



FOOTBALL INTEGRATION DEVELOPMENT ASSOCIATION

BY-LAWS

2024 VERSION

1 TABLE OF CONTENTS

| | | |
|------|--|----|
| 1 | Table of Contents | 1 |
| 2 | Spirit of the Game..... | 4 |
| 3 | Definitions and Interpretations | 5 |
| 4 | Laws of Australian Football | 6 |
| 4.1 | AFL Victoria Affiliation..... | 6 |
| 5 | League Fees | 6 |
| 5.1 | Fee Structure..... | 6 |
| 5.2 | Non-Financial Clubs..... | 6 |
| 6 | Naming Rights..... | 7 |
| 7 | Registration | 7 |
| 7.1 | Conditions of Registration | 7 |
| 7.2 | Player Eligibility Criteria | 8 |
| 7.3 | Misrepresentations..... | 9 |
| 7.4 | Player Registration Fee | 9 |
| 7.5 | Requirements for Player Registration..... | 10 |
| 7.6 | Penalty for Playing Non-Permitted Players..... | 10 |
| 7.7 | Assumption of Risk..... | 10 |
| 8 | Player Movement | 11 |
| 8.1 | Transfer Guidelines | 11 |
| 9 | Player Points Policy..... | 12 |
| 9.1 | Objective | 12 |
| 9.2 | Points Allocation | 12 |
| 9.3 | Application of Points System | 12 |
| 10 | League Format..... | 13 |
| 10.1 | Conferences and Grades..... | 13 |
| 10.2 | Joining Clubs..... | 13 |
| 10.3 | Minimum Standards..... | 13 |
| 10.4 | Promotion and Relegation | 14 |
| 10.5 | Fixturing | 14 |
| 10.6 | Match Details | 15 |
| 10.7 | Night Match Policy | 16 |
| 10.8 | Competition Points | 16 |
| 10.9 | Walkover/Forfeits | 17 |
| 11 | Finals..... | 17 |
| 11.1 | Finals Arrangements | 17 |
| 11.2 | Clubs Finals Eligibility and Bond..... | 17 |

| | | |
|-------|--|----|
| 11.3 | Finals Guidelines | 18 |
| 11.4 | Drawn Matches During Finals | 18 |
| 11.5 | Player Finals Eligibility | 18 |
| 12 | Match Requirements | 19 |
| 12.1 | Player Numbers..... | 19 |
| 12.2 | Evening Up | 19 |
| 12.3 | Football Requirements..... | 20 |
| 12.4 | Match Officials | 21 |
| 12.5 | Coach Requirements..... | 22 |
| 12.6 | Umpires..... | 22 |
| 12.7 | Injury Management | 23 |
| 12.8 | Concussion Policy..... | 24 |
| 12.9 | Team Sheets and Publications | 25 |
| 12.10 | Replacement of Guernsey with Same Number | 25 |
| 12.11 | Player Inspections | 26 |
| 12.12 | Uniform | 27 |
| 13 | FIDA Rules..... | 27 |
| 13.1 | Modified Rules | 27 |
| 13.2 | On-Field Coaching..... | 28 |
| 13.3 | Non-Tackle Players..... | 30 |
| 13.4 | Players Ordered from the Ground | 30 |
| 14 | Tribunal..... | 31 |
| 15 | Appeals | 32 |
| 15.1 | Grounds for Appeal..... | 32 |
| 15.2 | Cost of Appeal..... | 32 |
| 16 | Complaints and Protests..... | 32 |
| 16.1 | General..... | 32 |
| 16.2 | Lodgement of Complaints and Protests..... | 32 |
| 16.3 | Complaints Procedures | 33 |
| 17 | National De-Registration Policy..... | 33 |
| 18 | Drug, Alcohol and Smoking Policy | 33 |
| 19 | Social Media Policy | 34 |
| 20 | Appendices | 35 |
| 20.1 | Appendix 1 – Coaching Code of Conduct..... | 35 |
| 20.2 | Appendix 2 – Player Code of Conduct..... | 36 |
| 20.3 | Appendix 3 – Spectator Code of Conduct..... | 37 |
| 20.4 | Appendix 4 – Match Day Procedures..... | 38 |
| 20.5 | Appendix 6 – Evening Up | 40 |

| | | |
|-------|--|----|
| 20.6 | Appendix 7 – Player Points Policy Examples..... | 41 |
| 20.7 | Appendix 8 – Protective Equipment | 42 |
| 20.8 | Appendix 9 – National Deregistration Policy | 44 |
| 20.9 | Appendix 10 – Guernsey Branding..... | 45 |
| 20.10 | Appendix 11 – Fines Structure | 46 |
| 20.11 | Appendix 12 – Social Media Policy | 47 |
| 20.12 | Appendix 13 – Umpire Escort Position Description | 48 |
| 20.13 | Appendix 14 - FIDA By-Laws for Season 2024..... | 49 |

2 SPIRIT OF THE GAME

The By-Laws relating to the Football Integration Development Association (FIDA) has been formalised in order that all competing Clubs have Official and binding references.

It is the responsibility of each Club to ensure that all appointed and volunteer Officials are fully aware of the contents of the By-Laws, to enable the competition to be conducted efficiently and in the Spirit of the Game.

Spirit of the Game is the philosophy, and 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 these By-Laws, the AFL Laws of the Game and where applicable the National Community Football Policy Handbook.

FIDA also requires that Clubs engage cooperatively 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 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 By-Laws is to define a binding set of Rules and Regulations on the structure, administration, and organisation of the FIDA Football League competition for all 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.

Club Contact Details

Should you require Club contact details, please refer to the League website – <http://fida.org.au>

3 DEFINITIONS AND INTERPRETATIONS

In these By-Laws unless the contrary intention appears:

- i. **Accreditation** (or **Accredited**) means:
 - a. In respect to a Coach, registration, and accreditation (including re-accreditation) of a Person via Coach.AFL.
 - b. In respect to an Umpire, registration and/or accreditation (including reaccreditation) of a person via OfficialsHQ.
- ii. **AFL** means Australian Football League.
- iii. **AFL Victoria** means AFL Victoria Ltd.
- iv. **Appendices and Schedules** means attached documents that should be read in conjunction with and form part of the by-laws of the Football Integration Development Association.
- v. **Board** means the governing body of FIDA, designated to oversee the management of the League. The Board may also be referred to as the committee.
- vi. **By-Law** means any clause, appendix or otherwise set out within this document.
- vii. **Club** means an affiliated and registered club fielding a team in FIDA or any other competition, including a Destination Club or Source Club.
- viii. **Club Official** means a person representing a club in any capacity including but not exclusive to, President, Secretary, Treasurer, Umpire, Umpire Escort, Coach, Team Manager, Water Carrier, Runner, Assistant Coach, and Timekeeper.
- ix. **Coach** means a senior coach, assistant coach or volunteer coach or any Person holding or seeking to hold coaching responsibilities at a club that is accredited (or requiring accreditation) in accordance with the National Community Football Policy Handbook.
- x. **Destination Club** means the Club to which a Player is transferring.
- xi. **FIDA** means Football Integration Development Association Incorporated. In these rules referred to as "FIDA" or "the League."
- xii. **Fines** means a penalty that a club must pay if a club or player is in breach of a FIDA By-Law.
- xiii. **GST** any dollar amounts referred to in the By-Laws may be subject to GST where applicable.
- xiv. **Laws of Australian Football** means the laws of the game of Australian Football adopted by the Australian Football League as modified for the FIDA (league), set out in By-laws Schedule 1.
- xv. **League** means the Football Integration Development Association Incorporated.
- xvi. **National Community Football Policy Handbook** (or equivalent) provides the framework, standards of behaviour, and organisational requirements in relation to Australian Football at the State and community level.
 - a. For the avoidance of doubt where FIDA does not have a rule and/or policy the National Community Football Policy Handbook will apply
 - b. Where FIDA Rules and By-Laws conflict with the National Community Football Policy Handbook it is at the discretion of the FIDA Board to determine the appropriate application.
- xvii. **OfficialsHQ** means the AFL's online umpire management platform.
- xviii. **Penalty Units** means fines rendered to a club for infringements representing a dollar value.
 - a. **A single or one (1) penalty unit value is equal to \$10.00.**
- xix. **Permit** means a season or game permit.
- xx. **PlayHQ** means the online competition management platform.
- xxi. **Reportable Offence** mean a reportable offence identified in the Laws of Australian Football.
- xxii. **Source Club** means the originating club from which a registered Player is Transferring.
- xxiii. **Transfer** means the movement of a Player from one club to another Club in accordance with the National Community Football Policy Handbook (Transferred and Transferring have the same meaning).
- xxiv. **Transfer Request** means a request to Transfer a Player which has been initiated in accordance with the National Community Football Policy Handbook.

4 LAWS OF AUSTRALIAN FOOTBALL

All games shall be played in strict accordance with the “Laws of Australian Football” as determined by the AFL, unless otherwise advised by the FIDA league.

Unless otherwise specified in these By-Laws, the “**Laws of Australian Football**” shall apply in all games. Where discretion is available under the “**Laws of Australian Football**” for controlling bodies to nominate rule variations, the Board shall notify each club of the “**Laws of Australian Rules Football**” applicable to the League in each season.

4.1 AFL Victoria Affiliation

FIDA has a signed League Affiliation Agreement with AFL Victoria. This agreement provides many benefits with AFL-Victoria and is recognised as an integrated league within AFL Victoria. Key obligations within the agreement include that the League must:

- i. use PlayHQ as the official registration platform.
- ii. not bring the League, AFL Victoria, AFL, Australian football into disrepute
- iii. comply with all laws, regulations, and codes of practice.
- iv. participate in the National insurance program.
- v. use umpire services that are appropriately accredited as far as possible.
- vi. ensure all coaches are appropriately accredited.

4.1.1 National Inclusion Carnival

AFL Victoria has access to National programs such as the National Inclusion Carnival. AFL Victoria funds and delivers the metro and country teams to the competition. Players who elect to participate in this event/or similar must hold a current Sport Inclusion Australia eligibility certification. This eligibility criteria are used for all players participating in this National event. The FIDA league does not influence the requirements nor competition structure of these events. However, can work collaborative with AFL Victoria to support team development.

5 LEAGUE FEES

5.1 Fee Structure

- i. Each affiliated FIDA Club shall pay any annual affiliation fee as advised by the Board.
- ii. Each affiliated FIDA Club shall collect, and transfer player fees as advised by the Board. All monies outstanding to the League by Affiliated Clubs shall be payable in full by the due date per the invoice and/or statement issued by the League. Payment terms for all League charges are fourteen (14) days from invoice date. Fees collected prior to the due date may be transferred to the league at any time and will be credited towards the final player invoice, with the balance payable by the due date.
- iii. Any proposed alternative payment arrangements must be received in writing by the Chief Executive Officer (CEO), a minimum of 7 days prior to the due and payable date of each invoice and such arrangements are subsequently considered and, if acceptable, approved by the CEO and/or the Board at their discretion.

5.2 Non-Financial Clubs

In the case of clubs failing to make such payments in accordance with the League’s payment terms for fixed and variable charges, unless acceptable alternative arrangements have been made with the CEO and/or Board, a range of penalties may be applied either jointly or independently including but not limited to:

- i. No team of that club will be eligible for match points until the account has been paid in full.
- ii. No team of that club will be eligible to play finals until the account has been paid in full.
- iii. Clubs who have qualified or may qualify for finals must be financial by 5pm on the Thursday prior to the final home and away match of the season.
- iv. The club may be fined a set penalty.
- v. Interest may be charged on the outstanding balance at bank overdraft rates or any other penalty the Board deemed appropriate.

At the end of the League Financial Year (31st October of any given year) an Unfinancial Club listing will be provided to the Board at the November Board meeting.

Any club that is unfinancial as of 31 October, will need to formally write to the Board to be included as an affiliated club for the following season.

Any club that has been unfinancial during the season leading to 31 October, will need to formally write to the Board to advise how financials will be managed in the following season to mitigate the risk of becoming unfinancial.

6 NAMING RIGHTS

The competition is to be referred to as FIDA Football (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:

- i. FIDA - Metropolitan Conference
- ii. FIDA - Central Conference
- iii. FIDA - Northern Conference
- iv. FIDA - Western Conference

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

7 REGISTRATION

7.1 Conditions of Registration

By registering through PlayHQ and completing the FIDA Medical forms, the Player:

- i. 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.
 - a. The Member Protection Policy can be accessed through the National Community Football Policy Handbook under Part C – Member Protection and Integrity
- ii. 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.
- iii. 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.
- iv. Acknowledges that they may, upon request of the Club, League, or AFL Victoria, be required to provide proof of age, disability, or medical clearance within five (5) working days of the request.

7.2 Player Eligibility Criteria

FIDA has developed three levels of Player Eligibility for the FIDA competition. These are:

- **7.2.1 Eligible (E)**
- **7.2.2 Allowed (A)**
- **7.2.3 Exempt (X)**

To be eligible for the AFL National Inclusion Carnival you must meet the **ELIGIBLE (E)** criteria.

These levels 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.

No person may play in any matches authorised or conducted by the FIDA, other than practice matches, unless that person has:

- i. Been declared either Eligible, Allowed, or Exempt by FIDA as defined by the provisions of **Clauses 7.2.1, 7.2.2, and 7.2.3** below.
- ii. Lodged an application for registration with the FIDA for an Affiliated Club; and received from the General Manager - Football Operations notice that they are permitted to play for the nominated Affiliated Club.
- iii. Attained the age of fourteen years by 1st April during that person's first year of registration with the League. 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.
- iv. Similarly, Players under the age of eighteen 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.
- v. 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.
- vi. Prior to playing an official game each season, players must activate their FIDA registration by updating personal details in the database (PlayHQ) and commit to paying the FIDA player registration fee to the club.

Females and Players identifying as LGBTQI+ are permitted to play in matches authorised or conducted by the League, providing they meet the relevant requirements under either **Clause 7.2.1 Eligible (E), 7.2.2 Allowed (A), or 7.2.3 Exempt (X)** below.

Any player found to have participated in a match authorised or conducted by the League without the appropriate permit granted pursuant to this By-Law may be dealt with by the FIDA Management in accordance with By-Law **Clause 7.3 Misrepresentations** and the club that fielded the player may be dealt with by the Board in accordance with By-Law **Clause 7.3 Misrepresentations**.

7.2.1 Eligible (E)

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.
 - a. All new Players are encouraged to seek SIA classification upon registration.

7.2.2 Allowed (A)

A Player will be classified as **ALLOWED (A)** for the purposes of participation in the FIDA Football League, if:

- i. The participant is declined for a SIA classification, and upon reviewing the evidence provided, FIDA determines the Player meets two (2) of the following FIDA Player eligibility requirements:
 - a. Attendance at a Specialist School.
 - b. 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.
 - c. Proof of Disability Support Pension or NDIS registration under the category of Intellectual Disability.
 - d. Registration with a Disability Service Provider under the category of Intellectual Disability.

7.2.3 Exempt (X)

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.

- i. Clubs **MUST** apply to the FIDA Permit Committee for an exemption to participate in the League.
- ii. 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.

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

7.3 Misrepresentations

Any player or club representative who makes any misstatement or misrepresentation in applying for:

- i. registration, or
- ii. a clearance approval

may be dealt with by the Board by way of:

- iii. a fine not exceeding **forty (40) penalty units**; and/or
- iv. disqualification from the competition; and/or
- v. loss of all premiership points obtained in matches in which the player played and the awarding of those points to the appropriate opposing teams.

7.4 Player Registration Fee

- i. All clubs must clearly define to the player their obligation regarding the payment of the FIDA Player Registration Fee.
- ii. Players meeting the club requirements for collection are eligible to play in any game. A player is considered registered for the purposes of league registration fees when they have played one (1) match and the full FIDA Player Registration Fee will be charged by FIDA.

- iii. FIDA will audit the club's player list following the closure of transfers and applications, on/or the next business day after June 30 to determine league registration fees. Invoices will be issued for payment.
- iv. Any player registrations after the invoice period and the end of the season will lead to an additional invoice for payment.

7.5 Requirements for Player Registration

- i. All Players must be registered with FIDA through PlayHQ and listed on the official team sheet before taking the field.
- ii. For a Player to be registered, they must have completed and submitted a current registration/medical form to 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 within these By-Laws.
- iii. New registrations and Transfer Requests must be received by FIDA Management **before 12:00pm on the Friday** preceding that round of Matches.
- iv. New registrations and Transfer Requests **WILL NOT** be received on Match days.

7.6 Penalty for Playing Non-Permitted Players

Any Affiliated Club that allows a player to play in any home and away games or finals series where that player is:

- i. not registered with the League; or
- ii. not permitted to play with that Affiliated Club; or
- iii. is under suspension.

shall be liable to:

- iv. player disqualification from the competition; and
- v. club loss of all premiership points obtained in matches in that season which the player played and the awarding of those points to the appropriate opposing teams.
- vi. Financial penalty of up to **forty (40) penalty units**.

The General Manager - Football Operations may also deal with the player concerned as they deem appropriate.

7.7 Assumption of Risk

By signing the Official FIDA Registration Form (through PlayHQ) or having a parent/guardian or club representative complete registration on the players behalf, the Player acknowledges and agrees that:

- i. Australian Football is a vigorous body contact sport in which physical injury may occur from time to time.
- ii. They are none-the-less desirous to playing Australian Football for the Club.
- iii. They take upon themselves the risk (both physical and legal) of injury arising while training or participating in the game of Australian Football.
- iv. 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.

8 PLAYER MOVEMENT

8.1 Transfer Guidelines

Important Note: Clubs should encourage players to play and train at a club that is in proximity to where they reside.

- i. A Player wishing to transfer to another Club within FIDA must complete a transfer via PlayHQ and be approved by both Clubs and the FIDA Management.
- ii. A Source Club may decline a Player to approve a transfer if that Player.
 - a. is in possession of Club property (jumper, shorts etc.) or
 - b. owes the Club money.
- iii. For any reasons other than above, the Source Club must contact the FIDA Management and discuss prior to declining to approve the transfer.
 - a. If a Source Club refuses to approve a transfer and there are no apparent 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 appropriate FIDA Committee.
- iv. As per AFL Standards a player Transfer Request in PlayHQ will be automatically approved after 7 days unless the Source Club formally deny the Transfer Request under any of the allowed reasons.
- v. 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.
 - a. All appeals are subject to the formal appeals process and may incur a bond to be lodged.
- vi. The FIDA League transfer window (where players may transfer between FIDA clubs) will close following Round 3 of 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.
 - a. For all other transfers and registrations FIDA is subject to the National transfers and registration dates as set by the AFL. Players cannot be transferred into a club after June 30
- vii. Players who participated in FIDA under a local interchange permit seeking to play at a different club will be regarded for the purposes of the transfer guidelines as per inter-FIDA transfers. For the avoidance of doubt this means they will be subject to the same player movement rules or regulations as a FIDA registered player.
- viii. 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.
- ix. ***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.
- x. FIDA Clubs are subject to a ten (10) point transfer cap under the FIDA Player Points Policy (9.3.1) in any given season. Clubs may use these ten (10) points in any combination they deem appropriate but may not exceed this cap.

9 PLAYER POINTS POLICY

9.1 Objective

The control of player movement has been identified as being a significant issue with regards to the equalisation and evenness of the league.

The player points policy aims at providing mechanisms that will assist in minimising the impact of player movement on the competitiveness of the competition, without contravening the National Transfer regulations.

9.2 Points Allocation

9.2.1 Points Categories

| Points | Category | Description |
|----------|-----------------------------|--|
| 1 Point | Non-Tackle Player | Clubs may apply to the League for a player to be designated a 1-point non-tackle player. Applications must include medical documentation outlining the reason for the tackle-free allocation. Players may participate as tackle-free players without the reduction to their points allocation |
| 2 Points | FIDA Community Player | Any player participating in FIDA that does not fit into any of the higher categories |
| 3 Points | Mainstream Player | Players that play in a mainstream football competition <i>Players will be reclassified to a mainstream player upon submission of a permit request either into or out of FIDA</i> |
| 4 Points | State Representative Player | Players selected to represent any state at the National Inclusion Carnival or any other state representative side in football within the last 5 years |

9.2.2 Points Increases

Players will receive a one-point increase to their base for each of the following criteria they meet.

| Category | Description |
|---------------------|---|
| All Australian | A Player selected in the National Inclusion Carnival All Australian team within the last 5 years |
| Direct Competition | A Player that transfers to a team in which they will compete against their previous team |
| League Equalisation | A player that has represented any state within the last 5 years that transfers from a club whose highest team competes in B Grade or C Grade club into a club whose highest team competes in an A Grade |
| Multi-Club Player | A Player that has been registered at 3 different clubs within the last 4 years |

*For the avoidance of doubt refer to **20.6 Appendix 7 – Player Points Policy Examples** for examples of the player points policy*

9.3 Application of Points System

9.3.1 Player Transfers

FIDA Clubs are subject to a **ten (10) point transfer cap** in any given season. Clubs may use these ten (10) points in whatever manner they deem appropriate but may not exceed this cap.

For example, a Club may transfer the following combinations.

- 5 x FIDA Community players
- 2 x State Representative (assuming not additional points penalties apply)

For the avoidance of doubt FIDA Operations will approve the first ten (10) points worth of players submitted for transfer. Clubs are recommended to consider their transfer points allocation before submitting transfer requests.

9.3.2 Reassessment of Player Points

Clubs may make an application in writing to the League Administrator for a reassessment of a player's point value where extenuating circumstances may apply.

The application must address the reason for reassessment, and any supporting evidence should be submitted with the application.

9.3.3 Less than 16 Players Registered

Clubs that have teams that have less than 16 registered players and have already reached their maximum of ten (10) points of transfer players can apply in writing to the League Administrator for dispensation to the maximum of ten (10) points for transfer players.

If the application is approved, the additional players, cannot take the team numbers past twenty players.

10 LEAGUE FORMAT

10.1 Conferences and Grades

The FIDA league shall be comprised of the following Conferences and Grades:

- i. Metropolitan Competition*
- ii. Metropolitan Modified* (Non-tackle and modified rules apply)
- iii. Central Conference
- iv. Western Conference
- v. Northern Conference

* Metropolitan Competition and Metropolitan Modified may consist of multiple grades (e.g., A Grade, B Grade etc.).

10.2 Joining Clubs

A club joining the FIDA shall be entitled to participate only in the conference/ division determined by the Board with appropriate consequent promotions or relegations being made to other clubs.

10.3 Minimum Standards

FIDA Clubs will be subject to minimum requirements to participate in FIDA. Joining Clubs will be required to provide proof of the following before being allowed to participate in FIDA:

- i. A committee of minimum seven (7) people.
- ii. Clubs must be incorporated or operate under an incorporated body.
- iii. Clubs aligned with a mainstream club are encouraged to have representation on their club committee.

- iv. Access to suitable facilities including.
 - a. Home Ground
 - b. Home and Away Changerooms
 - c. Scoreboard
- v. Minimum one (1) Level 1 Accredited Coach.
- vi. Minimum one (1) Team Manager
- vii. Minimum one (1) First Aid/Sports Trainer that meets the minimum qualifications and,
- viii. Two (2) additional people that can function as timekeeper/scoreboard; umpire escorts; assistant coach; ground management. **12.7.1 Minimum Requirements**

Note: Existing FIDA Clubs will be expected to meet these minimum standards by the start of the 2025 season.

10.4 Promotion and Relegation

Promotions and relegation of Clubs to appropriate grades will be reviewed on an annual basis, which will take 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.

FIDA will automatically promote the Premiership team up a grade and relegate the bottom position team down a grade (excepting where teams have no grade to be promoted or relegated into).

Clubs may apply for exemption to automatic promotion or relegation to the FIDA Permit Committee prior to DATE. Approval of this application is not guaranteed and will be assessed on individual merits.

FIDA Management maintains the right to re-grade teams within the first three (3) rounds of the competition should the results warrant. Following Round 3 no teams will be considered.

10.5 Fixturing

FIDA shall be responsible for the scheduling of Matches.

Should Clubs have trouble with fixtured start times or dates, because 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 the original scheduled date and time of the Match.

Penalty: A fine of up to **30 penalty points**

- i. Home Clubs negotiating an adjustment to a fixtured match must confirm changes to the General Manager – Football Operations and copy in the relevant opposition club and umpires once the changes have been confirmed.
- ii. In the case where an agreement cannot be reached, the default start time will take precedence, and Clubs unable to comply will forfeit the Match.
- iii. Any changes must be made known to FIDA Management and FIDA Umpiring Coordinator no later than 5 days prior to the Match.

10.6 Match Details

10.6.1 Duration

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

- i. Metropolitan Conference: A Match will consist of four (4), 15-minute or 20-minute quarters.
- ii. Western Conferences: A Match will consist of two (2), 15-minute halves.
- iii. Northern Conferences: A Match will consist of two (2), 10-minute halves.
- iv. Central Conferences: A Match will consist of four (4), 15-minute quarters.

These match durations apply to all officially fixtured matches.

10.6.2 Intervals

Intervals shall be set at:

- Quarter time; 5 minutes
- Half time; 10 minutes
- Three Quarter time; 5 minutes

Teams are not permitted to leave the ground at any of the intervals. In extreme weather conditions, and with agreement from the coaches of both teams and the umpire, teams may leave the ground during half time, but only for the prescribed period.

10.6.3 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.

Clubs **DO NOT** have the authority to call time off during a match, this is the responsibility of the controlling umpires as per above.

10.6.4 Default Match Times

| Metropolitan and Central Conferences | Western Conference | Northern Conference |
|--------------------------------------|-------------------------------|--|
| 11:00am 12:40pm 2:20pm | 11:00am 11:45am 12:30pm | 10:00am 10:30am 11:00am 11:30am 12:00pm 12:30pm 1:00pm 1:30pm 2:00pm 2:30pm |

Clubs may request the fixturing of matches outside of the default times during the fixturing period (prior to the commencement of the season).

Match adjustments requested during the season must follow the process outlined in **10.5 Fixturing (i)**.

10.7 Night Match Policy

FIDA is open to scheduling night matches where possible to allow for integration with mainstream aligned clubs, increase ground capacity and improve fixturing flexibility for clubs.

All requests for night matches are to be made to FIDA at least fourteen (14) days prior to the scheduled match date and must include.

- i. Written permission from the local council to conduct a night match.
- ii. A written agreements between the two competing clubs for the specific night match to occur.
- iii. A written lighting report confirming that the lights at the proposed venue have an average minimum lux level of 100 lux (to accommodate match conditions) as per the AFL's Preferred Facility Guidelines.

The home club must provide yellow footballs and adhere to the football requirements outlines in **12.3 Football Requirements** and to the umpires prior to the commencement of the match.

Where a night match is unable to commence or is terminated before scheduled date or time due to light failure, the FIDA Board may determine the result or order the match to be replayed at such time and place as it sees fit.

10.8 Competition Points

Points will be awarded for all conferences as per the below table.

| | |
|-----------------|----------|
| Win | 4 Points |
| Draw | 2 Points |
| Loss | 0 Points |
| Bye | 2 Points |
| Forfeit to | 4 Points |
| Forfeit against | 0 Points |

10.8.1 Percentage

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.

10.8.2 Margin Cap

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.

10.8.3 Incomplete Season

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.

10.8.4 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.

10.9 Walkover/Forfeits

Teams must have the minimum number of their own registered players to constitute a match for competition points. Should a team not have enough players to meet the minimum numbers required to play any match, the match will be considered a forfeit.

For the avoidance of doubt refer to **12.1 Player Numbers** - minimum player numbers required in each Grade/Conference.

In the case of there being a walkover or forfeit, the non-forfeiting Team will receive four (4) competition points. The non-forfeiting Team involved will further receive the average 'for' scored, for that round, in their division/conference and '0' against

In the event where the average 'for' and 'against' cannot be calculated, the mercy rule margin will be applied (e.g., all games in the division/conference were forfeited).

The Team forfeiting receive no competition points. The forfeiting team will further receive the average 'against' scored for that round, in their division/conference and '0' for.

If any team of a Club forfeits three (3) times in any Section in any one season, the Club shall be required to attend before the Board of the Association to show cause why its participation in that Section should not be terminated.

10.9.1 Forfeit Procedure

Clubs requiring a forfeit must inform the FIDA GM – Football Operations and their opposition by **5:00pm the Friday** before the match requiring forfeiture using the forfeiture notification form. Any forfeit after this time shall incur a penalty up to **fifty (50) penalty units**.

11 FINALS

11.1 Finals Arrangements

The competition finals formats will be developed at the discretion of the Board and published prior to the start of each season.

The Board shall exercise full control in relation to the arrangement of the times and places of the playing of all finals matches.

11.2 Clubs Finals Eligibility and Bond

All Affiliated Clubs participating in final series matches must be financial with FIDA before the last round of home and away matches. If a participating club is not financial, the FIDA may at its discretion, remove all or any of its teams from their position in the final series matches and promote the next entitled financial teams in their place to participate in the final's series.

Each participating club must lodge a behaviour bond of **one hundred (100) penalty units** with the League prior to their participation in the Final series. If there are no incidences, on or off the field, the bond will be refunded to the clubs playing in the finals within seven (7) business days of their last match where banking details having been provided.

Examples of, but not limited to, potential behaviour breaches': Abuse and or assault of officials, excessive disruptive off field behaviour, drinking in club rooms, spectator area or around the ground, members of the public rushing on to the ground during play.

11.3 Finals Guidelines

FIDA Operations will provide participating Clubs with a Finals Operations Guide prior to the commencement of FIDA Finals.

11.4 Drawn Matches During Finals

There shall be no drawn Matches in any Finals series games.

- i. 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.
- ii. 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.
- iii. Play will then continue until one Team scores. The siren will sound immediately following the score.
- iv. 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.
- v. Coaches and game Officials not 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 '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.
- vi. 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.

11.5 Player Finals Eligibility

- i. 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.
- ii. 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.
- iii. During finals, Players are only allowed to play one game per day.
- iv. 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.

- v. 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.

12 MATCH REQUIREMENTS

12.1 Player Numbers

Each team taking the field must have the minimum number of players allowed in the conference in which they are participating in before a match can commence for competition points.

| Conference / Grades | Minimum Number of players | Maximum Number of player (on field) | Maximum number of players (on bench) |
|-----------------------------------|---------------------------|-------------------------------------|--------------------------------------|
| Metropolitan Competition Grade(s) | 14 | 18 | 6 |
| Metropolitan Modified Grade(s) | 9 | 12 | 4 |
| Central Conference | 10 | 18 | NA |
| Western Conference | 10 | 18 | NA |
| Northern Conference | 10 | 18 | NA |

A match that is played where one team does not have the minimum number of their own registered players will not constitute an official match and will be considered a forfeit.

12.2 Evening Up

The evening up policy will only be applied for competition points where both teams meet the minimum number of players to constitute an official match for competition points.

Where one team has the minimum number of players to constitute but not enough for a full side the second team may field a side with maximum two (2) more players on the field.

For the avoidance of doubt refer to **Appendix 6 – Evening Up** for the breakdown of numbers.

The team with the greater number of players may lend players to the team with less, but it is not compulsory for players to play for the opposition club.

Where a Team requires evening up to be applied;

- i. the Team Managers and Coaches must meet, together with Umpires prior to the commencement of the match to confirm numbers.
- ii. If clubs do not meet prior to the game commencing evening up shall not be applied and the team with more players may play with the full 18 players on field.

Where a player leaves the ground for assessment by First Aid personnel;

- i. 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.
- ii. Players permanently ruled out of the match because of injury shall not then resume playing in the match.
- iii. It is incumbent on the Coach/Team Manager of the team with permanently reduced numbers because of injury, to inform the Coach/Team Manager 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.

12.2.1 *Multiple Matches – Same Day*

Where a Club has more than one team, they may apply to FIDA Operations for a maximum of three (3) players per round that will be **'Permitted'** to play in two matches on the same day.

Applications must be made by **12:00pm Friday** before the required match, or for match day changes, clubs must contact FIDA Operations via phone for approval.

This allowance is only applicable to prevent a forfeit in **BOTH** matches.

For the avoidance of doubt;

- i. Where Team 1 has the minimum number of players and Team 2 has less than the minimum number of required players, a maximum of three (3) players may play in both matches to ensure both teams meet the minimum number of players, but do not exceed the minimum numbers of players.
- ii. Where Team 1 or Team 2 has more than the minimum number of players required, numbers in that team with more should be reduced to fill required positions in the team with less players. In this case no player should be playing two matches.
- iii. Where a match has already commenced, and the following match has a late change that requires additional players to meet minimum numbers of players, a maximum of three (3) players only may be allowed to play in two matches to ensure the second match meets but does not exceed the minimum number players required.

Where a player plays in multiple matches in one day to avoid forfeiting, the team **MUST** indicate on **BOTH** team sheets the 'Permitted' Players with a 'P' next to their name.

Players are **NOT** permitted to play in more than one (1) match during Finals.

Penalty: Failure to adhere to these rules may result in match forfeiture and/or a fine of up to **ten (10) penalty units** per player.

12.3 Football Requirements

- i. It is the responsibility of the host Club to provide one appropriately sized, RED game ball, new or in excellent condition.
 - a. **Metropolitan Conference** Competition Grades– One (1) FIDA-approved branded leather ball, **Size 5**.
 - b. **Metropolitan Conference** Modified Grade – One (1) FIDA-approved branded synthetic or leather ball, **Size 4**
 - c. **Country Conferences** – One (1) FIDA-approved branded ball, **Size 5** synthetic or leather, as determined by both Teams prior to the commencement of the Match, and in consultation with the Umpire.

- ii. **YELLOW balls** shall be used in matches where the game is to be **commenced at 3:00pm or later**. Where the condition of the ground is such that the use of a yellow ball is more suitable than of a red ball, yellow balls may be used with the agreement of both team captains. Should the captains fail to agree, the umpire shall determine the colour of ball to be used.

12.4 Match Officials

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

- i. Team Coach (Accredited)
- ii. Team Manager
- iii. Sports Trainer (must meet minimum qualifications as outlined in **12.7.1 Minimum Requirements**), or other suitable qualified and insured First Aid provider (e.g., St John's Ambulance or similar).
- iv. Umpire Escort
- v. Goal Umpire
- vi. Timekeeper (Home Games Only)
- vii. Scoreboard Operator (Home Games Only)

Optional Roles

- i. Assistant Coach (accredited)
- ii. Runner
- iii. Water Carrier
- iv. Timekeeper (Away Games)

12.4.1 Club Officials & Volunteers Registration

ALL club officials and volunteers MUST be registered through PlayHQ (as team managers or volunteers). Any individual **NOT** registered will **NOT** be covered by league insurance. This will also be used to ensure adherence with minimum game-day match official requirements.

Penalty: Fine up to **20 penalty units** per volunteer not registered

12.4.2 Runner

Each team is allowed a maximum of one (1) Runner.

Team runner shall wear FIDA approved runner's uniform during any match.

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.

The Runner shall not be in the centre square during a centre bounce.

12.4.3 Water Carrier

Each team is allowed a maximum of two (2) water carriers.

Water Carriers shall wear FIDA approved water carrier top during any match.

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.

Water carriers shall not be in the centre square during a centre bounce.

12.4.4 Timekeeper

Each of the participating Teams should appoint a person to function as a Timekeeper for the Match. Each Timekeeper appointed for a Match shall:

- i. keep time for each quarter of the Match.
- ii. sound the siren in accordance with the procedures contained in these Laws.
- iii. stop the clock which is used for the timing of each quarter as required under FIDA's Rules for a stoppage in play; and
- iv. record the Goals and Behinds scored by each Team during a Match.

IMPORTANT NOTE: Away teams are not required to provide a timekeeper. However, it is encouraged. 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.

12.5 Coach Requirements

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

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.

PENALTY: Any club who competes with unaccredited coaches may be fined up to **forty (40) penalty units** and the coach will be suspended until the league is provided proof of accreditation.

12.6 Umpires

- i. 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 in an A Grade or B Grade fixtured games, or any other game where the FIDA Umpiring Coordinator believes this will benefit the successful completion of the Match.
- ii. In the case that
 - a. the FIDA Umpiring Coordinator is unable to appoint an Umpire or,
 - b. the Umpire does not attend or,
 - c. 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.
- iii. Country Conference Clubs are responsible for arranging Umpires for their home fixtured games.
- iv. Both the Home and Away Teams are to provide a Goal Umpire for each game of them fixtured Season.
- v. Goal Umpires are **NOT** required to:
 - a. determine whether a Player has breached a starting position in contravention of AFL 'Laws of Australian Football' Law 8.2.4 (a) (iv).

- b. report a Player or Official who commits a Reportable Offence. AFL 'Laws of Australian Football' Law 8.2.4 (a) (v).
- vi. The Field Umpire shall, always, have the power to over-ride the decision of a Goal Umpire.
- vii. FIDA **DOES NOT** require the appointment or provision of Boundary Umpires.
- viii. Where FIDA has not supplied the Umpire's uniforms, Umpires shall wear their League's Official uniform.

12.6.1 Club Umpire Registration

All Club Umpires are required to register with FIDA through OfficialsHQ. Details for registration will be provided to clubs when registrations open.

12.7 Injury Management

12.7.1 Minimum Requirements

Each Team **MUST** have in attendance at all matches, an accredited person whose designated role is to provide First Aid to Players and Officials for their team, as necessary. Clubs should **NOT** rely on their opposition to provide first aid/medical support.

For Carnival days where multiple teams are playing multiple games at a single venue it is the obligation of the host club to provide first aid support meeting the outlined minimum standards for the entire day.

As per the National Community Football Policy Handbook, clubs must ensure that there attends all matches and training sessions a person that meets the minimum qualification requirements.

- **Level 1 Sports Trainer:** a person who has completed an approved Level 1 Sports Trainer course which is current and up to date.
- **Qualified Medical Professional (QMP):** means a qualified doctor, paramedic, physiotherapist, osteopath, chiropractor, registered nurse, or firefighter with Emergency Management Competency and appropriate first aid competencies.
- **Emergency Response Coordinator:** a person who has completed an AFL-Approved Emergency Response Coordinator Course which is current and up to date.

IMPORTANT NOTE: 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 accredited First Aid provider is required to wear an approved bib identifying them as "First Aid/Sports Trainer" 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 - Supplied by home team.
3. Ice - Supplied by home team.

Penalty: Up to 6 Penalty units / item

12.7.2 Injury Procedures

- i. In the case of a severe injury, the accredited First Aid provider/Sports Trainer 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.
- ii. A Player who is removed from the field by a stretcher cannot return to the ground.
- iii. 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.
- iv. **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.
- v. Clubs **CANNOT** call time off; this is the responsibility of the controlling umpires.

12.8 Concussion Policy

FIDA is committed to the health and safety of all participants who participate in competition. As such, FIDA adopts the concussion policy outlined in "The Management of Sport-Related Concussion in Australian Football" Guidelines. Under these guidelines.

- i. **All players with a suspected concussion MUST seek an urgent medical assessment with a registered doctor.**
- ii. The guidelines in place, do not replace the need to seek medical assessment, but are intended to assist in the management of concussion only.
- iii. **Any player with a concussion or suspected concussion (i.e., in cases 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) must be removed from play and not be allowed to return in the same match or training session.** Do not be swayed by the opinion of the player, trainers, coaching staff, parents, or others suggesting premature return to play.

In addition to the guidelines, FIDA

- i. encourages that all players should be encouraged to wear helmets.
- ii. mandates that every club coach, assistant coach, first aider and president must have the AFL Head Check app downloaded on their phone and know how to use it.
- iii. mandates that clubs **MUST** have an individual that meets the relevant minimum qualifications in attendance at every match of every fixture (inclusive of finals).

12.8.1 Concussion Reporting

- i. Any diagnosis of concussion **MUST BE REPORTED** to FIDA within the same time limits as match reports team sheets and scores and should be noted on the team sheets. 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.
- ii. Players with a suspected concussion **CANNOT** return to the current game under any circumstances. Clubs allowing a player with a suspected 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.
- iii. Players diagnosed with concussion **CANNOT** return to play for a **minimum of 21 days** once they are symptom free.
- iv. Clubs are encouraged to be familiar with the AFL Return to Play protocols in "The Management of Sport-Related Concussion in Australian Football" Guidelines

- v. **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 12:00pm on the Friday before the player is intending to resume playing.**
- vi. 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.

12.9 Team Sheets and Publications

All clubs shall forward to FIDA Management at least 14 days prior to the commencement of the first competition match in each season, one list accurately stating all the club registered players' including: First names, Family names, and allocated jumper numbers for inclusion in FIDA publications from time to time.

- i. Each Team is required to print off three hard copies of their Team sheet, prior to each fixture.
 - a. One (1) copy of the completed Team sheet shall be handed to the opposition Team to retain for future records and reference.
 - b. One (1) copy of the completed Team sheet shall be retained by the Club for future records and reference.
 - c. One copy of the completed Team sheet shall be handed to the controlling Umpire at least ten (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 (for the complete match day procedure guide refer to **Appendix 4 – Match Day Procedures**)
- ii. It is compulsory that Player jumper numbers are listed on all Team sheets.
- iii. At the completion of the Match, the Field Umpire is to hand all appropriate paperwork to the home Team Manager.
- iv. Teams are required to ensure that their team list in PlayHQ matches the one submitted to the General Manager – Football Operations by the Home Team by Monday **5:00pm** on the **Monday** directly after the game.
- v. **Note:** All Match documents are to be forwarded by the Home Team via email to the General Manager - Football Operations (competition@fida.org.au) by **5:00pm** on the Monday directly after the game.
- vi. No changes can be made to the selected team once the game has commenced.
- vii. If a player participates in a match and they are not a registered player or are a suspended player at the time of the game the club will be liable to a sanction.
 - a. Fine up to **forty (40) penalty points** / player
- viii. Teams are not required to record the Interchange Players or the captain and vice-captain on their Team Sheets.
- ix. Teams are **not** required by FIDA to submit goal kickers and/or best players in PlayHQ.
- x. Teams are **required** to submit any Red Card or Yellow Card sanctions in PlayHQ.

12.10 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, a team official shall advise the Opposition Coach and the Field Umpires 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.

12.11 Player Inspections

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.

Clubs are encouraged to discuss the rules regarding jewellery, fingernails, and protective equipment 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, that may result in no insurance cover.

12.11.1 Jewellery

If an umpire observes and of the following 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:

- i. Any form of jewellery, including but not exclusive to.
 - a. Piercings (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.)
 - b. Bracelets
 - c. Necklaces
 - d. Rings

12.11.2 Fingernails

If an Umpire observes and/or determines a Player to have 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.

- i. Only gloves approved by FIDA Management or Football Operations (AFL) may be worn.
- ii. Before a Match, the Umpire may request that a Player intending to wear gloves remove them for inspection.
- iii. 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.
- iv. 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.

12.11.3 Protective Equipment & Boots

For the purposes of this Law, Protective Equipment FIDA follows the Australian Football Community Policy Handbook in determining what constitutes protective equipment. This includes but is not limited to:

- i. mouthguards (highly recommended and correctly fitted)
- ii. helmets
- iii. knee braces
- iv. shoulder pads
- v. back supports

- vi. arm guards
- vii. shin guards (specifically for Players in the ruck)
- viii. 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
- ix. any other item designated as such by FIDA.

As per the National Community Football Policy Handbook, Players may use Category 1 protective equipment without seeking prior approval from FIDA. Category 2 Protective Equipment and Category 3 Protective Equipment must be approved by FIDA prior to use. **(Appendix 8 – Protective Equipment)**

Players 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.

Players 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.

12.12 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 FIDA Match Official Bibs.

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

13 FIDA RULES

13.1 Modified Rules

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 By-Laws handbook. The most recent version of Laws of Australian Football is available at - <https://www.afl.com.au/about-afl/laws-of-the-game>

13.1.1 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.

13.1.2 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.

13.1.3 Out of Bounds

If the ball goes out of bounds between the forward and defensive 50-metre arcs because of a kick or handball, the opposing team will receive a free kick where the ball crossed the line. If it is not clear who touched the ball last, it is thrown in. Regulation Out of Bounds on the full still applies.

Where a 'throw in' is required, the controlling umpire will bring the ball in by 10-metres from the boundary line and ball up as per a typical field ball up.

13.1.4 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.

13.1.5 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 avoidance of doubt as per **13.3 Non-Tackle Players are not permitted to run or bounce the ball**. Their possession constitutes a mark of free kick and must be taken accordingly.

13.1.6 Possession

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).

13.1.7 15 Metre Penalty:

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

13.1.8 Mercy Rule

All conferences are to play the Mercy Rule.

The mercy rule is applied if either team is leading by the designated margin at any stage during the game.

| | |
|---------------------------------|-----------|
| Metropolitan Competition Grades | 40 Points |
| Metropolitan Modified Grades | 40 Points |
| Central Conference | 20 Points |
| Western Conference | 30 Points |
| Northern Conference | 30 Points |

When the Mercy Rule is applied the centre ball up will cease & the trailing team will kick out from the centre.

- If the trailing team kicks a goal from this kick out the centre ball up will return
- If the leading team kick a behind the trailing team will take the kick out from the back of the centre square
- If the leading team kick a goal the trailing team will continue to restart play from the centre instead of a centre bounce
- Clubs must ensure players remain in their positions, there should be no 'dropping of players behind play,' flooding etc.

13.2 On-Field Coaching

13.2.1 Metropolitan Conference Competition Grades:

- i. On-Field Coaching is **NOT** permitted.
- ii. A Runner may be used to convey messages to the Players.

- iii. 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.
- iv. 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.
- v. The Coach is not permitted to function as a runner.
- vi. The Runner must wear the approved and required identifying vest.
- vii. 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.

13.2.2 Metropolitan Conference Modified Grades:

- i. One (1) accredited Coach may coach on the field to help direct Players.
- ii. The Coach may not be accompanied by any other Officials or reserve Players.
- iii. The Coach must wear the approved and required identifying vest.
- iv. 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.

13.2.3 Country Conferences:

- i. One (1) Accredited Coach may Coach on the field to help direct Players.
- ii. The Coach may not be accompanied by any other Officials or reserve Players.
- iii. The Coach must wear the approved and required identifying vest.
- iv. 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.

13.2.4 Care Providers

- i. 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.
- ii. Care Providers may not act in any coaching capacity or influence the game in any manner whilst providing care.
 - a. Carers may not pick up a ball whilst in dispute.
 - b. Carers may not interact with general play and
 - c. Carers may assist a player with possession and/or disposal of the football should they be aware a kick by the controlling umpire.
- iii. 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.
- iv. If in the Umpire's determination, the care provider continues to function 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.)
- v. All Care Providers **MUST** be registered as volunteers with their respective clubs through PlayHQ. They will not be allowed to provide on-field support if they are not registered.

13.3 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 on the field. The carer must adhere to the care provider rules (**13.2.4 Care Providers**) during the game.

A Non-Tackle Player must:

- i. Have a doctor's certificate to play.
- ii. Must wear a FIDA Approved identifiable Non-Tackle Player vest.
- iii. Tackle free players must be identified on the team sheet using a "T" next to their name as well be made known to the opposition prior to the commencement of the match.
- iv. Tackle free players participating in a modified grade need not be visually identified as the modified grade is completely tackle free.
- v. In Metropolitan Competition Grades the following applies to each grade;
 - a. A Grade: **NO** Non-Tackle Players permitted.
 - b. B Grade: a Maximum of one (1) non-tackle player per team can be on the field at any one time with no carer providers allowed on field. There is no limit to the number of non-tackle players that can participate in a game.
 - c. C Grade: a Maximum of two (2) non-tackle players per team can be on the field at any one time with corresponding carer providers, as necessary. There is no limit to the number of non-tackle players that can participate in a game.
- vi. In Metropolitan Modified Grades a maximum of two (2) carer providers are allowed on field at any time per team.
- vii. In Country Conferences a maximum of three (3) non-tackle players can be on the field at any one time with corresponding care providers, as necessary. There is no limit to the number of non-tackle players that can participate in a game.
- viii. There can only be one (1) non-tackle player in each zone of the ground (i.e., back line, midfield, and forward line) per team.

13.4 Players Ordered from the Ground

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.

Clubs are required to record any Yellow or Red Cards in PlayHQ following the conclusion of the match.

13.4.1 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:

- i. Swearing
- ii. Abusing the Umpire
- iii. Abusing the opposition
- iv. Losing their temper, bullying, intimidation, and disrespectful behaviour
- v. Jewellery, piercings, or long fingernails.

13.4.2 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.

13.4.3 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.

The rules regarding even numbers as a result of injury (12.2 Evening Up) DO NOT APPLY.

The rule regarding Reduction of Numbers below minimum requirements (12.1 Player Numbers and 13.4.4 Reduction of Players Below Minimum Number) DO APPLY.

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

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

13.4.4 Reduction of Players Below Minimum Number

If a Team is reduced to less than the minimum number of Players required to constitute a Match (**12.1 Player Numbers**), by reason of a Player(s) being ordered from the Playing Surface, the following shall apply:

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

14 TRIBUNAL

FIDA will conduct the Tribunal processes in accordance with the National Community Football Policy Handbook. Where possible FIDA will endeavour to convene an independent tribunal.

The Tribunal may be convened if:

- i. 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 by completing a Match Report Form as soon as possible, after the Match. This report must be submitted within 24 hours of the incident.
- ii. 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 **5:00pm Monday** after the incident occurring.

- iii. Otherwise deemed necessary by the League following a complaint and/or investigation

15 APPEALS

FIDA will conduct all appeals processes in accordance with the National Community Football Policy Handbook. Where possible FIDA will endeavour to convene an independent board of appeal.

15.1 Grounds for Appeal

Under the National Community Football Policy Handbook, the following are the grounds under which a club and/or player may request an appeal;

- i. the decision involved an error of law that had a material impact on the Tribunal's decision.
- ii. the decision was so unreasonable that no Controlling Body or Tribunal acting reasonably, could have come to that decision having regard to the evidence before it.
- iii. the classification of the Reportable Offence or Policy Breach or other conduct (as applicable) was manifestly excessive or inadequate; or
- iv. that the sanction imposed was manifestly excessive or inadequate.

For the avoidance of doubt the threshold for manifestly excessive or inadequate has been determined as 4 matches.

15.2 Cost of Appeal

Clubs seeking an appeal will be subject to a bond of **fifty (50) penalty units**.

- i. Where an appeal is successful, 50% of the fixed fee paid will be refunded.
- ii. Where an appeal is unsuccessful the fee paid will not be refunded
- iii. Where an appeal is abandoned prior to the hearing by giving written notice to the League 50% of the fixed fee will be refunded.
- iv. Where an appeal is abandoned during the hearing the fee paid will not be refunded

16 COMPLAINTS AND PROTESTS

16.1 General

In accordance with the Rules, a registered player, club, FIDA registered umpire or member of the Umpires Board may raise a complaint with the office of the General Manager - Football Operations concerning the result of a match or any act, matter or thing involving any club, registered player or official ("Complaint").

16.2 Lodgement of Complaints and Protests

The complainant must lodge the Complaint with the office of the General Manager - Football Operations within 48 Hours following the date when the incident giving rise to the complaint is alleged to have occurred.

The complainant should provide copies of all relevant documents and/or a detailed description of the event and circumstances within the knowledge of the complainant that gives rise to the complaint. The complainant may request the General Manager - Football Operations to deal with the complaint in a certain manner and the General Manager - Football Operations will give due accord to the request.

16.3 Complaints Procedures

- i. All complaints must be emailed to the General Manager – Football Operations by individual FIDA club presidents with a cc: to the FIDA CEO.
- ii. The email subject must read **FORMAL COMPLAINT**. The Club President must be across all details of the complaint and is able to substantiate that an investigation is required into the matter, as the complaint is a substantial breach of the rules and may require penalty application.
- iii. At their absolute discretion, the General Manager - Football Operations may refer the Complaint to the FIDA committee or sub-committee to review to determine the matter.
- iv. If the office of the General Manager - Football Operations receives more than one Complaint on substantially the same matter, the General Manager - Football Operations at their discretion may treat all subsequent Complaints in the same manner as the initial Complaint and shall inform the body to which the matters were referred of the new Complaint.
- v. The General Manager - Football Operations shall take all reasonable steps to bring the Complaint to the attention of the player, club and/or officials, the subject of the Complaint (“the Respondents”) within twenty-four (24) hours of receipt of the Complaint.
- vi. No later than ten (10) working days after receipt of the Complaint and where necessary, FIDA Management shall convene a hearing into the Complaint and will take all reasonable steps to notify the parties involved of the time, date, and location of the meeting.
- vii. The FIDA Management may:
 - a. impose a fine on the Respondent.
 - b. suspend the Respondent from participating in any matter organised by the league; and/or
 - c. recommend to the that match points awarded to the Respondent, if a club, be deducted; and /or recommend to the Board that the Respondent be expelled from the league in accordance with the Statement of Rules.

17 NATIONAL DE-REGISTRATION 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 9 – National Deregistration Policy (20.8)**.

18 DRUG, ALCOHOL AND SMOKING POLICY

During fixtured game times, no alcohol consumption in spectator areas, or around the ground, will be permitted at any FIDA Matches.

- i. 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:

- ii. the function is conducted in facilities not open to the general public,
- iii. that all licensing requirements and Responsible Service of Alcohol procedures are adhered to.

Smoking is not permitted inside the training rooms, club rooms or social area. Smoking is not permitted inside the playing area during a match.

Drugs are not permitted at any FIDA Matches.

Fine up to twenty (20) penalty units

19 SOCIAL MEDIA POLICY

The FIDA social media details can be found in full in **Appendix 12 – Social Media Policy**.

20 APPENDICIES

20.1 Appendix 1 – Coaching Code of Conduct

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

1. Coaches will respect the rights, dignity and worth of all individuals within the context of their 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. Coaches will abide by and teach the AFL Laws of Australian Football and the Rules of their Club and League/Association.
3. Coaches will be reasonable in the demands they make on the time commitments of the Players in their care, having consideration for their health and wellbeing.
4. Coaches will be always supportive, and they will refrain from any form of personal or physical abuse or unnecessary physical contact with the Players in their care.
5. Coaches will have consideration for varying maturity and ability levels of their Players when designing practice schedules, practice activities and involvement in competition.
6. Where they are responsible for Players in the 5-18-year-old age group, they will strive to ensure that all Players gain equal playing time. They will avoid overplaying the talented Players, aiming to maximise participation, learning and enjoyment for all Players regardless of ability.
7. Coaches will stress and monitor safety always.
8. In recognising the significance of injury and sickness, a Coach will seek and follow the physician's advice concerning the return of injured or ill Players to training.
9. Coaches will endeavour to keep informed regarding sound principles of Coaching and skill development, and of factors relating to the welfare of their Players.
10. Coaches will always display and teach appropriate sporting behaviour, ensuring that Players understand and practise fair play.
11. Coaches will display and foster respect for Umpires, opponents, Coaches, administrators, other Officials, parents, and spectators.
12. Coaches 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. Coaches eject 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.
14. Coaches shall always mentor and encourage their players to play in the ***Spirit of The Game*** as outlined in the front of the FIDA By-Law handbook and within the **Player Code of Conduct video and Appendix 2**.

20.2 Appendix 2 – Player Code of Conduct

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

All players are required to watch the Player Code of Conduct Video before each match and display the expected behaviour. The video can be found at [<https://fida.org.au/player-code-of-conduct>]

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, intimidating, 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 12 – Social Media Policy)**
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.

20.3 Appendix 3 – Spectator Code of Conduct

FIDA acknowledges its role to educate and promote respectful spectator behaviour and identify unacceptable behaviour, ensuring the match day experience is protected for all participants.

For the purpose of this policy a breach of this Spectator Code of conduct, applies to in-person or online activity.

1. Foster an environment that is safe, equitable and welcoming for all people.
2. Always respect the decisions and requests of game day officials.
3. Show Respect and refrain from using verbal or physical abuse in any form, whether it is against other spectators, umpires, players or FIDA representatives.
4. Never ridicule mistakes or losses. Supporters are there to encourage and promote play.
5. Do not engage in conduct which may reasonably be considered to incite hatred towards, contempt for, ridicule of, or discriminate against any person or group of people.
6. Ensure the inclusion of everyone regardless of their age, gender, sexual orientation, race, culture, or religion.

20.4 Appendix 4 – Match Day Procedures

Pre-Game

| | | |
|---|---|--------------------------|
| 1 | Provide appropriate size footballs (Size 4 or 5 – depending on Grade) to umpires rooms 1 hour prior to match start time. <i>Footballs can be reused from week to week is remain in appropriate condition</i> | <input type="checkbox"/> |
| 2 | Final Teams (3 Copies) with all non-selected players crossed out and correct jumper numbers recorded provided to Umpires and Opposition, one for final scores/goal kickers/best players – 10 minutes prior to match start time | <input type="checkbox"/> |
| 3 | Remove non selected players from PlayHQ | <input type="checkbox"/> |
| 4 | Complete Marsh Pre-Match Checklist with both team managers present. https://au.marsh.com/content/dam/marsh-affinity-2/pacific/documents/afl/match-day-checklist.pdf | <input type="checkbox"/> |
| 5 | Ensure Ambulance Access is unlocked and accessible | <input type="checkbox"/> |
| 6 | Umpire Escort/s Appointed | <input type="checkbox"/> |
| 7 | Timekeeper appointed & briefed | <input type="checkbox"/> |
| 8 | All staff wearing appropriate apparel (match day role bibs) | <input type="checkbox"/> |

During Match

| | | |
|---|---|--------------------------|
| 1 | Quarter Lengths – Matches – 15/20 minutes, no time on, unless umpire calls time off (Double whistle) for exception circumstances – e.g., stretcher/ambulance on field/player report. Carnivals - 10 minutes, no time on, unless umpire calls time off (Double whistle) for exception circumstances – e.g., stretcher/ambulance on field/player report | <input type="checkbox"/> |
| 2 | All breaks are adhered to – Quarter Time (5 minutes), Half Time (10 Minutes) Three Quarter time (5 minutes) | <input type="checkbox"/> |
| 3 | Record Quarter by Quarter scores | <input type="checkbox"/> |

Appendix 4 – Match Day Procedures continued

Post Match

| | | |
|---|--|--------------------------|
| 1 | Any Match Footballs collected from Umpires | <input type="checkbox"/> |
| 2 | Team Managers to report to umpires' rooms post-match to confirm any reports | <input type="checkbox"/> |
| 3 | Home Team to enter quarter by quarter scores into PlayHQ by no later than 48 Hours Post Game | <input type="checkbox"/> |
| 4 | Submit match day paperwork to competition@fida.org.au no later than 5pm Monday following match. <ul style="list-style-type: none"> • Home Team sheet • Away Team sheet • Marsh Pre-Match Ground Inspection Report • One (1) Score Card | <input type="checkbox"/> |

IMPORTANT NOTE: All FIDA Football Clubs have a **DUTY OF CARE** to provide a safe environment for its members and guests to enjoy. A simple risk management process reduces the chance of somebody being hurt in the first place, but also assists to protect the club financially should something happen.

Completing a Match Day Checklist, for example, may prevent an incident from occurring. Should something happen, a completed Checklist will work in favour of the club as the club has shown it took reasonable measures to reduce the risk.

20.5 Appendix 6 – Evening Up

| Conference/Grade | Number of Players fielded by team with less players | Number of Players team with more players may have on field |
|-------------------------|--|---|
| Metro Competition Grade | 14 | 16 |
| | 15 | 17 |
| | 16 | 18 |
| | 18 | 18 |
| | 18 | 18 |
| Modified Grade | 9 | 11 |
| | 10 | 12 |
| | 11 | 12 |
| | 12 | 12 |
| Country Conferences | 10 | 12 |
| | 11 | 13 |
| | 12 | 14 |
| | 13 | 15 |
| | 14 | 16 |
| | 15 | 17 |
| | 16 | 18 |
| | 17 | 18 |
| | 18 | 18 |

20.6 Appendix 7 – Player Points Policy Examples

Example 1

A Player that is identified as a **FIDA Community Player (2 Points)** that is transferring from a C Grade club to an A Grade club will have a 1-point increase to their base and transfer as **3 points**.

Example 2

A **State Representative Player (4 Points)** that is transferring from one B Grade club to another B Grade club will have a 1-point increase to their base and transfer as **5 points**.

Example 3

A **State Representative Player (4 Points)** that was selected as an All-Australian last year and is transferring from one A Grade Club to another A Grade Club will have a 2-point increase to their base.

- 1 point increase as an All Australian
- 1 point increase playing against their old club

This player will transfer as **6 points**.

Example 4

A **Mainstream Player (3 Points)** that has played at three different clubs in the last three seasons and is moving from a C Grade club to an A Grade Club will have a 2-point increase to their base.

- 1 point increase as a Multi-club Player
- 1 point increase for league equalisation

This player will transfer as **5 points**.

Example 5

A **FIDA Community Player (2 Points)** that will be registered and play as a Non-Tackle Player following a successful application to the League (as outlined in 13.3 Non-Tackle Players) will be transferred as **1 point**

20.7 Appendix 8 – Protective Equipment

Taken directly from the National Community Football Policy Handbook

20.7.1 Category 1 Protective Equipment

Category 1 Approved Protective Equipment includes;

| Protective Equipment | Guidance Notes |
|------------------------------|---|
| Mouthguard | Strongly recommend wearing a correctly custom fitted mouthguard |
| Thigh padded shorts | Example – Rhino shorts |
| Shin guard | A shin guard is defined as a guard that protects the shin, is below the standard sock and not designed for any other function |
| Ankle brace | |
| Simple Neoprene only devices | No straps or exposed metal or plastic |
| Breast protection | Example – Boob Armour, Zena Z1 |

20.7.2 Category 2 Protective Equipment

Category 2 Approved Protective Equipment includes;

| Protective Equipment | Guidance Notes |
|-------------------------------|--|
| Shoulder guards | <ul style="list-style-type: none"> • Thermoplastic AC joint • No edges exposed |
| Arm guards | <ul style="list-style-type: none"> • Thermoplastic material with exterior padding > 3mm • Surgical foam or Neoprene • No edges or straps exposed • Minimum thickness as clinically indicated • All appliances to be neoprene covered |
| Hand and finger guards | <ul style="list-style-type: none"> • Thermoplastic material • Not beyond the end of the finger but acceptable if contoured around distal end of finger and this is clinically indicated • Covered by tape. • No edges exposed and material thickness as indicated below <ul style="list-style-type: none"> ▪ Finger = 1.6mm thickness ▪ Thumb = 3mm thickness ▪ Metacarpal = 3mm thickness |
| Trunk guards | <ul style="list-style-type: none"> • Thermoplastic material • Covered by foam rubber or Neoprene • No edges • 3.2mm maximum thickness |
| Hip, pelvis, and thigh guards | <ul style="list-style-type: none"> • Neoprene • Soft padding (foam rubber) |

20.7.3 Category 3 Protective Equipment

Category 3 Approved Protective Equipment includes any protective equipment other than Category 1 Protective Equipment and Category 2 Protective Equipment. Category 3 protective Equipment may include:

- i. Knee braces (other than simple Neoprene only devices)
- ii. Helmets
- iii. Gloves
- iv. Shoulder pads

Appendix 8 – Protective Equipment - Continued

- v. Back supports; and
- vi. Arm guards

20.7.4 Materials Approved for Use

The following materials are approved materials for Protective Equipment:

| Material | Guidance Notes |
|---------------------|---|
| Neoprene | |
| Thermoplastic | <ul style="list-style-type: none"> • Preference low temperature thermoplastic <ul style="list-style-type: none"> ▪ Aquaplast ▪ ORFOT ▪ Bracefoam ▪ Polyflex II ▪ Orthoplast • Maximum thickness is 3.2mm • Together with padding as specified in this appendix |
| Foam/rubber padding | <ul style="list-style-type: none"> • Leukofoam • Neoprene |

20.8 Appendix 9 – 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.

Leagues must advise all Clubs of the details of the policy and make the policy readily available to their Clubs, Players, and Officials.

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).

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.

Notification of Deregistration shall be made in writing to the Player/Official and their Club.

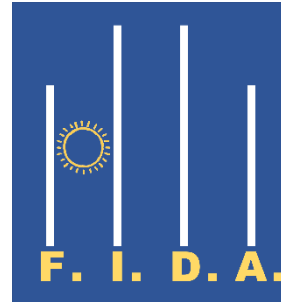
State Bodies shall be notified in writing of all decisions to deregister a Player/Official, by the Player's/Official's Club or League. All State Bodies will keep a central database of all deregistered Players/Officials.

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.

20.9 Appendix 10 – Guernsey Branding

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

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



20.10 Appendix 11 – Fines Structure

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

| Fine Arising from Match Day | Amount |
|--|-------------------------------------|
| Failure to play in a fixtured Match | Refer to Executive |
| Duplicated jumper number | Up to 1 penalty unit per jumper |
| Incorrect shorts | Up to 1 penalty unit per shorts |
| No goal and behind post padding | Up to 20 penalty units |
| Playing unregistered Players | Up to 40 penalty units per player |
| Unaccredited Coaches listed on Team Sheets or acting in a Coaching capacity during games. | Up to 40 penalty units |
| Playing more than three Players in two (2) games | Forfeit Match |
| Team Officials/Players smoking on ground including Coaches' box | Up to 20 Penalty units |
| Team Officials/Players drinking alcohol at a FIDA Match | Up to 20 penalty units |
| Team Officials failing to call out spectators who are drinking alcohol at FIDA Matches | Up to 20 penalty units |
| Failure to have an UMPIRE'S ESCORT in attendance for a home game | Up to 4 penalty units |
| Melees: first offence | Up to 10 penalty units |
| Melees: second offence | Up to 20 penalty units |
| Melees: third offence | Up to 40 penalty units |
| Melees Finals | Up to 50 penalty units |
| Team Officials and/or volunteers no registered | Up to 20 penalty units per person |
| Matchday Paperwork | Amount |
| Failure to submit Scores within 48 hours of Match completion | Up to 10 penalty units |
| Failure to have all Players Medical forms available on game day | Up to 2 penalty units per player |
| Failure to submit Team Sheets within 48 hours of Match completion | Up to 10 penalty units |
| Failure to submit a forfeiture notification form prior to 5:00pm the Friday before the match | Up to 50 penalty units |
| Team sheets not completed correctly | Up to 1 penalty unit per infraction |
| Submitting a false or misleading Team sheet | Up to 40 penalty units |
| General | Amount |
| Failure to notify League of venue change | Up to 4 penalty units |
| Failure to notify League of time change | Up to 4 penalty units |
| Failure to supply a stretcher | Up to 4 penalty units |

20.11 Appendix 12 – 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 a Club or Player chooses to participate in any form of Social Media, FIDA expects them to adhere to the standards set out in this Policy when referencing their 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 applies to all FIDA Football League volunteers, and Affiliated Club Officials, Players and Player family members, Spectators, Staff, and Volunteers who participate in any form of social media.

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 aid 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 manages 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.

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 – Player Code of Conduct.

20.12 Appendix 13 – Umpire Escort Position 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.
- Home clubs to offer cool drinks between each quarter.
- 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.

20.13 Appendix 14 - FIDA By-Laws for Season 2024

Sign Off Sheet

These BY-LAWS relate to FIDA Football. It is the responsibility of each participating Club to ensure that all appointed, and volunteer Officials are fully aware of the contents of this By-Laws 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 BY-LAWS 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 By-Laws 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: _____