

WESTERN AUSTRALIAN AMATEUR FOOTBALL LEAGUE INC TRADING AS THE  
**PERTH FOOTBALL LEAGUE**

# QUICK RULES



**PERTH FOOTBALL  
L E A G U E**

Tuart College, Grenville Street, Tuart College  
PO Box 275, Subiaco WA 6904  
ABN: 92 908 712 104  
[www.perthfootball.com.au](http://www.perthfootball.com.au)

## SUMMARY OF MATCH RULES

	MEN		COLTS	WOMEN	INTEGRATED
	A/B/C1/C2/C3/C4	C5 AR/BR/C1R/C2R/C3R/C4R/C5R E1-2-3-4			
<b>Age</b>	16+	16+	16-20	17+	16+
<b>Players</b>	18-a-side (14 min/22 max)	18-a-side (14 min/22 max)	18-a-side (14 min/25 max)	18-a-side (14 min/23 max)	18-a-side (12 min/25 max)
<b>Playing times</b>	4 x 25 mins	4 x 20 mins	4 x 20 mins	4 x 17 mins	4 x 15 mins
<b>Breaks</b>	5/15/5 mins	5/15/5 mins	5/15/5 mins	5/10/5 mins	5/10/5 mins
<b>Even up Rule</b>	No	No, except for C4R	Yes, except for 1 <sup>st</sup> colts team with 2 colts teams	Yes	Yes
<b>Out of bounds</b>				Last possession rule within 50m arc	Last possession
<b>Bouncing</b>					A player can only bounce the ball twice.
<b>Coaching</b>					Max 2 per team permitted on field.
<b>Umpires (min)</b>	2F-2B-2G	2F-2B-2G	2F-2B-2G	2F-2B-2G	2F-2G
<b>Runners</b>	Max 2 per team	Max 2 per team	Max 2 per team	Max 2 per team	Max 2 per team
<b>Water</b>	Max 4 per team	Max 4 per team	Max 4 per team	Max 4 per team	Max 4 per team
<b>Trainer</b>	Mandatory	Mandatory	Mandatory	Mandatory	Mandatory
<b>Interchange Steward</b>	Home team provide	Home team provide	Home team provide	Home team provide	Home team provide
<b>Other</b>	Player points	No player points		Soccering only permitted in goal square	Player grading

## CONTACTS

### UMPIRING

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## GENERAL PROVISIONS

### ABANDONED MATCH

- Umpires and team captains come together.
- Umpires record the quarter, time and score when the match was abandoned.
- Refer the matter to the League.

### AGES

Mens: Have turned 16 to play.

Colts: 16-20. A player who turns 21 calendar year is ineligible to play colts.

Women: Turning 17 in the year to play.

Integrated: Have turned 16 to play.

### BLEEDING

- Umpire stops the match and signals.
- Player may leave at any point around the ground.
- Replacement player may enter via interchange immediately.
- Injured player returns via interchange.

### CHANGEROOMS

Alcohol is not permitted to be consumed in changerooms.

### CONCUSSION

A player suspected of having suffered a head injury/concussion or is knocked unconscious shall be assessed by the team’s trainer using the Pocket Concussion Recognition Tool (CRT), preferably within 10 minutes of the incident and record the result of the test by the conclusion of the match.

Any player who FAILS the Pocket CRT assessment is not permitted to return to the playing surface.

## **'EVEN UP RULE'**

- Colts, Womens, Integrated and in 2022, a clubs lowest mens team.
- Teams even up when between 14 and 17 players.
- Remaining opposing players may act as reserves.
- If, after the start of the match, the team starting with fewer players loses a player for any reason, no further even up is required.

## **FOOTBALLS**

The home team for each fixtured match shall supply a new League approved football for all league matches and/or a good condition football for reserves, lower grades and colts. The away team shall supply a good condition football ball as an emergency.

## **HEAD COUNT**

- Only team captains can request a head count.
- Umpire to stop time and co-ordinate head count.
- No players permitted to enter or leave the ground.
- Umpires shall record the quarter, time and score when match was stopped.
- Offending team shall lose all points scored in the match in that quarter. Scoreboard will be adjusted accordingly.
- Where incorrectly called, the field umpire will award a free kick to be taken at the centre circle or where play was stopped whichever is greater and a 50-metre penalty shall then be imposed.
- If in the opinion of the field umpire, the head count is called to delay play, a red card shall be issued to the captain for time wasting.

## **INTERCHANGE**

Home team shall provide an interchange steward to record yellow and red cards issued by the umpires.

## **LATE ARRIVING PLAYERS**

- Team manager or coach to advise opposition of each player who will be arriving late.
- Player to be listed on team sheet before match.
- When player arrives, team manager to advise opposition prior to the player taking the field.
- Players who are not ready to play before half time shall not be permitted to play.

## **LIGHTNING**

Suspension and resumption of play should follow the "30/30" rule: play should stop when the flash-to-bang count approaches 30 seconds and should not resume until 30 minutes after the last sight of lightning or sound of thunder.

## **MELEE**

A group of eight or more players and/or club officials are grappling or otherwise struggling with one another and which in the opinion of the field umpire is likely to bring the game into disrepute or prejudice the interested or reputation of the league.

Where a melee occurs;

- All support personnel will immediately leave the playing surface.
- Field umpires will attempt to diffuse the situation without entering into the immediate area of conflict.
- Players and club officials who do not comply with a field umpire's direction to disperse may be issued with a yellow card.
- The instigating players involved in the melee may be issued with a yellow or red card.
- A player who moves from any part of the playing surface to join the melee may be issued with a yellow card, except if that player is the captain who is assisting to diffuse the melee.
- Field umpires will report the teams for misconduct
- It is not the responsibility of umpires to individually notify those involved in the melee.

- Umpires observing specific incidents within the melee (ie; striking, kicking, etc.), shall report the offenders or may offer the prescribed penalty.

If an umpire's safety is at risk, the field umpires shall come together and agree to terminate the match. All umpires will group together and leave the ground.

### **PLAYING AREA & EQUIPMENT**

The home team is responsible for having the playing surface correctly and visibly marked (including interchange, coach's box and spectator line) goal post pads and a stretcher available on the boundary. Both teams are required to use white goal flags.

### **PLAYING SURFACE**

Where the field umpires agree the ground is unfit for play, the field umpires shall come together whereby the match shall be terminated.

### **PLAYING TIMES AND BREAKS**

League: 4x25 min quarters with no time on.

Breaks - ¼ time 5 mins, ½ time 15 min, ¾ time 5 mins

Reserves/C5/E/Colts: 4x20 min quarters with no time on.

Breaks - ¼ time 5 mins, ½ time 15 mins, ¾ time 5 mins

Womens: 4x17 min quarters, with no time on.

Breaks - ¼ time 5 mins, ½ time 10 mins, ¾ time 5 mins

Integrated: 4x15 min quarters, with no time on.

Breaks - ¼ time 5 mins, ½ time 10 mins, ¾ time 5 mins

- Teams are not permitted to leave the playing surface except at the half time break and full-time, or as permitted in the by-laws (ie. lightning).
- Umpires should be timing breaks to ensure the game and quarters are commencing on time.
- A team not ready to commence play within 15 minutes of the scheduled start time shall automatically forfeit the match.

### **PLAYING UNIFORM**

- a) Each player shall wear the playing uniform which will comprise a club jumper, shorts and socks together with football boots.
- b) Players on the same team are not permitted to wear the same jumper number.
- c) The away team is required to wear an alternative jumper for a match where team jumpers clash in design or colour.
- d) The home team shall wear black or coloured shorts.
- e) The away team must wear white shorts.
- f) Each player shall wear football socks which are uniform in colour and design.
- g) Sport/ankle socks are not permitted to be worn.

### **PROHIBITED ITEMS**

Players shall not wear during a match;

- a) Any form of jewellery.
- b) Boot studs, plates/cleats or any protective equipment unless the field umpire(s) is satisfied that the item does not constitute a danger or increased risk of injury to other players competing in the match.
- c) Unapproved protective equipment.
- d) Fingernails, including acrylic and fake nails, must not protrude past the tip of the finger even if the participant is wearing gloves or if the nails are taped.
- e) Spectacles with metal frame and/or glass lenses.
- f) Metal hairclips

### **RED CARD (see further information below)**

- Player off for remainder of match.
- Replacement is permitted straight away.
- Umpire may report or offer the prescribed penalty.

### **RUNNERS**

- Only 2 runners permitted.
- Minimum age of 16.
- Where a team uses two runners, the runners must enter and leave the playing surface through the interchange area.
- Must be dressed in orange shirt with Midway Ford on the back, black shorts or trackpants and enclosed footwear.
- Runners must escort umpires from the ground.
- A runner is not permitted to:
  - interfere with the course of play, including standing and filling a space at set plays;
  - coach or remain on the field barracking;
  - engage physically or verbally with an opposition player, coach, official or umpire;
  - use foul or abusive language.
- Runners are subject to the same investigations and penalties as a player.

### **SCOREBOARD**

The home team must have an operational scoreboard displaying the correct scores throughout the match.

### **SCORES**

- Scores for each match must be recorded by each goal umpire. At each break, the goal umpires shall confer and check scores.
- Within one hour of the conclusion of the match, the field umpires shall complete the final scores, fairest and best votes, and finalise any reports and fines. The field umpires shall also take a photograph of a score card and forward to the League.
- The home team shall enter quarter-by-quarter scores into PlayHQ.
- The home team is to retain one goal card from the match in case of a disputed final score. Where a discrepancy in the final score occurs and cannot be resolved at the conclusion of the match by the goal umpires, the matter shall be referred to the League for determination.

### **STRETCHER**

- If a stretcher is called onto the field, time must be stopped as directed by the field umpires.
- Player must leave the ground on the stretcher and they shall not resume playing for a period of 20 minutes (excluding intervals between quarters).
- Where a stretcher enters the ground but the player elects to walk off, the player must go to the Interchange Bench.
- Player shall not resume playing for a period of 20 minutes (excluding intervals between quarters).

### **TEAM COMPOSITION**

Mens: 14 min/22 max players

Womens: 14 min/23 max players

Colts: 14 min/25 max players

Integrated: 12 min/25 max players

### **TEAM SHEETS**

From 2022, all team sheets will be digital. All players for each respective match (including those who may be arriving late) shall be listed on the club's team sheet for each match stating each player's name, registration number and jumper number participating in the match, and where applicable player points.

## TIMEKEEPERS

- The home team is responsible for siren/bell.
- To avoid time discrepancies, both teams are to provide a timekeeper for the match who should sit together to verify start and finish times, and any umpire directions.

## TIME ON

- No time on except where there is undue delay such as a seriously injured player requiring a stretcher, a melee, a head count, lost or damaged ball.
- Umpires to direct timekeepers when to apply time on.

## TRAINERS

- Must be dressed in the grey trainer shirt with enclosed footwear.
- Trainers are subject to the same investigations and penalties as a player.
- A trainer is not permitted to:
  - deliver messages from the coaches to his players on the playing surface;
  - interfere with the course of play, including standing and filling a space at set plays;
  - coach or remain on the field barracking;
  - engage physically or verbally with an opposition player, coach, official or umpire;
  - use foul or abusive language.
- Trainers are required to report to the League any concussion test undertaken during training or a match via the online form.

## UMPIRE APPROACH AND ESCORT

- A runner from both teams shall escort the umpires from the playing surface to the change rooms at half time and at the conclusion of the match.
- The runner's role is to ensure umpire safety and welfare, and they shall not engage physically or verbally with an umpire.
- Only team captains are permitted to approach the umpires during the quarter time and three-quarter time breaks.
- An umpire is not permitted to be approached by a team captain at half-time; or by a coach, club official or support personnel at any time.
- Players are permitted to talk to umpires during the match but at suitable times convenient to both player and umpire.
- An official from each team shall meet with the field umpires at the conclusion of the match to confirm match day administration and receive any reports or confirm prescribed penalty offers from the field umpires.

## UMPIRES

- Field and boundary umpires must be dressed in the green umpire shirt, grey shorts and green socks.
- Goal umpires may either be dressed in the green umpire shirt or yellow vest.
- Where a team's field, boundary and/or goal umpire is not provided for a match, the respective team shall forfeit the match except where both teams agree for the match to proceed. Where both teams mutually agree to play the match, the final result of the match will stand.
- Boundary and goal umpires shall have attained the age of 13 years.
- No field, boundary or goal umpire shall advise or coach a team by word or signal.

## VILIFICATION

**Definition:** Conduct that incites hatred towards, contempt for, ridicule of or discrimination against a person on the grounds of, including but not limited to, their race, religion, colour, gender, sexual orientation, preference or identity, or special ability/disability (mental health, injury, illness).

- Where vilification is alleged or occurred, the clubs and individuals concerned will take immediate action to resolve the matter on the day.
- When notified of an incident, the Umpire must advise the team manager at the next available break to enable the clubs to take immediate action.

- An umpire should also report the player, club official or a club, so the matter can be investigated by the League.

#### **WATER CARRIERS**

- Only 4 water carriers permitted.
- Minimum age of 13.
- Water carriers must be dressed in yellow shirt and enclosed footwear.
- Water carriers are subject to the same investigations and penalties as a player.
- A water carrier is not permitted to:
  - deliver messages from the coaches to his players on the playing surface;
  - interfere with the course of play, including standing and filling a space at set plays;
  - coach or remain on the field barracking;
  - engage physically or verbally with an opposition player, coach, official or umpire;
  - use foul or abusive language.

#### **YELLOW CARD (see further information below)**

- Player off for 15 minutes of playing time.
- Replacement is permitted straight away.
- A player issued with two yellow cards in the same match cannot take further part in the match.

#### **WOMEN'S RULE AMMENDMENTS**

- Women only permitted to deliberately soccer the ball in the goal square.
- Last touch boundary throw in implemented between the arcs.
- Boundary umpires should come in off the boundary line 10 metres and throw the football in.

### **ORDER OFF RULE**

A field umpire is permitted to order a player or Club Official from the playing surface by issuing a yellow or red card where the player or Club Official commits an offence detrimental to football or a reportable offence.

#### **Yellow card - Order off/cool off**

- a) For behaviour, detrimental to football; where a field umpire deems a player or club official has committed a minor offence as listed:
  - i. Disputing a decision of an umpire.
  - ii. Intentionally, recklessly or negligently:
    - engaging in time wasting.
    - throwing, slinging or pushing an opponent after that player has taken a mark, disposed of the football or after otherwise out of play.
    - engaging in rough conduct against an opponent which in the circumstances is unreasonable.
    - engaging in a melee, except where a player's sole intention is to remove his player from an incident.
  - iii. Attempting to kick an opponent.
  - iv. Attempting to strike an opponent.
  - v. Tripping an opponent whether by hand, arm, foot or leg.
  - vi. Bumping or making forceful contact to an opponent from front on when that player has his head down over the ball.
  - vii. Intentionally shaking a goal or behind post.
  - viii. Wrestling an opponent.
  - ix. Using abusive, insulting, threatening or obscene language.
  - x. Failing to leave the playing surface immediately when directed to do so by a field umpire.
  - xi. Any act of misconduct.



- b) A yellow card offence will require a field umpire to *Order off* the playing surface the offending player or club official for 15 minutes of playing time.
- c) The player or club official shall immediately leave the playing surface through the interchange area. Where the player or club official does not immediately leave the playing surface through the interchange area the player or club official will be issued a red card.
- d) REPLACEMENT IS PERMITTED STRAIGHT AWAY.
- e) Where a player or club official is issued with two yellow card offences in the same match, then he shall take no further part in the match.
- f) The field umpire shall record all offending players or club officials on the match report.

#### **Red card - Order off/Stay off**

- a) For committing any reportable offence; where a field umpire deems a player or club official has committed.
- b) A red card offence will require a field umpire to *Order off* the playing surface the offending player or club official for the remainder of the match.
- c) The player or club official shall immediately leave the playing surface through the interchange area.
- d) REPLACEMENT IS PERMITTED STRAIGHT AWAY.
- e) The offending player or club official shall take no further part in the match or any other match on the same weekend and/or round.
- f) A player or club official issued a red card shall be "on report". The field umpire in his absolute discretion may;
  - i. deem the order off for the remainder of the match as sufficient penalty; or
  - ii. offer a prescribed penalty as permitted at A2.29.4; or
  - iii. refer the report to the Chief Executive Officer.

#### **Match terminated by field umpires**

- a) Where a player or official refuses to leave the playing surface immediately when ordered off the playing surface for a red card offence, the field umpire shall advise the offending person's captain.
- b) Should the offending player or club official continue to refuse to leave the playing surface, both field umpires and team captains shall come together whereby the match may be terminated.
- c) Where the match is terminated before the scheduled end, the offending person's team shall forfeit the match.

#### **REPORTING AND DISCIPLINING PLAYERS, CLUB OFFICIALS AND CLUBS**

Any player, club official or club who is alleged to have committed or engaged in conduct which may constitute a Reportable Offence as per the Laws of Australian Football ("on report") or breaches League rules, by-laws or policies may:

- a) Be reported by an umpire; or
- b) Have a Notice of Investigation lodged with the League; or
- c) Be subject to investigation by the Competition Integrity Officer.

The Chief Executive Officer in his absolute discretion may reopen any matter previously dealt with and determined, withdraw a prescribed penalty offer and acceptance, dismiss the matter, issue a caution, offer a pre-Tribunal penalty or refer the matter to a relevant body.

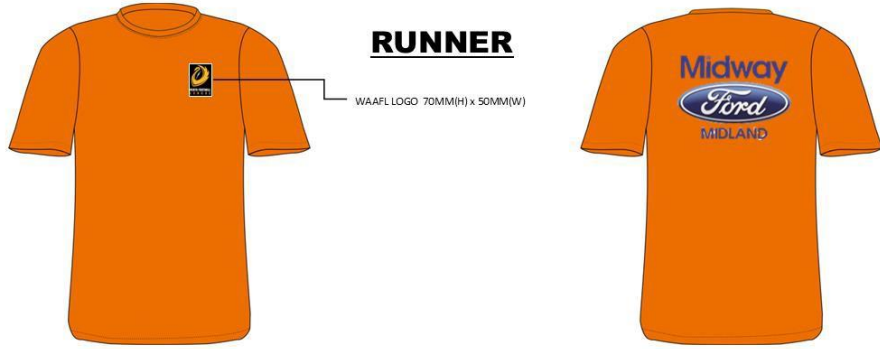
#### **On report by Umpires**

- a) Only WAFC appointed field, boundary and goal umpires, and club appointed field umpires are permitted to report any player, club official or club who is alleged to have committed or engaged in conduct which may constitute a Reportable Offence as per the Laws of Australian Football or breaches League rules, by-laws or policies.
- b) The report must be received by the Chief Executive Officer no later than 12 noon Monday following the match.
- c) The umpire must inform the player or a team official of the report at the time of the incident. It is the responsibility of club officials to confirm with the field umpires at the conclusion of the match any reports.

**Prescribed Penalty offer by Field Umpires**

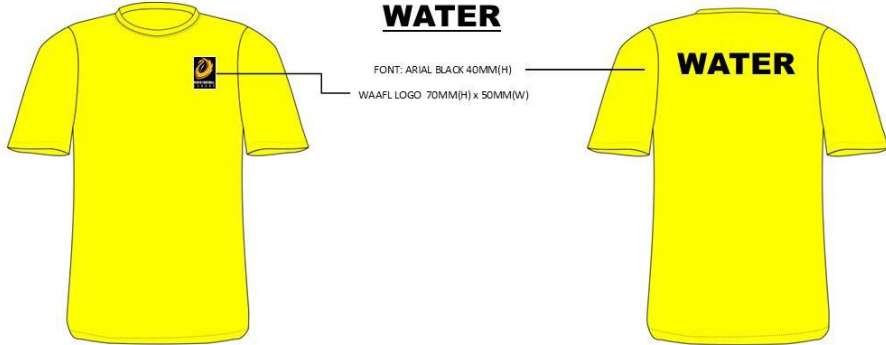
- a) Where a red card has been issued, the issuing field umpire in his absolute discretion but within one hour of the conclusion of the match, may offer the player or club official a prescribed penalty of;
  - i. one or two yellow cards which shall be accumulated towards the player or club official's season record; or
  - ii. suspension from playing for one week or two weeks.
- b) Where a prescribed penalty was offered and accepted, the field umpire shall record the penalty via the match report.
- c) Where a prescribed penalty was offered and not accepted by the player or club official, the report

# SUPPORT PERSONNEL UNIFORM – SPECIFICATIONS



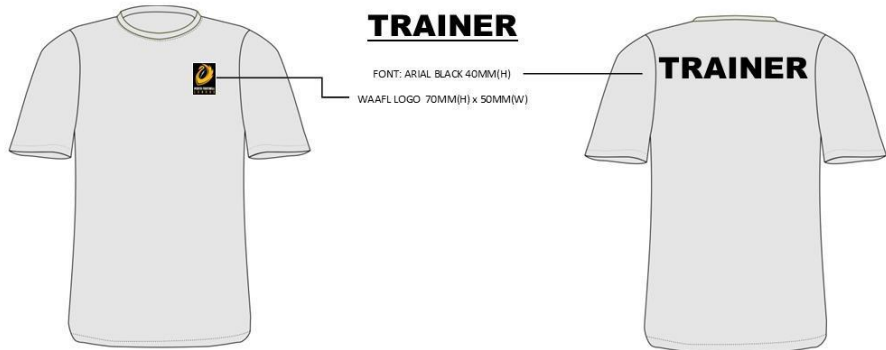
## **RUNNER**

WAAFL LOGO 70MM(H) x 50MM(W)



## **WATER**

FONT: ARIAL BLACK 40MM(H)  
WAAFL LOGO 70MM(H) x 50MM(W)



## **TRAINER**

FONT: ARIAL BLACK 40MM(H)  
WAAFL LOGO 70MM(H) x 50MM(W)



## **UMPIRE**

*WAFC Supplied*



## **GOAL**

PFL LOGO 70MM(H) x 50mm(w)

# INTEGRATED FOOTBALL

## TEAMS

A team must consist of between 12 and 18 players who may be on the playing surface at any one time (18-a-side).

Each team is permitted a maximum 25 players to play in each match.

Where a team fields less than 18 players, then the opposing team must field the same number of players on the playing surface; *i.e.* even up rule. The remaining opposing players may act as reserves or where agreed by both teams, to be used by the opposing team.

Both team managers shall inform the field umpires when the rule is to be applied prior to the commencement of the match.

No team is to have more players on the playing surface than the opposing team; this may be due to injury. Accordingly, the opposing team shall adjust their playing numbers to even up.

## PLAYER GRADING

A player shall be graded annually a Category A player based on but not limited to;

- a) Having played senior football;
- b) Having played in the AFL Inclusion Carnival; or
- c) At the absolute discretion of the Chief Executive Officer.

A team shall only have four Category A players on the playing surface at the one time, unless the opposition has more than 4 Category A players listed to play, then both teams can play an equal amount of Category A players on the field at any time.

Only one Category A player is permitted in the forward and back zones and two in the centre zone on the following occasions;

- a) Commencement of all quarters;
- b) Activation of mercy rule;
- c) Centre square after a goal.

Where a team breaches this by-law;

- a) A free kick shall be awarded to the opposition; and
- b) Coaches may be issued with a warning by the Umpire; or
- c) Be subject to further sanctions from the Chief Executive Officer

Playing times and breaks are:

Integrated: 4x15 min quarters, with no time on.

Breaks -  $\frac{1}{4}$  time 5 mins,  $\frac{1}{2}$  time 10 mins,  $\frac{3}{4}$  time 5 mins

Teams are not permitted to leave the playing surface except at the half time break and full-time, or as permitted in these by-laws.

A team not ready to commence play within 5 minutes of the scheduled start time shall be fined as prescribed in Schedule A1, unless a suitable explanation for such delay is accepted by the Chief Executive Officer.

A team not ready to commence play within 15 minutes of the scheduled start time shall automatically forfeit the match.

## Time on

The duration of a match will incur no time on, except where there is undue delay such as a seriously injured player requiring a stretcher on the playing surface, a melee, a head count, light failure, lightning, or lost or damaged ball. In these circumstances, the field umpires shall signal and/or direct both timekeepers to apply time on. Both timekeepers are to concur on stopping and re-starting time.

Where timekeepers dispute the time, the Chief Executive Officer at his absolute discretion may determine the result or order the match be replayed at such time and place as he sees fit.

A club failing to comply with the scheduled and allocated break times shall be fined as prescribed in Schedule A1.

### **MODIFIED MATCH CONDITIONS**

This by-law outlines match rules modified for All Abilities matches only. The Laws of Australian Football, AFL Regulations and policies, League Rules and By-laws shall prevail, unless expressed otherwise in By-law D2.7.

#### **Playing surface**

The ground and goal post requirements are as stated in the Laws of Australian Football, except where both teams agree a shorter playing field be adopted. This may be due to less player numbers or other reasons. In this instance, the use of portable goal posts should be placed on the 50m lines.

#### **Umpire throwing up of the ball (ball up)**

A ball up shall be contested by one nominated player from each team who is only permitted to tap, punch or knock the ball. The opposing team shall be awarded a free kick where a player takes possession of the ball from this contest.

#### **Out of bounds - last possession**

When the football crosses the boundary line -

- a) A free kick is awarded against the player who kicked or handballed the football across the boundary line without it being touched by an opposition player.
- b) If the football goes out of bounds after no clear possession or is touched after a clear possession, the umpire will ball up 10 metres inside the boundary line.

#### **Bouncing the ball**

A player is only permitted to bounce or touch the ball on the ground twice after which he must dispose of the ball by kick or handball. Failure to do so shall see the opposing team awarded a free kick.

#### **Umpire discretion**

The field umpire shall use his sole discretion to award a free kick and/or mark in general play, if in his opinion the player made the ball his sole focus; e.g. players of lesser ability may be awarded "effort" free kicks/marks to build confidence and increase participation.

#### **Winning Margin**

Where a winning team's margin exceeds 60 points (10 goals) the team will only be credited with a maximum of 60-point winning margin.

#### **Mercy Rule**

- a) The Mercy Rule is activated when the score between both teams is 40 points or more.
- b) When the Mercy Rule is active;
  - i. if the leading team scores a point, the trailing team will take the kick out from their half back line.
  - ii. if the team leading scores a goal, the trailing team will take possession of the ball in the centre circle, therefore not requiring a ball up to restart play.
- c) If the trailing team brings the score between both teams under 40 points, the Mercy Rule is deactivated, and play will revert to normal conditions.

### **COACHING**

A maximum of two coaches per team in designated orange vests are permitted to be on the playing surface during the match to deliver instructions and support players.

Prior to the commencement of the match, coaches are to discuss strategies to collectively work towards a fair contest between both teams to maximise participation for all players e.g. flow of the match, players

of equal ability to be opposed to each other, players to stay in positions, players encouraged to pick the ball up, dominating players to be rotated for periods of play off the ball to encourage players of lesser abilities to increase participation.

### **UMPIRING**

Matches shall be umpired with an emphasis on:

- Encouraging participation from all players.
- Rewarding players who make the football their sole object.
- Keeping the play flowing by awarding free kicks.