



Gridiron Victoria Operating Rules 2014

CONTENTS

ADMINISTRATION AND BUDGET.....	5
1. Introduction	5
1.1 Overview	5
1.2 Amendments to Operating Rules	5
2. Definitions.....	6
3. Penalties for breach of the Operating Rules.....	7
4. Schedule of Events.....	7
5. Executive Committee (EXCOM).....	8
6. Committee of Management (COM).....	8
6.1 Frequency of COM meetings	8
6.2 Representation of Clubs at COM meetings	8
6.3 Penalty for non-attendance at GV COM meetings	8
6.4 Proceedings at meetings.....	8
7. GV Webmaster	9
8. Budget.....	9
8.1 Fees	9
8.2 Honoraria	9
TEAM AND PLAYER REGISTRATION AND ELIGIBILITY	10
9. Team Registration	10
9.1 General.....	10
9.2 Team Registration Form	11
9.3 Minimum financial requirements (for all teams).....	11
9.4 Minimum number of registered players (for all teams)	12
9.5 Additional requirements for existing clubs re-entering a team or entering a new team.....	12
9.6 Additional requirements for new clubs entering a new team for the first time	13
9.7 Exhibition teams	14
9.8 Late team registration	15
9.9 Withdrawal from the competition	16
10. Individual registration & eligibility requirements.....	16
10.1 Requirement to be registered	16
10.2 Age and other eligibility requirements.....	17
10.3 Registration requirements.....	17
10.4 Responsibility for registration	18
10.5 Refund of registration fees	18
10.6 Cancellation of registration	18
11. Coaching requirements.....	19
11.1 Requirements for all coaches	19
11.2 Additional requirements for Head Coaches	19
11.3 Coaching accreditation	19

12.	Transfers	20
12.1	Interclub transfers (from current GV Clubs)	20
12.2	Interclub transfers (from former GV Clubs)	20
12.3	Intraclub transfers	20
12.4	Transfer Fees	21
CONDUCT OF GRIDIRON COMPETITIONS		22
13.	Season format	22
13.1	Length of Senior season	22
13.2	Length of Junior season	22
13.3	Fixture	22
14.	Finals	23
14.1	Ladder rankings and tie-breaker rules	23
14.2	Finals Format:	24
14.3	Finals eligibility – Teams	24
14.4	Finals eligibility – Individuals	25
14.5	Finals venues, dates and kick-off times	25
14.6	Finals organisation	26
14.7	Game day administration	26
15.	Host Club responsibilities	27
15.1	Venue requirements	27
15.2	Equipment	28
15.3	Chain crew	28
16.	Game day administration	29
16.1	Match day official	29
16.2	Match day paperwork	29
16.3	Responsibilities for match day paperwork	30
16.4	Penalties for missing or incomplete match day paperwork	30
16.5	Match fees	30
17.	Game day playing requirements	31
17.1	Minimum number of players	31
17.2	Maximum number of participants	31
17.3	Coaches	31
17.4	Ball boys	31
17.5	Medics	31
18.	Delays, forfeits and suspension of games	33
18.1	Delayed start to a game	33
18.2	Voluntary forfeits	33
18.3	Involuntary forfeit	34
18.4	Result of forfeited game	35
18.5	Loss of Forfeit Bond	35
18.6	Reasons for suspension of games	35
18.7	Suspension of regular season games due to extreme weather conditions	35
18.8	Suspension of finals due to extreme weather conditions	36
18.9	Suspension of regular season games or finals for reasons other than extreme weather conditions	36
18.10	Mercy rule	36
19.	Uniforms	37
19.1	Uniform colours	37
19.2	Appearance-related equipment rules	39
19.3	Penalties for breaches of equipment rules	39

20.	Conduct of participants	39
20.1	Abuse of officials – Zero Tolerance.....	39
20.2	Team area restrictions	40
20.3	Tribunal	41
POST-SEASON.....		42
21.	League awards.....	42
21.1	Senior VicBowl presentations.....	42
21.2	Senior season Awards Presentation Night	42
21.3	Junior season Awards Presentation	42
21.4	Awards.....	43
21.5	Voting criteria and procedures	43
21.6	All-Victorian team	44
21.7	Life Membership:	45
22.	National Tournaments and State Teams	45
APPENDIX A – GRIDIRON VICTORIA HEAT POLICY		46
APPENDIX B – SAFETY-RELATED EQUIPMENT RULES		53
APPENDIX C – APPEARANCE-RELATED EQUIPMENT RULES.....		54
APPENDIX D – TRIBUNAL BY-LAWS		55
APPENDIX E – <i>PROPOSED</i> VOTING SYSTEM FOR LEAGUE AWARDS		56

ADMINISTRATION AND BUDGET

1. Introduction

1.1 Overview

These Operating Rules form the basis for the ongoing successful running and growth of the sport of gridiron in Victoria. The Operating Rules have been designed and put in place to ensure that:

- GV meets its legal and moral obligations.
- All clubs are treated equally and fairly.
- GV COM intervention is minimal.
- The competitions run smoothly.
- GV administration is minimal.

Responsibility for complying with the Operating Rules lies with the clubs, their members and persons registered with GV.

The Operating Rules apply to both the junior and senior competitions, along with any other GV sanctioned game or event. Any differences between the Junior and Senior competition Operating Rules are set out in this document.

Participating in any competition or game, run by, sanctioned by, or involving GV, means a club, its members, and all persons registered with GV have agreed to:

- Abide by all of the GV Operating Rules and constitution.
- Act in accordance with the GV Code of Conduct.
- Comply with the GV Anti-Doping Policy and all other GV policies.
- Meet the requirements of any applicable State or Federal Government legislation.
- Obtain sanctioning for any such competition or game.

Where there is conflict between this document and the GV Constitution, the GV Constitution shall override any rule, regulation or penalty written herein.

1.2 Amendments to Operating Rules

The GV Com shall review the Operating Rules each year. Amendments to the Operating Rules for a given year may be proposed and discussed at meetings the GV COM, or discussed by email amongst members of the COM, between 1 December of the previous year and the date of the League AGM of that year. The Operating Rules for the year shall be ratified, by majority vote, at the first meeting of the COM after the AGM.

The Operating Rules come into effect at the conclusion of the first meeting of the COM after the AGM each year. The Operating Rules apply until the conclusion of the first meeting of the COM after the next year's AGM.

Amendments to the Operating Rules under any other circumstances (i.e. after the COM meeting at which they are ratified) can only be made if the proposed amendments appears as an agenda item, and require a 3/4 majority vote. [Exception: The voting procedure for League Awards (see Rule 21) may be reviewed and modified by the COM by majority vote.]

2. Definitions

- GV – Gridiron Victoria
- GA – Gridiron Australia
- COM or GVCOM – The Committee of Management of Gridiron Victoria, as specified in the GV Constitution.
- EXCOM – The Executive Committee of Gridiron Victoria, as specified in the GV Constitution.
- Player – Any individual registered as a player for any member Club of Gridiron Victoria.
- Participant – Any person who participates in a GV competition as an Official or as a Player, Coach, Sideline Staff Member or Volunteer (including Club Committee Members) for any member Club of Gridiron Victoria.
- Age Group – Competitions within GV, each of which is characterised on the basis of the age of the players in that competition.
- Seniors – An Age Group in which participants are normally at least 18 years of age – specific requirements appear in these Rules.
- Juniors – An Age Group in which participants are normally 18 years of age or younger – specific requirements appear in these Rules.
- Division – A classification within an Age Group used to distinguish between groups of teams in that Age Group. These divisions could have equal status (in which case they are sometimes referred to as Conferences) or there could be a ranking of Divisions (e.g. Division 1 and Division 2).
- Host Club – The Club whose ground is being used for games on a given day; where the games are not taking place at their ground, the Club that has been designated in the fixture as the Host Club for games on that day.
- Home team – The team listed first on the fixture for a game.
- Away team – The team listed second on the fixture for a game.
- State Team – Any team representing the state of Victoria for any gridiron purposes. This includes Senior and Junior tours, games and functions.
- Responsible Club – The responsible club will be considered to be the club that may have breached the operating rules, including any and all registered or unregistered individuals associated with that club.
- Rostered Team – The team rostered by GV to supply personnel or to carry out a specified function (e.g. provision of a Match Day Official).

3. Penalties for breach of the Operating Rules

The Operating Rules set out penalties that may be applied in the event of a breach of these rules. If it is suspected that a breach may have occurred, the following process shall be followed, except in case of Abuse of Officials and/or on-field situations that are referred to a Tribunal:

1. Notice of a possible breach of the Operating Rules shall be sent to the Responsible Club by GV Secretary or GV Registrar.
2. The Responsible Club will have 7 days to enter a plea of Guilty/Not Guilty with the GV Secretary. Any evidence in support of a Not Guilty plea should be submitted at this time.
3. The GV Secretary shall then circulate the plea to the rest of the EXCOM, whereby:
 - a. If a Guilty plea is entered, the appropriate penalty shall be applied.
 - b. If a Not Guilty plea is entered, and it is determined that no breach has occurred, the notice of possible breach shall be rescinded and matter considered closed
4. If a not guilty plea is entered, and it is determined that the matter needs to be referred to the GVCOM for resolution, the issue shall be included as an Agenda item to be discussed at the next possible GVCOM Meeting.
5. At the GVCOM meeting, all member clubs will be entitled to vote on any matter pertaining to a breach of the Operating Rules.

4. Schedule of Events

The Schedule of Events should be released as early as possible each year, and should not be altered unless extenuating circumstances apply. The Schedule of Events will include:

- Payment deadlines
- Team entry deadlines
- Playing season start and end dates
- Coaching courses
- Rules sessions for new coaches
- Coaches/Officials conferences
- Senior and Junior Presentations
- Annual General Meeting
- Any representative games
- Any other important events involving GV

Unless extenuating circumstances apply, the following GV events shall be held at the same time each year:

- GV Annual General Meeting:** 3rd Monday in February of each year.
- Release of Fixtures:** No later than 1st of February prior to start of senior season
- Team Registrations (Seniors):** 3rd Monday in December prior to season
- Team Bond (Seniors):** 3rd Monday in December prior to season
- Team Registrations (Juniors):** 3rd Monday in June
- Coach Accreditation Courses:** Level 1 - No later than prior to the start of the Senior Season and one (1) month prior to the start of the Junior Season

5. Executive Committee (EXCOM)

The Executive Committee shall meet at least 6 times per year, in a month which a COM meeting is not held, at a time and place of its choosing.

The GV Secretary will distribute the minutes of all EXCOM meetings within 7 days of the meeting.

6. Committee of Management (COM)

6.1 Frequency of COM meetings

The COM shall meet at least 6 times a year, and will endeavour to meet on the third Monday of the month.

6.2 Representation of Clubs at COM meetings

A minimum of one Representative from each member Club is expected to attend all regularly-scheduled GV COM meetings (i.e. excluding special meetings).

6.3 Penalty for non-attendance at GV COM meetings

<u>Infraction</u>	<u>Penalty</u>
No Club Representative at two or more COM meetings within a 12 month period.	\$200 per meeting, for the second and any subsequent consecutive meeting

6.4 Proceedings at meetings

The EXCOM shall set the agenda for COM meetings. Any Representative may request that an item be placed on the agenda for a meeting, and the Secretary shall place the item on the agenda for the next meeting, as long as:

- Adequate notice has been given. Requests for items to be included on the agenda shall be submitted to the Secretary no later than 14 days prior to the meeting.
- The EXCOM is of the view that the agenda item is appropriate for consideration at a COM meeting.

The GV Secretary will distribute the agenda for meetings of the COM no later than 10 days prior to the meeting.

The GV Secretary will distribute the minutes of all GV COM meetings within 7 days of the meeting.

7. GV Webmaster

Intentionally left blank.

8. Budget

8.1 Fees

The GV COM shall set the following fees at its first meeting following the League Annual General Meeting. If the fees are not set at that meeting, they will remain unchanged from the previous year. These fees should not be changed after that meeting unless extenuating circumstances apply.

- GV Registration Fee for Registered Senior Players, Junior Players, Sideline Staff Members and Volunteers
- GV Match Fees for Senior and Junior Players

8.2 Honoraria

The following positions within the GV COM shall receive an honorarium, in the following amounts, at each AGM (in arrears) where it is considered by the COM that the person has done a satisfactory job:

- President – \$600
- Registrar – \$600
- Treasurer – \$600
- Secretary – \$600

TEAM AND PLAYER REGISTRATION AND ELIGIBILITY

9. Team Registration

9.1 General

All Clubs must be incorporated associations or registered companies in order to participate in GV Competitions.

All Clubs must have paid all debts owed to GV by the date on which Team Registrations Forms are to be submitted, and must maintain a positive (or zero) balance with GV at all times.

- The GV Treasurer shall provide Statements to Clubs on a monthly basis during each season, unless extenuating circumstances prevent this from occurring.
- If a Club has a negative balance at the time the Statement is issued, this debt must be paid in full before the Club's next game.
- If this does not happen, the Club will not be permitted to play until the debt is paid.

9.2 New Club Affiliation

New Clubs wishing to be a part of Gridiron Victoria must first complete and submit to the EXCOM a letter of application for affiliate membership 3 weeks prior to the COM meeting that they would like their affiliation voted on. The organisation wishing to affiliate must at least be an incorporated organisation or registered company. The EXCOM need to circulate the application to the COM a minimum of 2 weeks prior to the meeting the affiliation is to be voted on to allow existing teams to prepare an impact statement for the COM meeting re the application.

This letter must contain a copy of incorporation or registered company certificate and outline as a minimum:

The name of the club/organisation

The office bearers of the club and their contact details

The area the club/organisation wishes to set up in

If the organisation is intending to conduct any sort of training activities and wish to be covered by GV insurance be it for training or dealing with local councils, they must also include, the name and contact details of at least 1 **currently certified** and verifiable Level 1 or 2 coach. NB Coaches awaiting prior recognition for certification do not fulfil this requirement.

A fully refundable, in the case of an unsuccessful application, for affiliation fee of \$500 must accompany the letter of application and must be receipted before any vote can take place. In the case of a successful application this \$500 will be credited to the fees required in 9.3 and 9.6 at the time of a team officially being accepted into the competition.

The new club can at the time of an affiliation application, submit club colours and uniform(s) for approval if they so desire, or wait until they lodge their official team registration form.

An affiliated club has no voting rights, nor has it a guarantee of acceptance into the competition of Gridiron Victoria. It is merely a starting point for recruitment and training (and by extension, cover under GV Insurance policies) for dealing with local bodies such as councils. Acceptance of a team into the competition is covered in the remaining sub-sections of section 9.

9.3 Team Registration Form

In order to enter any team into a GV Competition, a Club must submit a Team Registration Form, and pay all fees and charges specified in Rule 9, by the deadline specified in the Schedule of Events.

New clubs entering their first team have additional requirements/deadlines which have to be met either prior to, or at the same time of lodgement of this Team Registration form.

The Team Registration Form must include the following information:

- Team name
- Team uniform details
- Name of Head Coach (with accreditation level)
- Names of all other coaches (with accreditation levels)
- Each team must have at least 3 accredited coaches, including the Head Coach
- Names of all Club Committee Members
- Names of all medics to be registered with that team
Each team must have at least one (1) medic with a Level 2 First Aid qualification or higher.
- Address of home ground if the club wish to host games.

All coaches and medics who appear on a Team Sheet during the season must have been listed on a Team Registration Form for their Club, but they are permitted to move between teams during the season. Additional coaches or medics joining the Club after the Team Registration Form is submitted, must be notified in writing (with accreditation levels) to the GV Registrar before appearing on a Team Sheet.

All coaches, committee members and medics listed on the Registration Form must be Registered Members of Gridiron Victoria (i.e. Registered Players, Coaches, Sideline Staff Members or Volunteers) at the time the Team Registration form is submitted.

The GV Official Team Registration form is found on the website.

9.4 Minimum financial requirements (for all teams)

In addition to the requirements of Rule 9.1 (General) and 9.2 (Team Registration Form), a Club must do the following in order to enter a team in any GV competition:

- Pay a Participation Bond of \$1,000 (for Seniors) or \$500 (for Juniors) (for each team).
 - The Participation Bond will be forfeited if the team does not take part in the competition.
- If the team does take part in the competition, the Participation Bond will be used to offset match fees and other charges during the season. The balance, if any, at the end of the season, can be returned to the club or 'rolled over' to be used for the next season's participation bond.

- Pay, or have paid, a \$300 Forfeit Bond (for each team). (This bond must be repaid each time the forfeit bond is fully or partially used because of a forfeit.)
- Pay, or have paid, all debts owed to GV.

The deadline for all payments shall be specified in the Schedule of Events. This deadline shall be no later than the date of the COM meeting for the month that is six (6) months prior to the start of the season.

9.5 Minimum number of registered players (for all teams)

In addition to the requirements of Rule 9.1 – 9.4 inclusive a Club is required to have a minimum number of registered individual players 1 month prior to the start of the season (as set out in the Schedule of Events section 4)

Individual Player registrations per team

- Seniors (30)
- Juniors (20)
- New Senior Clubs/Teams (35)

The deadline to meet this requirement shall be one month prior to the start of the season

9.6 Additional requirements for new clubs entering a new team for the first time

An ‘existing team’ is a team that has played in the most recent GV season for the Age Group into which a Club is seeking to enter a team. There are no additional requirements for existing teams beyond the requirements of Rules 9.1 (General), 9.2 (Team Registration Form), 9.3 (Minimum financial requirements for all teams) and 9.4 (Minimum number of registered players for all teams).

A ‘re-entering team’ is team that has previously competed in a GV Season but has not competed in the most recent season for that Age Group. A ‘new team’ for an existing Club is an additional team which will increase the number of teams entered by that Club in that Age Group from the previous season. This includes a Club entering a Junior team for the first time.

In addition to the requirements of Rules 9.1 (General), 9.2 (Team Registration Form), 9.3 (Minimum financial requirements for all teams) and 9.4 (Minimum number of registered players for all teams), an existing Club re-entering a team or entering a new team must comply with the following requirements.

Uniform

Supply a full-colour photograph of the proposed uniform.

- [Exception: This is not required if the uniform is identical to a uniform worn by a team from that Club in that Age Group the previous season.]

- This requirement may be waived by the COM (for example, if the Club is re-entering a team with its previous uniform and the COM is satisfied that no colour clashes have occurred since the team last played).
- If a colour photograph is not available because the uniform is not ready, a complete description of the uniform must be supplied, along with colour samples.
- ALL teams developing a new uniform are strongly encouraged to seek approval from the COM for that uniform before placing an order for the uniform.
- New teams seeking approval for a uniform that clashes with the uniform of an existing team must also have a clash uniform. New teams will be required to wear their clash uniform when playing the existing team, irrespective of which team is listed as the home team on the fixture.

Team Development Plan

Present a “Team Development Plan” to the GV COM, which outlines how the Club proposes to address the following issues over a 3 year period:

1. Player recruitment
2. Player retention
3. Coach recruitment
4. Coach training
5. Committee resource allocation (what impacts the new team will have on the existing committee, who will be responsible for which aspects of the team, etc.)

The Team Development Plan must be accepted by the GV COM (by majority vote) in order for the re-entering team or new team to be accepted.

9.7 Additional requirements for new clubs entering a new team for the first time

Clubs entering a new team for the first time must comply with all requirements of Rules 9.1 (General), 9.2 (Team Registration Form), 9.3 (Minimum financial requirements for all teams), 9.4 (Minimum number of registered players for all teams) and 9.5 (Uniform and Team Development Plan requirements for new or re-entering teams), as well as the requirements of this rule.

Application to Enter a New Team from a New Club

The Team Registration Form must be included in a detailed Application to Enter a Team from a New Club. The application must also include:

- Names and addresses of at least **35** Senior players (or at least **20** Junior players) identified as being committed to join the Club if the team is accepted.
- Proposed team name.
- Training venue (with proof of approval, and showing training days and times).
- Playing venue, if wishing to host games (with proof of approval), including details of facilities (field surface, dimensions, seating if applicable, car parking). Playing venues shall be inspected by a member of the VGOA and/or the GV COM as part of the approval process.
- Proof of incorporation as an association or registration as a company.
 - Nomination of up to two (2) Club Representatives to the GV COM.

(Coach accreditation levels on the Team Registration Form may include levels expected to be attained by the start of the season. Acceptance of the new team may be subject to coaches attaining the specified levels.)

Revised timeline for new teams from new Clubs

For new teams from new Clubs, the requirements of the following rules:

- Rule 9.1 (General)
- Rule 9.2 (Team Registration Form, along with Application to Enter a New Team from a New Club)
- Rule 9.5 (Uniform and Team Development Plan requirements for new or re-entering teams)

must be met at least five (5) months prior to the expected commencement of the season (or if this date is not known, five (5) months prior to the anniversary of the commencement of the previous year's season for that Age Group).

Additional financial requirement – 'No-forfeit' Guarantee

In addition to the minimum financial requirements specified in Rule 9.3, the following additional financial requirement must be met by new Clubs entering their first team:

- A 'No-forfeit' Guarantee of \$700 must be paid for the team's first season, by the date specified for payments in Rule 9.3.
- If the team completes the season without ANY forfeits, this bond will be refunded or credited towards registrations and match fees for the next playing season in which a team from that Club participates.

9.8 Exhibition teams

Clubs that wish to enter a team in a GV competition, but cannot fully meet the requirements for a new team, are invited to apply to enter an Exhibition Team. Exhibition Teams shall play under the following conditions:

- If possible, Exhibition teams will be scheduled to play at least one game against each side competing for championship points in the lowest division for that Age Group.
- Competition points will be awarded for the result of any game involving an Exhibition Team; however, Exhibition Teams will not be eligible for finals.
- Exhibition teams will not be granted any home games unless all existing clubs wishing to host games have been allocated a minimum of two games.
- Exhibition Teams must comply with all match day requirements (e.g. paperwork, provision of Sideline Staff, match fees, etc.)
- Exhibition Teams that notify GV of a forfeit prior to midday on the Friday before a scheduled game shall lose their forfeit bond but will be permitted to continue their exhibition schedule. Exhibition Teams that forfeit after midday on the Friday before a scheduled game shall lose their forfeit bond, and will be removed from future exhibition games for that season.
- Exhibition Teams will be permitted to use the Loan Player Assistance Policy.
 - Clubs fielding only an Exhibition Team shall not have voting rights at the GV COM.

At the discretion of the GV COM, exhibition teams that successfully finish their exhibition schedule with no forfeits **may** be invited to join GV as a full member, with all voting rights and privileges. An Exhibition Team should view their entry into the competition as a 'stepping stone' toward the entry of a full team in due course. An Exhibition Team will be expected to progress to full club status by their third (3rd) season.

Exhibition Team requirements

Clubs entering an Exhibition Team must comply with all requirements of Rules 9.1 (General), 9.2 (Team Registration Form), 9.3 (Minimum financial requirements for all teams), 9.4 (Minimum number of registered players for all teams) and 9.5 (Uniform and Team Development Plan requirements for new or re-entering teams).

If the Exhibition Team is from a new Club, the requirements of Rule 9.7 (Requirements for new Clubs entering a new team for the first time) must also be met.

Revised timeline for Exhibition Teams

For Exhibition Teams from new Clubs, the requirements of the following rules:

- Rule 9.1 (General)
- Rule 9.3 (Team Registration Form)
- Rule 9.6 (Uniform and Team Development Plan requirements for new or re-entering teams)
- Rule 9.7 (Requirements for new Clubs entering a new team for the first time) (if applicable)

must be met at least three (3) months prior to the expected commencement of the season (or if this date is not known, three (3) months prior to the anniversary of the commencement of the previous year's season for that Age Group).

9.9 Late team registration

The GV Registrar may accept the completed Team Registration Form (along with all required documentation and financial requirements) up to **10** days after the date set in the GV Schedule of Events.

A late team registration fee of \$100 per day, up to 10 days, applies. The late payment fee must be paid at the same time as the competition entry fee for the team registration to be accepted.

If the Team Registration Form, all necessary documentation and financial requirements are not received within the **10**-day grace period, the team will be automatically excluded from the upcoming playing season.

Infraction

Late Team Registration Form

Penalty

Up to 10 days late: \$100 per day
More than 10 days late: Exclusion from competition.

9.10 Withdrawal from the competition

Once the Team Registration Fee has been accepted, a team withdrawing from the competition prior to the start of the season will forfeit the full amount of the Participation Bond.

A team withdrawing from the competition after commencement of the season forfeits their Forfeit Bond, or in the case of a new team from a new Club, their 'No-forfeit Guarantee').

Re-entry criteria for any future competitions will then be based on the requirements for a first team from a new Club.

9.11 Junior development fund

All clubs which enter a junior team from the 2014 season forward shall be eligible for a one off payment of \$1000. Maximum of one payment per club regardless of how many junior teams they enter.

10. Individual registration & eligibility requirements

10.1 Requirement to be registered

All participants in any GV competition must be registered with GV.

'Participants' is defined to include:

- Officials
- Players
- Coaches
- Medics
- Trainers

All officials and players must be registered as officials and players, respectively.

All coaches, medics, trainers and anyone else interacting directly with players during games must be registered as Sideline Staff Members.

All other persons inside the fence or rope (i.e. in the vicinity of the playing arena) must be registered as Volunteers.

All Club Committee Members must be registered as Volunteers as a minimum, if not already registered as a player, coach or sideline staff.

It is strongly recommended that all other assistants and volunteers at a club be registered as Volunteers. This involves zero cost, and enables these people to be covered by the GV insurance policy. (It also increases the number of registered participants in the sport, increasingly the probably of Government recognition, grants and support.)

a. Age and other eligibility requirements

To be eligible to be on the sideline (i.e. inside the fence or rope) for any GV game, a participant must be no younger than 14 years old.

To be eligible to play Juniors, a player:

- Must be 15 years or over prior to commencing training or playing in any game.
- Must not turn 20 during the year of the junior competition

To be eligible to play Seniors, a player:

- Must be 18 years or older on the 1st of January of the competing year.

Exceptions

A Junior-eligible player is permitted to play Seniors once the required 'GA Junior-to-Senior Authorisation Form' has been completed and submitted. This form contains written signed approval from the player's parent/guardian, Senior Head Coach, Club President and the GV Eligibility Approval Committee (the GV Coaching Director and the GV President).

A player under 15 years of age is permitted to play Juniors if they are deemed physically capable of doing so safely as determined by the player's parent/guardian, Junior Head Coach, Club President and the GV Eligibility Approval Committee (the GV Coaching Director and the GV President).

A Junior player is permitted to play Seniors and then return to Juniors once the required 'GV Senior-to-Junior Authorisation Form' has been completed, submitted and approved.

Notwithstanding the above, a player who fulfils the age requirements for Juniors, but who has also played in a Senior State or National Representative Team, may not subsequently play Juniors.

b. Registration requirements

Registration of participants must be done via the IMG Registration Portal. This can be accessed via a link on the GV website.

- It is the responsibility of Clubs to ensure that all participants are registered and appropriately qualified (i.e. coaches and medics) prior to allowing them to participate in any training or games.
- Registration of any person who is a member of a GV Club requires payment of a GV Registration Fee.

GV Registration covers participation in any event authorised or sanctioned by GV and includes professional indemnity insurance, management and volunteer insurance and public liability insurance for 12 months season to season. GV Insurance **does not** include any injury insurance. Details of the GV insurance policy can be found on the GV website

- Registration includes electronically signing the following (which also must be signed by a parent/guardian for players under 18):
 - GV Code of Conduct
 - Release and Liability Waiver

- Declarations regarding deregistration or suspension, anti-doping by-laws, participant identification, insurance acknowledgement and privacy considerations.
- All Junior players must supply proof of age ID prior to his first game. Such proof of ID must be shown to the GV Secretary or GV Registrar, prior to the player competing in his first game. A Junior player is not eligible to play until he has registered online AND met the photo ID requirement.

c. Responsibility for registration

It is each Club's responsibility to ensure that all Players, Coaches and Medics are properly registered and eligible to participate before taking part in a match. If a Club includes a participant on a Team Sheet, who is found not to be registered and eligible to participate, the Club will be responsible for all penalties associated with an unregistered participant.

d. Refund of registration fees

Registrations fees are non-refundable in most circumstances. The COM will consider an application for a refund of registration fees if:

- The participant has not competed in any GV-sanctioned game
- There has been no injury report or potential insurance relating to that participant
- The request for a refund comes from the participant's Club.

e. Cancellation of registration

A participant will have his/her registration cancelled, effective immediately, if:

- He/she has any outstanding debt owed to GV. This includes any debts relating to the State Team.
- He/she is in possession of GV equipment or uniform(s) and fails to return it immediately when asked.

11. Coaching requirements

11.1 Requirements for all coaches

All coaches must meet the following requirements in order to be one of those named on the Team Registration Form, and in order to be eligible to coach at training or during a game.

- Evidence must be produced to show that the coach has complied with the requirements of the Victorian Working With Children Check. This means they must do one of the following:
 - Demonstrate that they are exempt from the WWC Check, or
 - Show that they have passed the WWC Check, or
 - For new coaches, show that they have applied for WWC Check (and then must advise GV whether or not they have passed the WWC Check).
- Must have GA Level 1 Trainee accreditation.

11.2 Additional requirements for Head Coaches

All Head Coaches must meet the following additional requirements in order to be named as the Head Coach on the Team Registration Form:

- Must have attended a VGOA Level 0 Official's Course (held prior to 2012), or a VGOA Coach's Rules Seminar (from 2012 onward).
- Juniors Full GA Level 1 accreditation
- Seniors New team from a new Club, or
 Full GA Level 1 accreditation Exhibition Team, or
 Second or subsequent team
- Seniors First team from existing Club, or
 Full GA Level 2 accreditation Re-entering team

11.3 Coaching accreditation

GV Coach accreditation is made up of 2 parts:

(1) General Principles – ALL coaches can achieve this accreditation by:

- Completing a self-paced learning course via the VIS or ASC web sites, or
- Attending a course run by an accredited training organisation, or
- Attending a course organised by GV or
- Successfully applying to Victorian State Director of Coaching for an exemption.

(2) Sports Specific – ALL coaches can achieve this accreditation by:

- Attending a course coordinated and run by a GV approved State Director of Coaching

12. Transfers

12.1 Interclub transfers (from current GV Clubs)

If a player or coach who has previously been a member of a current GV Club (even if that Club is not fielding a team in the current season) wishes to play or coach for a different club, a Transfer Form (signed by the participant and the participant's previous Club) must be submitted in order for the participant to be registered with his new Club.

In the case of a current Club that is not fielding a team in the current season, the COM may waive the requirement for Transfer Forms for participants transferring from that Club.

There is no 'expiry date' on transfers. However, if the COM waives the requirement for Transfer Forms for participants transferring from a Club that not entering a team in the current season, it may place a time limit on such 'undocumented transfers' (e.g. for one season) and participants wishing to permanently transfer, or transfer for a period beyond the time limit, must then submit a Transfer Form.

The only grounds on which a Club can refuse to approve a transfer are if:

- The participant has outstanding debts owing to his previous Club
- The participant is in possession of uniform or other equipment belonging to the previous Club.

Any claims of this nature from the previous Club will be resolved by the COM as quickly as possible, but the player will be registered with the new Club until these claims have been resolved.

If a Transfer Form is sent to the previous Club, and not returned to GV within 7 days, the previous Club shall be deemed to have approved the transfer.

12.2 Interclub transfers (from former GV Clubs)

If a player or coach who has previously been a member of a GV Club that is no longer a member Club of GV, there are no restrictions on transfers.

12.3 Intraclub transfers

At the beginning of the season, players are free to move between teams (within the same Club) that are playing different divisions. Players are prohibited from playing for more than one team in any week.

Players are prohibited from playing more games in the regular season than the maximum number of games allocated to each team in that season. For example, if all Clubs play 12 games, no player may play more than 12 games in the regular season (by playing with different teams when teams from that Club have byes).

Once a player has played more than 50% of the available games for a Division 1 team, he is prohibited from playing for a Division 2 team. For example, in a 12-game season, once a player has played 7 games in Division 1, he is no longer eligible to play for the Division 2 team.

Once a player has played a finals game he may not subsequently play a finals game for different team within the same Club.

Once a player has played four (4) games for their club (irrespective of division) they are eligible to play finals.

Transfers for multiple teams across multiple divisions

A maximum of six (6) players will be allowed to move up a division prior to the first final.

Transfers for multiple teams in a single division

After the halfway mark of the season, teams from the same club in the same division are locked in with no movement either way.

12.4 Transfer Fees

If a participant has not played or coaches with his previous Club in the current season, there is no Transfer Fee.

If a participant has played or coached with his previous Club in the current season (i.e. his name appears on a Team Sheet as a player or coach), a Transfer Fee of \$100 is payable. Of this fee:

- \$50 will be credited to the previous club
- \$50 will be retained by GV.

CONDUCT OF GRIDIRON COMPETITIONS

13. Season format

13.1 Length of Senior season

Each team will be scheduled no fewer than 10 and no more than 14 regular season games.

13.2 Length of Junior season

Each team will be scheduled no fewer than 7 and no more than 9 regular season games.

Junior Competitions will be based on 9-man football, unless the COM determines that there is sufficient player availability to move to 11-man football without jeopardising the ability of clubs to field a viable team. The objective of GV is to move to 11-man football for Juniors when possible.

13.3 Fixture

The creation of the fixture is the responsibility of the GV Registrar.

The fixture will be based on:

- The number of team registration application forms submitted by clubs and accepted by GV, including payment of all fees and charges relating to entry of teams, by the deadline specified in the Schedule of Events, and
- Information supplied by Clubs regarding their preferences as to what days and what times they wish to host and play games, by the deadline specified in the Schedule of Events.

In the fixture:

- If a Club has more than one team in an Age Group, those teams may not play each other and may not be in the same Division.
- As far as possible, host games will be spread equally amongst Clubs who apply to host.
- All new grounds will be inspected on behalf of GV by a member of the VGOA and/or the GV COM prior to the first game on that ground.
- No games will be allocated to grounds that do not meet GV minimum requirements.
- If the COM determines that a ground has not met GV's minimum standards during one or more games in a given season, the COM may decide not to allocate games to that ground, for the remainder of the current season and/or for the following season, or until such time as it is satisfied that the standard will be met in the future.
- As far as possible, all Clubs should have an equal number of home and away games.
- The first named team on the fixture is always the home team.
- The host club may not necessarily be the home team for its game.
- If the GV COM determines that there is a 'colour clash' (i.e. insufficiently contrasting colours for safety and the effective administration of the game), the following procedure shall be used to determine which team shall be required to change jerseys:
 - If the two Clubs joined GV at the same time (in the same season), and have not changed their colour scheme, the away team shall be required to change to a 'clash' uniform. (For

the purposes of this rule, all Clubs admitted to GV prior to 2011 are deemed to have joined GV at the same time.)

- If one of the Clubs joined GV, or changed their colour scheme, more recently than the other, that team shall be required to change to a 'clash' uniform.

The Registrar will distribute a draft fixture no less than one (1) week prior to formal release. In that time, Clubs may comment and request changes be made to the fixture. Following this one-week period, no further changes or requests will be accepted, excepting extraordinary circumstances and subject to the discretion of the GV COM.

After the publication of the fixture, if a Club is unable to host game(s) allocated to it in the fixture:

- The Club will lose the right to host that game or those games;
- The GV Registrar will organise the relocation of the game(s) to another venue or venues.
- Of those Clubs wishing to host games, the Club with the fewest scheduled host games will have first right of refusal.
- Clubs cannot negotiate relocation of games with other clubs.
- There is no right of compensation.

14. Finals

14.1 Ladder rankings and tie-breaker rules

Two (2) points are awarded for a win, one (1) point for a draw and zero (0) points for a loss. Teams may be penalised full or partial points for infractions of these Operating Rules. It is possible, as a result of penalties, for a team to have negative points.

If, at the end of the regular season, two or more teams in the same division finish with the same number of points, the following tie-break procedure shall be applied.

- If there is more than one tie for position then the higher-position tied teams will be tie-broken before the lower-position tied teams.
- If two teams are tied, the following steps will be taken until the ladder positions are determined.
- If three or more teams are tied, the following steps will be taken until the order of standing is determined. If, after any step, the position of one or more of the tied teams can be determined (i.e. no longer tied) then the standings will be reordered and the tie breaking procedure restarted if any ties still exist.
- A team that has forfeited any game automatically loses a tie-break.

Tie-break steps:

1. Fewest forfeits.
2. Best head-to-head record (best won-lost-tied percentage in games between the tied teams).
3. Best net points differential (in games between the tied teams).
4. Best head-to-head record (best won-lost-tied percentage in games between the tied teams and the highest-ranked non-tied team).
5. Best net points differential in games between the tied teams and the highest-ranked non-tied team. Repeat Steps 3 and 4, using results between the tied teams and the next highest-ranked non-tied team, until results against all other teams in the Division have been used.
6. Fewest ejections.

7. Fewest Unsportsmanlike Conduct fouls.
8. Fewest Personal Fouls.
9. Coin toss.

14.2 Finals Format:

Each division will have its own name for their championship:

- The senior division one final will be known as the **VIC BOWL**
- The senior division two final will be known as the **DIVISION TWO CHAMPIONSHIP**
- The junior division one final will be known as the **JUNIOR VIC BOWL**

In each Division:

- A maximum of 4 teams will be eligible to play in the Finals.
- A minimum of 2 teams must remain outside the Finals.

The format for each size competition is as follows:

- 4 Team Competition
 - Championship Game - 1st v 2nd
- 5 Team Competition
 - Preliminary Final - 2nd v 3rd
 - Championship Game - 1st v Winner of Preliminary Final
- 6 Team Competition
 - Semi-finals - 1st v 4th and 2nd v 3rd
 - Championship Game - Winners of Semi-finals
- 7 Team Competition
 - As for 6-team competition
- 8 Team Competition
 - As for 6-team competition
- 9 Team Competition
 - As for 6-team competition

It is recommended that multiple divisions or conferences be used in order to avoid a competition with more than 9 teams.

14.3 Finals eligibility – Teams

To be eligible to compete in the finals a team must have paid all registration fees, match day payments, fines, bond payments or other outstanding debts owed to GV by the Tuesday prior to their 1st scheduled finals game.

In the event of a team NOT being financial by the required time, that team will be taken out of the final and the next highest-ranking team inserted.

In the event of a team forfeiting a finals game their scheduled opponent will be declared the winner.

14.4 Finals eligibility – Individuals

To be eligible to play in finals, a player must

- Be registered in the current season
- Have no outstanding debts to GV
- Not be in possession of any GV equipment or uniform that was asked to be returned
- Have been named on and signed the GV Team Sheet and participated with that team during the current regular season in no fewer than:
 - 4 games (Seniors)
 - 2 games (Juniors)
- [Exception: If a player has transferred Clubs during the season (i.e. has played for his previous Club that season) he must have been named on and signed the GV Team Sheet and participated with his new team during the current regular season in no fewer than:
 - 6 games (Seniors)
 - 3 games (Juniors)

The Registrar will advise each team which players are eligible for finals.

Applications for an exemption to the above rule must be submitted to the EXCOM at least 7 days before the first finals game for the team. Generally, the only grounds for an exemption that would normally be considered are:

- Injury
 - The player sustained an injury during a GV sanctioned game, event or training, and
 - The player had a current registration with GV at the time of sustaining an injury, and
 - An injury report form was completed and submitted to the GV registrar within 7 days of the injury being sustained, and
 - Substantiating medical evidence is supplied to the GV Com

and the player would have been able to complete the eligibility requirement but for the injury

For competitions with two Divisions, once a player has played in a final he may not then play in a subsequent final in a lower Division.

14.5 Finals venues, dates and kick-off times

Subject to the following, finals may be on Friday night, Saturday or Sunday.

The COM shall determine the kick-off time for all finals.

By the mid-point of the season, the COM shall determine the venue and date for the Championship game(s).

This may be done:

- By tender, or
- By resolution of the COM.

At any time prior to the end of the regular season, the COM may determine the venue and date for the Semi-finals or Preliminary Final. If, by the end of the regular season, a Semi-final or Preliminary Final venue and date has not been determined by the COM, the following shall apply:

- In a 3-team final series, the 2nd-ranked team shall be granted the right to host the Preliminary Final, and determine the venue and day (Saturday or Sunday only).
- If the COM determines that both Semi-finals are to be played at the same venue, on the same day, the 1st-ranked team shall be granted the right to host the Semi-finals, and determine the venue and day (Saturday or Sunday only).
- If the COM determines that the Semi-finals may be played at different venues, the higher-ranked team for each Semi-final shall be granted the right to host the Semi-final, and determine the venue and day (Saturday or Sunday only).

[Note: In all of the above situations, if the team granted the right to host a final wishes to host the game at a venue *other than* its normal home ground, it must seek approval from the COM.]

14.6 Finals organisation

The Host Club shall be responsible for all Host Club responsibilities specified in Rule 15.

In addition, the Host Club shall be responsible for the following for all finals:

- Collection of gate takings (if applicable)
- Procuring a liquor license (if applicable)

In addition, the Host Club shall be responsible for the following for VicBowls:

- Game commentator
- Program design, content and printing
- Half-time entertainment
- PA hire (including Referee microphone)

The cost of PA hire shall be paid for by GV, subject to prior approval by the COM. Unless alternative arrangements are approved in advance by the COM, all other costs shall be the responsibility of the Host Club, and all profits shall be retained by the Host Club.

In the event that there is no designated Host Club:

- The GV COM shall be responsible for all Host Club responsibilities
- GV will pay all running costs and retain all profits
 - All non-competing Clubs in that Division shall supply at least 2 Registered GV Members to assist with game day activities (including, but not limited to, chain crew, score board operator, canteen, etc.)

The VGOA are invited to supply chain crews, ball boys and clock operators, if possible, using non-rostered officials. To the extent that they are unable to do so, the provision of chain crews shall remain the responsibility of the Host Club.

14.7 Game day administration

The highest-ranked team on the ladder at the end of the regular-season shall be designated the home team.

All requirements of Rule 16 (Game Day Administration) apply to finals.

For VicBowls, each competing team must supply a team list with player names and jersey numbers to the Host Club or GV Organising Committee no later than the Monday prior to the game.

15. Host Club responsibilities

15.1 Venue requirements

Host clubs are responsible for:

- Supply and cleanliness of players', officials' and spectator facilities
 - Suitable change rooms must be available for teams and officials. These rooms should be lockable. It is not acceptable for officials to be asked to change in a toilet.
- Ground marking
 - Ground marking must be in accordance with the NCAA rulebook (except that pylons, nine-yard marks, yard line numbers and a solid white area between the front of the coaches' box and the sideline are optional for GV games).
 - All ground markings must be white unless specifically authorised in advance by the GV COM.
 - The Referee shall report any shortcomings in terms of ground markings on the Referee's Match Report.
 - If, in the opinion of the Referee, the ground markings are insufficient to allow for the safe and orderly conduct of the game, the game shall be suspended (see Rule 18).
- Ground set up
 - All goal posts must be adequately padded.
 - The field must be free of hazards.
 - The field must be roped off or have an appropriate barrier, on all 4 sides of the ground, to keep spectators clear of the playing area and team area. The rope must be at least 12 feet from the sidelines and end lines and at least 6 feet from the back of the team area (unless this is not possible because of ground limitations).
 - A stretcher of a satisfactory standard must be available and readily accessible – on the home team sideline.
- Canteen
 - Canteen must be operating 30 minutes prior to the scheduled start time of the first game and until after the conclusion of the last scheduled game. All profits from the canteen belong to the host club.
- Scoreboard & scoreboard operator
 - Scoreboard must be operational and updated after each score.
- Ground clean up

All costs associated with the above responsibilities are to be borne by the Host Club.

All facilities must be clean and operational not less than two hours prior to the scheduled start time of the first game. Ground marking and ground set up must be completed prior to the scheduled start time of the first game.

Host Clubs must ensure that spectators (i.e. any persons other than participants of the teams in a match in progress) behave in an orderly manner and that any spectators whose conduct is disruptive to the game, is a threat to any other person or otherwise brings the game into disrepute, is removed.

If the Host Club fails to meet any of the above responsibilities, and in the opinion of the Referee such failure represents a threat to the safety of any person, the game shall be delayed until the problem is rectified. If such problems cannot be immediately rectified, or the host club refuses to rectify the problem, the game will be suspended.

If the COM determines that a ground has not met GV's minimum standards during one or more games in a given season, the COM may decide not to allocate games to that ground, for the remainder of the current season and/or for the following season, or until such time as it is satisfied that the standard will be met in the future.

15.2 Equipment

The following equipment shall be supplied by GV and administered by the VGOA, unless other arrangements have been made:

- Down-marker and chain set
- Chain crew and ball boy vests
- Footballs
- Pylons
- Yard line markers

Pylons and plastic yard line markers will be supplied by GV (and delivered to each venue by the VGOA). The host club is responsible for placing these items in position prior to the first game and collecting them and returning them to the officials at the end of the final game.

Teams are not permitted to supply or substitute their own footballs before or during the game.

15.3 Chain crew

It is the responsibility of the Host Club to supply a 3-person chain crew.

- Chain crew members must be Registered Participants (Registered Volunteers if not otherwise registered as Players, Coaches or Sideline Staff Members).
- Chain crew members must be at least 14 years of age and sufficiently fit and mobile to carry out their responsibilities (i.e. cannot be injured players with insufficient mobility).

The chain crew shall make themselves available to the Head Linesman no later than 15 minutes prior to the scheduled kick-off time for the game at the midfield sideline.

The Referee shall note on the Referee's Match Report the time at which the chain crew made themselves available to the Head Linesman.

Infraction

Chain crew make themselves available less than 15 minutes before the scheduled kick-off

Penalty

\$50 fine for being 5 minutes late (10 minutes before scheduled kickoff).

If the start of the game is delayed by 2 minutes or more because the chain is not available at the prescribed time, the provisions of Rule 18.1 (Delayed Start) shall apply.

16. Game day administration

16.1 Match day official

In order to ensure the effective management of the sideline and spectator areas on game days and to represent GV and carry out responsibilities on behalf of GV, the host club will supply a Match Day Official (MDO).

- The MDO shall be a Member of the host club.
- The MDO shall be made known to the Referee and both Head Coaches prior to the game.

The (MDO) shall be responsible for the following:

- Policing team areas to ensure that no spectators or unregistered participants are within the roped off areas
- Dealing with abusive or unruly spectators
- MDO can at their discretion consult with the Officials and both Head Coaches as to the best course of action.

The MDO shall report any noteworthy incidents, failure to comply with GV requirements or infractions of GV policies to the COM.

16.2 Match day paperwork

Only the current year's forms are to be used. The following forms shall be made available on the GV website – www.gridironvictoria.com.au.

- Team Registration Form
- Injury Reports
- Senior-to-Junior and Junior-to-Senior Authorisation Forms
- Transfer Forms
- Disqualification/Tribunal Report Forms

Team Sheets, listing all registered Players, Coaches and other Sideline Staff Members at the time of preparation, will be sent to each Club prior to the start of the season.

- Only the Team Sheet from the GV Registrar will be accepted
- Newly-registered Players, Coaches and other Sideline Staff Members shall be added to the Team Sheet supplied by the Registrar, using the same format as existing entries on the Team Sheet

The following forms shall be completed and submitted on match day, by the responsible parties as outlined in Rule 16.3, according to the following specifications.

- Team Sheets – Details include:
 - Jersey number (for Players) or role (for Coaches and other Sideline Staff Members)
 - Full name and signature of all Players, Coaches and other Sideline Staff Members
 - Total number of players for each team
- Match Reports – Team Managers from each team shall complete all details and sign the report. These details include
 - Match date and time, and Host Club

- Final scores and scorers (This is not the official score. The official score is recorded on the Referee’s Match Report.)
- Total number of players for each team
- Summary of injuries for each team
- Referee’s Match Report – The following information is to be communicated electronically by the VGOA to the Registrar at the end of each round of matches:
 - Start, finish and elapsed time
 - Time at which the chain crew made themselves available
 - Official Score, Ejections, Personal Fouls and Unsportsmanlike Conduct Fouls
 - Ratings (acceptable/unacceptable) for ground markings, officials’ dressing facilities, chain crew, ball boys and coaches’ and players’ conduct for each team
 - Explanation of unacceptable ratings for the above categories
 - Summary of disqualified players
 - Other incidents to be brought to the attention of GV
- Injury Reports
 - If an injury to a participant occurs requiring medical attention during or after a game, a notation must be made on the Match Report for that game.
 - A GV Injury Report must be completed, signed and submitted to the GV Registrar as soon as possible after a game

16.3 Responsibilities for match day paperwork

Responsibilities of Each Team

Team Sheet filled out (by half time) and given to the M.D.O to pass to the officials at half time

Responsibilities of the VGOA

Complete Referee’s Match Report, and with the team sheets collected on their behalf by the M.D.O, send to the League registrar as described in 16.2

16.4 Penalties for missing or incomplete match day paperwork

Infraction

Penalty

Unregistered or ineligible player or coach

2 match points and \$200 fine per player or coach per match.
For finals, loss of game.

Unregistered participant other than a player or coach (e.g. medic, trainer, statistician, chain crew or ball boy)

First offence WARNING
Subsequent offence \$100 fine

Team Sheet(s) not supplied

The team will be charged Match Fees for each registered player for that team. The game will not count for finals eligibility for players.

16.5 Match fees

Match fees (set by the COM in accordance with Rule 8.1), apply to regular season games only. They will be debited to each Club's account for each player listed on the Team Sheet.

Match fees will not be accepted on match day. Clubs are required to ensure that there is a non-negative balance in their account with GV at all times, by deposit funds into the GV account.

17. Game day playing requirements

17.1 Minimum number of players

For a game to commence, each team must have at least 15 players (for 11-man football) or 12 players (for 9-man football) in uniform, fit and ready to play.

If the number of fit players falls below this number and the Referee is of the view that it is unsafe to continue (e.g. fewer than 11 (or 9) fit players) the game shall be forfeited. Even if the team wishes to continue, this shall be treated as a voluntary forfeit for the purposes of penalty, if any (see Rule 18.2).

17.2 Maximum number of participants

There is no restriction on the maximum number of players or the maximum number of other participants in the team area (as long as they are all registered).

17.3 Coaches

For a game to commence and continue, each team must have at least one (1) who meets the minimum accreditation standards for coaches (see Rule 11.1)

Infraction

Either team does not have at least one (1) accredited coach

Penalty

Involuntary forfeit (see Rule 18.3).

17.4 Ball boys

For a game to commence and continue, each team must have a ball boy.

Infraction

Delayed start due to late ball boy

Ball boy not supplied by either team

At half-time or after the game, ball boy does not return all footballs provided to him or her

Penalty

Fine as per Rule 18.1.

Involuntary forfeit (see Rule 18.3).

The club shall be charged the cost of replacement football(s)

17.5 Medic

Each team must have at least one (1) Level 2-qualified medic in attendance for that team.

- If all of a team's Level 2-qualified medics in attendance are players, there must be at least one (1) Level-1 qualified medic in attendance for that team who is not a player.

If one team does not have suitably-qualified medics:

- If the other team is prepared to allow their medic to attend to injured players on both teams
 - Once per season, each team shall be permitted to play the game under these circumstances without penalty.
 - The second and subsequent time this occurs:
 - The game can commence, but the offending team will receive no match points.
 - If the offending team wins, or loses by fewer than 7 points, the game will be scored as a 7-0 win to the opposing team. If the opposing team wins by 7 points or more, the score will stand.
 - The offending team will lose its Forfeit Bond (see Rule 18.5).
- If the other team is not prepared to allow their medic to attend to injured players on both teams, the game cannot commence and an involuntary forfeit shall be imposed on the offending team.

If neither team meets the above requirements regarding medics:

- The game shall not commence.
- Neither team shall receive match points.
- An involuntary forfeit shall be imposed on both teams.

17.6 Club officials

In order to accommodate the increased number of teams and season structure, all clubs with senior players will be required to volunteer officials to support the VGOA.

Club officials will be required to help officiate in games their club is not participating in throughout the senior season.

The VGOA will provide shirt, flags, cap for club officials. Each club official will be required to provide their own plain black track pants and appropriate footwear.

If club officials do not present for their rostered match or provide an appropriate substitute the following penalties apply:

- 1st offence \$250
- 2nd offence \$500
- 3rd offence Referred to GV EXEC for consideration

In the event club officials attend the game but do not meet the minimum acceptable standard as adjudicated by the VGOA crew the following will apply:

- 1st offence Written notification to individual, the club and GV
- 2nd offence No longer be able to perform as an official

18. Delays, forfeits and suspension of games

18.1 Delayed start to a game

If the kick-off is delayed by 2 or more minutes because of the Host Club (e.g. ground not ready, chain crew not supplied in time to be briefed before kick-off) or because of one of the competing teams (e.g. ball person not supplied in time to be briefed before kick-off, team not ready to start), the following provisions will apply:

- The game will be shortened by 1 minute per quarter for each 4 minutes are part thereof that the game is delayed, beyond 2 minutes. I.e.:

<u>If the kick-off is delayed by:</u>	<u>Quarters are shortened by:</u>
No more than 2 minutes	0 minutes
Between 2 and 6 minutes	1 minute
Between 6 and 10 minutes	2 minutes
Between 10 and 14 minutes	3 minutes
Between 14 and 18 minutes	4 minutes

- If the kick-off is delayed by more than 18 minutes, the game shall be declared an involuntary forfeit (if the delay is caused by one or both of the competing teams) or suspended (see Rule 18).

Infraction

Penalty

Kick-off delayed by more than 2 minutes because of the Host Club (e.g. ground not ready, late chain crew), and one of the competing teams is from the Host Club

10-yard penalty for Delay of Game

Kick-off delayed by more than 2 minutes because of one of the competing teams (e.g. late ball boy, team not ready to start)

15-yard penalty for Delay of Game

Kick-off delayed by more than 2 minutes because of the Host Club or one of the competing teams

\$10 fine per minute that the kick-off is delayed, beyond 2 minutes. (If the fine is because of a late chain crew, the fine is already incorporated in the fine prescribed in Rule 15.3.)

18.2 Voluntary forfeits

A 'voluntary forfeit' occurs when a team determines that it does not have enough fit players to commence or continue a game, or decides for any other reason not to commence or continue a game.

Early notification of voluntary forfeit

If the GV Secretary or Registrar is notified of a forfeit **by phone** prior to midday on the Friday preceding the game, \$100 will be deducted from the team's Forfeit Bond.

- This will be credited to the Host Club, unless the Host Club is forfeiting, in which case it will be retained by GV.

Late notification of voluntary forfeit (but before the start of the game)

If the GV Secretary or Registrar is **NOT** notified of a forfeit **by phone before midday** on the Friday preceding the game, but the team forfeits prior to the start of the game, the entire \$300 Forfeit Bond will be forfeited.

- \$100 will be credited to the Host Club (unless the Host Club forfeits).
- \$50 will be credited to the opposing team
- The balance of the Forfeit Bond (\$150 or \$250, depending on whether the Host Club forfeits) will be retained by GV.

Voluntary forfeit after the start of the game

If a game is forfeited after it begins and before the end of the second quarter, \$100 will be deducted from the team's Forfeit Bond.

- \$50 will be credited to the opposing team
- \$50 will be retained by GV.

If a game is forfeited after the end of the second quarter, and it is the first time that season that the team has forfeited after the end of the second quarter, there is no penalty. If any subsequent voluntary forfeits occur after the beginning of the game, \$100 will be deducted from the team's Forfeit Bond.

- \$50 will be credited to the opposing team
- \$50 will be retained by GV.

18.3 Involuntary forfeit

An 'involuntary forfeit' occurs if a team does not meet the requirements of these Rules to commence or continue a game, and hence these Rules require that a forfeit be imposed. If a game is forfeited, the game shall not commence or continue.

Reasons for the imposition of an involuntary forfeit include:

- Insufficient fit players in uniform to commence the game (see Rule 17.1).
- No accredited coach (see Rule 17.3).
- Ball boy not supplied (see Rule 17.4).

If the game cannot commence because both teams have failed to meet the above requirements, an involuntary forfeit will be imposed on both teams.

If there is no suitably-qualified medic from either team, an involuntary forfeit will be imposed on both teams.

18.4 Result of forfeited game

If one team receives a voluntary or involuntary forfeit

- If the game has not commenced, or the game has commenced and the offending team is ahead in the score, or behind in the score by fewer than 7 points, at the time of the forfeit, the game will be recorded as a 7-0 win to the opposing team.
- If the game has commenced and the offending team is behind in the score by 7 or more points at the time of the forfeit, the score at the time of the forfeit shall stand.

If both teams forfeit, no result shall be recorded. Neither team shall receive match points.

18.5 Loss of Forfeit Bond

In the case of a voluntary or involuntary forfeit, the Forfeit Bond shall be partly or fully forfeited in accordance with Rules 18.2 or 18.3.

- It is possible for a game to proceed, but for a team to still forfeit its Forfeit Bond, if it does not have a qualified medic (but the other team does). In this case the forfeited bond is retained by GV.

18.6 Reasons for suspension of games

A game may be suspended, before or after the commencement of the game, at the sole discretion of the Referee, for any of the following reasons:

- Extreme weather conditions (e.g. heat or lightning)
- Inability to commence or continue a game because of a failure of the Host Club to meet its responsibilities (e.g. hazardous ground conditions, no chain crew)
- Any other circumstance beyond the control of the Host Club or competing teams which in the opinion of the Referee represents a threat to the safety of any person.

If a game cannot commence or continue because of a failure by one or both competing teams to meet its, or their, responsibilities, the game shall not be suspended, but shall be declared as a forfeit against the offending team or teams (see Rule 18.2 and 18.3).

18.7 Suspension of regular season games due to extreme weather conditions

Hot weather is governed by the GV Heat Policy – see Appendix A. The Referee shall be the sole judge as to whether any other extreme weather condition, outside the provisions of the GV Heat Policy, represent a threat to safety and warrant suspension of a game.

If a game is suspended before the start of the game, or before the end of the second quarter, due to extreme weather conditions:

- The game will be declared a 0-0 tie
- Match points will be awarded accordingly
- Fouls incurred during the game shall still count for ladder tie-break purposes
- All penalties and reports arising from the conduct of participants during the game shall stand

If a game is suspended after the end of the second quarter, due to extreme weather conditions:

- The game will be declared a completed game

- The score at the time of the suspension shall stand
- Fouls incurred during the game shall still count for ladder tie-break purposes
- All penalties and reports arising from the conduct of participants during the game shall stand

18.8 Suspension of finals due to extreme weather conditions

If a final is suspended before the start of the game, or before the end of the second quarter, due to extreme weather conditions:

- The team finishing higher on the ladder shall be declared the winner.
- All penalties and reports arising from the conduct of participants during the game shall stand

If a final is suspended after the end of the second quarter, due to extreme weather conditions:

- The game will be declared a completed game
- The score at the time of the suspension shall stand
- All penalties and reports arising from the conduct of participants during the game shall stand

18.9 Suspension of regular season games or finals for reasons other than extreme weather conditions

If any game is suspended at any time before or after the start of the game, for reasons other than extreme weather conditions, the GV COM shall meet, in person or via email, within 48 hours to consider the reasons for suspension. The GV COM may:

- Order the rescheduling or resumption of the game at a time or place to be determined by the GV COM, or
- Declare the result of the game and the score to be recorded

The competing clubs shall be excluded from the vote on this decision.

18.10 Mercy rule

In the interest of preserving the integrity of the game, there shall be a mercy rule implemented whenever the following conditions occur:

- Juniors: After the end of the second quarter, a team is trailing by 50 or more points
- Seniors: After the end of the second quarter, a team is trailing by 60 or more points

When the above mercy rule criteria are met, revised timing rules shall apply.

The game clock will only be stopped for the following:

- Charged team time outs
- Injury time outs
- Penalties
- Scores

No other clock stoppages (e.g. incomplete passes, out of bounds plays, change of possession, etc) shall occur.

The Referee has the discretion to further modify timing rules if he feels that such action is warranted.

Should a game be brought out of mercy rule criteria (i.e. a team scores to trail by fewer than 50 or 60 points (for Juniors or Seniors, respectively), normal timing rules shall apply.

At any point during a game, both coaches can confer and agree to run the clock with a view towards maintaining the integrity of the game, irrespective of the conditions for the mercy rule.

Both coaches must agree to enact the revised timing rules as outlined above for the mercy rule and the team which requests the revised timing cannot get the result for that game (if they win they do not get the points).

19. Uniforms

19.1 Uniform colours

Uniform colours are to be specified on the Team Registration Form – see Rules 9.3 (Team Registration Form) and 9.6 (Uniform requirements for new teams). A request to vary the uniform rules must be submitted in writing, no less than one (1) week prior to the game for which the variation is requested. Variations requested less than one (1) week prior to the game will only be considered if there are extenuating circumstances.

There are currently 12 existing clubs

Their colour combinations are as follows

Team	Primary Shirt Colour	Shirt Trim Colour	Pants Colour	Helmet Colour
Ballarat Falcons	Teal	Black	Black	Silver?
Bendigo Dragons	Vegas Gold	Navy Blue	Navy Blue	Vegas Gold
Berwick Miners	Black	Orange	Black	Orange
Croydon Rangers	Forest Green	Silver	Forest Green	Silver
Geelong Buccaneers	Navy Blue	Sky Blue	Navy Blue	Sky Blue
Gippsland Gladiators	Purple	Silver	Silver	Black
Melbourne Uni Royals	White	Royal Blue	White	Royal Blue
Monash Warriors	Cardinal Red	Yellow Gold	Yellow Gold	Cardinal Red
Northern Raiders	Silver	Black	Black	Silver
Pakenham Silverbacks	Fluoro Green	Black	Black	Black
South Eastern Predators	Yellow Gold	Black	Black	Black
Western Crusaders	Crimson Red	Black	Crimson Red	White

Any new team entering the competition should not have the same colour combination as an existing team, or use of the same Primary Colour as an existing team.

Any new team colour scheme requires the following to be approved.

1. Acceptance by the VGOA that the uniform does not constitute a clash with an existing uniform for game day purposes. If it does not clash go to number 4.
2. If a clash is deemed by VGOA alternate shirt/pants/helmet for clash games needs to be submitted for VGOA approval.
3. If alternate is acceptable it is taken as given the newest team with that colour will always have to change shirt/pants/helmet in case of clash regardless of home or away. If an established team changes its primary colour, pants colour or helmet colour it then becomes the newest team with that colour and subject to the same rules as a new club.
4. Once a uniform is approved by VGOA for game purposes, the colour scheme of the primary uniform needs to have a 75% support from the rest of the teams in GV to be approved.
5. Once primary uniform is established as acceptable, clubs are free to develop an alternate strip for use, subject to points 1 - 3 above. Alternate strips require a majority vote at GVCOM level not 75%.

Safety-related equipment rules

ALL safety-related equipment rules in the NCAA rulebook are to be followed and will be enforced by the officials, with the exceptions noted below. Safety-related equipment rules (extracted from the NCAA rulebook and modified for GV) are included in Appendix B.

Exceptions to NCAA safety-related NCAA rules:

- Knee pads must cover the knees.
- Cleats:
 - Full metal cleats are illegal.
 - Cleats that comprise more than one-quarter ($\frac{1}{4}$) their length in metal are illegal.
 - Detachable cleats can be either rubber, plastic or metal tipped (provided their length is not more than one-quarter ($\frac{1}{4}$) metal).
 - Any player with illegal studs will not be able to take the field until they comply.
 - It is the coach's responsibility to ensure players are wearing legal equipment.
 - After the commencement of play, any player found to not conform as above will be subject to the appropriate penalties.

Attention is drawn to the following safety-related rules, which will be strictly enforced:

- *Mouthpiece.*

The mouthpiece must be an intra-oral device of any readily visible colour. It must not be white or transparent. It must cover all upper teeth.

Individual exceptions to the requirement to cover all upper teeth will be considered if a player produces a certificate from a registered doctor or dentist stating the following three (3) things:

- In the doctor/dentist’s opinion it is necessary for the player to wear a cut down mouthpiece for medical reasons:
 - The doctor/dentist has arranged for a suitably cut down mouthpiece to be properly fitted, and;
 - In the doctor/dentist’s opinion it is safe for the player to play American Football wearing this mouthpiece.
- *Eye shields.*
Eye shields must be clear, not tinted, and made from moulded or rigid material. Eye-glasses and goggles also must be clear and not tinted. No medical exceptions are allowed.

19.2 Appearance-related equipment rules

These will be monitored by the Match Day Official. Appearance-related equipment rules (extracted from the NCAA rulebook and modified for GV) are included in Appendix C.

19.3 Penalties for breaches of equipment rules

<u>Infraction</u>	<u>Penalty</u>
Breach of safety-related uniform rules	Removal of the player from the game until in correct uniform, with penalties as per the NCAA rulebook (charged team time out or delay of game penalty). Report by the Match Day Official to the COM for further action, such as warnings and fines for repeated infractions.
Breach of appearance-related uniform rules	First Offence: Warning, plus removal of the player from the game until in correct uniform, with penalties as per the NCAA rulebook (charged team time out or delay of game penalty).
Illegal metal cleats	Second Offence (in the same game): Ejection of the player from the game, and automatic suspension for 1 match. Club fined \$200.

20. Conduct of participants

20.1 Abuse of officials – Zero Tolerance

GV intends that ‘abuse’ shall be interpreted as, but not limited to:

- Any critical or demeaning comment that is made about an official's honesty, integrity, ability or appearance, or that of officials generally, or
- And any foul or abusive language directed toward an official.

GV will not tolerate abuse of officials by participants or spectators.

- It is the responsibility of the coaches to control themselves, their players and sideline staff.
- It is the responsibility of clubs to control their spectators.

Participants

Participants who abuse an official shall be ejected from that game. In addition, they will be subject to the following penalties:

- 1st offence – 1 game suspension.
- 2nd offence – 2 game suspension.
- 3rd offence – 6 game suspension.
- 4th offence and subsequent offences - referral to the Tribunal
- Penalties will be assessed, based on a cumulative 3-year period dating back from the most recent offence.

Spectators

Any spectator abusing an official, or otherwise behaves in an unacceptable manner, should be immediately spoken to by the Match Day Official and members of the Host Club Committee and advised that the behaviour will not be tolerated.

If a spectator continues to abuse officials or behave in an unacceptable manner:

- The officials shall stop the game.
- Head Coaches from both participating clubs shall approach the spectator and advise them their behaviour is unacceptable.
- If the spectator is identified as a registered participant of one of the competing clubs, the officials may impose a 15-yard penalty for Unsportsmanlike Conduct against that team each time the officials feel the abuse is sufficient to warrant such a penalty.
- If the spectator is identified as a registered participant of a non-competing GV club, the Match Day Official shall make a report to the GV COM.

20.2 Team area restrictions

Teams are responsible for the conduct of all persons, registered or unregistered, within their team area.

No participant shall gain an unfair advantage for a team by observing the game from outside the team area and then communicating with the team's players or coaches. The Match Day Official is responsible for monitoring such activity and preventing it and/or reporting it to the COM. Such activity includes, but is not limited to:

- Team personnel observing the game from behind the end zone and then returning to the team area, or communicating electronically to team personnel in the team area.

- Term personnel or other registered participants observing from the vicinity of the opposing team and gaining an unfair advantage by communicating information gained thereby to players or coaches.
- Video camera operators gaining an unfair advantage by communicating information to players or coaches.
- [Exception: Ball boys and statisticians are permitted outside the team area, but may not gain an unfair advantage by communicating with players from outside the team area.]

20.3 Tribunal

The GV Tribunal By-Laws are contained in Appendix D.

POST-SEASON

21. League awards

21.1 Senior Championship presentations

At the conclusion of each Senior Championship match, the following awards will be presented:

- Winning team medallions
- Winners' pennant
- Championship trophy
- Game's Most Valuable Player (Decided by a panel appointed by the EXCOM)
- Medallions to the on-field officials

The Host Club shall be responsible for the purchase and engraving of these awards (except for engraving of the MPV award). These expenses will be reimbursed by GV.

21.2 Senior season Awards Presentation Night

GV will endeavour to hold an annual Senior season Awards Presentation Night after the conclusion of the regular season.

The following presentations will be made at the Presentation Night:

- All awards listed in Rule 21.4
- The All-Victorian Team (see Rule 21.6)
- Life Memberships, if any (see Rule 21.7)

Responsibility for organising the presentation night will be handled by GV.

It is mandatory for all Clubs fielding Senior teams (other than Exhibition Teams) to purchase a minimum of 10 tickets to the GV Presentation Night. The cost of these tickets, plus any additional tickets, will be debited to each Club's GV account.

It is the joint responsibility of each trophy winner from the previous year, and his current Club, to collect the perpetual trophies and deliver them to the appointed COM representative by the date requested. If this is not done, the cost of any new trophies will be charged to the responsible Club.

21.3 Junior season Awards Presentation

A representative of the COM will present the Junior season awards at the conclusion of the Junior Vic Bowl. These awards shall comprise:

- Winning team medallions
- Winners' pennant
- Junior Vic Bowl trophy
- Junior Vic Bowl Most Valuable Player (Decided by a panel appointed by the EXCOM)
- Medallions to the on-field officials

- All awards listed in Rule 21.4 (which apply to Juniors)

21.4 Awards

The following perpetual trophies will be awarded each year. The columns in the table indicate to which Divisions and/or Age Groups each award applies.

Award	Seniors Division 1	Seniors Division 2	One award across both Senior Divisions	Juniors
Offensive Lineman of the Year	✓	✓		✓
Defensive Lineman of the Year	✓	✓		✓
Offensive Player of the Year	✓	✓		✓
Defensive Player of the Year	✓	✓		✓
League Most Valuable Player	✓	✓		✓
Coach of the Year	✓	✓		✓
Rookie of the Year	✓	✓		
Official of the Year			✓	

The VGOA will also present its own trophy for the Best and Fairest Player in each Senior Division.

21.5 Voting criteria and procedures

Nominations

Three weeks prior to the end of the regular season:

- Clubs will be asked to nominate up to three (3) individuals for each of the Player of the Year awards (including Rookie of the Year) listed in Rule 21.4 (if applicable to that Age Group). [Exception: For 9-man football, only 2 offensive and 2 defensive linemen shall be nominated by each team.
- The VGOA will be asked to provide a list of Registered Officials.
- The Registrar will compile a list of Head Coaches.

Eligibility for Rookie of the Year

A player is NOT a Rookie if:

- He has previously played open age Gridiron anywhere in the world.
- He has been registered as a Junior player for more than 2 previous Junior seasons anywhere in Australia.
- He has played any High School football or College Football in an IFAF member country.

The GV Registrar will check the GA/GV registration database and previous registration forms to ensure players nominated meet the Rookie qualification criteria.

Voting

One week prior to the end of the regular season, the above lists will be circulated to all clubs and the VOGA.

This section of the Operation Rules is yet to be finalised. One possible set of criteria and procedures are outlined below and in Appendix E. For 2012, the Operating Rules related to awards may be reviewed by the COM and changes made by majority vote.

Following the distribution of these lists, Registered Players, Coaches and Officials shall be invited to allocate 3-2-1 votes for each of the above awards, according to the voting entitlements and voting system outlined in Appendix E.

Voting closes on the Tuesday following the conclusion of the Regular Season.

The following restrictions apply to voting:

- Players and Coaches may not vote for Players or Coaches from their own Club.
- For awards to be presented for each Division of the Seniors competition, Clubs may only vote in Divisions in which they have fielded a team.
- If a Club does not submit any valid, complete votes by the deadline for any given Player or Coach Award, Players or Coaches from that Club are not eligible to win that Award.

The system for counting and weighting votes is described in detail in Appendix E.

In the event that the votes for any position are tied, joint winners will be declared for that award. [Exception: All-Victorian team – see Rule 21.6.]

21.6 All-Victorian team

The All-Victorian Team will be announced each year, at the Senior Presentation Night.

The team will be made up 45A squad and 45B squad players as selected by the Victorian Eagles State team coaching staff.

21.7 Life Membership:

GV Life membership is awarded as recognition of an outstanding contribution towards the overall development and growth of the sport of gridiron in this State.

The individual's contribution must have been in one or more of the following roles:

- An Official
- A League Administrator
- A State Coach, Player or Sideline Staff Member

Long-serving individuals who have not participated at a League level may be considered in exceptional circumstances.

Nominations may be made at any time by any GV voting entity or person registered with GV. Nominations must be in writing and outline the work and achievements of the person who has been nominated. The nomination will be discussed by the GV COM at the AGM following the nomination.

The GV Com will vote to accept or reject the life membership.

Life Membership will be presented at the next Senior presentation night following the acceptance of the life membership.

Recognition of outstanding club level contributions for playing, coaching and administration should be recognised by individual clubs.

22. National Tournaments and State Teams

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APPENDIX A – GRIDIRON VICTORIA HEAT POLICY

1. STATEMENT

Gridiron Victoria has a responsibility to take a positive role in educating and increasing the awareness of its registered players towards the dangers of physical activity in the heat. With this in mind the Gridiron Victoria, Hot Weather policy has been formulated which reinforces the guidelines produced by Sports Medicine Australia, (Vic Branch). The policy shall apply to all members, administrators, officials, coaches and players associated with Gridiron Victoria.

2. BACKGROUND

Exercise in the heat creates competitive demands on the cardiovascular system, which is required to increase blood supply to the exercising muscles. At the same time it must regulate the body temperature by increasing skin blood flow in order to produce the sweat that keeps the body cool.

High intensity exercise in a hot environment, with the associated fluid loss and elevation of the body temperature, can lead to dehydration, heat exhaustion and eventually heat stroke. Heat stroke is a potentially fatal condition and must be treated immediately by a medical professional and can still occur in the presence of good hydration.

An individual's ability to regulate body temperature is dependant on a number of physical and external factors and when considering suspending a specific sporting event, there are many factors that need to be considered. One way of evaluating the external environment is Wet-Bulb Globe Temperature (WBGT). WBGT measures thermal stress. It is a more reliable indicator than ambient temperature (degrees Celsius) as it takes into account humidity. Humidity indicates how saturated the air is with water molecules. The higher the humidity, the less likely the chance to cool off, through the evaporation of sweat.

WBGT is not the same as temperature in degrees Celsius, i.e. 35 degrees Celsius, 20% relative humidity, is approximately a WBGT of 27.6 degrees Celsius.

Within this policy, guidelines have been produced to assist GV in deciding whether to suspend or modify games or training. However, these guidelines are not binding and all parties must act responsibly.

3. POLICY

3.1 Action Plan for Suspension of Events

GV will enforce, through this policy, the following action plan for suspending gridiron/flag football games on days of hot weather:

- The GV Match Day Official will obtain the WBGT one-hour prior to the programmed start time of the game from the Victoria Weather Bureau's website page at

<http://www.bom.gov.au/products/IDV65079.shtml>. If the WBGT is unavailable, GV is to obtain the ambient temperature.

- The checklist, in accordance with hot weather guidelines, is to be performed by a GV representative. (An attachment to this policy contains pre-calculated values for most questions on the checklist)
- Gridiron Victoria will contact teams if the points score from the checklist exceeds sixty-five (65):
 - If the WBGT is above 28 (An ambient temperature of 35 degrees Celsius to be used as cut-off equivalent to 28 WBGT if the WBGT not available).
 - If the age of the majority of participants gets a point value of 8 on the Hot Weather Guideline Checklist, it will be recommended by Gridiron Victoria that the game be suspended and re-scheduled.

3.2 Upon being contacted by GV, the host team contact is required to:

- Contact the participant teams and decide in consultation, whether the game is to be suspended.
- Notify the GV representative of the decision 30 minutes prior to the scheduled start time of the game.

For all games that are suspended, GV has a responsibility to:

- Reschedule, wherever possible, the affected match.
- Record the match as a nil all draw if it is not possible to reschedule the match. Premiership points are to be split between the two teams.
- If one or both team contacts are unable to be contacted then the game will go ahead as scheduled.
- Games that are not suspended may still be modified to accommodate the heat, as per agreement from the two-team Head Coaches. (Please refer to Section 4 below for suggested modifications to decrease the risk of injury caused by heat.)

4. NON-SUSPENSION/MODIFICATION OF GAMES.

4.1 In the event that a game is not suspended, it is recommended that the following precautions be implemented to ensure the safety of all participants if checklist point score is from 56 to 74.

- A reduction in playing time and extended rest periods to ensure opportunity to re-hydrate during the game. This is to be actively promoted by coaches, officials and captains during the rest periods. Playing Time could be altered from 12-minute quarters, to 10-minute quarters if the checklist point score is above 65.
- Reformatting the game to include five-minute breaks at quarter & three quarter time if the checklist point score is above 65 and allowing for and promoting extra drink breaks and hydration by Officials calling extra water Time Outs if the checklist point score is above 55.

- Providing adequate shaded areas (where possible) and water, if the checklist point score above 65.)

5. TRAINING

5.1 Action Plan for Cancellation of Training

GV will enforce through this policy the following action plan for suspending gridiron/flag football training on days of hot weather:

- GV affiliated bodies (Clubs) to obtain the WBGT within an hour prior to the programmed start time of training from <http://www.bom.gov.au/products/IDV65079.shtml>. If the WBGT is unavailable the affiliated body is to obtain the ambient temperature.
- The checklist in accordance with hot weather guidelines to be performed by a representative of the affiliated body. An appendix to this policy to contain pre-calculated values for most questions on the checklist
- The representative of the affiliated body only to contact Head Coach if the points score from the checklist exceeds sixty-five (65). In this case if the WBGT is above 28 or an ambient temperature of 35 degrees Celsius, to be used as cut-off equivalent to 28 WBGT if the WBGT is not available, or the age of the majority of participants get a point value of 8 on the Hot Weather Guideline Checklist, it will be recommended by GV that training be suspended.
- Upon being contacted by the representative of the affiliated body, the Head Coach is to decide whether training is to be suspended.
- Notify the representative of the affiliated body of the decision prior to the programmed start time of training.
- Training that is not suspended, should be modified to accommodate the heat, as per agreement from the Head Coach. (Please refer to Section 4 below for suggested modifications to decrease the risk of injury caused by heat.)

6. NON-SUSPENSION/MODIFICATION OF TRAINING

6.1 In the event that training is not suspended, it is recommended that the following precautions be taken to ensure the safety of all participants, if the checklist point score is from 56 to 74.

- A reduction in training time, extended rest periods & extra rest periods to ensure opportunity to re-hydrate during the game. Hydration is to be actively promoted by coaches, officials and captains during the rest periods.
- Providing adequate shaded areas (where possible) and water.

7. EDUCATION

7.1 All Clubs will be issued with the Smart Play Hot Weather Guidelines as a point of referral, (See attached) as well as being issued a copy of this policy.

8. POLICY REVIEW

8.1 The GV Hot Weather Policy will be reviewed on an annual basis to ensure that it remains current and practical.

HOT WEATHER GUIDELINES CHECKLIST.

1.	WBGT	to be obtained.
2.	Overall duration of Event	6
3.	Individual Intensity during the Event	5
4.	Acclimatisation of Participants	5
5.	Athletic ability of individuals	6
6.	Age of participants	3
7.	Time between available drinks	2
8.	Time of the event	5 (Late Games) 2 (Early Games)
9.	Surface Type	4 (Artificial) 2 (Grass)
10.	Venue	8
11.	Other predisposed medical Conditions of participants.	To be obtained
12.	Other factors to consider;	
	Shade Available	Home Team (YES) / Away Team (NO)
	Water Freely Available	YES
	Sports trainer/first aid person on site	YES
	Individual body fat of participants	MODERATE

TOTAL POINT SCORE:

=====

1. Wet Bulb Globe Temperature.

0-18 degrees	2
18-22 degrees	10
23-28 degrees	14
28 + degrees	20

2. Overall Duration of Event.

0-30 minutes.	2
30-60 minutes	4
60-2 hours	6
2 hours +	8

3. Individual Intensity during the Event.

Easy pace throughout	2
Moderate pace, breaks in intensity	4
Moderate pace throughout	6

Sustained effort with some breaks	8
Sustained effort throughout	10
4. Acclimatisation of Participants.	
Used to hot weather conditions	2
Used to warm weather conditions	5
Used to cool/cold conditions	8
5. Athletic Ability of Individuals.	
Elite fitness levels	2
Good fitness level	6
Moderate fitness levels	6
Low fitness levels	8
6. Age of Participants.	
18-30	2
13-17	5
30-40	5
40 +	8
Under 13	8
7. Time Between Available Drinks.	
0-15 minutes	2
15-25 minutes	4
25-35 minutes	6
35-45 minutes	8
45 + minutes	10
8. Time Of The Event.	
Before 9am	2
After dark	2
9am till 11am	5
3pm till sunset	5
11am to 3pm	10
9. Surface Type.	
Water	1
Grass	2
Boards	4
Sand	6
Synthetic Surface	6
Asphalt	8
10. Venue.	
Indoor air conditioning	1
Indoor no air conditioning	4
Outdoor	8

11. Other Predisposed Medical Conditions Of Participants.

Yes 6

12. Other Factors To Consider.

Shade available during breaks	Yes/No
Water freely available at venue	Yes/No
Sports trainer/first aid person on site	Yes/No
Individual body fat of participants	High / Low

Complete your checklist

Determine the point score for each item.

(Some categories may not be exactly to your needs, so you will need to use common sense, if in doubt choose higher value in order to err on the side of caution.)

Total of Your Sport _____ ?

APPENDIX B – SAFETY-RELATED EQUIPMENT RULES

(Extracts from NCAA rule book with GV modifications)

Mandatory Equipment – All players must wear the following mandatory equipment:

- a. Helmet.
- b. Hip pads.
- c. Jersey.
- d. Knee pads.
- e. Mouthpiece.
- f. Pants.
- g. Shoulder pads.
- h. Socks (Exception: Barefoot kickers).
- i. Thigh guards.

Specifications: Mandatory Equipment

- Helmets.* The helmet must be fitted with a facemask and a secured four- or six-point chin strap, all points of which must be secured whenever the ball is in play.
- Hip Pads.* Hip pads must include a tailbone protector.
- Jersey.* The jersey must have sleeves that completely cover the shoulder pads. It must not be altered or designed to tear.
- Knee Pads.* Knee pads must be at least 1/2-inch thick and must be covered by pants. No pads or protective equipment may be worn outside the pants.
- Mouthpiece.* The mouthpiece must be an intra-oral device of any readily visible color. It must not be white or transparent. It must cover all upper teeth. It is recommended that the mouthpiece be properly fitted.

Optional equipment

- Eye shields.* Eye shields must be clear, not tinted, and made from molded or rigid material. No medical exceptions are permitted.

Illegal Equipment includes the following:

Equipment worn by a player that could endanger other players.

Tape or any bandage other than that used to protect an injury, subject to the approval of the umpire.

Hard, abrasive or unyielding equipment that is not completely covered and padded, subject to the approval of the umpire.

Any equipment that could confuse or deceive an opponent.

Any equipment that could provide an unfair advantage to any player.

Adhesive material, paint, grease or any other slippery substance applied to equipment or a player's person, clothing or attachment [Exception: Eye shade.].

Uniform attachments other than towels.

Rib pads, shoulder pad attachments and back protectors that are not totally covered.

APPENDIX C – APPEARANCE-RELATED EQUIPMENT RULES

(Extracts from NCAA rule book with GV modifications)

Specifications: Mandatory Equipment

- Helmets*
- Helmets for all players of a team must be of the same colour and design.
 - All facemasks must be of the same colour.
 - *Club decals* are permitted on helmets, including individual achievement stickers.
- Jersey*
- *Design.* The jersey must be full-length. Players of a team must wear jerseys of the same colour and design.
 - *Colour.* Players of opposing teams shall wear jerseys of contrasting colours. Players on the same team shall wear jerseys of the same colour and design.
 - *Numerals.* The jersey must have clearly visible, permanent Arabic numerals measuring at least 8 and 10 inches in height front and back, respectively, of a colour(s) in distinct contrast with the jersey. All players of a team shall have the same colour and style numbers front and back. The individual bars must be approximately 1-1/2 inches wide. Numbers on any part of the uniform shall correspond with the mandatory front and back jersey numbers.
 - *Logos.* Any sponsorship logos must be identical on each jersey.
 - *Undershirts.* Visible sleeves of any players wearing undershirts must all be the same colour and design.
 - Jerseys may not be taped or tied in any manner (Exception: To repair a torn jersey)
- Pants*
- Players of a team must wear pants of the same colour and design.
 - Any sponsorship logos must be identical on all pants.
 - Belts must be uniform in colour.
- Socks*
- Players of a team must wear socks that are identical in colour, length and design [Exceptions: Unaltered knee braces, tape or a bandage to protect or prevent an injury, and barefoot kickers].
 - Shorts socks must be clearly visible above the boot.
 - All visible leggings must be worn with team coloured long socks. (Clubs are encouraged to wear leggings the same colour as the long socks.)
 - Short socks cannot be worn with leggings.

Optional Equipment – The following items are legal:

- Gloves.* A glove is a fitted covering for a hand having separate sections for each finger and thumb, without any additional material that connects any of the fingers and/or thumb. There is no restriction on the colour of gloves.
- Eye shade.* Any shading under a player's eyes must be solid black with no words, numbers, logos or other symbols.

APPENDIX D – TRIBUNAL BY-LAWS

Yet to be finalised.

For 2012 only...

The Tribunal By-Laws will be reviewed prior to the April 2012 COM Meeting, and the COM shall have the power to approve the revised By-Laws by majority vote at the March or April meeting.

APPENDIX E – PROPOSED VOTING SYSTEM FOR LEAGUE AWARDS

Voting entitlements and weighting of votes (explained in detail below)

Row	Award	Players	All Coaches	Head Coaches	Officials
A	All player awards	50%	50%		
B	Coach of the Year			50%	50%
C	Official of the Year			100%	

Player awards

Votes from each club shall be weighted according to the percentages in Row A of the above table. For example, if exactly twice as many Players as Coaches from one Club vote, the votes from each Coach shall carry double the weight of each Player vote from that Club, so that the votes from that Club are weighted equally between players and coaches. (In the event that no Players vote from that Club, the Coach votes shall be weighted 100%, and vice versa.)

These votes by the Coaches from each Club, shall then be converted to equally-weighted votes from each Club. The number of votes for each Player or Coach shall be converted to a percentage of total votes cast by that Club, and that number, expressed as a number out of 100, shall be the number of Club votes for that Player or Coach.

(This means that the total number of Club votes from each club for each award will be 100, and if 9 Clubs vote, the total number of Club votes will be 900.

If any team fails to nominate people or complete their votes correctly, ALL players from that club will be ineligible.

Each club is to nominate one player instead of 3 for each individual award.

Example:

Within a given Club (call them the Steelers), 21 Players and 7 Coaches vote for overall MVP. The votes are cast as follows (where there are no votes for Roethlisberger, because Steelers can't vote for themselves). Note that each person casts a 3-2-1 vote, so the 21 Players cast a total of 63 votes.

Player	Players	Coaches
Tom Brady	31	5
Peyton Manning	23	13
Aaron Rogers	11	3
Ben Roethlisberger		
Total	63	21

Because 3 times as many Players voted as Coaches, Coach votes are weighted by a factor of 3. The weighted votes are as follows. The table shows the total (weighted) votes, and the percentage (expressed as a number out of 100). These are referred to as Club Votes.

Player	Players	Coaches	Total	Club Votes
Tom Brady	29	15	44	35
Peyton Manning	23	39	62	49
Aaron Rogers	11	9	20	16
Ben Roethlisberger				
Total	63	63	126	100

If there are four teams in the League, their votes might be as follows (using the Steelers votes from above, with the others being worked out in the same way):

Player	Steelers	Packers	Colts	Patriots	Total
Tom Brady	35	27	62		124
Peyton Manning	49	39		19	107
Aaron Rogers	16		27	22	65
Ben Roethlisberger		34	11	59	104
Total	100	100	100	100	400

That makes Tom Brady the winner.

Coach of the Year

Votes from Head Coaches and Officials shall be weighted according to the percentages in Row B of the above table. For example, if exactly twice as many Officials as Head Coaches vote, the votes from each Head Coach shall carry double the weight of each Official vote, so that the votes are weighted equally between Head Coaches and Officials. (In the event that no Officials vote, the Head Coach votes shall be weighted 100%. In the event that no Head Coaches vote, no Coach from any Club shall be eligible to win the award and it will not be presented.)

Example:

8 Head Coaches and 16 Officials vote for Coach of the Year. The votes are cast as follows (where no Head Coach can vote for a Coach from his Club).

Coach	Head Coaches	Officials
John Harbaugh	4	14
Bill Belichick	10	17
Tom Coughlin	10	10
Rex Ryan		7
Total	24	48

Because twice as many Officials voted as Head Coaches, Head Coach votes are weighted by a factor of 2. The weighted votes are as follows. The table shows the total (weighted) votes, and the percentage (expressed as a number out of 100).

Coach	Head Coaches	Officials	Total
John Harbaugh	8	14	22
Bill Belichick	20	17	37

Tom Coughlin	20	10	30
Rex Ryan		7	7
Total	48	48	96

That makes Bill Belichick the winner.

Official of the Year

All Head Coaches are invited to cast a 3-2-1 vote. There is no penalty for not voting.

Example:

12 Head Coaches vote, and the votes are cast as follows.

Official	Head Coaches
Ed Hochuli	13
John Parry	16
Tony Corrente	7
Total	36

That makes John Parry the winner.

Note: All values in these examples have been rounded to the nearest whole number, for simplicity, but the actual votes shall be calculated precisely, which will reduce the probability of players, coaches or officials tying for any award.