

WESTERN AUSTRALIAN AMATEUR FOOTBALL LEAGUE INC TRADING AS

# PERTH FOOTBALL LEAGUE

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# BY-LAWS

(March 2026)

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# **BY-LAWS**

## **1. INTRODUCTION**

These By-laws are for the competitions known as the Perth Football League.

The By-laws are made under the authority of the Rules of the Western Australian Amateur Football League Inc (“League”) to ensure a fair and equitable competition.

The By-laws contain various directions and requirements of the League and are binding on Clubs, Players, Club Officials, Umpires and Tribunals. They are to be interpreted in accordance with, and are subject to, the Rules of the League.

By-laws are made for the dominant purpose of ensuring a safe and fair system or framework within which amateur football may be regulated and conducted.

It should be recognised that the League believes in and operates under strict equity guidelines. Any reference to a person as *he* or *his*, *she* or *her* in this document is meant to read as unisex.

### **Governing Documents**

The **Constitution of the Western Australian Amateur Football League (Inc)** is the authority under and through which we govern and manage the business of the League. The Constitution is also referred to as *The Rules of the League*.

The **By-laws of the League** is the framework within which amateur football is regulated and conducted. They are not a standalone document and must be read in conjunction with the AFL Laws of the Game, the AFL National Community Policy Handbook (NCFPH), and the AFL National Coaching Code of Conduct.

In the event of any inconsistency between these Bylaws and the aforementioned national documents, the PFL Bylaws shall prevail to the extent of the inconsistency regarding local match-day administration.

**Act or Omission (Catch-All Clause)** In the event that specific circumstances or incidents are not explicitly covered in these Bylaws, the PFL will refer to Rule 3.3.2(a). Under this provision, the Board or CEO reserves the right to investigate and penalise any act or omission by a Club or Person that, while not specifically detailed herein, is deemed detrimental to the interests of the League or the reputation of the game.

The League also makes **policies**. Such policies formalise the League’s position on specific issues and/or details the required procedures considered important to effect competent and prudent management and operations.

The Board also pass **resolutions**. Resolutions are a procedural means of formalising and recording a decision, rule, policy or position on a specific issue.

Sub-Boards such as Tribunals pass **findings**. Findings are a procedural means of formalising and recording a decision and penalty in accordance with these By-laws and the Laws of Australian Football.

Sub-Boards such as committees and forums may provide **recommendations** to the Board and Chief Executive Officer to act on. These recommendations are non-binding but provide a procedural means of formalising and recording advice to the Board or Chief Executive Officer on a specific issue.

## 2. DEFINITIONS

<i>Board</i>	means the Board of the League.
<i>Board Member</i>	means a member of the Board of the League.
<i>Competition Integrity Officer (CIO)</i>	means the Competition Integrity Officer as outlined in By-law A2.29.5
<i>Club</i>	means a club playing or approved to play in the League.
<i>Club Official</i>	means a person elected or appointed as a club committee member, coach, team manager, support personnel, timekeeper or any other person acting in an official capacity for a club.
<i>Club Appointed Umpire</i>	means an umpire appointed by a club to officiate a match.
<i>Coach</i>	means the senior or head coach of a team. All other coaches are deemed assistant coaches.
<i>Chief Executive Officer</i>	means the Chief Executive Officer (or Executive Officer or other title) of the League and includes any person acting in that position.
<i>Concussion Protocols</i>	means the Concussion Protocols adopted by the League, as varied from time to time and with such variations duly communicated to Clubs.
<i>Digital Broadcasting</i>	means the filming or recording (audio and/or visual) of any Perth Football League match, and broadcast or otherwise distribution of digital content associated with that filming or recording. For the avoidance of doubt, this includes but is not limited to 'live streaming' and broadcast via social media or other digital channels.
<i>Disability</i>	means a physical or mental condition that limits a person's movements, senses, or activities.
<i>Disciplinary Committee (DC)</i>	means the committee as outlined in By-law A2.29.5(a)
<i>Football Operations Manager (FOM)</i>	means the Football Operations Manager or such person appointed by the Chief Executive Officer
<i>League</i>	means the Western Australian Amateur Football League (Inc) trading as Perth Football League.
<i>Match Review Panel (MRP)</i>	means the panel as outlined in A2.29.2
<i>National Community Football Policy Handbook (NCFPH)</i>	means the comprehensive, centralised document that provides a standardised framework for managing Australian football at the state and community levels.
<i>Official</i>	means Club Official, Umpiring Official or League Official, as the context requires.
<i>Player</i>	means a person registered to play in the League.
<i>Perth Football League</i>	means the WAAFL.
<i>Team Sheet</i>	means the team sheet generated from PlayHQ in electronic or printed form.
<i>Tribunal</i>	means the WAFC Perth Community Football Tribunal or similar body.
<i>Umpiring Official</i>	means Umpire Coaches and Match Day Coaches appointed by the League or WA Football.
<i>League Official</i>	means a Board Member, staff or any person appointed by the League to act on its behalf.
<i>WAAFL</i>	means the incorporated body, the Western Australian Amateur Football League Inc.
<i>Whistleblower Policy</i>	means the Whistleblower Policy approved by the Board, as varied from time to time and with such variations duly communicated to Clubs.

### 3. SUMMARY OF AMENDMENTS

Summary of amended Bylaws for the 2026 Season.

ITEM	KEY AMENDMENTS
Governing Documents	Clarification provided to governance hierarchy.
Definitions	Additional definitions included (MRP, DC, NCFPH).
Summary of Match Rules	Adjustments to reflect rule changes.
1.2.3(f)	Updated Player Sponsorship terms and conditions.
A2.1.2	Removal of F Grade, updated to reflect D Grade inclusion.
A2.3.1	Update to reflect National Policy & clarification of re-registration process.
A2.5.2(c)	Updated when a player must be permitted/registered at WAFL club.
A2.6.1(iv)	Clarification of carryover of penalty for reportable incidents across a full day.
A2.6.1(xiv)	Updated to include rule previously held in different section of bylaws.
A2.8.1(a)	Updated to 7.00pm to support clubs participating in Friday night fixtures.
A2.8.1.(c)	Updated to include previously requested but unenforceable requirement.
A2.9.3(b)	Increase in compensation provided to team receiving the forfeit.
A2.12.2(a) / (e)	Team sheets to be completed and lodged online only, prior to the match. Removal of requirement to print copies and supply to umpires.
A2.12.2(d)(iii)/(iv)	Clear definition for "ready to play" and penalty for breaching.
A2.13.1(a)	Inclusion of Number 0 and discretion to Football Operations Manager to review.
A2.14.3	Updated to acknowledge that Intentional incidents should be weighted more heavily than Careless incidents.
A2.16.3(a)(v)	Adjusted to ensure clubs and trainers share responsibility of reporting failed concussion tests.
A2.17.2(a)	Time frame adjustment to ensure accuracy of umpire reports and Fairest and Best voting.
A2.21.2(c)	Updated responsibilities for reporting, in line with National process.
A2.21.3	Simplification of instructions.
A2.25.3	Authority to investigate moved from CEO to Competition Integrity Officer.
A2.27.4(a)	Inclusion of penalty for bylaw breach.
A2.28.1(a)	Alignment with National definition.
A2.29.1	NOI process updated (as per mid-2025 season).
A2.29.2(e)	Timeframes adjusted to reflect timeline of reporting.
A2.29.3(b)	Removal of \$500 bond required to contest initial MRP findings.
A2.29.6(a)	Clarification of definition of ineligibility for Fairest and Best awards.
A2.30.2(b)	Inclusion of requirement to activate audio recording.
Schedule A1: Fines	Removal of Fine for supplying printed team sheet to umpires. Reduction of Melee fines to \$500 (1 <sup>st</sup> offence) & \$1000 (subsequent offences).
B2.1.2(e)	Inclusion of Team Grading order.
B2.2.3(c)(i)	Authority moved from CEO to Football Operations Manager.
B2.3.1(b)(ii)	Reduce max. players per match for Colts to 23.
B3.1	Reduction to 38 points per team and inclusion of D Grade.
B3.2 & C3.2	Updated Criteria for PPS allocation.
B3.3(a)(ii) / (iv) C3.3(a)(ii) / (iv)	Season of Service discount definitions updated and inclusion of requirement to play, not just register.
C2.4.1(b)	Reduce max. players per match to 22.
C3.2(c)	Discretion for Football Operations Manager to review PPS in instances of teams dissolving.
D2.7.4(a)	Inclusion of White Card "Time-out" for players.
3.3.2	Act or Omission bylaw adjusted to remove requirement of Board to inform all clubs of penalty prior to declaration.
4.2.1(b)	Clarification of definition of reportable offence.
4.2.2(b)	Consistency of point calculation between Colts and Senior.
A2.6.2(b), A2.12.1(d), A2.15.3(a), A2.16.1(c), A2.17.1(c), A2.30.2(e), B2.2.4(a), B2.4.1(c), B2.4.3(b), C2.3.1(b), D2.4.1(c), D2.4.3(a), 3.2.1(b),	Removal of "will be fined" and replaced with "may be fined".

#### 4. SUMMARY OF MATCH RULES

The below is a summary of match rules and is presented as an FAQ guide only.

	WOMEN ALL GRADES	INTEGRATED	SENIOR MENS				COLTS
			A/B/C1/C2	C3/C4/C5/D	All Reserves Grades	E1/E2 Grades	
<b>Age</b>	16+	16+	16+	16+	16+	16+	<b>16 -20</b>
<b>Players</b>	18-a-side (14 min/22 max)	18-a-side (12 min - NO max)	18-a-side (14 min/22 max)	18-a-side (14 min/22 max)	18-a-side (14 min/22 max)	18-a-side (14 min/22 max)	18-a-side (14 min/23 max)
<b>Playing times</b>	4 x 18 mins	4 x 15 mins	4 x 25 mins	4 x 20 mins	4 x 20 mins	4 x 20 mins	4 x 20 mins
<b>Breaks</b>	5/12/5 mins	5/10/5 mins	5/15/5 mins	5/15/5 mins	5/15/5 mins	5/15/5 mins	5/15/5 mins
<b>Even up Rule</b>	All Grades, Qualifying Rounds Only	Yes - Qualifying Rounds and Finals.	No	No	Qualifying Rounds for C5R & DR ONLY	No	Qualifying Rounds for Club's 2nd Colts Team ONLY
<b>Out of bounds</b>	Last Disposal	Last Disposal	Last Disposal	Last Disposal	Last Disposal	Last Disposal	Last Disposal
<b>Umpires (min)</b>	2F-2B-2G	2F-2G	2F-2B-2G	2F-2B-2G	2F-2B-2G	2F-2B-2G	2F-2B-2G
<b>Runners</b>	Max 2 per team	Max 2 per team	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	Max 4 per team	Max 2 per team
<b>Trainer</b>	Mandatory	Mandatory	Mandatory	Mandatory	Mandatory	Mandatory	Mandatory
<b>Other</b>	Player Points ALL GRADES	Player grading; Maximum 2 Coaches permitted on the field; Player can bounce the ball twice; No player points.	Player points	Player points	No player points	No player points	No player points

## **SECTION 1: SPIRIT OF THE GAME**

### **BY-LAW 1.1: SPIRIT OF THE GAME & CODE OF CONDUCT**

#### **1.1.1 The Principle**

- (a) The "Spirit of the Game" refers to the essential elements of fairness, decency, and honesty that must underpin all actions in the League.
- (b) While football is a competitive contact sport, the desire for victory must never outweigh the safety of participants, the ideals of sportsmanship, or the reputation of the League.

#### **1.1.2 The Code of Conduct**

- (a) The League has established a Code of Conduct (see Annexure 1) to define the expected behaviours that uphold the Spirit of the Game.
- (b) All Clubs, Players, Officials, and Supporters are bound by the Code of Conduct, which mandates that they must:
  - (i) Contribute to a safe, fair, and inclusive environment;
  - (ii) Respect the rights, dignity, and worth of all participants, strictly adhering to the AFL Vilification and Discrimination Policy;
  - (iii) Not engage in conduct that is unethical, unbecoming, or damaging to the League's reputation;
  - (iv) Ensure social media comments are appropriate and not offensive or discriminatory; and
  - (v) Ensure behaviour at Club social events does not intimidate, insult, or humiliate others.

#### **1.1.3 Enforcement & Penalties**

- (a) A breach of the Code of Conduct is deemed a breach of this By-Law.
- (b) Any person or Club alleged to have breached the Code of Conduct may be:
  - (i) Investigated by the Competition Integrity Officer (CIO) or Disciplinary Committee (DC) under By-Law [A2.29](#); and
  - (ii) Subject to penalties including fines, suspension, or de-registration as the CEO or Board sees fit.

### **BY-LAW 1.2: AMATEUR STATUS**

#### **1.2.1 Principle of Amateurism**

- (a) Participation in all PFL competitions is strictly amateur.
- (b) An Amateur is defined as any person who does not receive, or agree to receive, any form of payment, benefit, or reward (financial or otherwise) for the act of playing football unless defined in 1.2.3.

#### **1.2.2 Prohibited Conduct**

It is a breach of this By-Law for any Club, Player, Club Official, or associated third party (such as a sponsor) to:

- (a) Offer, make, or provide any prohibited payment, benefit, or reward to a person to play;
- (b) Receive or accept any prohibited payment, benefit, or reward to play;
- (c) Solicit or request any prohibited payment, benefit, or reward to play; or
- (d) Fail to immediately report conduct under 1.2.2(c) to the League.

### 1.2.3 Permitted Payments & Benefits (Exceptions)

Despite By-Law 1.2.2, the following payments and benefits are permitted:

- (a) Match Day Awards: Clubs may provide awards in recognition of performance, provided:
  - (i) The total value of awards for a single team does not exceed \$500 per match; and
  - (ii) The total value of awards for a single player does not exceed \$200 per match.
- (b) Coach Remuneration
  - (i) A Club may remunerate one (1) designated Senior Coach per team.
  - (ii) A remunerated Senior Coach is permitted to play for that Club.
  - (iii) A remunerated Assistant Coach is not permitted to play for that Club.
- (c) Total coach remuneration must not exceed the annual cap set by the Board. For the 2026 season, these caps are:
  - (i) Highest Graded Men's & Women's Team: \$20,000
  - (ii) All other teams: \$15,000 (per team)
- (d) Clubs must submit full details of all coaches, including remuneration packages to the League as requested.
- (e) Register of Interests (Other Remunerated Roles)
  - (i) A person receiving payment for any other official club role (e.g., administrator, bar manager, physiotherapist, trainer) is ineligible to play.
  - (ii) A Club may apply to the Competition Integrity Officer for an exemption. An approved exemption will be recorded on the League's Register of Interests.
- (f) Regulated Player Sponsorship Framework

To preserve the League's amateur status while allowing limited recognition of player support arrangements:

- (i) Declaration: All player sponsorships must be declared in writing to the Competition Integrity Officer using the approved League form prior to the commencement of each season.
- (ii) Administration: Sponsorships are to be administered by the Club, not directly by the sponsor or the player. Sponsorship funds are to be paid directly to the Club and not via the player.
- (iii) Permitted Sponsorship Benefits: Player sponsorships may only cover the following approved items:
  - Player registration fees (as set by the League).
  - Standard playing uniform (shorts, socks, and club polo or equivalent).
- (iv) Strict Prohibition: No cash, vouchers, travel, equipment, or other financial inducements are permitted.
- (v) Transparency and Audit: All player sponsorships must be:
  - Recorded in the Club's financial records;
  - Reported in the Club's annual audited financial statements; and
  - Available for inspection by the League under By-Law 1.2.4 (Investigative Powers).
- (vi) Any undeclared or non-compliant sponsorship arrangement will be deemed a breach of By-Law 1.2.2 and may attract penalties under By-Law 1.2.5.
- (vii) Further operational detail may be set out in the League's Player Sponsorship Guidelines issued annually by the Competition Integrity Officer.

#### **1.2.4 Production of club records**

- (a) The Chief Executive Officer or Competition Integrity Officer may at any time, by written notice, give a direction to:
  - (i) Clubs affiliated with the Perth Football League; or
  - (ii) any person who is or has been a player, official, officer or employee of, or a sponsor, or other person acting in any capacity for or on behalf of, a football club (including such a club that is in the course of being wound up or has been dissolved), requiring the production of records relating to the affairs of the football club.
- (b) Records relating to the affairs of a football club include but are not limited to mechanical, electronic or another device.
- (c) A person must not, when required under the direction to produce a record —
  - (i) refuse or neglect to produce the record; or
  - (ii) produce a record that contains information that to the person's knowledge is false or misleading in a material particular unless the person discloses that fact when producing the record.
- (d) A reference in this section to the affairs of a football club is a reference to the affairs of the club that relate, directly or indirectly, to football.
- (e) Clubs who fail to produce requested records shall be subject to penalties at the discretion of the Chief Executive Officer, which may include one or more of the following:
  - (i) A fine not exceeding five thousand dollars (\$5,000)
  - (ii) Loss of premiership points as determined by the Chief Executive Officer.

#### **1.2.5 Penalties for Breach**

A breach of By-Law 1.2 may result in penalties, imposed at the discretion of the CEO, including:

- (a) Against a Club:
  - (i) A fine up to \$40,000.
  - (ii) Loss of premiership points (for matches, or the season).
  - (iii) Ineligibility for finals.
  - (iv) Relegation.
  - (v) A fine up to \$1,000 for failing to report a solicitation request (as per 1.2.2(d)).
- (b) Against a Player:
  - (i) A fine up to \$2,000.
  - (ii) Cancellation, suspension, or non-approval of registration.
- (c) Against a Coach:
  - (i) A fine up to \$10,000 (payable by the Club).
  - (ii) A suspension from all coaching and/or playing duties for a period determined by the CEO (e.g., 5 years for receiving payment over the cap).
- (d) Against a Third Party (Sponsor):
  - (i) Prohibition on displaying any logo or branding at any PFL match or on any uniform.

#### **1.2.6 Whistleblower Protection**

Where a player provides information in accordance with the League's Whistleblower Policy, the CEO, Competition Integrity Officer or Disciplinary Committee may, at its absolute discretion:

- (a) Waive a fine under By-Law 1.2.5(b)(i);
- (b) Waive the cancellation of registration under By-Law 1.2.5(b)(ii); and
- (c) Permit the player to transfer to another club in accordance with By-law A2.4.

## **SECTION 2: COMPETITIONS**

### **PART A: GENERAL COMPETITION CONDITIONS**

#### **BY-LAW A2.1: ANNUAL TEAM NOMINATIONS**

##### **A2.1.1 Nomination Process**

- (a) Clubs must nominate all teams for the upcoming season by the date set by the Football Operations Manager.
- (b) The Football Operations Manager may, at its discretion, accept a late nomination and may apply a late fee as per Schedule A1.
- (c) The Football Operations Manager reserves the right to reject any team nomination or apply specific conditions for its acceptance.

##### **A2.1.2 Nomination Conditions**

- (a) A club nominating a D Grade Men's team must also nominate at least one senior men's team in a higher grade.

##### **A2.1.3 Nomination & Affiliation Fees**

- (a) A team accepted into the competition must pay the affiliation fee set by the League or may incur penalties as per By-law 3.1.2.
- (b) A Club that withdraws a nominated team after the official nomination date is liable for the full team affiliation fee for that season.

#### **BY-LAW A2.2: PLAYER REGISTRATION**

##### **A2.2.1 Registration Requirements**

- (a) A player must be registered in the League's online system (PlayHQ) to play in any match.
- (b) A player can only be registered to play for one PFL Club at a time.

##### **A2.2.2 Unfinancial Players (Disbanded Clubs)**

- (a) A player whose last club is now disbanded or amalgamated, and who was unfinancial with that club, must pay an amount determined by the CEO to the League before a new registration will be approved.

##### **A2.2.3 League Discretion and Sanctions**

- (a) The CEO may, at its discretion, refuse any application for registration or apply specific conditions to it.
- (b) A person who makes a false declaration on their registration application shall have their registration cancelled and be fined as per Schedule A1.

#### **BY-LAW A2.3: CANCELLATION OF REGISTRATION (DE-REGISTRATION)**

##### **A2.3.1 Governing Policy**

- (a) The League adopts the National Community Football Policy Handbook (NCFPH), Section 7: Deregistration.
- (b) In accordance with this NCFPH policy, a player's registration may be cancelled by the AFL if they accumulate sixteen (16) weeks or more of suspension during their football career after turning 16.
- (c) If after being deregistered nationally, a player wishes to apply for re-registration via the PFL, this must be done as per NCFPH Section 7.7

### **A2.3.2 PFL Triggers for Cancellation**

- (a) A player's registration is cancelled with the PFL if:
  - (i) The player forfeits their amateur status (By-Law 1.2);
  - (ii) The player transfers and is cleared to a club in another League/Association;
  - (iii) The player makes a false declaration on a registration or transfer (By-Law A2.2.3(b)); or
  - (iv) The Chief Executive Officer determines a cancellation is warranted.
- (b) A player's registration is also cancelled if, in a single PFL season, the player:
  - (i) Accumulates a combined total of twelve (12) weeks suspension;
- (c) A player's registration may be cancelled if, in a single PFL season, the player:
  - (i) Is suspended for a reportable offence on three (3) separate occasions; or
  - (ii) Receives a suspension of five (5) weeks or more for a single incident.

### **A2.3.3 Re-application After Cancellation**

- (a) A player whose registration has been cancelled may apply for a new registration in accordance with the process outlined in the National Community Football Policy Handbook (Section 7.7).

## **BY-LAW A2.4: PLAYER TRANSFER AND CLEARANCE**

### **A2.4.1 Governing Policy**

- (a) All player transfers are governed by the National Community Football Policy Handbook (NCFPH), Section 3.

### **A2.4.2 Transfer Period**

- (a) Player transfer requests must be lodged via PlayHQ during the national transfer periods.

### **A2.4.3 Transfer Process**

- (a) A transfer request must be initiated by the player or new club, online via PlayHQ.
- (b) The player's former club has six (6) business days from the lodgement date to approve or refuse the transfer.
- (c) If the former club fails to respond within six business days, the transfer is automatically approved by the system.
- (d) The player must then complete their registration with the new club via PlayHQ to finalize the transfer and become eligible to play.

### **A2.4.4 Refusal of Transfer**

- (a) A former club may only refuse a transfer for one of the following reasons, as per NCFPH 3.5(b)(i):
  - (i) The player is indebted to the club for fees or subscriptions from the season they last played.
  - (ii) The player is in possession of club property; or
  - (iii) The player has officially withdrawn their transfer application in writing.
- (b) A club refusing a transfer must provide evidence to the League to substantiate its claim within 72 hours of the refusal.

### **A2.4.5 Appeal of Refusal**

- (a) A player who disputes a refusal must have their destination club attempt to resolve the dispute with the former club.
- (b) If unresolved, the matter will be determined by the League or in accordance with the National AFL Player Transfer Regulations.

### **A2.4.6 Special Transfer Cases**

- (a) **Suspended Players:** A player under suspension may lodge a transfer, but the transfer will only be processed upon completion of their suspension.
- (b) **Armed Forces personnel, and interstate and country players** (or the spouse, de facto or parent/guardian of the player) transferred in the course of their duties or employment with the same employer (excluding self-employees) are permitted to lodge a Seasonal Permit online via PlayHQ after the close of the transfer application period and is subject to approval being granted by the former club and League/Association.
- (c) **24-Month Rule:** A player who has not played competitive football for 24 months must still lodge a transfer via PlayHQ, but the former club cannot object to or refuse the transfer.

## **BY-LAW A2.5: DUAL REGISTRATION AND PERMITS**

### **A2.5.1 General Conditions for All Permits**

- (a) The League maintains Interchange Agreements for Season Permits with partner competitions (WAFL, WAFLW, CFWA, AFL Masters WA, and WA Football Juniors).
- (b) Game Day Permits are not permitted in any PFL competition.
- (c) A PFL player wishing to play in a partner competition must obtain a Season Permit in accordance with that competition's rules.
- (d) A player from a partner competition wishing to play in the PFL must have a League approved Season Permit.
- (e) A Seasonal Permit is valid for the current season only and must be re-applied for annually.
- (f) A Seasonal Permit may be cancelled at any time by the player's primary club or by the Football Operations Manager.

### **A2.5.2 Rules by Partner Competition**

- (a) WAFL, WAFLW, and CFWA (FIFO):
  - (i) A dual-registered player is NOT permitted to play for their PFL club and their partner club on the same weekend.
  - (ii) A breach of this rule will result in the player being deemed an ineligible player (A2.6) for the PFL match.
- (b) WA Football Juniors and AFL Masters WA:
  - (i) A dual-registered player IS permitted to play for their PFL club and their partner club on the same weekend.
- (c) WAFL/WAFLW Specific Rules:
  - (i) A PFL player must lodge a formal Player Transfer Request (rather than a seasonal permit) immediately upon entering a formal playing contract with a WAFL or WAFLW club.
  - (ii) A PFL club may play a maximum of six (6) WAFL or six (6) WAFLW registered players (who have not yet played a PFL match that season) at any one time.

### **A2.5.3 Internal PFL Permits (Surplus Players)**

- (a) A Colts or Integrated player may play for another PFL club on a Seasonal Permit, subject to formal agreement between both clubs and approval by the Football Operations Manager.
- (b) The player must not play more than one match on any one weekend.

### **A2.5.4 Finals & Suspensions (All Permits)**

- (a) A dual-registered player is eligible for finals in both competitions, provided they meet the specific finals eligibility criteria for each respective competition.
- (b) A player suspended in a partner competition is ineligible to play in the PFL until that suspension is served, as determined by the Football Operations Manager.

## **BY-LAW A2.6: INELIGIBLE PLAYERS**

### **A2.6.1 Definition of an Ineligible Player**

- (a) An ineligible player is any person who:
  - (i) Is not correctly registered with the League in PlayHQ;
  - (ii) Has not been granted an approved transfer (By-Law A2.4) or permit (By-Law A2.5);
  - (iii) Is currently under suspension from the League or any other recognised competition;
  - (iv) Has received a Red Card or been reported in a previous match from the same weekend.
  - (v) Has had their registration cancelled (By-Law A2.3);
  - (vi) Is not listed on the official team sheet lodged for that match;
  - (vii) Does not meet the age criteria for that specific competition (e.g., Colts);
  - (viii) Fails to meet the specific finals eligibility criteria (By-Law B2.6, C2.6, D2.8);
  - (ix) Owes registration fees or other outstanding debts to the League;
  - (x) Breaches the "same weekend" permit rules (By-Law A2.5.2, A2.5.3);
  - (xi) Is not cleared to play under the League's Concussion Protocols (By-Law A2.21);
  - (xii) Breaches the Player Points System (Schedules B3, C3); or
  - (xiii) Has played an AFLW match in the current PFL season.

- (xiv) Plays in a lower grade game after a higher grade on the same weekend, without the written permission of the Football Operations Manager.

#### **A2.6.2 Penalties for Playing an Ineligible Player**

- (a) If a team plays an ineligible player, the following penalties are automatic:
  - (i) Forfeiture of Match: The match is forfeited. The offending team shall lose all points scored "for", and the non-offending team shall be declared the winner and awarded the match points. The premiership table will be adjusted accordingly.
  - (ii) Fine: The Club will be fined as prescribed in Schedule A1.
- (b) Coach Suspension:
  - (i) The Senior Coach of the offending team may be automatically suspended for two (2) matches for a first offence in a season.
  - (ii) Any subsequent or deliberate breach by the club will be referred to the Competition Integrity Officer or Disciplinary Committee for further sanction.

### **BY-LAW A2.7: MATCHES & PREMIERSHIP TABLE**

#### **A2.7.1 Fixturing**

- (a) The Football Operations Manager shall determine the fixtures for all qualifying and finals matches.
- (b) No team shall play in any match not sanctioned by the League.

#### **A2.7.2 Premiership Table & Ranking**

- (a) The League will maintain a premiership table for each grade based on qualifying matches.
- (b) Premiership points will be awarded as follows:
  - (i) Win: 4 points
  - (ii) Draw: 2 points
  - (iii) Forfeit (Win): 4 points
- (c) Teams will be ranked first by premiership points. If points are equal, ranking will be determined by percentage (points "for" divided by points "against").

#### **A2.7.3 Ladder Ranking for Uneven Competitions (Match Ratio)**

If a grade or division has an uneven number of matches played among teams (e.g., due to byes, mid-season regrading, or match cancellations), the final ladder positions will be determined by Match Ratio rather than total premiership points.

- (a) Teams will be ranked on the ladder in the following order of priority:
  - (i) Highest Match Ratio (Total Premiership Points Received / Total Possible Premiership Points) x 100;
  - (ii) Highest Percentage (where Match Ratios are equal);
  - (iii) Highest total points (where Percentage is also equal).

#### **A2.7.4 Abandoned/Terminated Matches**

- (a) If a match is abandoned, terminated, or in dispute, the Football Operations Manager shall determine the result or order a replay.

### **BY-LAW A2.8: NIGHT MATCHES**

#### **A2.8.1 Fixturing and Standards**

- (a) The League may fixture night matches, with the latest permitted start time being 7.00 pm.
- (b) A host club must ensure its ground lighting complies with the AFL's Preferred Community Facility Guidelines
- (c) Any club intending to host night fixtures must provide the League with an official lighting report (audit) prepared by a qualified professional, such as a Consulting Lighting Engineer or a licensed Electrical Contractor verifying that the venue meets the minimum illumination standards for competition at least once every three (3) years.

### **A2.8.2 Light Failure Procedure**

- (a) If lights fail, the field umpires must immediately stop the match and direct timekeepers to note the time.
- (b) The umpires will meet with team captains and a home club representative to assess the likelihood of recommencement.
- (c) A 30-minute window is allowed to fix the issue. If play cannot recommence within 30 minutes, the umpires will terminate the match.
- (d) If the match is terminated, the Football Operations Manager will determine the result or order a replay.
- (e) If the match is to recommence, a 10-minute warm-up is permitted, and play will resume from the time it was stopped.
- (f) This procedure will be repeated if lights fail again.

## **BY-LAW A2.9: FORFEITS & TEAM WITHDRAWALS**

### **A2.9.1 Notification**

- (a) A club must advise the Football Operations Manager before forfeiting any match.

### **A2.9.2 Scores and Premiership Points**

- (a) A team that forfeits a match shall be fined as per Schedule A1.
- (b) The non-forfeiting team will be awarded four (4) premiership points.
- (c) The match result will be recorded as follows:
- (d) Men's and Colt's Match: 90 points "for" and 1 point "against".
- (e) Women's Match: 45 points "for" and 1 point "against".
- (f) Integrated Match: 60 points "for" and 1 point "against".

### **A2.9.3 Financial & Fixturing Penalties**

- (a) The forfeiting team is liable for all match costs, including umpire fees.
  - (i) Umpire fees will only be incurred if the League is informed after 12.00pm, the day before the match.
- (b) The non-forfeiting team will be credited with the full prescribed forfeit fine, less umpires' fees if applicable.
- (c) The forfeiting team loses the right to host the return fixture.
- (d) Appointed umpires who attend a forfeited match without prior notification shall be paid their full fee.

### **A2.9.4 Lowest Grade Rule**

- (a) A club with multiple teams that forfeits due to insufficient players must forfeit its lowest graded team first.
- (b) Failure to comply will result in all teams graded lower than the incorrectly forfeited team also losing their match points and scores for that round.

### **A2.9.5 Withdrawing from Competition**

- (a) Forced Withdrawal: A team that forfeits three (3) matches in one season will be automatically withdrawn from the competition for the remainder of the season.
- (b) Consequence: A club whose team is withdrawn under A2.9.5(a) is not permitted to re-nominate that team for the following season.
- (c) Voluntary Withdrawal: A club may apply to the Football Operations Manager to voluntarily withdraw its lowest graded team for the remainder of the season.

### **A2.9.6 Forfeits and Finals Qualification**

- (a) A team that receives a forfeit win may count that match towards finals qualification for its players, provided a compliant team sheet is lodged with the League by the required time.

## **BY-LAW A2.10: DETERMINING FINALISTS (FINALS)**

### **A2.10.1 Ranking and Qualification**

- (a) At the end of qualifying rounds, teams will be ranked by premiership points as per By-laws A2.7.2 and A2.7.3, to determine the finalists.
- (b) The number of teams qualifying for finals will be:
  - (i) Grades with 8 teams or fewer: Top Four (4) teams.
  - (ii) Grades with 9 to 11 teams: Top Five (5) teams.
  - (iii) Grades with 12 teams or more: To be determined by the Football Operations Manager.

### **A2.10.2 Four-Team Finals System**

- (a) First Semi Final: 3rd vs 4th
- (b) Second Semi Final: 1st vs 2nd
- (c) Preliminary Final: Winner of (a) vs Loser of (b)
- (d) Grand Final: Winner of (b) vs Winner of (c)

### **A2.10.3 Five-Team Finals System**

- (a) Elimination Final: 4th vs 5th
- (b) Qualifying Final: 2nd vs 3rd
- (c) First Semi Final: Winner of (a) vs Loser of (b)
- (d) Second Semi Final: 1st vs Winner of (b)
- (e) Preliminary Final: Winner of (c) vs Loser of (d)
- (f) Grand Final: Winner of (d) vs Winner of (e)

### **A2.10.4 Finals Fixturing**

- (a) The Football Operations Manager will determine all finals venues, start times, and change room allocations.
- (b) Matches will be fixtured at the home ground of the highest-ranked team or at another venue determined by the Football Operations Manager .

### **A2.10.5 Drawn Finals Procedure**

- (a) No drawn matches are permitted in finals.
- (b) If scores are tied at the end of the fourth quarter, two (2) five-minute periods of extra time will be played.
- (c) Procedure:
  - (i) A seven (7) minute break will occur, during which coaches may enter the playing surface.
  - (ii) Teams will change ends immediately after the first period of extra time with no break, coaches CAN NOT enter the field.
  - (iii) If scores are still tied, this process will repeat until a winner is determined.
  - (iv) No time-on is added during extra time, except for incidents as defined in By-Law B2.5.6.

## **BY-LAW A2.11: PLAYING SURFACE & MATCH DAY EQUIPMENT**

### **A2.11.1 Standard**

- (a) The playing surface, ground markings, and goal/behind post requirements must comply with the AFL Laws of the Game, Law 3.

### **A2.11.2 Home Club Responsibility**

- (a) The Home Club is responsible for ensuring the following are in place before the first match:
  - (i) The playing surface is correctly and visibly marked (including boundary, 50m arcs, centre square, goal square, interchange, and coaches' boxes).
  - (ii) Goal post padding (to AFL standard) is securely fitted.
  - (iii) A first-aid stretcher is available on the boundary.
  - (iv) Both teams must use white goal flags.
- (b) Failure to provide these items will result in a fine as per Schedule A1.

### **A2.11.3 Match Day Compliance**

- (a) The Home Club must complete the Marsh Match Day Checklist (or other League-mandated safety checklist) before the first match of the day.

### **A2.11.4 Unfit for Play**

- (a) If the field umpires agree that the ground is unfit or unsafe for play, they shall terminate the match.
- (b) The Football Operations Manager will then determine the match result or order a replay.

## **BY-LAW A2.12: PRE-MATCH PROVISIONS**

### **A2.12.1 Home Club Duties**

- (a) The Home Team is the team mentioned first in the fixture. The Away Team is mentioned second.
- (b) The Home Club must provide:
  - (i) A new or good condition League-approved football for each match. The Away team must supply a suitable emergency football.
  - (ii) A suitable and audible siren or bell.
  - (iii) An operational and attended scoreboard.
  - (iv) Secure and clean change rooms for the Away Team and for all Umpires (separate from both teams).
- (c) Both teams must provide a timekeeper.
- (d) Failure to provide these items may result in a fine as per Schedule A1.

### **A2.12.2 Team Sheets and Player Eligibility**

- (a) Lodgement: Teams must lodge their team sheet via PlayHQ before the match.
- (b) Responsibility: The Senior Coach is responsible for the accuracy of the team sheet.
- (c) Required Information: The team sheet must list:
  - (i) All players participating, including their name and jumper number.
  - (ii) Player points for all relevant players.
  - (iii) The names of the Senior Coach, Team Manager, Runner(s), and Trainers.
- (d) Late Players:
  - (i) Players arriving late must be listed on the team sheet.
  - (ii) The Team Manager should inform the opposition Team Manager of the player's name and jumper number before the match, and again upon their arrival.
  - (iii) Any late-arriving player must be at the ground, fully dressed in the registered club uniform, and ready to participate prior to the sounding of the siren to end the second quarter. To be deemed eligible for the match, the player must be visible on the match footage (where available) by:
    - Entering the field of play as an active participant; or
    - At a minimum, presenting themselves within the designated interchange area in full uniform prior to the half-time siren.
  - (iv) Any player who fails to meet this deadline or cannot be verified as present by these means is prohibited from participating in the remainder of the match and must be removed from the team sheet.
- (e) Post-Match: Teams must finalise their team sheet in PlayHQ, including jumper numbers for all players, within 4 hours of the scheduled match start time.
- (f) Penalties: Failure to comply with team sheet provisions may result in a fine as per Schedule A1.

## **BY-LAW A2.13: PLAYING UNIFORM**

### **A2.13.1 Core Uniform Requirements**

- (a) Jumper: Players must wear the club's registered jumper. No two players on the same team may wear the same number. Numbers must be between 0–99 unless otherwise authorised by the Football Operations Manager or Field Umpire.
- (b) Jumper Clash: In the event of a clash, the Away Team must wear an approved alternative jumper.
- (c) Shorts (Men's, Colts, Integrated): The Home Team wears black or coloured shorts; the Away Team wears white shorts.
- (d) Shorts (Women's): All players in a team must wear the same-coloured (non-white) shorts.
- (e) Socks: Players must wear uniform club football socks. Sport/ankle socks are not permitted.
- (f) Non-Compliance: A player not in correct uniform will incur a fine for the club as per Schedule A1.

### **A2.13.2 Prohibited Items**

- (a) Players are not permitted to wear any item that an Umpire deems dangerous to other players.
- (b) This includes, but is not limited to:
  - (i) Any form of jewellery (taping of jewellery is not permitted).
  - (ii) Metal hair clips or spectacles with metal frames/glass lenses.
  - (iii) Fingernails (including acrylic/fake nails) that protrude past the tip of the finger.
  - (iv) Boot studs, cleats, or protective equipment not approved by the Football Operations Manager or Umpire.

### **A2.13.3 Branding and Advertising**

- (a) Uniforms must not carry branding that conflicts with a League sponsor.
- (b) All branding, logos, and advertising must comply with the specifications in the relevant Competition Schedules (Schedule B1, C1, D1).

## **BY-LAW A2.14: COACHES**

### **A2.14.1 Requirement & Accreditation**

- (a) A team must have a designated coach for every match. A team without a coach shall forfeit the match.
- (b) All coaches must hold a minimum of Bronze Accreditation (AFL National Coaching Accreditation Policy) before their first match.
- (c) A team that uses an unaccredited coach will be penalised as if they have played an ineligible player (By-Law A2.6.2). The unaccredited coach is not permitted to coach, play, or act in any official capacity.
- (d) The Football Operations Manager may apply additional conditions on any person coaching in the League.

### **A2.14.2 Coach Demerit Point System**

- (a) Senior Coaches are accountable for their team's on-field discipline. Demerit points will be issued to a team's Senior Coach as follows:
  - (a) 1 Point for each Yellow Card issued to a player on their team.
  - (b) 3 Points for each Melee their team is involved in.
  - (c) 5 Points for each Reportable Offence graded as Intentional (including all Auditory offences) and incurring a suspension of 1 match or more, a player or official on their team is found guilty of.
  - (d) 3 Points for each Reportable Offence graded as Careless and incurring a suspension of 1 match or more, a player or official on their team is found guilty of.
- (b) A Senior Coach who accumulates 20 or more demerit points in a season will be automatically suspended for two (2) matches.
- (c) When returning, if any further demerit points are incurred, the coach will be suspended for the next match.

## **BY-LAW A2.15: UMPIRES**

### **A2.15.1 General Requirements**

- (a) Matches will be officiated by League Appointed Umpires or Club Appointed Umpires.
- (b) Age: Field umpires must be at least 16 years old. Boundary and goal umpires must be at least 13 years old.
- (c) Uniform: All umpires must wear the approved League uniform. Non-compliance will result in a fine as per Schedule A1
- (d) Conduct: A suspended person is not permitted to act as an umpire.

### **A2.15.2 Accreditation**

- (a) All field umpires must hold a minimum of Foundation Umpire Education Course.
- (b) The Football Operations Manager may fine, sanction, or award a forfeit against a club that uses an unaccredited umpire who has not met this requirement.

### **A2.15.3 Club Appointed Umpires**

- (a) Clubs must provide the League with the contact details and accreditation status of their club umpires before the season starts. Failure to do so may result in a fine as per Schedule A1.
- (b) Penalty for No Umpire: A team that fails to provide its required Club Appointed Umpire(s) shall forfeit the match.
- (c) Exception: A forfeit under (b) is avoided if both teams mutually agree for the match to proceed. In this case, the final result will stand.

### **A2.15.4 Remuneration**

- (a) League Appointed Panel Umpires are paid by the League. Club nominated Umpires are paid by their respective teams.
- (b) A team may withhold match payment from a Club Appointed Umpire until all required match day administration is complete.

## **BY-LAW A2.16: SUPPORT PERSONNEL**

### **A2.16.1 General Rules (All Support Personnel)**

- (a) All Support Personnel (Runners, Water Carriers, Trainers) are considered Club Officials and are subject to the same investigations and penalties as a player, including reports, suspension, and fines.
- (b) A suspended player or Club Official is not permitted to act in any Match Day role, including Runner, Water Carrier, or Trainer as per NCFH 27.1.(b)(xiii).
- (c) All Support Personnel must wear the approved League uniform for their role. Failure to do so may incur a fine as per Schedule A1.

### **A2.16.2 On-Field Conduct (All Support Personnel)**

- (a) All Support Personnel must immediately leave the playing surface once their duty is complete and must not interfere with the course of play.
- (b) Support Personnel are not permitted to:
  - (i) Coach, barrack, or remain on the field;
  - (ii) Engage physically or verbally with an opposition player, coach, official, or umpire; or
  - (iii) Use foul or abusive language.
- (c) Penalty: If Support Personnel breach these rules or fail to respond to an umpire's request, the umpire may award a free kick to the opposition and/or place the individual on report.

### **A2.16.3 Specific Roles & Duties**

- (a) Trainers:
  - (i) Role: Solely to provide medical assistance.
  - (ii) Accreditation: Each team must have a trainer with a minimum Level 1 Sports Trainer accreditation for every match.
  - (iii) Age: Must be at least 16 years old.
  - (iv) Reporting: Clubs must provide a list of trainers and their qualifications to the League.
  - (v) Trainers must liaise with clubs to lodge reports of all failed concussion tests as required by By-Law A2.21
- (b) Runners:
  - (i) Role: Solely to deliver messages from the coach.
  - (ii) Maximum: Max two (2) per team, but only one (1) on the playing surface at a time.
  - (iii) Interchange: If using two runners, they must use the interchange area. A single runner may enter/leave from any point.
  - (iv) Age: Must be at least 16 years old.
- (c) Water Carriers:
  - (i) Role: Solely to provide water/hydration. They are not permitted to deliver messages.
  - (ii) Maximum: Max four (4) per team, unless increased by the League (e.g., for extreme heat).
  - (iii) Age: Must be at least 13 years old.

### **BY-LAW A2.17: DUTIES DURING & POST-MATCH**

#### **A2.17.1 Duties During the Match**

- (a) Goal Umpires: Must record scores and confer with each other at each break to check and verify scores.
- (b) Umpire Approach:
  - (i) Only Team Captains are permitted to approach umpires during quarter-time and three-quarter-time breaks.
  - (ii) No person (including captains, coaches, or officials) may approach an umpire at half-time or after the match, except to escort them.
- (c) Umpire Escort: A runner from both teams must escort the umpires from the playing surface at half-time and at the conclusion of the match. Failure to do so may incur a fine as per Schedule A1.

#### **A2.17.2 Duties Post-Match**

- (a) Home Club: Must finalise scores via PlayHQ within four (4) hours of the match commencement. Failure to do so will incur a fine as per Schedule A1.
- (b) Field Umpires: Must complete all administration via OfficialsHQ within one (1) hour of the match conclusion, including lodging:
  - (i) Final scores;
  - (ii) Fairest and Best votes; and
  - (iii) Reports or fines.
- (c) Disputed Scores: If a score discrepancy cannot be resolved, the matter will be referred to the Football Operations Manager for determination.
- (d) Team Officials: A team official from each club should meet with the umpires' post-match to confirm scores and receive copies of any reports.

### **BY-LAW A2.18: COUNTING OF PLAYERS (HEAD COUNT)**

#### **A2.18.1 Requesting a Count**

- (a) The Captain, Vice-Captain, or Runner are the only people permitted to request a head count from a field umpire.

#### **A2.18.2 Procedure for Count**

- (a) Upon request, the field umpire shall stop play at the first opportunity and direct timekeepers to apply time-on.
- (b) The umpire will line up all players on the playing surface within the centre square and conduct the count.
- (c) The umpire will report the request and outcome to the Football Operations Manager post-match.

### **A2.18.3 Penalty for: More Than Permitted Number of Players**

- (a) If a team has too many players, the umpire will award a Free Kick to the opposition captain, taken at the centre circle.
- (b) A fifty-metre (50m) penalty shall be imposed from that Free Kick.
- (c) The offending team shall lose all points scored in that quarter up to the time of the count.
- (d) The offending team will be fined as per Schedule A1.

### **A2.18.4 Penalty for: Correct Number of Players (Incorrect Request)**

- (a) If the count reveals a correct number of players, the umpire will award a Free Kick to the captain of the non-offending team, taken at the centre circle.
- (b) A fifty-metre (50m) penalty shall be imposed from that Free Kick.
- (c) If the umpire believes the request was made primarily to delay play, the umpire shall issue a Red Card (for Time Wasting) to the person who made the request.

### **BY-LAW A2.19: TIMEKEEPER DUTIES**

- (a) Both teams shall provide a timekeeper, who shall meet to commence and end each quarter.
- (b) Timekeepers shall jointly agree to commence and end each quarter.
- (c) Timekeepers must record the exact playing time of any Yellow Card, Red Card, or stretcher-related stoppage.
- (d) If timekeepers disagree on the time, they must report the dispute to a field umpire at the next break.
- (e) The field umpire will log the disagreement, which may be used by the Football Operations Manager to determine the result.

### **BY-LAW A2.20: BLOOD RULE**

#### **A2.20.1 Governing Rule**

- (a) All matches will be conducted in accordance with the AFL Laws of the Game, Law 24: Active Bleeding.

#### **A2.20.2 Procedure for Bleeding Player**

- (a) A player who is actively bleeding or has blood on their uniform must leave the playing surface immediately, either on their own accord or when directed by an umpire.
- (b) The umpire will stop play at the first available opportunity to allow a replacement player to enter the field.
- (c) The bleeding player does not need to leave via the interchange area but must re-enter through the interchange area after receiving treatment.
- (d) A player may not return until the bleeding has stopped, the wound is covered, and any blood-stained uniform is replaced.

#### **A2.20.3 Penalties for Breach**

- (a) Refusal to Leave: A player who refuses an umpire's direction to leave the field for this reason may be issued a Yellow Card.
- (b) Deliberate Smearing: A player who deliberately smears blood on another person shall be reported under AFL Law of the Game 22.2.2(a)(bb) *engaging in any other act of misconduct or serious misconduct*.

### **BY-LAW A2.21: CONCUSSION MANAGEMENT**

#### **A2.21.1 Governing Policy**

- (a) The League adopts the national "Management of Sport-Related Concussion in Australian Football" guidelines as per NCFPH Section 19. All Clubs, Officials, and Players must comply with this policy.

#### **A2.21.2 Match-Day Assessment**

- (a) Any player suspected of concussion must be immediately removed from the field and assessed by the team trainer using the Concussion Recognition Tool (CRT6).
- (b) A player who fails this assessment, or is diagnosed with concussion, is not permitted to return to the playing surface under any circumstances.
- (c) The team trainer must liaise with the club to record the failed concussion test via PlayHQ, post-match. Failure to do so may result in a fine as per Schedule A1

### **A2.21.3 Return-to-Play Protocol (Mandatory)**

- (a) A player diagnosed with concussion must follow the national "Management of Sport-Related Concussion in Australian Football" guidelines as per NCFPH Section 19.

### **A2.21.4 Penalties for Breach**

- (a) Any team that breaches this rule, will be penalised for playing an Ineligible Player (By-Law A2.6.2).

## **BY-LAW A2.22: EXTREME WEATHER (HEAT)**

### **A2.22.1 Football Operations Manager Discretion**

- (a) In accordance with the NCFPH 17.2 (Extreme Heat), if extreme heat is forecast, the Football Operations Manager may direct any or all of the following:
  - (i) Re-schedule match start times;
  - (ii) Extend scheduled breaks (e.g., QTR/3QTR Time: 10 mins; Half Time: 25 mins);
  - (iii) Extend the interchange bench by two players;
  - (iv) Increase the number of permitted water carriers; or
  - (v) Postpone, cancel, or terminate matches.

### **A2.22.2 Terminated Matches**

- (a) If a match is terminated due to heat, the Football Operations Manager will determine the result or order a replay.

## **BY-LAW A2.23: EXTREME WEATHER (LIGHTNING)**

### **A2.23.1 "30/30" Rule**

- (a) The League adopts the NCFPH 17.3 "30/30 Safety Guideline".
- (b) Umpires must stop play when the "flash-to-bang" count (time between lightning and thunder) approaches 30 seconds.

### **A2.23.2 Stop-Play Procedure**

- (a) The field umpires shall stop the match and direct timekeepers to note the time.
- (b) All players, officials, and umpires must immediately leave the playing surface and seek safe shelter.

### **A2.23.3 Resumption or Termination**

- (a) Play cannot resume until 30 minutes have passed since the last sight of lightning or sound of thunder.
- (b) If play is to recommence, a 10-minute warm-up period is permitted.
- (c) If the match cannot recommence within sixty (60) minutes of being stopped, the umpires shall terminate the match.
- (d) If terminated, the Football Operations Manager will determine the result or order a replay.
- (e) This procedure will be repeated if lightning recommences.

## **BY-LAW A2.24: VILIFICATION AND DISCRIMINATION**

### **A2.24.1 Governing Policy**

- (a) The League adopts the National Community Football Policy Handbook, Section 10: Vilification and Discrimination (Peek Rule).
- (b) No player, official, or club shall engage in conduct that incites hatred, contempt, ridicule, or discrimination against a person based on their race, religion, colour, gender, sexual orientation, or disability.

### **A2.24.2 Complaint Process**

- (a) A complaint may be lodged by any person or Club or be initiated by the League.
- (b) All parties must take immediate, private, and confidential action to resolve the matter.

### **A2.24.3 Disciplinary Process**

- (a) Conciliation: The League may refer the complaint to a conciliation process, to be resolved within five (5) working days.
- (b) Disciplinary Committee: The League may refer the matter directly to the Disciplinary Committee if:
  - (i) The conciliation process fails; or
  - (ii) It is a second or subsequent offence by that person or club.
  - (iii) It is a first offence and deemed necessary by the League.
- (c) Penalties: A person or club found to have breached this bylaw may be suspended, fined, or otherwise sanctioned.

## **BY-LAW A2.25: PUBLIC & SOCIAL MEDIA COMMENT**

### **A2.25.1 Prohibited Conduct**

- (a) Any person or club must not make any public comment, including via any social media platform, that the League considers:
  - (i) Is contrary to the best interests of the League;
  - (ii) Criticises umpires, League officials, or the Tribunal;
  - (iii) Is bullying, abusive, offensive, or discriminatory; or
  - (iv) Otherwise brings the game into disrepute.

### **A2.25.2 Liability for Comment**

- (a) A person is liable for any comments they make, regardless of whether they were aware the content would be made public.

### **A2.25.3 Penalties**

- (a) A breach of this bylaw may be referred to the Competition Integrity Officer for investigation and may result in a fine, suspension, or other sanction.

## **BY-LAW A2.26: CRISIS MANAGEMENT**

### **A2.26.1 Definition**

- (a) A Crisis is a traumatic event (or threat of one) that may cause or has caused serious injury, death, extreme stress, or fear to those involved or witnessing it.

### **A2.26.2 Club Obligation**

- (a) In the event of a Crisis, Club Officials must:
  - (i) Act in accordance with the League's Crisis Management Policy; and
  - (ii) Contact the CEO or Football Operations Manager immediately.

## **BY-LAW A2.27: ORDER OFF RULE (YELLOW & RED CARDS)**

### **A2.27.1 Yellow Card (15-Minute Cool Off)**

- (a) A field umpire shall issue a Yellow Card for offences detrimental to the game, including, but not limited to:
  - (i) Disputing an umpire's decision;
  - (ii) Using abusive, insulting, or obscene language;
  - (iii) Engaging in a melee or wrestling;
  - (iv) Any act of misconduct (e.g., time-wasting); or
  - (v) Low-level reportable offences, such as attempting to strike/kick, or minor rough conduct.
- (b) Penalty: The offender is ordered off for 15 minutes of playing time.
- (c) Replacement: A replacement player is permitted immediately.
- (d) A person who receives two Yellow Cards in one match is automatically issued a Red Card and incurs a 1-match suspension.

### **A2.27.2 Red Card (Order Off for Match)**

- (a) A field umpire shall issue a Red Card for any offence they deem a Reportable Offence requiring a formal report.
- (b) Penalty: The offender is ordered off for the remainder of the match.
- (c) Replacement: A replacement player is permitted immediately.
- (d) Report: A Red Card results in the offender being "On Report" and the incident will be managed via By-Law A2.29.

### **A2.27.3 Suspension for Accumulated Yellow Cards**

- (a) A player or official will be automatically suspended as follows:
  - (i) 3rd Yellow Card in a season: 1 Match Suspension
  - (ii) 5th Yellow Card in a season: 2 Match Suspension
  - (iii) 6th Yellow Card in a season: 4 Match Suspension and registration cancelled as per By-law A2.3.2(c)(i).

### **A2.27.4 Refusal to Leave / Match Termination**

- (a) If a player or official refuses to leave the playing surface after being issued a Yellow or Red Card, the player will also be reported under AFL Law of The Game 22.2.2(a)(z) *failing to leave the Playing Surface when directed to do so by an umpire*.
- (b) If they still refuse, the umpires may terminate the match, and the offending player's team will forfeit.

## **BY-LAW A2.28: MELEE RULE**

### **A2.28.1 Definition**

- (a) A Melee is defined as an incident involving three (3) or more players and/or officials grappling or struggling, in line with the NCFPH definition.
- (b) "Engaging in a Melee" is a Yellow Card offence under By-Law A2.27.1.

### **A2.28.2 Umpire Procedure**

- (a) Umpires will attempt to disperse the players. All support personnel must leave the playing surface immediately.
- (b) If an umpire's safety is at risk, they may terminate the match. The Football Operations Manager will then determine the result.

### **A2.28.3 Penalties**

- (a) Club Penalty: Any club involved in a Melee will be fined as per Schedule A1.
- (b) Individual Penalties: Umpires may issue:
  - (i) A Yellow Card to any player who fails to disperse on direction.
  - (ii) A Yellow Card to any player who joins the melee from another part of the ground.
  - (iii) A Yellow or Red Card to any player identified as an instigator.
  - (iv) A Red Card (Report) for any specific reportable offence (e.g., striking) observed within the melee.

## **BY-LAW A2.29: REPORTING & DISCIPLINARY PROCEDURE**

### **A2.29.1 Initiating a Review of In-Game Incidents**

- (a) An incident may be brought for review by one of the below methods:
  - (i) Umpire Report: An umpire reports a player/official for a Reportable Offence (Red Card). Reports must be lodged by 12:00 pm Sunday.
  - (ii) Notice of Investigation (NOI) with Video Footage: A Club President, League Official, or Umpiring Official lodges an NOI. NOIs must be lodged by 9:00 am on the Monday following the match.
    - If footage is not available prior to the 9.00am deadline submission, clubs must still lodge the NOI with TBC noted as the timestamp.
  - (iii) Notice of Investigation (NOI) with NO VIDEO FOOTAGE: A Club President, League Official, or Umpiring Official lodges an NOI. NOIs must be lodged by 9:00 am Monday and be accompanied by a \$500 bond (for club-lodged NOIs).

#### **A2.29.2 Match Review Panel (MRP) Process**

- (a) The CEO will appoint a MRP to review all Umpire Reports and NOIs.
- (b) The MRP shall consist of a Chairperson and at least two other members possessing sufficient knowledge of the Laws of Australian Football and the League, as determined by the CEO.
- (c) The MRP will review footage and evidence to determine if a charge is warranted as per National Community Football Policy Handbook, Appendix 1.
- (d) Following review, the MRP may:
  - (i) Offer a Prescribed Penalty;
  - (ii) Refer the incident directly to the WA Football Tribunal for a hearing; or
  - (iii) Find no case to answer (dismiss the report).
- (e) Responding to an Offer: The club/player must accept or reject the Prescribed Penalty by the identified cutoff provided in the notice of penalty.
  - (i) Acceptance or No Response: The prescribed penalty is served.
  - (ii) Rejection: The matter is automatically referred to the WA Football Tribunal.

#### **A2.29.3 WA Football Community Tribunal (Hearing)**

- (a) The WA Football Tribunal is the body for hearing all contested charges and direct referrals.
- (b) Clubs challenging a MRP offer are not required to pay an additional bond to attend the Tribunal.

#### **A2.29.4 League Appellate Body (Appeal)**

- (a) The Chief Executive Officer shall appoint an Appellate Body, including the Chair, comprising either a Chair sitting alone or a Chairperson with up to two other persons, all who were not involved in the initial hearing.
- (b) A player, official, or the League may appeal a decision of the WA Football Tribunal, the Football Operations Manager, PFL Disciplinary Committee or Competition Integrity Officer to the League Appellate Body.
- (c) An appeal must be lodged with the League within 48 hours and be accompanied by a \$750 bond.
- (d) The bond will be refunded only if the appeal is upheld.
- (e) The decision of the Appellate Body is final.

#### **A2.29.5 Special Investigations (Competition Integrity Officer & Disciplinary Committee)**

- (a) The CEO may appoint Competition Integrity Officers (CIO) and/or a Disciplinary Committee (DC) to investigate matters outside the scope of weekly match reports (e.g., breaches of Amateur Status, Vilification, Media Policy breaches, or bringing the game into disrepute).
- (a) A DC shall comprise either a Chairperson sitting alone or a Chairperson with up to two other persons.
- (b) The CIO/DC has the power to inform itself of any matter it sees fit, compel interviews, impose penalties, and hear matters referred by the CEO or Board.
- (c) Decisions made by the DC or CIO may be appealed to the League Appellate Body under the process in A2.29.4.

#### **A2.29.6 General Penalties**

- (a) Fairest & Best: A player suspended for any matter during the Home and Away Rounds is ineligible to win any League Fairest and Best award for that season.
- (b) De-registration or cancellation: A player's registration shall only be cancelled in accordance with By-Law A2.3.
- (c) Spirit of the Game: Any person or club found to have acted in a manner contrary to the Spirit of the Game or detrimental to the League may be fined, suspended, or otherwise sanctioned by the League.

### **BY-LAW A2.30: DIGITAL FILMING & BROADCAST**

#### **A2.30.1 League Rights and Use of Footage**

- (a) The League reserves all intellectual property rights to matches played under its control.
- (b) The League may use match footage for promotional, broadcast, disciplinary, or coaching purposes.
- (c) Clubs may use match footage for coaching, disciplinary review, and promotion, provided it adheres to By-Law A2.25 (Media Comment).

### **A2.30.2 Home Club Filming Obligations**

- (a) Pre-Match Setup: The Home Team must set up the League-approved camera equipment before the match, ensuring it captures the whole field unobstructed
- (b) Audio recording is to be activated.
- (c) In-Game Maintenance: The Home Team is responsible for maintaining the camera's functionality (power, storage, connection) for the entire match.
- (d) Post-Match Upload: The Home Team must upload the complete match footage to the League's database (e.g., Hudl) by 5:00 pm on the Sunday following the match.
- (e) Clubs breaching A2.30.2 may be fined as per Schedule A.

### **A2.30.3 Broadcast and Livestreaming**

- (a) Clubs, players, or third parties are prohibited from livestreaming or digitally broadcasting any match without prior written approval from the CEO.
- (b) Penalty: A club that breaches this rule may be fined and/or prohibited from hosting future fixtures.



## SCHEDULE A1: FINES

### 1. Administration & Registration Fines

Offence	Bylaw Ref.	Fine
Late Team Nomination (per team per day)	A2.1.1(b)	\$50
False Declaration on Registration	A2.2.3(b)	\$300
Late Payment of Affiliation Fee Instalment	3.2	\$50
Failure to Provide Office Bearers List	3.6	\$100
Failure to Attend Member Club Meeting	3.7.1	\$100
Failure to Provide Compulsory Return	3.7.2	\$100
Failure to Provide Coach Remuneration Details	1.2.3(b)(v)	\$100
Failure to Provide Club Umpire	A2.15.3(a)	\$50
Failure to Provide Trainer List & Qualifications	A2.16.3(a)(iv)	\$100

### 2. Match Day Operations Fines

Offence	Bylaw Ref.	Fine
<b>Team Sheet Offences</b>		
Failure to list player on team sheet (per player) *	A2.12.2(f)	\$100
Failure to list correct player points (per player) *	A2.12.2(f)	\$100
Failure to list club officials (coach, runner, trainer, team manager) per official *	A2.12.2(f)	\$25
Failure to update PlayHQ team sheet *	A2.12.2(e)	\$50
<b>Venue &amp; Equipment Offences</b>		
Failure to supply League-approved football	A2.12.1(d)	\$100
Failure to provide timekeeper & siren/bell	A2.12.1(d)	\$50
Failure to provide operational/attended scoreboard	A2.12.1(d)	\$50
Failure to mark playing surface correctly	A2.11.2(b)	\$50
Failure to provide first aid stretcher	A2.11.2(b)	\$100
Failure to provide goal post padding	A2.11.2(b)	\$50
Failure to use white goal flags	A2.11.2(b)	\$25
<b>Uniform Offences</b>		
Incorrect playing uniform (per player)	A2.13.1(f)	\$25
Non-compliant uniform branding/advertising	A2.13.3(b)	\$250
Incorrect umpire uniform (per umpire)	A2.15.1(c)	\$25
Incorrect runner uniform (per runner)	A2.16.1(c)	\$25
Incorrect water carrier uniform (per carrier)	A2.16.1(c)	\$25
Incorrect trainer uniform (per trainer)	A2.16.1(c)	\$25
<b>Personnel Offences</b>		
Failure to provide a Field Umpire (forfeits match)	A2.15.3(b)	\$200
Failure to provide Boundary/Goal Umpire	A2.15.3(b)	\$50
Failure to provide an accredited Trainer	A2.16.3(a)(ii)	\$250
<b>Filming Offences</b>		
Failure to set up or maintain mandatory filming equipment or upload match footage by deadline	A2.30.2(a)(b) (c)	\$500
<b>Procedural Offences</b>		
Late starting quarters *	B2.5.7, C2.5.7, D2.7.7	\$25
Failure to escort umpires from playing surface *	A2.17.1(c)	\$50
Failure by Trainer to report concussion test	A2.21.2(c)	\$25
Failure to submit scores by prescribed time	A2.17.2(a)	\$100

### 3. Conduct & Report Fines

Offence	Bylaw Ref.	Fine
Ineligible Player (per player, not exceeding)	A2.6.2(a)(ii)	\$1,000
Additional players on surface (Head Count)	A2.18.3(d)	\$50
Forfeited match (plus match costs)	A2.9.2(a)	\$300
Melee (1st Offence)	A2.28.3(a)	\$500
Melee (2nd Offence)	A2.28.3(a)	\$1,000

*The "Three-Strike System" (Warning, Final Warning, Fine) applies to all fines marked with an asterisk (\*).*

## PART B: MEN'S COMPETITION

### BY-LAW B2.1: COMPETITION STRUCTURE

#### B2.1.1 Scope

- (a) The League conducts Senior Men's and Colts competitions.
- (b) These are restricted sex competitions; only males are eligible to play.
- (c) The Football Operations Manager determines the number of grades and the composition of teams within those grades annually.

#### B2.1.2 Definitions of Grades

- (a) League Grade: The highest-ranked senior team of a Club (e.g., A Grade, C1 Grade).
- (b) Reserves Grade: The second highest-ranked senior team, typically aligned with the League Grade.
- (c) Lower Grades: Additional senior teams (e.g., D/E Grade) not aligned to the promotion/relegation system of the League Grade.
- (d) Colts: An age-restricted competition aligned, where possible, with Senior Grades.
- (e) The order of Team Grading is as follows:

Grading Number	Name	Type	Grading Number	Name	Type
1	A	League	14	C4	League
2	A Res.	Reserves	15	C4 Res.	Reserves
3	Phil Scott	Colts	16	C5	League
4	B	League	17	C5 Res.	Reserves
5	B Res.	Reserves	18	D	Lower League
6	Drew Banfield	Colts	19	D Res.	Lower Reserves
7	C1	League	20	E1 S	Lower
8	C1 Res.	Reserves	21	E1 N	Lower
9	Ian Dargie	Colts	21	E2 S	Lower
10	C2	League	22	E2 N	Lower
11	C2 Res.	Reserves	22	Laurie Keene	Colts
12	C3	League	23	Brett Jones	Colts
13	C3 Res.	Reserves	24	West Coast	Colts
			25	Any Additional Colts	Colts

#### B2.1.3 Age Eligibility

- (a) Minimum Age: A player must have attained the age of 16 years to play in any Senior or Colts match.
- (b) Colts Restriction: A player is ineligible to play Colts if they turn 21 years of age (or older) within the current calendar year.

### BY-LAW B2.2: GRADING, PROMOTION & RELEGATION

#### B2.2.1 Automatic Promotion & Relegation (League Grades)

- (a) This bylaw applies to A through C5 League teams.
- (b) Relegation: The teams finishing in the lowest two positions on the premiership table at the end of the qualifying rounds shall be relegated to the grade below for the following season.
- (c) Promotion: The two teams participating in the Grand Final shall be promoted to the grade above for the following season.

#### B2.2.2 Linked Grading (Reserves & Colts)

- (a) A Club's Reserves and Colts teams shall be linked to their League team.
- (b) Wherever the League team is graded (promoted or relegated), the Reserves and Colts teams will follow to the corresponding Reserves/Colts grade.

**B2.2.3 Exceptions and Constraints**

- (a) Existing Team Block: A team cannot be promoted into a grade where the Club already has a team. In this instance, the next highest-ranked eligible team will be promoted.
- (b) Relegation Domino: If a team is relegated into a grade where the Club already has a team, that lower team must also be relegated to make room.
- (c) Option to Decline: A Club earning promotion may request to decline promotion. This request:
  - (i) Must be made to the Football Operations Manager;
  - (ii) Can only be granted if the Club did not exercise this option in the previous year; and
  - (iii) If granted, results in the highest-placed relegated team from the higher grade retaining their spot.

**B2.2.4 Vacancies and Discretion**

- (a) If a vacancy arises in a grade, the next highest-ranked team from the finals series of the lower grade may be offered the position.
- (b) The Football Operations Manager retains absolute discretion to relegate or promote any team to ensure balanced grade composition and effective fixturing.

**BY-LAW B2.3: TEAM COMPOSITION**

**B2.3.1 Player Numbers**

- (a) On-Field: Minimum 14, Maximum 18 players.
- (b) Max Team List:
  - (i) League, Reserves and Lower grades - 22 players
  - (ii) Colts - 23 players Colts.

**B2.3.2 The "Even-Up" Rule**

- (a) Application: This rule applies only to qualifying round matches in:
  - (i) C5 Reserves;
  - (ii) D Reserves; and
  - (iii) Colts (specifically a Club's lowest-graded Colts team only).
- (b) The Rule: If a team can only field between 14 and 17 players, the opposing team must reduce their on-field numbers to match. Surplus players may participate as interchange.
- (c) Procedure:
  - (i) Teams must inform the umpires before the match if this rule is applied.
  - (ii) If a player is injured or red-carded during the match, the opposition is not required to even-up further.

**B2.3.3 Player Points System (PPS)**

- (a) Teams in Grades A to D must comply with the Player Points System as detailed in Schedule B3.

**BY-LAW B2.4: MATCH DURATION & TIMING**

**B2.4.1 Quarter Lengths and Breaks**

- (a) Matches shall consist of four quarters. The duration and breaks vary by grade:

Grades	Quarter Duration	¼ & ¾ Break	Half Time Break
A, B, C1, C2 (League)	25 Minutes	5 Minutes	15 Minutes
C3, C4, C5, D (League), All Reserves Grades (AR-DR) E Grades Colts	20 Minutes	5 Minutes	15 Minutes

- (b) Teams must not leave the playing surface at Quarter Time or Three-Quarter Time.
- (c) Failure to be ready to restart after a break may incur a fine (Schedule A1).

#### **B2.4.2 Time On Policy**

- (a) General Principle: There is NO Time On for general stoppages (e.g., ball ups, out of bounds, goals). The clock runs continuously.
- (b) Exceptions: Timekeepers must stop the clock only when signalled by the Field Umpire for "Undue Delay," which includes:
  - (i) Stretcher entering the field for an injured player;
  - (ii) Head Count request;
  - (iii) Major discipline event (e.g., significant melee);
  - (iv) Environmental hazard (Lightning, Light Failure); or
  - (v) Lost or damaged football.

#### **B2.4.3 Start Time Penalties**

- (a) 5 Minutes Late: A team not ready to start within 5 minutes of the scheduled time may be fined as per Schedule A.
- (b) 15 Minutes Late: A team not ready to start within 15 minutes of the scheduled time will automatically forfeit the match.

### **BY-LAW B2.5: PLAYER SELECTION & MOVEMENT**

Higher and Lower grades are determined as per By-law B2.1.2

#### **B2.5.1 Movement Within a Round (Same Weekend)**

- (a) Playing Up: A player is permitted to play in a higher-grade match on the same weekend/round after their lower-grade match.
- (b) Playing Down: A player is not permitted to play in a lower-grade match on the same weekend/round after their higher-grade match.
- (c) Colts Restriction: A Colts player is not permitted to play in more than one Colts match on the same weekend/round.

#### **B2.5.2 Movement During Byes or Forfeits**

- (a) Determination of Grade: For the purposes of this rule, a player's most recent match for that club will be used to determine their grade.
- (b) If a Club's higher-grade team has a Bye or Forfeit, the Club may select higher-grade players in a lower grade, subject to the following restriction:
- (c) If three (3) or more players drop down from the higher grade to play in the lower grade:
  - (i) Only two (2) of those players may return to the higher grade the following week.
  - (ii) The remaining players must play at least two (2) matches in the lower grade before being eligible to return to the higher grade.

#### **B2.5.3 Penalties**

- (a) A breach of these selection rules will be penalised as playing an Ineligible Player (By-Law A2.6).

### **BY-LAW B2.6: FINALS ELIGIBILITY**

#### **B2.6.1 General Qualification (The "5-Game Rule")**

- (a) To be eligible for finals, a player must have played a minimum of five (5) qualifying matches for their club in the current season.
- (b) These matches must be played over five (5) separate rounds of fixtures.

### B2.6.2 Senior Eligibility Criteria

- (a) Qualified Player (5+ games in grade): A player who has played 5 or more qualifying matches in a specific grade is eligible to play finals in:
  - (i) That specific grade;
  - (ii) Any higher grade; or
  - (iii) The next lowest grade, ONLY IF both the higher and lower teams are playing finals on the same calendar day.
- (b) A player who has not played 5 matches in a specific grade is only eligible to play finals in the highest grade in which they played during the season if they have met the criteria of B2.6.1.

### B2.6.3 Colts Eligibility Criteria

- (a) To play Colts finals, a player must have played 5 or more Colts qualifying matches.
- (b) Qualified Colts Player: A player meeting the criteria in B2.6.3(a) is eligible to play finals in:
  - (i) Their qualified Colts grade;
  - (ii) Any higher Colts grade;
  - (iii) The club's two highest Senior grades; or
  - (iv) The next lowest Colts grade, ONLY IF both Colts teams are playing finals on the same day.
- (c) Grand Final Restriction: A player is permitted to play in only one (1) Colts Grand Final per year.

### B2.6.4 Dual Registration

- (a) Players on a Permit or Dual Registration must meet the same 5-game/5-round qualification criteria to play finals for the PFL club.

## BYLAW 3.1: PLAYER POINTS SYSTEM (PPS)

### B3.1.1 The Cap

- (a) Applicable Grades: Grades A to D (Men's).
- (b) Team Cap: The Total Team Points for a match must not exceed 38 points.
- (c) Calculation: The total is the sum of the individual point values of all players listed on the team sheet.

### B3.1.2 Base Player Point Allocations

- (a) All colts eligible players will be allocated one (1) player point.
- (b) All players ineligible to play colts will have points assessed based on the highest level of football played in any of the current or previous three (3) seasons as per below:

Category	Points	Criteria (Highest level played in last 3 years)
AFL	6	Played 1+ AFL matches.
State League	5	Played 5+ WAFL League (or interstate equivalent) matches in a single season and more than 19 career games at that level
State League	4	Played 5+ WAFL League (or interstate equivalent) matches in a single season and less than 20 career games at that level.
State Reserves / Community League	3	Played 5+ WAFL Reserves matches; OR Played 5+ Senior Community League Grade matches (e.g., PFL A Grade, Country League).
Community Reserves	2	Played 5+ Senior Community Reserves Grade matches.
Base / Junior	1	Club of Origin player; Transferring directly from Juniors; Colts aged player; Has not played competitive football in 3+ years.

- (c) A player who does not meet any of the Player Points Categories shall apply to the Football Operations Manager who shall determine the player's points category.

### **B3.1.3 Deductions & Discounts (Loyalty)**

- (a) Seasons of Service Deduction:
  - (i) A player may reduce their point value by one (1) point for every "Season of Service" at their current PFL club.
  - (ii) A "Season of Service" is defined as a season where the player was continuously registered with the club, and played at least one (1) game in that season.
  - (iii) Broken Service: If a player transfers to another club, their service count resets to zero unless they return to their "Club of Origin".
  - (iv) If a player does not play a game in a season for their affiliated PFL club, the season of service count remains unchanged.
  - (v) Minimum Floor: A player's point value cannot drop below one (1) point.

### **B3.1.4 Key Definitions**

- (a) Club of Origin: A player's Club of Origin is the club where they made their non-junior football debut. A player returning directly to their Club of Origin from the WAFL/AFL is rated as one (1) point.
- (b) Local Player: A player who attained their initial one (1) point rating at the club. They retain one (1) point status if returning from WAFL/Country football/Interstate, provided they have not played for another PFL club.

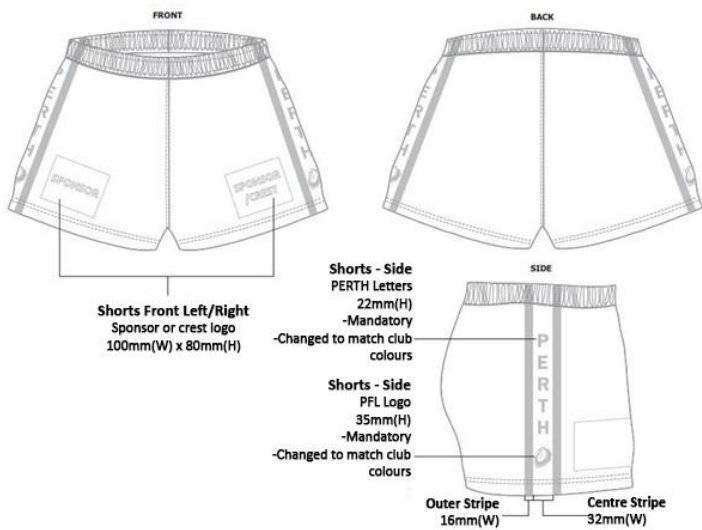
### **B3.1.5 Administration & Enforcement**

- (a) Assessment Requests: Clubs must lodge requests for point assessments by 10:00 am Friday before the match.
- (b) Finalisation: All player point allocations are final as of 30 June for the remainder of the season.
- (c) Penalties: Playing a player without an approved points category or exceeding the 38-point Team Cap will result in the team being penalised for playing an Ineligible Player (By-Law A2.6).

### **B3.1.6 Disputes**

- (a) A Club may dispute a points assessment by lodging a request with the Competition Integrity Officer (CIO).
- (b) The request must be accompanied by a \$200 bond, refundable if the challenge is upheld.

# SCHEDULE B1: SENIOR MENS PLAYING UNIFORM SPECIFICATIONS (NON-COLTS)



## Left Chest

55mm x 77mm



## Logo Colours

- C100 - Jet Black
- C147 - Gold
- C140 - White

## Right Chest

66mm x 60.5mm



## Logo Colours

- #003087
- #F2A900

## Right Chest 2 Men

66mm x 50mm



## Logo Colours

- #ED5505
- #00285F
- #F78B00
- #ffffff

# SCHEDULE B2: COLTS PLAYING UNIFORM – SPECIFICATIONS



## Left Chest

55mm x 77mm



### Logo Colours

- C100 - Jet Black
- C147 - Gold
- C140 - White

## Right Chest

66mm x 60.5mm



### Logo Colours

- #003087
- #F2A900

## Right Chest 2 Colts

66mm x 55mm



### Logo Colours

- #ffffff
- #004795
- #00AEEF

**SCHEDULE B3: MENS SUPPORT PERSONNEL UNIFORM – SENIOR & COLTS**

**RUNNER**

(PINK)  
FONT:  
ARIAL BLACK 40MM (H)



PFL LOGO  
77MM (H) x 55MM (W)



**WATER**

(YELLOW)  
FONT:  
ARIAL BLACK 40MM (H)



PFL LOGO  
77MM (H) x 55MM (W)



**TRAINER**

(GREY)  
FONT:  
ARIAL BLACK 40MM (H)



PFL LOGO  
77MM (H) x 55MM (W)



**UMPIRE**

(GREEN)



PFL LOGO  
80MM (H) x 57MM (W)



**GOAL**

(YELLOW)



PFL: LOGO 77MM (H) x 55MM (W)



## PART C: WOMEN'S COMPETITION

### BY-LAW C2.1: COMPETITION STRUCTURE

#### C2.1.1 Scope

- (a) The League conducts Women's competitions.
- (b) These are restricted sex competitions; only females are eligible to play.
- (c) At the absolute discretion, the Football Operations Manager shall determine the season commencement date and season fixtures for each competition.

#### C2.1.2 Grade Structure

The senior women's competition grades may include but are not limited to:

- (a) A Grade Women (Highest Grade)
- (b) A Reserves Women
- (c) B Grade Women
- (d) C1 Women
- (e) C2 Women
- (f) C3 Women
- (g) C4 Women

#### C2.1.3 Age Eligibility

- (a) General Minimum Age: As a minimum, a player reaching 17 years of age during the year of the current season is eligible to play.

### BY-LAW C2.2: GRADING, PROMOTION & RELEGATION

#### C2.2.1 Team Grading, Promotion & Relegation

- (a) The Football Operations Manager shall at their absolute discretion, determine for each competition:
  - (i) Grades,
  - (ii) The number of teams per grade, and
  - (iii) Fixturing and grade composition.
    - No team shall be promoted if it has a club team in the grade to which it would be promoted.
    - Should the club have a team in the grade to which it is to be relegated such other club team shall also be relegated to the next lowest grade.

### BY-LAW C2.3: MATCH DURATION & TIMING

#### C2.3.1 Quarter Lengths and Breaks

- (a) Matches shall consist of four quarters:

Grades	Quarter Duration	¼ & ¾ Break	Half Time Break
All Grades	18 Minutes	5 Minutes	12 Minutes

- (a) Teams must not leave the playing surface at Quarter Time or Three-Quarter Time.
- (b) 5 Minutes Late: A team not ready to start within 5 mins of the scheduled time may be fined as per Schedule A.
- (c) 15 Minutes Late: A team not ready to start within 15 mins of the scheduled time will automatically forfeit the match and fined as per Schedule A.

### **C2.3.2 Time On Policy**

- (a) General Principle: There is NO Time On for general stoppages. The clock runs continuously.
- (b) Exceptions: Timekeepers must stop the clock only when signalled by the Field Umpire for "Undue Delay," which includes:
  - (i) Stretcher entering the field for an injured player;
  - (ii) Head Count request;
  - (iii) Major discipline event (e.g., Melee);
  - (iv) Environmental hazard (Lightning, Light Failure); or
  - (v) Lost or damaged football.

## **BY-LAW C2.4: TEAM COMPOSITION**

### **C2.4.1 Player Numbers**

- (a) On-Field: Minimum 14, Maximum 18 players.
- (b) Team List: Maximum 22 players.

### **C2.4.2 The "Even-Up" Rule**

- (a) Application: This rule applies only to qualifying round matches in all Women's grades.
- (b) The Rule: If a team can only field between 14 and 17 players, the opposing team must reduce their on-field numbers to match. Remaining players may participate as interchange.
- (c) Procedure:
  - (i) Teams must inform the umpires before the match if this rule is applied.
  - (ii) 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.

### **C2.4.3 WAFLW players**

- (a) Only six WAFLW registered players who have yet to play a Perth Football League match are permitted to play for a Perth Football League club at any one time on a weekly basis.
- (b) A player who played an AFLW match in the current season, will not be permitted to play in the Perth Football League for that respective season.

### **C2.4.4 Player Points System (PPS)**

- (a) Teams in specified Women's grades must comply with the Player Points System as detailed in Schedule C3.

## **BY-LAW C2.5: PLAYER SELECTION & MOVEMENT**

### **C2.5.1 Movement Within a Round (Same Weekend)**

- (a) Playing Up: A player is permitted to play in a higher-grade match on the same weekend/round after their lower-grade match.
- (b) Playing Down: A player will be deemed ineligible if they play in a lower-grade match after a higher-grade match on the same weekend without written approval from the Football Operations Manager.

### **C2.5.2 Movement During Byes or Forfeits**

- (a) Determination of Grade: For the purposes of this rule, a player's most recent match for that club will be used to determine their grade.
- (b) If a Club's higher-grade team has a Bye or Forfeit, the Club may select higher-grade players in a lower grade, subject to the following restriction:
- (c) If three (3) or more players drop down from the higher grade to play in the lower grade:
  - (i) Only two (2) of those players may return to the higher grade the following week.
  - (ii) The remaining players must play at least two (2) matches in the lower grade before being eligible to return to the higher grade.

### **C2.5.3 Penalties**

- (a) A breach of these selection rules will be penalised as playing an Ineligible Player (By-Law A2.6).

## **BY-LAW C2.6: FINALS ELIGIBILITY**

### **C2.6.1 General Qualification (The "4-Game Rule")**

- (a) To be eligible for finals, a player must have played a minimum of four (4) qualifying matches for their club in the current season.
- (b) These matches must be played over four (4) separate rounds of fixtures.

### **C2.6.2 Senior Eligibility Criteria**

- (a) Qualified Player (4+ games in grade): A player who has played 4 or more qualifying matches in a specific grade is eligible to play finals in:
  - (i) That specific grade;
  - (ii) Any higher grade; or
  - (iii) The next lowest grade, ONLY IF both the higher and lower teams are playing finals on the same day.
- (a) A player who has not played 4 matches in a specific grade is only eligible to play finals in the highest grade in which they played during the season if they have met the criteria of C2.6.1.

### **C2.6.3 Dual Registration**

- (a) Players on a Permit or Dual Registration must meet the same 4-game/4-round qualification criteria to play finals for the PFL club.

## **BY-LAW C3.1: PLAYER POINTS SYSTEM (PPS) - WOMEN**

### **C3.1.1 The Cap**

- (a) Applicable Grades: All Women's Grades.
- (b) Team Cap: The Total Team Points for a match must not exceed 38 points.
- (c) Calculation: The total is the sum of the individual point values of all players listed on the team sheet.

### C3.1.2 Base Player Point Allocations

- (a) Points are assessed based on the highest level of football played in the current or previous three (3) seasons.
- (b) A player who does not meet any of the Player Points Categories shall apply to the Football Operations Manager who shall determine the player's points category.
- (c) If a team dissolves completely the Football Operations Manager may reserve the right to drop player point allocations to ensure equity and fairness is still applied during extenuating circumstances, particularly when players are transferring into high grades.

Category	Points	Criteria (Highest level played in last 3 years)
AFLW	6	Played 1+ AFLW matches.
State League (WAFLW) or PFL A Grade	5	Played 4+ WAFLW League (or interstate equivalent) or 4+ PFL A Grade matches in a single season.
Rogers Cup / PFL B-C1	4	Played 4+ Rogers Cup games (or interstate equivalent) in a single season; OR Played 4+ PFL B or C1 matches in a single season.
Community League	3	Played 4+ Senior Community non-PFL League Grade matches in a single season OR Played 4+ PFL C2, C3, C4, or A Reserves matches in a single season.
Non-PFL Community Reserves	2	Played 4+ Senior Community Non-PFL Reserves Grade matches.
Base / Junior / 20 and Under	1	Club of Origin player; Transferring directly from Juniors; Has not played competitive football in 3+ years; The player does not turn 21 (or older) in the current calendar year AND has not played four (4) or more matches in any season of the Rogers Cup, WAFLW, or interstate equivalent in the current or previous three (3) seasons.

### C3.1.3 Deductions & Discounts (Loyalty)

- (a) Seasons of Service Deduction:
  - (i) A player may reduce their point value by one (1) point for every "Season of Service" at their current PFL club.
  - (ii) A "Season of Service" is defined as a season where the player was continuously registered with the club and played at least one (1) game in that season.
  - (iii) Broken Service: If a player transfers to another club, their service count resets to zero unless they return to their "Club of Origin".
  - (iv) If a player does not play a game in a season for their affiliated PFL club, the season of service count remains unchanged.
  - (v) Minimum Floor: A player's point value cannot drop below one (1) point.

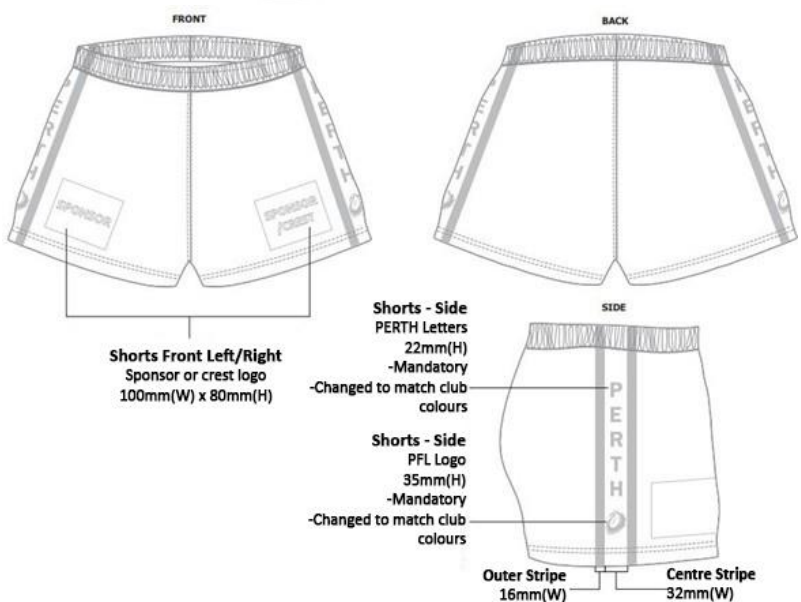
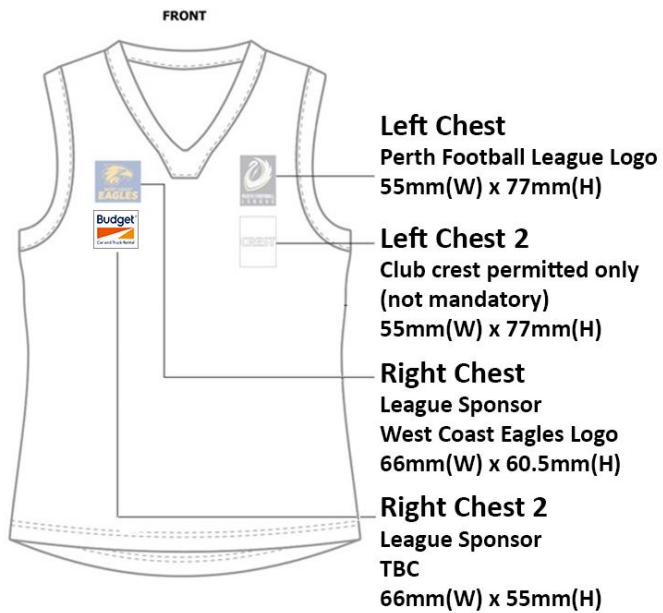
### C3.1.4 Key Definitions

- (a) Club of Origin: A player's Club of Origin is the club where they made their senior football debut. A player returning directly to their Club of Origin from the WAFLW/AFLW is rated as one (1) point.
- (b) For the avoidance of doubt, Club of Origin points dispensation cannot be applied where;
  - (i) A player progresses directly from junior football and plays AFLW or WAFLW or interstate equivalents without playing in the Perth Football League.
  - (ii) A player plays AFLW or WAFLW interstate equivalents and returns to the Perth Football League after playing at another senior community competition.

### C3.1.5 Administration & Enforcement

- (a) Assessment Requests: Clubs must lodge requests for point assessments by 10:00 am Friday before the match.
- (b) Finalisation: All player point allocations are final as of 30 June for the remainder of the season.
- (c) Penalties: Playing a player without an approved points category or exceeding the Team Cap will result in an Ineligible Player penalty.

# SCHEDULE C1: WOMENS PLAYING UNIFORM – JUMPER SPECIFICATIONS



## Left Chest

55mm x 77mm



## Logo Colours

- C100 - Jet Black
- C147 - Gold
- C140 - White

## Right Chest

66mm x 60.5mm



## Logo Colours

- #003087
- #F2A900

## Right Chest 2 Women

66mm x 50mm



## Logo Colours

- #ED5505
- #00285F
- #F78B00
- #ffffff

## SCHEDULE C2: WOMENS SUPPORT PERSONNEL UNIFORM – SPECIFICATIONS

### RUNNER

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FONT:  
ARIAL BLACK 40MM (H)



PFL LOGO  
77MM (H) x 55MM (W)



### WATER

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FONT:  
ARIAL BLACK 40MM (H)



PFL LOGO  
77MM (H) x 55MM (W)



### TRAINER

(GREY)  
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ARIAL BLACK 40MM (H)



PFL LOGO  
77MM (H) x 55MM (W)



### UMPIRE

(GREEN)



PFL LOGO  
80MM (H) x 57MM (W)



### GOAL

(YELLOW)



PFL: LOGO 77MM (H) x 55MM (W)



## **PART D: INTEGRATED COMPETITION**

### **BY-LAW D2.1: COMPETITION STRUCTURE**

#### **D2.1.1 Scope & Eligibility**

- (a) The League conducts an Integrated Football competition.
- (b) Restricted Entry: This is a restricted competition. Participation is strictly limited to players with a Disability.
- (c) Age Eligibility:
  - (i) Players must be at least 16 years of age to play.
  - (ii) The Football Operations Manager may grant an exemption to this age limit based on individual capability and safety.

#### **D2.1.2 Administration**

- (a) The Football Operations Manager shall determine the number of teams, grades, and fixtures annually at their absolute discretion.

### **BY-LAW D2.2: GRADING, DIVISIONS & FINALS SYSTEM**

#### **D2.2.1 Grading & Season Structure**

- (a) Clubs may enter multiple teams in the competition.
- (b) The competition typically operates as a single grade for qualifying rounds.
- (c) At the end of the qualifying rounds, teams are ranked by premiership points (then percentage).

#### **D2.2.2 Divisional Split for Finals**

- (a) For the purpose of Finals, the competition will be split into divisions based on the final ladder positions.
- (b) Unless otherwise determined by the Football Operations Manager due to team numbers:
  - (i) A Division: The highest-ranked teams (typically Top 7).
  - (ii) B Division: The remaining teams (typically Bottom 7).

#### **D2.2.3 Finals Systems**

- (a) Six-Team Finals System:
  - Elimination Final 1: 3rd vs 6th
  - Elimination Final 2: 4th vs 5th
  - First Semi Final: Winner EF1 vs Winner EF2
  - Second Semi Final: 1st vs 2nd
  - Preliminary Final: Loser SSF vs Winner FSF
  - Grand Final: Winner SSF vs Winner PF
- (b) Seven-Team Finals System:
  - Elimination Final 1: 2nd vs 7th
  - Elimination Final 2: 3rd vs 6th
  - Elimination Final 3: 4th vs 5th
  - First Semi Final: 2nd highest-ranked winner (from EF) vs 3rd highest-ranked winner (from EF)
  - Second Semi Final: 1st vs Highest-ranked winner (from EF)
  - Preliminary Final: Loser SSF vs Winner FSF
  - Grand Final: Winner SSF vs Winner PF

#### **D2.2.4 Finals Fixturing & Draws**

- (a) Venues: Matches will be played at the home ground of the highest-ranked team or at a venue determined by the League to be suitable.
- (b) Drawn Finals: No drawn matches are permitted. If scores are tied at full time:
  - (i) Two (2) periods of five (5) minutes extra time will be played.
  - (ii) No time-on is added during extra time.
  - (iii) Teams change ends immediately after the first period.
  - (iv) If scores are still tied, this process will repeat until a winner is determined.

### **BY-LAW D2.3: TEAM COMPOSITION & PLAYER GRADING**

#### **D2.3.1 Player Numbers**

- (a) On-Field: Minimum 12, Maximum 18 players.
- (b) Reserves: Unlimited bench size and unlimited rotations are permitted.

#### **D2.3.2 The "Even-Up" Rule**

- (a) Player Loaning: To maximize participation, surplus players from the fuller team may be loaned to the opposition for the match, subject to mutual agreement.
- (b) Mandatory Matching: If a team has fewer than 18 players, the opposing team must reduce their on-field numbers to match.
- (c) In-Game Adjustment: If a player is injured or removed during the game, the opposing team must adjust their numbers to ensure equal numbers on the playing surface at all times.

#### **D2.3.3 Category A Players (Classification)**

- (a) A player is classified as Category A if they:
  - (i) Have played Senior Grade community football;
  - (ii) Have played in the AFL National Inclusion Carnival; or
  - (iii) Are designated as such by the Football Operations Manager based on ability.

#### **D2.3.4 Category A Restrictions (On-Field Cap)**

- (a) Standard Cap: A team is permitted a maximum of four (4) Category A players on the playing surface at any one time.
- (b) Matching Exception: If the opposition team lists more than 4 Category A players for the match, both teams may agree to increase the on-field cap to match the higher number.

#### **D2.3.5 Category A Positioning (Zone Rule)**

- (a) At all centre bounces (start of quarters, after goals) and when the Mercy Rule is active, Category A players must be positioned as follows:
  - (i) Maximum 1 in the Forward Zone (inside 50m);
  - (ii) Maximum 1 in the Defensive Zone (inside 50m); and
  - (iii) Maximum 2 in the Centre Zone.
- (b) Penalty: A breach of this rule will result in a Free Kick to the opposition and a warning to the coach. Persistent breaches may face further sanction.

### **BY-LAW D2.4: MATCH DURATION & TIMING**

#### **D2.4.1 Quarter Lengths and Breaks**

- (a) Matches shall consist of four quarters. The duration and breaks are:

<b>Quarter Duration</b>	<b>¼ &amp; ¾ Time Break</b>	<b>Half Time Break</b>
15 Minutes	5 Minutes	10 Minutes

- (b) Teams must not leave the playing surface at Quarter Time or Three-Quarter Time.
- (c) Failure to be ready to restart after a break may incur a fine (Schedule A1).

#### **D2.4.2 Time On Policy**

- (a) General Principle: There is NO Time On for general stoppages. The clock runs continuously.
- (b) Exceptions: Timekeepers must stop the clock only when signalled by the Field Umpire for "Undue Delay," which includes stretcher usage, head counts, or environmental hazards.

#### **D2.4.3 Start Time Penalties**

- (a) 5 Minutes Late: A team not ready to start within 5 minutes of the scheduled time may be fined.
- (b) 15 Minutes Late: A team not ready to start within 15 minutes of the scheduled time will automatically forfeit the match.

### **BY-LAW D2.5: PLAYER SELECTION & MOVEMENT**

#### **D2.5.1 Application**

- (a) This bylaw applies to Clubs fielding more than one team in the Integrated Competition.

#### **D2.5.2 Movement Within a Round (Same Weekend)**

- (a) Playing Up: A player is permitted to play in a higher-grade match on the same weekend/round after their lower-grade match.
- (b) Playing Down: A player is not permitted to play in a lower-grade match on the same weekend/round after their higher-grade match.

#### **D2.5.3 Movement During Byes**

- (a) If a Club's higher-grade team has a Bye, the Club may select higher-grade players in a lower grade, subject to the following:
  - (i) Only two (2) of those players may return to the higher grade the following week.
  - (ii) The remaining players must play at least two (2) matches in the lower grade before being eligible to return.

#### **D2.5.4 Penalties**

- (a) A breach of these selection rules will be penalised as playing an Ineligible Player (By-Law A2.6).

### **BY-LAW D2.6: FINALS ELIGIBILITY**

#### **D2.6.1 General Qualification (The "4-Game Rule")**

- (a) To be eligible for finals in the Integrated Competition, a player must have played a minimum of four (4) qualifying matches for their club in the current season.
- (b) These matches must be played over four (4) separate rounds of fixtures.

#### **D2.6.2 Eligibility for Multiple Teams**

- (a) Where a Club has multiple teams (e.g., in different Divisions after the split):
  - (i) A player is eligible to play finals for the team in which they played the majority of their qualifying matches.
  - (ii) If a player has played an equal number of matches for both teams, they are eligible for the higher-graded team only.

#### **D2.6.3 Dual Registration**

- (a) Players on a Permit or Dual Registration must meet the same 4-game/4-round qualification criteria to play finals for the PFL club.

### **BY-LAW D2.7: MODIFIED MATCH RULES**

#### **D2.7.1 General Principle**

- (a) Except for the modifications listed below, matches are played in accordance with AFL Laws of the Game.
- (b) Umpire Discretion: The field umpire shall use their sole discretion to award a free kick and/or mark in general play, if in their opinion the player made the ball their sole focus; e.g. players of lesser ability may be awarded "effort" free kicks/marks to build confidence and increase participation.

### **D2.7.2 Field & Ball Movement**

- (a) Playing Surface: Teams may agree to shorten the field by placing portable goal posts on the 50m lines.
- (b) Ruck Contests:
  - (i) Contested by one nominated player per team.
  - (ii) Players must tap/knock the ball. Taking possession directly from a ruck contest is prohibited.
  - (iii) Penalty: Free Kick to the opposition.
- (c) Bouncing: A player is permitted a maximum of two (2) bounces before disposing of the ball. A third bounce will result in a Free Kick being paid against the player.

### **D2.7.3 Scoring & Mercy Protocols**

- (a) Maximum Winning Margin: For ladder purposes, a winning margin will be capped at 60 points.
- (b) Mercy Rule Activation: The rule activates when the margin reaches 40 points.
- (c) Mercy Rule Procedures:
  - (i) After a Goal (by Leader): The trailing team takes possession in the Centre Circle (No Ball Up).
  - (ii) After a Point (by Leader): The trailing team kicks out from the Centre of the Half-Back Line (not the goal square).
  - (iii) Deactivation: Normal rules resume if the margin drops below 40 points.

### **D2.7.4 White Card**

- (a) Umpires may use a White Card to signal a 5-minute "time-out" for a player when a full 15-minute yellow card penalty is considered excessive.

## **BY-LAW D2.8: COACHING & INTEGRITY PROTOCOLS**

### **D2.8.1 Coaching on the Field**

- (a) Maximum two (2) coaches per team are permitted on the playing surface during play.
- (b) Coaches must wear designated Orange Vests.

### **D2.8.2 The "Fair Contest" Obligation**

- (a) Coaches have a strict duty to collaborate to ensure a fair contest. Strategies (e.g., rotating dominant players, balancing positions) must be used to maximise participation for all abilities.
- (b) Pre-Game Agreement: Coaches and Umpires must meet pre-game to agree on these strategies. This agreement must be documented on the team sheet.
- (c) Reportable Offence: A Coach who fails to take reasonable steps to prevent a "blow-out" (minimizing margins to less than the Mercy Rule) shall be reported for bringing the game into disrepute.

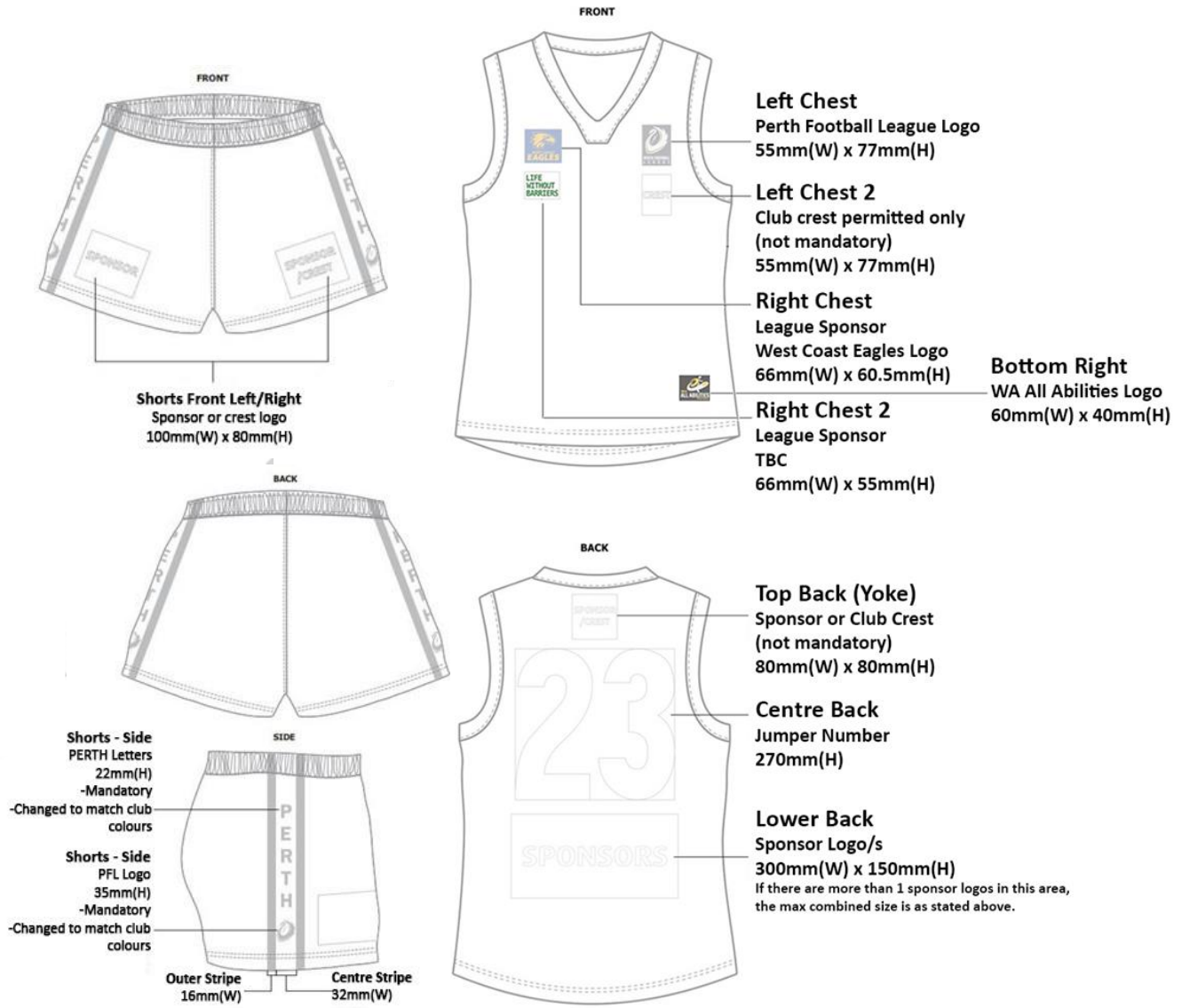
### **D2.8.3 Mandatory Intervals Meetings**

- (a) Coaches and Umpires must meet in the centre of the field (away from supporters) at:
  - (i) Pre-Game: To agree on strategy.
  - (ii) Quarter Breaks ( $\frac{1}{4}$ ,  $\frac{1}{2}$ ,  $\frac{3}{4}$ ): To review game flow and inclusivity.
  - (iii) Full-Time: To assess the Spirit of the Game award vote (3-2-1).

### **D2.8.4 Umpire Authority**

- (a) Umpires are empowered to facilitate the "Fair Contest" strategies.
- (b) Umpires may report any Coach or Club Official who breaches the spirit of these protocols directly to the Football Operations Manager.

# SCHEDULE D1: INTEGRATED FOOTBALL PLAYING UNIFORM



## Left Chest

55mm x 77mm

### Logo Colours

- C100 - Jet Black
- C147 - Gold
- C140 - White



## Right Chest

66mm x 60.5mm

### Logo Colours

- #003087
- #F2A900



## Right Chest 2

66mm x 55mm

### Logo Colours

- #ffffff
- #37853f



## Bottom Right

66mm x 40mm

### Logo Colours

- #ffffff
- #000000
- #f5b416

# SCHEDULE D2: INTEGRATED FOOTBALL SUPPORT PERSONNEL UNIFORM – SPECIFICATIONS

## RUNNER

(PINK)



PFL LOGO  
77MM (H) x 55MM (W)

FONT:  
ARIAL BLACK 40MM (H)



## WATER

(YELLOW)



PFL LOGO  
77MM (H) x 55MM (W)

FONT:  
ARIAL BLACK 40MM (H)



## TRAINER

(GREY)



PFL LOGO  
77MM (H) x 55MM (W)

FONT:  
ARIAL BLACK 40MM (H)



## UMPIRE

(GREEN)



PFL LOGO  
80MM (H) x 57MM (W)



## GOAL

(YELLOW)



PFL: LOGO 77MM (H) x 55MM (W)



## COACH

(ORANGE)



PFL: LOGO 77MM (H) x 55MM (W)



## **SECTION 3: ADMINISTRATIVE PROVISIONS**

### **BY-LAW 3.1: FINANCIAL OBLIGATIONS**

#### **3.1.1 Fees and Fines**

- (a) Clubs must pay all Affiliation Fees and Fines by the invoice due date.
- (b) Late payment will incur a fine as per Schedule A1 and may result in the Club/Person being deemed Unfinancial.

#### **3.1.2 Unfinancial Status & Penalties**

- (a) A Club or Individual is Unfinancial if they have overdue debts to the League.
- (b) Consequences for Individuals: An unfinancial player or official is ineligible to participate in any match.
- (c) Consequences for Clubs: An unfinancial Club:
  - (i) Shall forfeit all matches played while unfinancial;
  - (ii) Is ineligible to participate in Finals;
  - (iii) Is ineligible for ground hire reimbursement; and
  - (iv) Loses its voting rights at League meetings.

#### **3.1.3 Ground Hire**

- (a) The total cost of all ground hire, excluding use of lights, for sanctioned matches and in-season training shall be shared equally by all clubs.
- (b) Invoicing Deadline: Clubs must submit their ground hire invoices to the League by 31 October. Invoices received after this date will not be paid by the League and remain the Club's liability.
- (c) If a member club wishes to change their home ground from that which has been previously approved, they must obtain permission from the Chief Executive Officer.

### **BY-LAW 3.2: CLUB GOVERNANCE & REPORTING**

#### **3.2.1 Mandatory Reporting**

- (a) Clubs must submit the following to the League by the prescribed due dates:

- (i) Club AGM Minutes & Audited Financials\* prior to or with team nominations.

\*For the avoidance of doubt, this includes Past Players' and other associations aligned to the club.

- (ii) Office Bearers List: Names and contacts for the coming year.
- (iii) Compulsory Returns: Any other information requested by the League.
- (b) Penalty: Failure to provide these documents by the due date may result in a fine (as per Schedule A1) and may jeopardise team nomination acceptance.

#### **3.2.2 Meeting Attendance**

- (a) Clubs must be represented at all General Meetings of Member Clubs. Non-attendance will incur a fine as per Schedule A1.

### **BY-LAW 3.3: GENERAL COMPLIANCE**

#### **3.3.1 Commercial Protection**

- (a) No Club, Player, or Official shall wilfully act in a manner that conflicts with or prejudices a League commercial agreement or sponsorship.

#### **3.3.2 Act or Omission**

- (a) The Board or CEO may investigate and penalise any act or omission by a Club or Person that is not specifically covered by these Bylaws but is deemed detrimental to the League or the game.

## SECTION 4: AWARDS AND HONOURS

### BY-LAW 4.1: SERVICE HONOURS & MILESTONES

#### 4.1.1 Life Membership

- (a) Life Membership is awarded in accordance with Rule 5.1 of the League Constitution.
- (b) The Board considers service to the League, positions held, and tenure when reviewing nominations.

#### 4.1.2 Player Milestones

- (a) 150 Games: A player who plays 150 League matches is entitled to a "150 Match Card," granting free entry to all League Finals and State matches.
- (b) Certificates: The League will award recognition certificates for players reaching 200, 300, 400, and 500 matches.
- (c) Process: Clubs must apply to the League to have these milestones recognised.

#### 4.1.3 Service Awards

- (a) The Board or CEO may grant Awards of Service to any individual or group who has contributed outstanding service to the League.

### BY-LAW 4.2: CHAMPION CLUB AWARDS

#### 4.2.1 Ron Webster Memorial Trophy (Champion Club)

- (a) Awarded to the Club with the highest aggregate points tally across its highest-grade Men's, Women's, and Reserves teams during the Home and Away rounds.
- (b) Points are calculated as follows:

Category	Action	Points Allocated
On-Field	Qualifying Round Win	+ 2 Points
	Qualifying Round Draw	+ 1 Point
Off-Field	Meeting Attendance (per meeting)	+ 2 Points
	Fees Paid by Due Date (per instalment)	+ 1 Point
	Compulsory Returns Lodged on Time	+ 1 Point
Deductions	Player found guilty of Reportable Offence*	- 2 Points
	Yellow Card issued	- 1 Point
	Fines Accumulated	- 1 Point (per \$25)

**\*Reportable offence must result in player being suspended for 1 match or more.**

#### 4.2.2 T.K. Naylor Trophy (Champion Colts Club)

- (a) Awarded to the Club with the highest aggregate points tally for its highest-grade Colts team during the Home and Away rounds.
- (b) Points are calculated using the exact table defined in 4.2.1(b) above.

## **BY-LAW 4.3: INDIVIDUAL SEASON AWARDS**

### **4.3.1 Fairest and Best (Competition Medals)**

- (a) Voting: Field umpires award 3, 2, and 1 vote for the best players in every qualifying match. Votes are confidential.
- (b) Ineligibility: Any player found guilty of a Reportable Offence resulting in a suspension is ineligible to win any Fairest and Best award. They cannot place or be ranked.
- (c) Named Medals:
  - (i) A Grade Men: C.J. Jamieson Medal
  - (ii) A Reserves Men: K. Mathews Medal
  - (iii) B Grade Men: T.R. Howard Medal
  - (iv) Phil Scott Colts: N. Donaldson Medal
- (d) Integrated (Spirit of the Game): Wade Sturch Medal
  - (i) As per 4.3.1(a)/(b), Coaches are included in conference with Umpires to determine 3,2,1 votes.

### **4.3.2 Leading Goal Kicker**

- (a) Awarded to the player with the highest number of goals at the end of the qualifying rounds in:
  - (i) Men's Grades: A, B, C1, C2.
  - (ii) Women's Grades: A, B.

### **4.3.3 Personnel Awards**

- (a) Administrator of the Year: Awarded by the CEO to an individual for outstanding administrative contribution.
- (b) Coach of the Year: Awarded by the CEO to a coach for contribution to team performance, retention, and environment.
- (c) President's Award: Awarded to an individual or club, by the League President for displaying the Spirit of the Game.

## **BY-LAW 4.4: PREMIERSHIPS & FINALS AWARDS**

### **4.4.1 Team Honours**

- (a) The winner of the Grand Final in each grade is the Premier and receives a Premiership Pennant.
- (b) Perpetual Trophies:
  - (i) A Grade Men: Sandover Shield
  - (ii) B Grade Men: D.R. Baker Cup
  - (iii) Phil Scott Colts: C.J. Veryard Cup
  - (iv) Drew Banfield Colts: C.R. Gibson Cup
  - (v) Integrated: P. Grosser Cup

### **4.4.2 Grand Final Honours**

- (a) Premiership Medals: Awarded to all winning players in a Grand Final and their Head Coach
- (b) Umpire Recognition Medals: Awarded to umpires officiating in a Grand Final.
- (c) Best on Ground: Awarded by the field umpires to the best player in the Grand Final:
  - (i) A Grade Men: B.J. Giles Medal
  - (ii) A Reserves Men: S. Miller Medal
  - (iii) B Grade Men: N.E. Browne Medal
  - (iv) Phil Scott Colts: Greg Maskiell Medal
  - (v) The Best on Ground in all other grade Grand Finals shall be awarded a medal.

### **4.4.3 State Program Honours**

- (a) L.A. Tetley Award: Awarded to the best player in the men's or women's Senior State Representative programs.

## **SECTION 5: APPLICATION FOR MEMBERSHIP (NEW CLUBS)**

### **BY-LAW 5.1: APPLICATION PROCESS**

#### **5.1.1 Deadlines**

- (a) Notification of Intent: A club transferring from another League must notify their current League of their intent to transfer by 30 June. Evidence of this notification must be provided to the PFL as per Bylaw 5.1.3.
- (b) Application Submission: The final date for lodging a formal application for membership is 1 September in the year prior to requesting admission to the league.

#### **5.1.2 Fees**

- (a) The application must be accompanied by:
  - (i) A \$2,000 Entrance Fee; plus
  - (ii) \$500 per team nominated.
- (b) These fees are refundable if the application for Probationary Membership is rejected.

#### **5.1.3 Mandatory Documentation**

The application must include the following:

- (a) Governance:
  - (i) Certificate of Incorporation
  - (ii) Office Bearers list, and
  - (iii) Club History, including previous AGM minutes and financial history
- (b) Financials: Financial Plan/Budget for the entry year and the most recent Audited Financial Report.
- (c) Operations:
  - (i) List of intended Coaches and Players (including age and current club).
  - (ii) Proposed Playing Uniform design.
  - (iii) Venue details (Grounds, Changerooms, Social Facilities) and tenure arrangements.
- (d) Stakeholder Support (Letters of Endorsement):
  - (i) Local Government Authority (LGA) confirming facility access.
  - (ii) WA Football letter of support
  - (iii) Relevant Junior Club(s) (if nominating a Colts team).
  - (iv) Current League (copy of notification and acknowledgement if transferring).

### **BY-LAW 5.2: ASSESSMENT & DETERMINATION**

#### **5.2.1 Consultation and Inspection**

- (a) The Board will invite comment from affected existing Member Clubs regarding the application.
- (b) The Board may inspect the applicant's records, grounds, and facilities to verify suitability.

#### **5.2.2 Uniform Approval**

- (a) The Board has final authority to approve the applicant's uniform and colours.
- (b) Priority Rule: Existing Member Clubs have priority over colours. If a clash exists, the applicant must adopt an alternative design.

#### **5.2.3 Conditions of Entry**

- (a) The Board may impose specific conditions on a new club, including but not limited to:
  - (i) Restrictions on the number of teams permitted; or
  - (ii) Restrictions on the number of player transfers from existing PFL clubs.

#### **5.2.4 Outcome**

- (a) The Board will determine the application by resolution.
- (b) If approved, the club is granted Probationary Membership and is immediately bound by the League's Constitution and Bylaws.

## **BY-LAW 5.3: PROBATIONARY MEMBERSHIP**

### **5.3.1 Status and Duration**

- (a) All new clubs enter as Probationary Clubs.
- (b) Probationary status applies for a maximum of two (2) years to ensure viability.
- (c) A Probationary Club is considered a Member Club but does not have:
  - (i) Voting rights at General Meetings; or
  - (ii) Entitlement to League assets, grants, or funds.

### **5.3.2 Termination of Probation**

- (a) Automatic Lapse: If a Probationary Club fails to field a team in any year, its membership automatically lapses.
- (b) Board Discretion: The Board may terminate a Probationary Membership at any time.

### **5.3.3 Elevation to Full Membership**

- (a) Upon successful completion of the probationary period, the Board may recommend the club for Full Membership, subject to a vote by Member Clubs in accordance with the Constitution.

