALLOWED (A)** for the purposes of participation in the FIDA Football League, if:
  - ii. the participant is declined for a SIA classification, and upon reviewing the evidence provided, FIDA determines the Player meets two (2) of the existing FIDA Player eligibility requirements:
    - Attendance at a Specialist School.
    - Attendance at a Mainstream School with funded Educational Support under the category of Intellectual Disability in the *Program for Students with Disabilities* (PSD) or similar.
    - Proof of Disability Support Pension or NDIS registration under the category of Intellectual Disability.
    - Registration with a Disability Service Provider under the category of Intellectual Disability.

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- C. A Club may seek an **EXEMPTION (X)** for a Player where a participant does not meet the above eligibility requirements but believes FIDA provides the most appropriate opportunity for them to participate in a suitable football program.

FIDA may request that the Player provide additional information, or be observed in participation, to determine if the Player is to be granted a FIDA Player Exemption to participate. This exemption may only be granted because of:

- Disability and/or impairments restricting participation in other community football programs.

**Please Note:** the FIDA Player Exemption may be revoked if FIDA believes the Player's ability and/or behaviour is not appropriate to participate within FIDA. For more information on submitting a *FIDA Player Exemption Form*, please contact the FIDA Management to discuss.

All Clubs will be provided with a list of any Players who do not meet the requirements but are granted an EXEMPTION (X) to play by FIDA.

\*Players over 40 years of age are required annually to submit a letter from their doctor (Medical Clearance) stating that they are fit to play in the FIDA Conferences. Players over the age of 40 years are INELIGIBLE TO PLAY in the FIDA Conferences until such time as their annual Medical Clearance has been submitted to the FIDA Management. Similarly, Players under the age of fourteen are required to have signed permission from their parents or caregivers, submitted to the FIDA Management, and may be required to meet with a member of the FIDA Executive Committee before they can play.

## 3.2. Player Bound by Rules, Regulations and Policies of the Club, the League and AFL Victoria

By signing the Official FIDA Registration Form, the Player:

- A. Agrees that they will comply with and observe the AFL National Member Protection Policy, the Rules, Regulations and Policies of the Club, the League and AFL Victoria as they are presently constituted and as amended from time to time.
- B. Acknowledges that they may, with advanced notice, inspect copies of the Rules, Regulations and Policies of the Club, the League or AFL Victoria during normal business hours at the respective offices of those organisations.
- C. Acknowledges that their failure to adhere to the Rules, Regulations and Policies of either the Club, the League or AFL Victoria may result in them being de-registered and/or the imposition of other sanctions.
- D. Acknowledges that they may, upon request of the Club, League or AFL Victoria, be required to provide proof of age or disability, within 5 working days of the request.

## 3.3. Assumption of Risk

By signing a the Official FIDA Registration Form, the Player acknowledges and agrees that:

- A. Australian Football is a vigorous body contact sport in which physical injury may occur from time to time.
- B. They are none-the-less desirous of playing Australian Football for the Club.
- C. They take upon themselves the risk (both physical and legal) of injury arising while training or participating in the game of Australian Football.
- D. All the information provided in the Official FIDA Registration Form is true and correct and does not seek to gain registration by omission of relevant information.

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## D. Requirements for Player Registration

- A. All Players must be registered with FIDA before taking the field.
- B. For a Player to be registered, they must have completed and submitted a current registration/medical form to the FIDA Management. No Player will be allowed to take the field without having fully completed and submitted a current registration/medical form to the FIDA Management. Players can be registered at any time during the Season until June 30, subject to other registration requirements.
- C. New registrations must be received by FIDA Management before 5pm on the Friday preceding that round of Matches. New registrations WILL NOT be received on Match days.

## 4. League Format

FIDA shall be responsible for the determination of the fixturing of Matches. Should Clubs experience difficulty with fixtured start times or dates, as a result of a clash, venue availability or other circumstance, they may negotiate a new start time / date with the opposition Club NO LATER than **7 days** prior to scheduled fixturing of the Match. Clubs negotiating variations to fixture times or dates MUST keep FIDA apprised of all progress.

In the case where an agreement cannot be reached, the default start time will take precedent, and Clubs unable to comply will forfeit the Match.

Any changes to start times must be made known to FIDA Management and FIDA Umpiring Coordinator no later than **5 days** prior to the Match.

## 5. Promotion and Relegation

Promotions and relegation of Clubs to appropriate grades will be reviewed on an annual basis, taking into consideration performance in the previous Season, recruitment, and other relevant factors. Any promotion and relegation decisions relating to the competition will be made by FIDA and communicated to the appropriate Clubs and conferences.

## 6. Football Requirements

It is the responsibility of the host Club to provide one appropriately sized, game ball, new or in good condition.

- Metropolitan Conference Division 1/2 – One FIDA-approved branded leather ball, Size 5.
- Metropolitan Conference Division 3/4, 5/6 – One FIDA-approved branded ball, Size 4 or 5 synthetic or leather, as determined by both Teams prior to the commencement of the Match, and in consultation with the Umpire.
- Country Conferences – One FIDA-approved branded ball, Size 4 or 5 synthetic or leather, as determined by both Teams prior to the commencement of the Match, and in consultation with the Umpire.

## 7. Number of Players Needed to Start Match

### Metropolitan Conference:

- Division 1 / 2 - Minimum of 15 to constitute a Match. Maximum of 18. Unlimited reserves and no rotation limits.
- Division 3 / 4 - Minimum of 12 to constitute a Match. Maximum of 18. Unlimited reserves and no rotation limits.

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- Division 5 / 6 - Minimum of 10 to constitute a Match. Maximum of 18. Unlimited reserves and no rotation limits.

## Country Conferences

- (Central, Northern & Western Country Conferences) - Minimum of 10 to constitute a Match. Maximum of 16. Unlimited reserves and no rotation limits.

Regardless how many Players each Team has on Match Day, Teams are required to play with equal numbers, irrespective of Players' skills or ability (e.g., 13 v 13, 16 v 16). Coaches should meet prior to the start of the game to discuss their Player numbers and agree on the number of Players to take the field. Player numbers may be increased if mutually agreed, should additional Players become available.

### There are no restrictions to how many Players can be on the bench.

FIDA does not require the presence or use of Interchange Stewards (the person(s) appointed by the relevant Controlling Body to monitor and approve the interchange of Players during a Match.)

If there are INJURIES to Players where there is no replacement possible to maintain even numbers, the number of Players on the opposition Team shall be reduced accordingly. Where a player leaves the ground for assessment by First Aid personnel, the opposing team shall not be required to reduce their playing numbers until the decision is made that the injured player cannot continue in the match. Players permanently ruled out of the match because of injury shall not then resume playing in the match. It is incumbent on the Coach of the team with permanently reduced numbers because of injury, to inform the Coach of the opposing team, as soon as practicable, of the situation, and the current numbers available. Failure to do so shall not create precedence for an appeal against the result, nor incur a penalty for the team with greater numbers on the field. See also Special Rule 10 ix. See also Rule 27. Injuries.

If Coaches cannot agree on playing numbers, the minimum playing numbers to constitute a game for that division/conference will be played.

Coaches are encouraged to 'lend' Players to opposition Teams if this assists with commencement of a game, attaining even numbers, or maximising participation.

## 8. Rules of FIDA

The FIDA competition will be conducted under the rules outlined in the most recent version of 'AFL LAWS OF Australian Football' unless otherwise stated throughout this handbook. The most recent version of Laws of Australian Football is available at - <https://www.afl.com.au/about-afl/laws-of-the-game>

## 9. Length of Games

All Matches within FIDA Conferences will be played with **NO TIME ON**.

### Metropolitan Conference:

- A Match will consist of four (4), 15-minute quarters

### Western Conferences:

- A Match will consist of four (4), 15-minute quarters

### Northern Conferences:

- A Match will consist of two (2), 15-minute halves



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## Central Conferences:

- A Match will consist of four (4), 15-minute quarters

## Carnival Day Matches:

- A Match will consist of four (4), 10-minute quarters

**TIME OFF** will only be implemented should the stretcher or Ambulance be called on the field. In the case of possible severe injury, at the Umpire's discretion, the Umpire may halt play and call for TIME OFF to be implemented, after 5 minutes prior to injury assessment being made by an accredited First Aid provider

## 10. Special Rules

### i. Centre Ball Ups

A Player may not take full possession of the ball at a ball up. The ball must go to another Player or touch the ground before the Player winning the knockout can take possession of the ball.

### ii. Field Ball Ups

As with the centre ball ups, a Player may not take full possession of the ball at a ball up. The ball must go to another Player or touch the ground before the Player winning the knockout can take possession of the ball.

### iii. Out of Bounds

Should the ball go out of bounds, the Umpire will award a free kick against the Team who kicked the ball immediately before it crossed the boundary line. The free kick shall be taken at the point where the ball crossed the boundary line. If the Umpire is unable to determine which Team kicked the ball last, the Umpire will bring the ball in Five (5) metres in from the boundary line and throw the ball up. For the last touch by hand, the Umpire will bring the ball in Five (5) metres in from the boundary line and throw the ball up.

### iv. Marking

A mark is to be paid to a Player who marks the ball from a kick, provided that the kick has travelled at least Ten (10) metres and has not been touched in transit.

### v. Bouncing the Ball

A Player in possession may bounce the ball a maximum of Two (2) times and then must make a genuine attempt to dispose either by hand or by foot.

For the purposes of this law, a Player shall be deemed to be in possession of the football during the period when the Player handballs the football to themselves and regains possession without the football touching the ground or another Player. Similarly, for the purposes of this law, a Player shall be deemed to be in possession of the football during the period when the Player completes a solo (the Gaelic skill where the Player kicks the ball to themselves).

### vi. 15 Metre Penalty

In all Conferences, a 15-metre penalty may be applied in addition to a free kick, at the Umpire's discretion.

### vii. Mercy Rule (Spirit of the Game)

All conferences are to play the Mercy Rule.

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This means that, at any time in the match, should a Team reach a lead equal to or greater than the set margin (refer to below for conference margins), the Mercy Rule is activated.

In practice, this means that, when the set Mercy Rule margin has been reached, if the Team leading the Match scores a point, the trailing Team will take the kick out from the defensive edge (back) of the centre square. If the Team leading the Match scores a goal, the trailing Team will take possession of the ball in the offensive edge (front) of the centre square, not requiring a ball up to restart play.

## Mercy Rule (Spirit of the Game) continued

**Note:** If the trailing Team brings the margin back under the set margin, the Mercy Rule is deactivated, and rules will revert to normal.

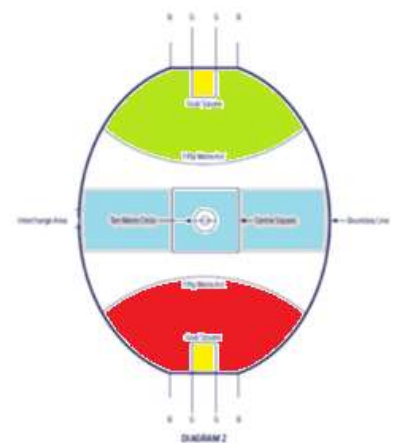
### Metropolitan Conference

- 40-point margin in Division 1/2, 3/4
- 30-point margin in Division 5/6

### Western & Northern & Central Country Conferences

- 30-point margin

**Note:** Where a Coach does not, in the Umpire’s opinion, take reasonable steps to minimise winning margins more than the Mercy Rule, the Umpire shall report the Coach to the FIDA Management for “bringing the game into disrepute.”



### Starting Positions

When the Mercy Rule comes into effect during a game, the Team leading the Match shall have not more than one third of their Players inside their defensive 50-meter arc, not more than one third of their Players inside or adjacent to the centre square, and not more than one third of their Players in their forward 50-meter arc. (See diagram 2, right). At least one Player from each Team shall be positioned within both Goal Squares. The Team trailing in the Match shall not have any restrictions on their Starting Positions.

For the removal of doubt, see the table below:

Number of Players on the Field.	Number of Players from leading Team permitted in the defensive 50-meter arc, with at least one Player positioned within the defensive Goal Square.	Number of Players from leading Team permitted inside or adjacent to the centre square.	Number of Players from leading Team permitted in the forward 50-meter arc, with at least one Player positioned within the forward Goal Square.
18	6	6	6
17	5	6	6
16	5	5	6
15	5	5	5
14	4	4	4
13	4	4	5
12	4	4	4
11	3	4	4
10	3	3	4

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## viii. Protected Area

- a) The Protected Area after a Player is awarded a Mark or Free Kick is a corridor which extends from 10 metres either side of The Mark to 10 metres either side of, and five metre arc behind, the Player with the football, as illustrated in Diagram 4.
- b) No Player shall enter or remain in the Protected Area with the intention of influencing the game in any manner unless the Field Umpire calls 'Play On' or the Player from the opposing Team is accompanying or following within two metres of their opponent. A 15-meter penalty shall be applied.
- c) Any Player caught in the Protected Area should make every endeavour to clear the Protected Area immediately. The Umpire shall not apply a 15-meter penalty against any Player caught in the Protected Area who, in the determination of the Umpire, does not have the intention of influencing the game in any manner.



DIAGRAM 4

## ix. REDUCTION OF PLAYERS

If a Team is reduced to less than the minimum number of Players required to constitute a Match, by reason of a Player(s) being ordered from the Playing Surface, the following shall apply:

- a) the Field Umpire may, in their absolute discretion, declare the Match forfeited by the Team with less than the minimum number of Players, in which case Law 11.2 (Forfeiture of Match) shall apply; or
- b) if the Match continues, the Field Umpire shall, as soon as practicable, lodge a written report with FIDA, which contains:
  - i. the circumstances leading to the reduction of Players.
  - ii. the scores of each Team at the time the Field Umpire allowed the Match to continue; and
  - iii. the final score of the Match; and
- c) upon receipt of the written report, FIDA may in its absolute discretion:
  - i. confirm the results of the Match; or
  - ii. determine the Match forfeited by the Team with less than the minimum number of Players, in which case Law 11.2 shall apply.

## 11. Intervals

- $\frac{1}{4}$  time = 5 minutes
- $\frac{1}{2}$  time = 10 minutes
- $\frac{3}{4}$  time = 5 minutes

Generally, Teams are not permitted to leave the ground during any of the intervals. In extreme weather conditions, with agreement by both Teams and approval from the Umpire, Teams may leave the ground during Half-time, but only for the proscribed period.

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## 12. Walkover/Forfeits

In the case of there being a walkover or forfeit, the non-forfeiting Team will receive four competition points. The non-forfeiting Team involved will further receive the average 'for' and 'against' scored, for that round, in their division/conference.

- In the event where the average 'for' and 'against' cannot be calculated (e.g., all games in the division/conference were forfeited), the score line 30 - 0 will be recorded, except in Metropolitan Conference Divisions 1 & 2 and 3 & 4 where the score line 40 - 0 will be recorded. These are the Mercy Rule margins.

## 13. Competition Points

a) Points will be awarded for all conferences.

- b)
- |                 |          |
|-----------------|----------|
| Win             | 4 points |
| Draw            | 2 Points |
| Loss            | 0 Points |
| Forfeit to      | 4 Points |
| Forfeit against | 0 points |

c) Percentage will be calculated during the Season, using the formula "Points For divided by Points Against, multiplied by 100". Percentage will be used to determine ladder positions after each round, and for finals. Where two Teams have the same number of competition points, the Team with the higher percentage shall be positioned higher on the ladder. To discourage Teams winning games by excessive margins, the winning margin for each game shall be capped at the Mercy rule margin for that Conference and Division, regardless of the final scores. Percentage totals will not be included in Official FIDA ladders for public dissemination but shall be provided to Club Officials on request.

d) Where, for unavoidable reasons, the season is unable to be completed in a competition, the team on top of the ladder, by points and percentage, shall be declared the Premier, providing that each team in the competition has played every other team at least once. In circumstances where not every team has played every other team, the team on top of the ladder by points and percentage, shall be declared the Minor Premier. In both situations, a forfeit shall be considered to have been an opportunity for the forfeiting team to play the team given the forfeit.

## 14. Drawn Match

In the event of a drawn game during the home and away Season, the draw will stand as is and points from the Match will be shared.

### Finals

There shall be no drawn Matches in the Finals series.

- In the event of scores being level after the elapsed time, Teams will be given a two (2) minute break, and then each Team will play two five (5) minute 'Extra Time' periods, one towards each end, with no time on. Teams will continue to kick towards the same end as in the last quarter. At the end of the first five (5) minute 'Extra Time' period, there will be a two (2) minute break and Teams will swap ends.
- In the event of scores still being level at the end of the second five (5) minute 'Extra Time' period, the siren will sound, the Umpire shall take the ball to the centre of the ground and recommence play as if a goal had been scored.
- Play will then continue until one Team scores. The siren will sound immediately following the score.
- Coaches and game Officials entered on the Official Team sheet **MAY** enter field during the 2-minute break between the end of the last quarter and the commencement of the first 'Extra Time' period, to speak to and organise Players.
- Coaches and game Officials entered on the Official Team sheet **MAY NOT** enter field during the 2-minute break between the end of the first 'Extra Time' period and the commencement of the second

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'Extra Time' period, to speak to and organise Players. The Umpire may award a free kick against the Team of the infringing Coach or Official, to be taken at the centre of the ground on recommencement of play.

- Coaches and game Officials entered on the Official Team sheet **MAY NOT** enter field at the conclusion of the second 'Extra Time' period, while the Umpire is preparing to recommence play. The Umpire may award a free kick against the Team of the infringing Coach or Official, to be taken at the centre of the ground on recommencement of play.

## 15. Finals Eligibility

- a) During the Season, a Player must have played (taken the field) in at least 50% of the Matches for the Team they wish to represent before being eligible to play in the finals.
- b) FIDA may, at its sole discretion, grant an exemption to Players injured during the Season upon the provision of medical advice, or a letter or certificate from a medical practitioner or other appropriate paraprofessional.
- c) FIDA may, at its sole discretion, grant an exemption to Players for any other compelling reason, upon submission by the Player or Club of a suitable and satisfactory request.
- d) During the Season, where a Player has played more than 60% of Matches in a higher division, they are ineligible to represent Teams competing in lower division finals Matches.
- e) During finals, Players are only allowed to play one game per day.

## 16. Umpires

- a) The FIDA Umpiring Coordinator will appoint one (1) Field Umpire for all Metropolitan Conference fixtured games. At the FIDA Umpiring Coordinator's discretion, one or more additional Field Umpires may be appointed for any Metropolitan Conference Division 1/ 2 fixtured games, or any other game where the FIDA Umpiring Coordinator believes this will benefit the successful completion of the Match.
- b) In the case that
  - i. the FIDA Umpiring Coordinator is unable to appoint an Umpire,
  - ii. or the Umpire does not attend,
  - iii. or the Umpire, by reason of injury or otherwise, becomes incapable of officiating either before or during a fixtured game,then the Home Team shall, in consultation with the Away Team, provide an appropriate Umpire to ensure a game can proceed. FIDA may determine in its absolute discretion whether to recognise the result of such Match.
- c) Country Conference Clubs are responsible for arranging Umpires for their home fixtured games.
- d) Both the Home and Away Teams are to provide a Goal Umpire for each game of them fixtured Season.
- e) Goal Umpires are **NOT** required to:
  - i. determine whether a Player has breached a starting position in contravention of AFL 'Laws of Australian Football' Law 8.2.4 (a) (iv).
  - ii. report a Player or Official who commits a Reportable Offence. AFL 'Laws of Australian Football' Law 8.2.4 (a) (v).
- f) The Field Umpire shall, always, have the power to over-ride the decision of a Goal Umpire.
- g) FIDA does not require the appointment or provision of Boundary Umpires.
- h) Where FIDA has not supplied the Umpire's uniforms, Umpires shall wear their League's Official uniform.

## 17. Team Sheets

Each Team is required to print off three hard copies of their Team sheet.

1. One copy of the completed Team sheet shall be handed to the opposition Team to retain for future records and reference.

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2. One copy of the completed Team sheet shall be retained by the Club for future records and reference.
3. One copy of each of the completed Team sheets shall be collected by the Home Team and handed to the Umpire at least 10 minutes prior to the commencement of the Match. This sheet will confirm the number of Players who took the field in the game and will be initialled by the Umpire at the conclusion of the Match. These sheets shall be submitted to the FIDA Management in line with Match Day procedures (Section 17.5).
4. It is compulsory that Player jumper numbers are listed on all Team sheets.
5. At the completion of the Match, the Field Umpire is to hand all appropriate paperwork to the home Team Manager. All Match documents are to be forwarded by the Home Team via email ([fidagameday@fida.org.au](mailto:fidagameday@fida.org.au)) to the FIDA Management by C.O.B. on the Monday directly after the game.

Teams are not required to record the Interchange Players or the captain and vice-captain on their Team Sheets.

## Replacement of Guernsey with Same Number

Where it becomes necessary to replace a guernsey worn by a Player during a Match, a Player may wear a guernsey that displays a different number than originally worn by the Player. Where the replacement guernsey of a Player does display a different number, the Team Runner shall advise the Opposition Coach and the Field Umpire during the next interval or, if the change occurs during the final quarter, at the first available opportunity. Upon being advised, the Field Umpire shall make an appropriate amendment to the Team Sheet at the first available opportunity.

## 18. Inspection

At any time before or during a Match, a Field Umpire may inspect a Player's boots or hands or any Protective Equipment that a Player intends to wear or use during the Match. No jewellery is to be worn on the ground whilst playing. If an Umpire observes a Player wearing jewellery, the Player will be directed to leave the ground (Yellow Card) and may only come back onto the ground once the jewellery has been removed.

If an Umpire observes a Player with long or sharp fingernails, the Player will be directed to leave the ground (Yellow Card) and may only come back on the ground once the fingernails have been cut to the umpire's approval or covered by an approved AFL glove. Only gloves approved by FIDA Management or Football Operations (AFL) may be worn. Before a Match, the Umpire may request that a Player intending to wear gloves remove them for inspection. If the Umpire is satisfied that the fingernails, when covered by the gloves, do not constitute a danger, or increase the risk of injury to other Players competing in the Match, the Umpire shall approve their use. If, during the game, the Umpire becomes aware that a Player has removed, lost, or damaged one or both gloves, the Player will be directed to leave the ground (Yellow Card) and may only come back onto the ground once the players fingernails have been addressed to the Umpire's satisfaction.

Clubs are encouraged to discuss these rules with their Players prior to the Season, and before Matches, to ensure that Players are aware of their responsibilities. For the purposes of insurance, if injury was suffered because a FIDA Club allowed or ignored the wearing of jewellery, the Club would find it difficult to defend any potential liability claim made against them, and the insurer may consider that they have failed to comply with the insurance condition requiring them to take all reasonable precautions to prevent injury, resulting in no insurance cover.

### During a Match, a Player:

- a) shall not wear any form of jewellery. (This includes studs, keepers, sleepers, rings, barbels, labrets, chains, or any other items, even if hypoallergenic, used for piercings of the ear, nose, lip, eyebrow, tongue, nipple, navel, or any other part of the body. It is not acceptable to cover the jewellery with tape or other materials.)

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- b) shall not wear boot studs, plates/cleats or any Protective Equipment (other than Protective Equipment approved by FIDA) unless the Field Umpire is satisfied that the item does not constitute a danger or increase the risk of injury to other Players competing in the Match.
- c) shall not wear Protective Equipment which has been approved by FIDA, if the Field Umpire is satisfied that such equipment has, during the Match, become dangerous or increased the risk of injury to other Players.
- d) shall not have fingernails which are, in the determination of the Umpire, excessively long or sharp.

## Interpretation

For the purposes of this Law, Protective Equipment includes but is not limited to:

- a) mouthguards (**highly recommended**)
- b) helmets
- c) knee braces
- d) shoulder pads
- e) back supports
- f) arm guards
- g) shin guards (specifically for Players in the ruck)
- h) armbands - may be worn provided they are black in colour, and with no sponsorship or branding unless otherwise approved by FIDA at its discretion; and
- i) any other item designated as such by FIDA.

## 19. "Order Off" Rules

Players in any conference may be ordered from the field by the Field Umpire and may be reported. Players can be ordered from the field for breaching the AFL Australian Football / FIDA Rules and Regulations.

## Yellow Card

A Player being shown a yellow card must immediately leave the ground; the Player may come back on the ground once **Ten (10) Minutes of Playing Time** has passed, with the approval of the Umpire, after a request by the Official Team runner. Players receiving a yellow card **CAN** be replaced.

## Reasons an Umpire may give a yellow card can include but are not limited to:

- Swearing
- Abusing the Umpire
- Abusing the opposition
- Losing their temper
- Jewellery, piercings, or long fingernails.

## Second Yellow Card

If a Player commits a second yellow card offence, then the Umpire will show a Red card and the rules (below) will apply.

## Red Card

A Player being shown a red card must immediately leave the ground and is not permitted to return to the ground for the remainder of the game. Players receiving a red card **CANNOT** be replaced.

## Reasons an Umpire may give a Red card can include, but are not limited to:

- Spitting at another Player, Umpire, Official or spectator. (**Coaches are requested to discourage spitting on the ground.**)
- Striking
- Wrestling
- Bringing the game into disrepute



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## 20. Tribunal

A Tribunal will be convened if deemed necessary by the Tribunal members. The Tribunal may be convened if.

- a) An Official report is to be submitted by the Field Umpire after the Match in which the incident took place. The Umpire is to inform FIDA Management via phone or text as soon as possible, after the Match. The umpire will need to submit via email to FIDA Management with an official report within 24 hours of the incident.
- b) A formal letter of complaint by the Club' Delegate, President or Executive Committee of an opposing Club is to be sent to the FIDA Management no later than Two (2) business days after the incident occurring.

For finer detail around the Tribunal process, please ensure that all Officials, Coaches, and Committee members read the Tribunal Fact Sheet which can found in the 'League' through the below link.

- <https://resources.afl.com.au/afl/document/2021/03/22/221593f5-9b5b-46c7-b038-b032283fcd41/2021-AFL-Tribunal-Guidelines.pdf>

### i. Tribunal Members

- a) The Tribunal will be made up of no less than Two (2) members of the FIDA Executive and up to Three (3) independent persons as determined by the FIDA Management.
- b) The FIDA Management may at their absolute discretion appoint an independent person to sit on the Tribunal.
- c) Any person affiliated in any Official capacity with any FIDA League member Club shall not participate as a Tribunal member in any Tribunal process involving a Metropolitan Conference grade or Country Conference in which the member Club participates. (This is specifically NOT limited to Tribunals involving the person's Club, but to all Tribunals involving the relevant Grade or Conference.)

### ii. Tribunal Time & Location

- a) The Tribunal will be held on the Tuesday night immediately following the Match at a determined Metropolitan location, or via online platform, at the FIDA Management's discretion.
- b) If for any reason this is not possible, the Tribunal hearing will take place on another date nominated by the FIDA Management before the next scheduled fixture of the relevant competition in which the reported Player participates.
- c) If, in unusual circumstances, it is not possible to hold the Tribunal hearing before the next scheduled fixture of the relevant competition in which the reported Player participates, the reported Player shall not participate in any FIDA fixtures until the Tribunal is held.
- d) In situations where [Section 20 ii paragraph b or c] occur, the Tribunal may, at its discretion, consider "time served" when applying penalties for Players found guilty of the offences with which they were charged.
- e) At the FIDA Management's discretion, the FIDA Tribunal may take place at a negotiated Metropolitan location convenient to the Players, witnesses and Clubs involved, or on an on-line platform such as, but not limited to, Zoom, TEAMS or WebEx.

## 21. Player & Official National Deregistration Policy

The AFL Deregistration policy has been developed to provide a risk management framework and policy basis for community football administrators to recognise a duty of care with respect to Players and Officials who could pose an unacceptable risk to other Players and Officials.

All Players and Officials must uphold this policy. For more details on the policy please refer to appendix 4.

## 22. Coaches and Officials

All Teams are **required** to have the following present at all Match days:

- Team Coach (Accredited)



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- Assistant Coach (Accredited)
- Team Manager
- Trainer (First Aid Qualified), or other suitable qualified and insured First Aid provider (e.g., St John's Ambulance or similar) at home games
  - a) **IMPORTANT NOTE: there will be times that an away team may require first aid assistance or a first aid item, e.g., ice, from the home team. In the spirit of FIDA and the game, the home team must render assistance where possible.**
- Runner (The Runner shall not be inside the Fifty Metre Arc during the time when a defensive 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 vacate the area.)
- Water Carrier x 2 (The Water Carriers shall not be inside the Fifty Metre Arc during the time when a defensive 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 vacate the area.)
- Timekeeper - Each of the participating Teams should appoint a person to act as a Timekeeper for the Match. Each Timekeeper appointed for a Match shall:
  - a) keep time for each quarter of the Match.
  - b) sound the siren in accordance with the procedures contained in these Laws.
  - c) stop the clock which is used for the timing of each quarter as required under FIDA's Rules for a stoppage in play; and
  - d) record the Goals and Behinds scored by each Team during a Match.

If a Team elects not to, or is unable to, provide a Timekeeper for any Match, that Team shall give up their right to challenge any outcomes from that Match, including scores, application of time on, and length of quarters.

## i On-Field Coaching

- **Metropolitan Conference Division 1/2 & 3/4:** On-Field Coaching is not permitted. A Runner may be used to convey messages to the Players. If, in the Umpire's determination, the Runner is acting as an on-field Coach, the Umpire shall issue a warning to the Runner to cease. If in the Umpire's determination, the Runner continues to function as an on-field Coach, the Umpire shall award a free kick at the centre of the ground or at the point where the ball is in play, whichever shall be the greater penalty. The Coach is not permitted to function as a runner. The Runner must be wearing the approved and required identifying vest.

The Runner shall not be positioned inside the Fifty Metre Arc during the time when a defensive 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 vacate the area.

- **Metropolitan Conference Division 5/6:** One (Accredited) Coach may Coach on the field to help direct Players. The Coach may not be accompanied by any other Officials or reserve Players. The Coach must be wearing the approved and required identifying vest.

The Coach shall not be positioned inside the Fifty Metre Arc during the time when a defensive 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 vacate the area.

- **Country Conferences:** One (Accredited) Coach may Coach on the field to help direct Players. The Coach may not be accompanied by any other Officials or reserve Players.

The Coach shall not be positioned inside the Fifty Metre Arc during the time when a defensive 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 vacate the area.

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- **In all Conferences**, where a Player has a care provider **employed** as part of a formal support program to provide close-proximity physical, sensory, or behavioural support, that carer may accept a position on the ground with the Player. If, in the Umpire's determination, the care provider is acting as an on-field Coach, or in any way influencing the game in any manner greater than the individual support being provided, the Umpire shall warn the care provider to cease. If in the Umpire's determination, the care provider continues to act as an on-field Coach, or in any way continues to influence the game in any manner greater than the individual support being provided, the Umpire shall direct the care provider to leave the ground. (This may have an impact on the safety of the Player concerned, and the Coach of the respective Team shall have the full and total responsibility of determining whether the Player can safely continue to play or not.)

## 23. Movement of Players Between Teams (Two-Team Clubs)

For Clubs with more than one Team:

- a) Where a Club has more than one Team, a maximum of Three (3) Players can play in more than One Match per day (e.g., Division 1/2 and Division 3/4). Players may play more than one Match per day **only** to prevent a forfeit. The number of Players who play more than one Match per day shall be the number of Players required to prevent the forfeit, up to a maximum of Three (3) Players.
- b) Where a Player plays more than one Match per day, but there are enough in **both** Teams to prevent a forfeit, then both Teams the Player represented shall forfeit their games. Where a Player plays more than one Match per day, but there are enough in one of the Teams to prevent a forfeit, then that Team shall forfeit their game.
- c) For the purposes of clarity and practical application, it is explicitly stated here that, where one or more 'Permitted' Players have participated in the earlier Match of the fixture and are then selected to participate in the later Match of the same round of the fixture, it is not permitted for the Team playing in the later fixture to have a bench or interchange Players.
- d) In extraordinary circumstances, where there is an unexpected and last-minute (after half-time in the earlier Match) withdrawal from the Team fixtured to play in the later Match, and there has been one or more Players on the interchange bench for the earlier Match, the Coach may, **ONLY** with approval from the opposition Coach and the Umpire, play one or more (but not more than 3) of the 'Permitted' Players, to increase playing numbers to the number of Players required to prevent the forfeit.
- e) Clubs with more than one Team must specify 'Permitted' (P) Players who are able to play in the lower division due to their relevant skill level. Please see numbers of 'Permitted' Players based on the Divisions in which the Club participates.
  - i. Division 1/2 & Division 5/6 = up to 6 Players 'Permitted'
  - ii. Division 1/2 & Division 3/4 = up to 8 Players 'Permitted'
  - iii. Division 3/4 & Division 5/6 = up to 10 Players 'Permitted'
- f) During finals, Players are only allowed to play one game per day.
- g) The names of the 'Permitted' Players must be provided to the FIDA Management prior to Round 1 of the FIDA Season. FIDA reserves the right to approve or decline 'Permitted' Players.

## 24. Transfer guidelines

**Important Note:**

**[Clubs should encourage players to play/train at a club that is in close to where they reside.](#)**

- A. A Player wishing to transfer to another Team in the FIDA must complete a transfer via **PlayHQ** and be approved by both Clubs and the FIDA Management.

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- B. A Club may decline a Player to approve a transfer if that Player is in possession of Club property (jumper, shorts etc.) or owes the Club money. For any reasons other than this, the Club must contact the FIDA Management and discuss prior to declining to approve the transfer.
  - i. If a Club refuses to approve a transfer and there are no clear reasons for a transfer request to be denied, the FIDA Management may approve on behalf of a Club, at the direction and discretion of the FIDA Executive Committee.
- C. A Player wishing to transfer to another Club within the Metropolitan Conference may transfer to a Club within the same division or may drop a maximum of one division below the division they were playing in the previous Season. E.g., Division 1/2 to Division 3/4 will be accepted. Division 1/2 to Division 5/6 will be denied.
- D. A Player/Club can apply for special consideration should they wish to dispute any transfer decision made by FIDA, with their appeal to be sent to FIDA Management. An example of where special consideration may be granted is in the case of a Player having a degenerative disability which limits their ability to continue playing at the current level of registration. FIDA may request a **bond** be lodged if it is felt the application for special consideration is frivolous.
- E. The FIDA League transfer window will close following Round 3 each year, or as otherwise determined by FIDA in advance of the commencement of the Season. Players wanting to request a transfer between FIDA Clubs from the conclusion of Round 3 to 30 June will need to make a specific request to FIDA. New registrations, or transfers from outside the FIDA League, may be accepted at FIDA's absolute discretion.
- F. In instances where the National Inclusion Carnival falls prior to Round 3 of the FIDA Season or 30 June, no Players attending the National Inclusion Carnival will be eligible for a transfer following the Carnival that year.
- G. There will be a cap on Players from one Club transferring out to two or more other Clubs. Where there are three or more Players from one Club requesting transfers to other Clubs, this may, at the discretion of FIDA Management, require a meeting between the FIDA Management, the original Club, and the Players, to determine reasons for request. The FIDA Management reserves the right to deny any or all the requests. Similarly, there will be a cap on Players from one Club transferring *en masse* to another Club. Where there are three or more Players from one Club requesting transfers together to another Club, this may, at the discretion of FIDA Management, require a meeting between the FIDA Management, the Clubs, and the Players to determine reasons for request. The FIDA Management reserves the right to deny any or all the requests. The FIDA Management further reserves the right to annul any approved transfer, prior to the commencement of the Season.
- H. Each year, a date when all transfer decisions will be announced will be nominated by the FIDA Management. Any transfer requests received after this date but prior to the closure of the FIDA League transfer window following Round 3, may be approved but will be subject to the capped maximum of three (3) Player transfers.
- I. **Please note:** If a Player has previously been registered with another Club, they will need to process a transfer to change Clubs, irrespective of the number of Seasons since they last played. If it has been more than 24 months since a Player has played, a transfer cannot be refused unless that Player is in possession of Club property (jumper, shorts etc.) or owes the Club money.

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## 25. First Aid Requirements

Each Team must have in attendance, at each Home Match, an accredited person whose designated role is to provide First Aid to Players and Officials of both Teams, as necessary. This person must hold a minimum of the 'Provide First Aid (HLTAID011) qualification, or equivalent or better. This person cannot hold another role during the Match (e.g., Canteen, Coach etc). The use of a First Aid service such as St John's Ambulance or similar is also acceptable, if the accredited person requirements are adhered to in full, as prescribed by FIDA. If a Club is planning to use such a First Aid service (St John's Ambulance or similar) the Club shall advise the FIDA Management in advance, and supply whatever relevant documentation of qualifications is requested / required.

The person designated to the role of accredited First Aid provider does not have to be the same person for every Match, but each person designated to the role of accredited First Aid provider for each Match must have the minimum 'Provide First Aid (HLTAID011) qualification or equivalent.

A copy of the minimum 'Provide First Aid (HLTAID011) qualification, or equivalent or better, for each person designated to the role of accredited First Aid provider must be supplied to the FIDA Management before the commencement of the Season, or as soon as is available after the commencement of the Season. A person shall not function as the accredited First Aid provider if the qualification has not been supplied to the FIDA Management by the Friday immediately before the fixture.

Before the commencement of the Match, the Umpire shall confirm the presence of the accredited First Aid provider. Failure by the Home Team to have an accredited First Aid provider in attendance shall cause the Match to be forfeited.

The accredited First Aid provider is required to wear an approved bib or arm bands, or another recognisable feature, identifying them as "First Aid." The First Aid provider shall be recorded on the Team sheet for each Match. The club **must** have an equipped first aid kit that should be well maintained and stocked with the appropriate items to treat a player. Other items required by the **host club** should be, but not limited to are:

1. Defibrillator
2. Stretcher
3. Ice.

### Important Note Regarding First Aiders

The first aid person is not required or expected to provide strapping, physio, rubdowns, or any other services to players before or during the game, except with respect to treating an injury or wound incurred during the game, so that a player can return to the field safely. Remedial strapping, physio, rubdowns etc before and during the game are the responsibility of the individual player and their club.

## 26. Uniform

All Clubs/Teams playing within FIDA must have the League logo printed on their playing uniform. For branding guidelines please refer to Appendix 5.

Support Staff (Coaches, Team managers, trainers, runners, water carriers) are required to wear approved bibs or arm bands; in instances when these are not available, support staff must wear high vis orange or yellow bibs.

Players choosing to wear compression clothing must wear clothing of an appropriate skin colour.

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## 27. Injuries

- a) In the case of a severe injury, the accredited First Aid provider can call for a stretcher or Ambulance to be brought onto the ground to safely transport the injured Player off the ground. Once the stretcher or Ambulance has been called for, the Umpire shall halt the game until the stretcher has left the playing surface. If the game is unable to resume within 30 minutes, the AFL Laws of Australian Football shall apply.
- b) A Player who is removed from the field by a stretcher **cannot** return to the ground.
- c) Players who suffer cuts and bleeding can be ordered from the ground at the discretion of the Umpire and may only return once they have received appropriate treatment from the accredited First Aid provider.
- d) TIME OFF will only be implemented should the stretcher or ambulance be called on the field. In the case of possible severe injury, at the Umpire's discretion, the Umpire may halt play and call for TIME OFF to be implemented, prior to injury assessment being made by an accredited First Aid provider.

### e) Concussion Protocols

- All players should be encouraged to wear helmets.
- Every club coach, assistant coach and president must have the AFL Head Check app downloaded on their phone and know how to use it.
- Clubs **MUST** have (level 2+) First Aid in attendance at every match of every fixture.
- Any diagnosis of concussion must be reported to FIDA within same time frame as match reports team sheets and scores and should be noted on team sheets if possible. Clubs failing to report a diagnosed concussion may face consequences not limited to loss of points, a fine, or suspension or expulsion from the League.
- Players diagnosed with concussion cannot return to the current game under any circumstances. Clubs allowing a player diagnosed with concussion to return to the current game will face consequences not limited to loss of points, a fine, or suspension or expulsion from the League.
- Players diagnosed with concussion cannot play or train again for a minimum of 21 days / 2 matches – whichever is the longer period.
- In addition to this, Players diagnosed with concussion cannot play again without medical clearance from a General Practitioner or Specialist. This medical clearance must be submitted to FIDA by close of business on the Friday before the player is intending to resume playing. Clubs allowing a player diagnosed with concussion to return to the game without medical clearance will face consequences not limited to loss of points, a fine, or suspension or expulsion from the League.
- Players with a medical clearance, cleared to return to play, **MUST** wear a helmet at training and in games, for the following six (6) months. Players required to wear a helmet will have an "H" against their name on team sheets.

## 28. Alcohol Policy

During fixtured game times, no alcohol consumption in spectator areas, or around the ground, will be permitted at any FIDA Matches. (Outside fixtured game times, alcohol may be consumed, subject to the Club's licensing requirements, if it is in the confines of an established social Club). Clubs may seek a Permit from the FIDA Management for Official luncheons, sponsors events, fundraising events, or other appropriate functions, to be held during fixtured game times, providing the function is conducted in facilities **not open** to the general public, and that all licensing requirements and Responsible Service of Alcohol procedures are adhered to.

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## 29. Fines

**Clubs may be fined for a breach of the FIDA Rules. For a full list of fines please see appendix 6 – Fine Structure.**

## 30. Social Media Policy

The FIDA social media details can be found in full in appendix 7.

## 31. Club Contact Details

Should you require Club contact details, please refer to the League website - contact the FIDA Management.

## 32. Coach Requirements

All Head Coaches within the FIDA League must hold their accreditation as per <https://Coach.afl/> prior to Round 1, and a copy must be provided to FIDA via **PlayHQ**. All Coaches must obtain their required Coaching development points prior to the completion of the Season.

It is highly recommended that there is at least one Assistant Coach who also undertakes their accreditation, as they cannot function as Head Coach on game days unless they are accredited.

Clubs cannot hand-write Coaches' names on the Team sheet. Accredited Coaches must be selected via Play HQ

Clubs may be fined for a breach of this requirement. It is suggested that Clubs include all accredited Coaches on their hard copy Team sheets and cross out any who are not in attendance at a fixture.

## 33. Non-Tackle Players

**Definition of a non-tackle player:** a player within the FIDA competition who cannot be tackled during a game by another player due to a physical or medical condition. The non-tackle player is also **not** allowed to tackle a player during a game.

The non-tackle player may also have a non-playing approved carer to support the player (but not coach) on the field.

A Non-Tackle Player must:

- Have a doctors certificate to play
- Need to be fit to play FIDA football
- Must wear a 'special' Non-Tackle Player vest

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## APPENDICES

### Appendix 1 - Coaches' Code of Conduct

All Coaches within the FIDA League are to uphold the conduct expectations, below.

1. I will respect the rights, dignity and worth of all individuals within the context of my involvement in Australian Football, by refraining from any discriminatory practices including, but not limited to, discrimination based on race, religion, gender, ethnic background, special ability/disability or sexual orientation, preference, or identity.
2. I will abide by and teach the AFL Laws of Australian Football and the Rules of my Club and League/Association.
3. I will be reasonable in the demands I make on the time commitments of the Players in my care, having consideration for their health and wellbeing.
4. I will be always supportive, and I will refrain from any form of personal or physical abuse or unnecessary physical contact with the Players in my care.
5. I will have consideration for varying maturity and ability levels of my Players when designing practice schedules, practice activities and involvement in competition.
6. Where I am responsible for Players in the 5-18-year-old age group, I will strive to ensure that all Players gain equal playing time. I will avoid overplaying the talented Players, aiming to maximise participation, learning and enjoyment for all Players regardless of ability.
7. I will stress and monitor safety always.
8. In recognising the significance of injury and sickness, I will seek and follow the physician's advice concerning the return of injured or ill Players to training.
9. I will endeavour to keep informed regarding sound principles of Coaching and skill development, and of factors relating to the welfare of my Players.
10. I will always display and teach appropriate sporting behaviour, ensuring that Players understand and practise fair play.
11. I will display and foster respect for Umpires, opponents, Coaches, administrators, other Officials, parents, and spectators.
12. I will ensure that Players participate in a positive environment where skill-learning and development are priorities and not overshadowed by a desire to win.
13. I reject the use of performance-enhancing substances in sport and will abide by the guidelines set forth in the AFL Anti-Doping and Illicit Drugs policies.



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## Appendix 2 – Players’ Code of Conduct

All Players within the Victoria FIDA Football League are to uphold the below behaviour expectations.

1. Abide by the rules of the game and rules set down by your Coach, Club and League as outlined in FIDA Handbook.
2. Respect the rights and worth of every person, regardless of their age, race, gender, ability, cultural background, sexuality, or religion.
3. Never argue with an Official or Umpire. If you disagree, have your captain, Coach or Team manager approach the Official during a break or after the competition.
4. Always show respect for Umpires and respect decisions made even if you do not agree with them.
5. Control your temper. Verbal or physical abuse of Officials, Umpires, spectators, or other Players, deliberately distracting or provoking an opponent is not acceptable or permitted.
6. Work equally hard for yourself and your Team. Your Team's performance will benefit, so will you.
7. Be a good sport. Applaud all good plays whether they be by your Team, opponent, or the other Team. Be proud to walk off the ground after each game knowing that you have given your best and never involve yourself in an argument with opposing Players, Umpires, or Officials.
8. Conduct yourself at a high level of personal behaviour on and off the field in such a manner so as not to bring your Club, the League, or the game of Australian Football into disrepute by displaying good sportsmanship always.
9. Treat all Players, Coaches, Umpires and Volunteers with **respect** as you would like to be treated. Do not interfere by, bullying or taking unfair advantages of other players. This includes on and off the field, online via social media as per the FIDA Social Media Policy (Appendix 7).
10. Co-operate with your Coach and Teammates and respect the ability of your opponent. Without them there would be no game.
11. Play for the 'fun of it' and within the spirit of FIDA. Your involvement to play is for fun and enjoyment, winning is only part of it.
12. Be responsible for your actions, as Any Player found to be in breach of the above code of conduct may be called to front the Tribunal, for potential disciplinary action.



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## Appendix 3 – Match Day Checklist

All Home Clubs are to complete the document accessible from the link below, prior to the Match taking place.

- [Match\\_Day\\_Checklist.pdf \(fida.org.au\)](https://fida.org.au/Match_Day_Checklist.pdf)

## Appendix 4 – Player & Official National Deregistration Policy

This Deregistration policy has been developed to provide a risk management framework and policy basis for community football administrators to recognise a duty of care with respect to Players and Officials who could pose an unacceptable risk to other Players and Officials.

- i. Leagues must advise all Clubs of the details of the policy and make the policy readily available to their Clubs, Players, and Officials.
- ii. Once a Player/Official has accumulated a Suspension history of ten (10) Matches or more, the League must advise the Player/Official and their Club in writing that the Player/Official faces the risk of Deregistration should the Player/Official incur further Suspension(s) that results in them reaching or exceeding the sixteen (16) Matches total Suspension history (Suspension Notice).
- iii. A Player/Official will be automatically Deregistered if Player/Official accumulates sixteen (16) Matches (or more) total Suspension in circumstances where Player/Official has not already accumulated ten (10) Matches (or more) Suspension history.
- iv. Notification of Deregistration shall be made in writing to the Player/Official and their Club.
- v. State Bodies shall be notified in writing of all decisions to deregister a Player/Official, by the Player's/Official's Club or League. A central database of all deregistered Players/Officials will be kept by all State Bodies.
- vi. Should a Player/Official's Suspension history already have reached or exceeded a combined total of sixteen (16) Matches Suspension at the time of implementing this policy, the League is to formally advise the Player/Official and the Player's/Official's Club that the Player/Official faces Deregistration should the Player/Official incur another Suspension.

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## Appendix 5 – Guernsey Branding



The following guidelines outline the requirements for the FIDA guernsey branding:

1. League logo to be on the right-hand-side of the Player's chest, 14cm below the shoulder seam
2. Logo size: FIDA Logo – Width 6cm x Height 7cm
3. No other logos to be placed above or below the League logo
4. All other areas of the Guernsey are available for Club use

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## Appendix 6 – Fine Structure

**Warning: The following fines may be issued should Clubs breach any of the below.**

<b>Fine Arising from Match Day</b>	<b>Amount</b>
Failure to play in a fixtured Match	Refer to Executive
Duplicated jumper number	\$20.00 per jumper
Incorrect shorts	\$30.00 per pair
No goal and behind post paddling	\$100.00
Playing unregistered Players	\$500.00 per Player
Unaccredited Coaches listed on Team Sheets or acting in a Coaching capacity during games. (Refer to Paragraph 32)	\$500.00 per Coach
Playing more than three Players in two (2) games	Forfeit Match
Team Officials/Players smoking on ground including Coaches' box	\$100.00
Team Officials/Players drinking alcohol at a FIDA Match	\$100.00
Failure to have an UMPIRE'S ESCORT in attendance for a home game	\$50.00
Melees: first offence	\$100.00
Melees: second offence	\$200.00
Melees: third offence	\$500.00
Melees: fourth offence	Refer to Executive
Melees: Finals	Refer to Executive
<b>Matchday Paperwork</b>	<b>Amount</b>
Failure to submit Scores within 48 hours of Match completion	\$50.00
Failure to have all Players Medical forms available on game day	\$100.00
Failure to submit Team Sheets within 72 hours of Match completion	\$50.00
Team sheets not completed correctly	\$20.00
Submitting a false or misleading Team sheet	Refer to Executive
<b>General</b>	<b>Amount</b>
Failure to notify League of venue change	\$70.00
Failure to notify League of time change	\$70.00
Failure to supply a stretcher	\$100.00

# FIDA - FOOTBALL INTERGRATION DEVELOPMENT ASSOCIATION

## Appendix 7 – Social Media Policy

Social Media is a rapidly expanding form of communication. FIDA realises that participation in Social Media by Club Officials and Players will continue to increase. If you choose to participate in any form of Social Media, FIDA expects you to adhere to the standards set out in this Policy when referencing your association with FIDA, any of the Clubs or any individual affiliated to FIDA or Clubs.

Social Media includes but is not limited to:

- Discussion Forums such as BigFooty
- Any form of Blogging or Microblogging on websites such as Twitter
- Social Networking websites such as Facebook
- Video and Photo sharing websites such as YouTube and Instagram

### Policy Scope

This policy is applicable to all FIDA Football League volunteers, and Affiliated Club Officials, Players and Player family members, Staff, and Volunteers who participate in any form of social media.

### Your Conduct in Social Media Activity

While all individuals are welcome to participate in social media, it is expected that everyone who participates in online commentary in relation to activities involving FIDA and its Stakeholders shall respect and adhere to the following simple but important guidelines. These guidelines are in place to assist in achieving our overall goal, that is, to participate online in a **respectful**, relevant way that protects the reputation of the League and the individuals within it, and of course follows the letter and spirit of the law:

- Be transparent and state that you are affiliated with FIDA. Your honesty will be noted in the Social Media environment. If you are writing about matters relating to FIDA or a competitor, use your **real name**, identify that your affiliation, and be clear about your role.
- Never represent yourself, FIDA or your affiliated Club in a false or misleading way. All statements must be **true and not misleading**; all claims must be substantiated.
- Post meaningful, respectful comments — in other words, no spam and no remarks that are off topic or offensive.
- Use common sense and common courtesy: for example, it is best to ask permission to publish or report on conversations that are meant to be private or internal to FIDA.
- Stick to your area of expertise and do feel free to provide unique, individual perspectives on non-confidential activities at FIDA Football League.
- Disagreements with others' opinions must be kept respectful and appropriate. Do not make personal, disrespectful, or threatening comments. FIDA expects that each club handles this type of inappropriate action by individuals at club level. Depending on the severity, the matter may be handed over to the relevant authorities.
- Think globally. What you publish is widely accessible and will be around for a long time, so consider the content carefully; you should be respectful of religions, races, individuals, cultures, and abilities.

# FIDA - FOOTBALL INTERGRATION DEVELOPMENT ASSOCIATION

## Appendix 7 – Social Media Policy - continued

### Consequence of Breach

Any breach of the above guidelines may result in individual club disciplinary action against the offending party, at the discretion of FIDA Management.

Refer to Appendix 2 - Code of Conduct section 9

## Appendix 8 – Umpires Escort Job Description

### Duties:

- Be listed on the Official Team sheet.
- Wear Club-supplied Official Escort identification.
- Be capable of assisting the Umpires if an incident arises.
- Be present at the Umpires Room five minutes prior to the Umpires entering the ground.
- Accompany the Umpires on and off the ground and to stand with the Umpires at all scheduled breaks in play.
- Move quickly to the Umpires at the end of each quarter.
- Escort the Umpires to the Umpires Room door before duty is completed.
- Ensure that goal Umpires are accompanied to Umpires Room.
- In the event of an incident involving the Umpires, remain with the Umpires and ensure their safe departure from the ground.
- Umpires Escort must not abuse or criticise Umpires, must always show courtesy, and is not to give comment on the Umpires' performance.

# FIDA - FOOTBALL INTERGRATION DEVELOPMENT ASSOCIATION

## Appendix 9 – UMPIRES ESCORT: CODE OF CONDUCT & SIGN OFF SHEET

(This form should be discussed with, and signed by, any person who intends to act as an UMPIRE'S ESCORT, prior to the commencement of the Season, or as soon as possible thereafter, and submitted to the FIDA Management immediately. No person shall act as UMPIRE'S ESCORT without having signed this Code of Conduct by the Friday prior to undertaking the role. Failure by a Club to have an UMPIRE'S ESCORT in attendance at each home fixture shall, at the absolute discretion of the FIDA Management, be subject to a fine, as per Appendix 6 – Fine Structure. At the absolute discretion of the FIDA Management, extenuating circumstances may be considered.)

**UMPIRES ESCORT:** Must be a person capable of holding the role and dealing with spectators and Officials if required.

I \_\_\_\_\_

of \_\_\_\_\_

\_\_\_\_\_ Postcode \_\_\_\_\_

hereby commit, to the best of my ability, to uphold this Code of Conduct. I understand that as an integral component of my role, I must maintain a standard of behaviour and conduct in the best interests of the game and the Players/Officials. In representing myself in an honest manner, and without bringing the Coaching profession or the Game into disrepute, I will endeavour to comply with the following, to the best of my ability:

### UMPIRE COMFORT:

- Identify yourself to the Umpires on their arrival at the ground, make them welcome, show them to the Umpires Room.
- Ensure that the Umpires Room is adequate in terms of cleanliness and security.
- Make sure that Umpires are offered refreshments during quarter breaks.

### DUTIES:

- Be listed on the Official Team sheet.
- Wear Club-supplied Official Escort identification.
- Be capable of assisting the Umpires if an incident arises.
- Be present at the Umpires Room five minutes prior to the Umpires entering the ground.
- Accompany the Umpires on and off the ground and to stand with the Umpires at all scheduled breaks in play.
- Move quickly to the Umpires at the end of each quarter.
- Escort the Umpires to the Umpires Room door before duty is completed.
- Ensure that goal Umpires are accompanied to Umpires Room.
- In the event of an incident involving the Umpires, remain with the Umpires and ensure their safe departure from the ground.
- Umpires Escort must not abuse or criticise Umpires, must always show courtesy, and is not to give comment on the Umpires' performance.

Signed \_\_\_\_\_ Date \_\_\_\_\_

# FIDA - FOOTBALL INTERGRATION DEVELOPMENT ASSOCIATION

## Appendix 10 FIDA Handbook & Guidelines for Season 2022 Sign Off Sheet

This Handbook relates to the FIDA Football Association. It is the responsibility of each participating Club to ensure that all appointed and volunteer Officials are fully aware of the contents of this Handbook, and to enable the competition to be conducted efficiently and safely in the true **Spirit of the Game**.

FIDA requires that each game be played within the scope of both the written rules of our Handbook and the AFL Laws of the Game.

FIDA also requires that Clubs play within the **Spirit of the Game** as well as **playing** the game. This will allow everyone the basic joy of playing and watching a great FIDA game.

Coaches and Team Managers are always responsible for ensuring that their Players conduct themselves with respect to other players, umpires, coaches, and the public as well as within the **Spirit of the Game** and the **Laws of the Game**.

**By signing this document, we acknowledge that we have read the FIDA Handbook and agree with the terms, condition, and rules of the FIDA competition.**

Club Name: \_\_\_\_\_

**Club Position: President**

Sign: \_\_\_\_\_ Date: \_\_\_\_\_

Print Name: \_\_\_\_\_

**Club Position: Coach #1**

Sign: \_\_\_\_\_ Date: \_\_\_\_\_

Print Name: \_\_\_\_\_

**Club Position: Coach #2**

Sign: \_\_\_\_\_ Date: \_\_\_\_\_

Print Name: \_\_\_\_\_

**Club Position: Secretary**

Sign: \_\_\_\_\_ Date: \_\_\_\_\_

Print Name: \_\_\_\_\_