



Millewa Football Netball League

Women's Football Competition

(last amended 22nd November 2025)

BY LAWS

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Millewa Football Netball League Women's Football Competition

Rules and Regulations

1.0 MFNL Club and Team Licenses

- 1.1** MFNL shall issue Licenses to approved clubs and teams to compete in the MFNL Women's Football League
- 1.2** No club or team shall be permitted to participate in the MFNL without obtaining the required License from MFNL
- 1.3** MFNL shall only fixture Licensed Clubs and Teams in the MFNL who have obtained the relevant License

2.0 Player Registration – Age

- 2.1** No person may play in any matches authorised or conducted by MFNL, other than practice matches, unless registered to an MFNL Team
- 2.2** MFNL player minimum age:
 - Players must be turning 15 in the year of competition unless given special consideration permission in writing from MFNL.
 - Open Women's – 18+No player will be allowed to play outside of their Age Group without first seeking approval from the MFNL.
- 2.3** All players must register online through PLAY HQ with registration the responsibility of the player's family. Registrations will not be rolled over from the previous season.
- 2.4** All player transfers are processed as per AFL National Player Transfer Regulation Rule 3.1.

3.0 Non-Registered Players

Should a team win a match with a non-registered or uncleared player, the team must forfeit the match and premiership points to the opposing team; percentages will not be counted under this rule.

4.0 Team Nominations

- 4.1** All team nominations must be submitted to MFNL four (4) weeks prior to the commencement of round 1.
- 4.2** Clubs are permitted to register one (1) team in each age group.

5.0 Team Numbers on Match Day

- 5.1** Maximum of sixteen players on the ground per team (unlimited on team sheet).
- 5.2** Teams must have 10 of their own players to play an official match.
- 5.3** A game, which commences with the minimum number of 10 players per team, is considered legal for premiership points and best and fairest votes and goal kickers will be recorded as normal.
- 5.4** If a team cannot field 10 players, the game will be forfeited, and four premiership points will be awarded to the team that does not forfeit. If a 'scratch match' is then played there will be no percentage, no best and fairest votes and no goal kickers recorded.
- 5.5** In the event that a team doesn't get 10 of their own players, it is important that they play a 'scratch match' instead to assist with retention of existing players. The game will be a forfeit against the team without sufficient numbers.
- 5.6** Players can be transferred from one team to the other to even up playing numbers. This should be noted on the team sheet of the team to which they have been transferred for the day as being "on loan".
- 5.7** If neither team can field 10 players, the game is a forfeit and no premiership points will be awarded.
- 5.8** If either team has less than 16 players, then there must be even numbers on the ground at the start of the match, including finals matches.
- 5.9** Clubs are encouraged to discuss any player shortages and make decisions in the best interests of the players. This could include loaning players to have even numbers on both

sides, both on the field and on the bench. If players are offered, but not accepted, then the team with the greater number of players is not required to reduce playing numbers, i.e. the evening up rule does not apply.

- 5.10** Daily loan of players - When players are loaned, the Team Manager of both teams shall note on the Team Sheet the players name with 'on loan' against their name. Players may be loaned on a quarter-by-quarter rotating basis or for the whole match as appropriate.
- 5.11** Once a game commences, if the numbers of either team are reduced due to injury or "order-off" rule the game is to proceed.
- 5.12** No interpretation of these rules should allow the team loaning players to be disadvantaged.
- 5.13** Excess players (above the agreed starting number) will form an extended interchange bench.
- 5.14** It is the responsibility of clubs to ensure all coaches have read and adhere to this policy.

6.0 Game Format

6.1 Home and Away Matches

- a. Open Women's – 4 x 17-minute quarters with time on for injuries only (see 6.3)

6.2 The designated breaks between quarters for all matches shall be as follows:

- 1/4 Time – 5 Minutes for Open Women's matches
- 1/2 Time – 10 Minutes for Open Women's matches
- 3/4 Time – 5 Minutes for Open Women's matches

6.3 Time on in Open Women's

- a. A field Umpire may direct the timekeepers to stop the clock which is used for the timing of a match ONLY in the event of serious injury to a player on the field, where a field Umpire deems it unsafe for play to continue with the injured player on the field, and/or a field Umpire deems the player to be in need of immediate attention of a Club trainer.
- b. The timekeepers shall stop the clock which is used for the timing of a match when directed to do so by a field Umpire, who does so by blowing a whistle and raising one arm above their head.
- c. The timekeepers shall restart the clock when directed to do so by a field Umpire, who does so by blowing a whistle and raising one arm above their head and calling 'Play On'.
- d. A field Umpire is the only person authorised to signal the stopping of the clock for serious injury.

7.0 Uniforms & Equipment

- 7.1** No jewellery is to be worn, including metal hairclips such as bobby pins. Players caught wearing prohibited equipment should receive a Yellow Card, and can NOT be replaced.
- 7.2** Mouthguards are compulsory in Girls football. Players caught not wearing a mouthguard by umpires should receive a Yellow Card, and then replaced by another player.
- 7.3** No acrylic nails or piercings are to be worn during matches. All piercings are to be removed completely and are not to be taped over. Players caught wearing acrylic nails or piercings should receive a Yellow Card and can NOT be replaced.
- 7.4** Match day footballs - Open Women's - Leather Size 4
- 7.5** Representative football will be played with size four leather Sherrin football.
- 7.6** No player will be permitted to compete in any official league match without a registered club jumper approved by MFNL.

8.0 Modified Match Rules

Modified Match Rules	Women's
Tackling	✓
Smothering	✓
Shepherding	✓
Bouncing the ball	Unlimited
Kicking off the ground	✓
Ball-ups	✓
Out of Bounds - A free kick is awarded against the player who last kicked the ball. If there is doubt, or if the ball came off hands or body, the umpire shall call a ball-up ten metres in from the boundary. Full possession at the ball-up is not permitted. Rule in effect on full playing surface.	✓
Marks paid, direct catch	Over 10m
Distance penalty	25m
Deliberately rushed behind	X
Only three players allowed per team at centre square bounces, when less than 15 per side	✓
Players cannot chop the arms of an opponent whilst in possession of the ball	✓

9.0 Players' boots, jewellery and protective equipment

Player are permitted to wear Protective Equipment including but not limited to:-

- (a) mouth guards;
- (b) hard-shell helmets;
- (c) knee braces;
- (d) shoulder pads;
- (e) back supports;
- (f) arm guards;
- (g) gloves; and
- (h) any other item designated as such by the relevant Controlling Body.

10.0 Finals and Representative Football Eligibility

- 10.1** In a five (5) team competition, players must have been properly registered with their club and have played a minimum of two (2) home and away competition matches for the team in the current season to be eligible to compete in finals' matches. In a six (6) team competition, players must have been properly registered with their club and have played a minimum of three (3) home and away competition matches for the team in the current season to be eligible to compete in finals' matches.
- 10.2** MFNL players can only play up to five games in the Victorian Women's Football League (including VWFL finals).
- 10.3** If a match is forfeited during the home and away series no player from the forfeiting team can count that match as a qualifying match for finals.
- 10.4** The team that is forfeited against shall submit a team sheet listing players who would have played to the League Manager on the match day and those players shall have that match counted towards qualifying matches for finals. Under this rule a player's name may appear on only one team sheet for that round of matches
- 10.5** V/Line Squad Eligibility
To be eligible for selection in the V/Line team, the following conditions apply:
 - a. The player must be a currently registered and a financial playing member of an MFNL affiliated association.

- b. Preference will be given to age appropriate players in the current seasons Under 17 competition.
- c. No player shall be eligible to play in the V/Line Cup squad unless the player has played a minimum of three (3) home and away competition matches in the current MFNL Female Football League season, with the exception of up to four (4) positions which will be decided upon at the discretion of the team coach and MFNL.
- d. All V/Line squad and final team selections are at the discretion of the team coach. The coaches and MFNL staff will not entertain requests from clubs, parents or players to be selected after the teams have been announced.

11.0 Transfer of Players

The Player Transfer Policy aims to inform Clubs of the rules currently governing the movement of players from one Affiliated Club to another within the MFNL Program.

11.1 Transfers between MFNL clubs are capped.

11.2 The maximum number of Transfers a Club can receive from another MFNL club in any one season is two (2) per age group and an unlimited number of special Transfers (see Special Transfers).

11.3 Clubs who have already received the maximum of two (2) transferred players as per rule 11.2 will need to apply to MFNL for a Special Transfer for any additional players as per rule 11.6.

11.4 A player who has not played competitive football in the previous 24 months and wishes to play at another Club can apply for registration with that Club at any time. The player's Former Club cannot object to the Transfer under any circumstances as per AFL National Player Transfer Regulation Rule 3.15.

11.5 A player who transfers as per Rule 11.4 is not included in the transfer cap between MFNL Clubs and therefore will not require a Special Transfer.

11.6 Transfers will be granted at the discretion of MFNL.

11.7 Transfer Timeframe

- a. As per AFL National Player Transfer Regulation Rule 3.7.1 transfers may be lodged between 1 November to 30 November or 1 February to 30 June in each calendar year.
- b. No Transfer shall be lodged after 11.59pm on 30 November or 30 June in each year in accordance with AFL Victoria Rule 3.7.2.
- c. The new Club that a player wishes to Transfer to must apply for the player Transfer via the online player Transfer process in the online competition management system.
- d. The former Club rejects or grants the Transfer (subject to conditions set out in AFL National Player Transfer Regulation Rule 3.2 Transfer Refusals) via the Player HQ online competition management system.
- e. The former Club has within six (6) clear business days of the submission of the online Transfer request from a player's new Club to approve a Transfer via the online competition management system.
- f. Should the former Club fail to respond, the Transfer will occur automatically, following the expiry of the six (6) clear business day timeframe (subject to Transfer restrictions).
- g. The former Club can refuse the Transfer of a player within the designated timeframe of six (6) clear business days by notifying the League Manager of the refusal via the online competition management system.
- h. A refusal can only occur where the Club can substantiate that the Player:
 - a) Is indebted to the Club; and/or
 - b) Is in possession of Club property (e.g. jumper) that needs to be returned;
 - c) Has already surpassed the two (2) transfers from that particular MFNL Club
- i. MFNL must then grant/refuse the Transfer via the Player HQ online competition management system. (Should this Transfer exceed the new Club's maximum

number of allowable Transfers, the Transfer will be rejected by MFNL. The new Club will then need to apply for a Special Transfer for the player - see Transfer Restrictions).

11.8 Rules for Special Transfers

- a. A Special Transfer must be applied for by a Club wishing to receive a player after receiving two (2) Transfers in an age group for the current season from another MFNL Club.
- b. A Special Transfer Form must be completed and submitted by the Club for each player(s) for which a special Transfer is sought and submitted to the League Manager with the relevant supporting documentation.
- c. The Club wishing to be granted a player via Special Transfer must also complete the above electronic Transfer process. The player's former Club must electronically approve the Transfer before the League Manager will approve the Special Transfer.
- d. A Special Transfer will only be granted to Clubs after they have exceeded the maximum number of annual Transfers.
- e. A Club can receive an unlimited number of special Transfers in any one season.

11.9 A Special Transfer may be granted to a Club for a player who:

- a. Can demonstrate that the new Club is geographically the closest Club (apart from their former Club) to their permanent place of residence; or
- b. Can demonstrate that the player has a sibling or parent who is a registered and financial member of the Club seeking the Special Transfer, and that the sibling or parent is, or intends to be, playing for the Club which is seeking a Special Transfer in the current season; or
- c. Should both the current club and the recruiting club mutually agree to a clearance for a player; or
- d. At the discretion of MFNL based on circumstances at the time.

11.10 The Competition Manager will refuse a request of Special Transfer if:

- a. The player for which the Special Transfer is being applied has not been cleared from their former Club; or
- b. The Club fails to demonstrate that the new Club is geographically the closest Club (apart from their former Club). to the permanent place of residence of the player who applied for a special Transfer; or
- c. The Club fails to demonstrate that the player for which the Special Transfer is being applied has a sibling or parent who is a registered and financial member of the Club seeking the Special Transfer, and that the sibling parent is, or intends to be, playing for the Club which is seeking a Special Transfer in the current season.
- d. The League Manager will notify the Club seeking a Special Transfer of the outcome within six (6) clear business days of receiving the Special Transfer Form and all relevant documentation.

12.0 Transfer Fees

No AFL Victoria Country Club shall offer pay, demand or receive transfer fee for a player transferring between two MFNL Women Football League Clubs.

No AFL Victoria Country Club shall offer, pay, demand or receive a transfer fee for players transferring between VFLW and AFL Victoria Country Club and an AFL Victoria Affiliated Club and an AFL Victoria Country Club. In the event of an AFL Victoria Country club or clubs being found in breach of this rule the matter shall be referred to the Area Appeals Board for adjudication and if necessary, penalty.

13.0 Match Results and Match Results Forms

- 13.1** The Team Manager (or Coach) of the Home team is to collect all match details (i.e Central Umpire's Match Report sheet, score cards, Best and Fairest voting {in a sealed envelope}, and team sheet detailing scores, goal kickers and 6 best players for each team) and deliver them to the Club Secretary or designated person who will complete the online entry of results for all matches conducted at that venue on that day.
- 13.2** The completed and entered match results for all games conducted at that ground are to be delivered to the League Manager by 9am Monday following game day.
- 13.3** All reports of player or official misconduct by umpires should be advised to the League Manager on the same day as the match was played.
- 13.4** The League Manager will finalise the ladder for each competition and
 - a. Submit results and ladders to media outlets for publication.
 - b. Ensure results and ladders are accurate on the website.

14.0 Re-arrangement of Matches

Any club wishing to rearrange a League fixture must first obtain the permission of the League Manager, and the mutual agreement of the other participating club.

15.0 Access to Change rooms

Each team will be required to appoint a maximum of two (2) female change room attendants for each team. Only players and the female change room attendants will be granted access to the rooms prior to and after each game while the players are changing.

16.0 Coaching Accreditation

- 16.1** All coaches must have attained Level 1 Coaching Accreditation prior to coaching in accordance with AFL Victoria Rule 15.0.
- 16.2** All coaches must abide by the MFNL Coaching & Support Staff Practices & Behaviours policy (Attachment 1).

17.0 Working with Children Checks - WWCC

The MFNL is committed to ensuring the safety and welfare of its junior participants with the aim to minimise the risk of harm to children by ensuring clubs adhere to screening procedures when employing people in positions (paid or voluntary) whose usual duties involve, or are likely to involve, contact with children (those under the age of 18 years).

Please note that for the purposes of working or volunteering at a MFNL club, the only exemption that applies is if the person is under 18 years of age themselves. As such, personnel who would normally fall under another exemption category must still obtain a WWCC to perform their role at the club.

Clubs are required to:

1. Working with Children Checks - Request as a minimum requirement the following people obtain a WWCC:
 - All Board member's and Committee member's i.e. President, Vice President, Secretary, Treasurer, as well as Canteen Manager / Supervisor;
 - Child Safety Officer;
 - Coaches / Assistant Coaches;
 - Team Manager of a team;
 - Runners;
 - Trainers;
 - Coaching Coordinator;
 - Any adult attending an overnight trip with a junior team;
 - Other members of the junior club who are involved in regular contact with children that are not directly supervised by a person who has completed a WWCC.

2. Check any person's referees (verbal or written) and interview a person about his/her suitability for the role and his/her suitability for working with children for both paid and voluntary positions they have not previously held with the club.

18.0 Payments – Players

The MFNL Women's competition will be conducted as an Amateur competition therefore;

- a) No MFNL Women's Football club shall offer any individual player match payments.
- b) An individual can receive payment if they are the nominated Senior Coach of the team. In the case of playing coaches or joint playing coaches any financial arrangements must be lodged and approved by AFL Sunraysia Commission.

APPENDIX 1

MFNL Female Football Coaching & Support Staff Practices and Behaviour

MFNL has adopted the following Coaching Practices Policy to assist in the development of players. MFNL Coaches are required to implement the policy in their coaching practices. MFNL takes very seriously breaches to its coaching practices and philosophies and will impose the appropriate disciplinary actions.

Coaching Practices

MFNL Coaching Mandate

The MFNL coaching mandate for female football is the primary focus on basic skill acquisition. Absolute preference to teaching the basic skills of Australian Rules football should be the focus of coaches.

'Taggers'/'Run Withs'

'Taggers' whose sole aim is to stop the opposition player from gaining possessions are not to be used in the MFNL.

It is acceptable however that 'run withs', who seek to gain possessions themselves whilst maintaining close checking of their opponent, are used. The same players are not to be used as 'run-withs' each match.

Positional Rotations of Players

Coaches are required to give players the opportunity to demonstrate proficiency at playing in a variety of positions and players should be used in a number of roles throughout the season.

Extra Player in Defence

'Flooding' the opposition's forward line or midfield (i.e. the practice of moving multiple players to fill space in the opposition's forward half) is not to be used in the MFNL. It makes it very difficult for forwards to develop, does not encourage accountability for mid fielders, and reduces the skill development of back line players.

For MFNL purposes 'Crowding' is defined as having two or more additional players positioned permanently on the defensive side of the ball in the opposition's forward fifty-metre area.

'Flooding' is the proactive practice of moving multiple forward line players into the opposition's defensive half of the ground with the aim of restricting space and retarding the fluent delivery of the football to the forwards.

At centre square bounces, teams are only to have 6 players in the defensive half.

Crowding and Flooding as defined above are not permitted in the MFNL as it is contrary to the development philosophy of the competition. Crowding and Flooding do not assist the development of the:

- Midfielders for the attacking team who can gain many uncontested possessions and who will have many uncontested disposals;
- Defenders of the defending team who are receiving support from additional team members;
- Attacking team's forwards who are being crowded by additional defenders and not therefore able to develop their skills as effectively as otherwise possible.
- 'Crowders' or 'flooders' and their accountability for an opponent.

Coaching & Support Staff Behaviour

Coaches, team officials and players are role models within the competition and swearing or over the top aggressive, intimidating actions will not be tolerated in the MFNL.

Coaches and team officials are to be controlled in the coaches' box due to the audibility of their coaching with the small crowds that are in attendance at MFNL matches and players shouldn't be coached in a way that results in them swearing, being excessively aggressive etc., before or during play.

Team officials shall consist of a coach and no more than four (4) other persons, making a total of five (5). Only those acting as team officials are permitted inside the oval boundary fences during play. All personnel, including players on the bench, must remain at least two (2) metres clear of the boundary line.

APPENDIX 2

MFNL PLAYERS CODE OF CONDUCT

1. Abide by the rules of the game and rules set down by your coach, club and league.
2. Never argue with an official or umpire. If you disagree, discuss the matter with your coach.
3. Control your temper. Verbal or physical abuse of officials, umpires, spectators or other players, deliberately distracting or provoking an opponent is not acceptable or permitted.
4. Work equally hard for yourself and/or your team. Your team's performance will benefit, so will you.
5. Be a good sport. Applaud all good plays whether they are by your team, opponent or the other team. Be proud to walk off the ground after each game knowing that you have given your best effort and never involve yourself in an argument with opposing players, umpires or officials.
6. Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player. Your involvement to play is for fun and enjoyment and that winning is only part of it.
7. Co-operate with your coach and teammates, and respect the ability of your opponent. Without them there would be no game.
8. Play for the 'fun of it' and not just to please parents and coaches.
9. Avoid use of derogatory language based on gender or race.

APPENDIX 3

MFNL Parent and Spectator Codes of Conduct

1. Encourage players to participate if they are interested. However, if a player is not willing do not force them.
2. Focus upon the player's efforts and performance rather than the overall outcome of the event. This assists the player in setting realistic goals related to their ability by reducing the emphasis on winning.
3. Teach players that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
4. Encourage players to follow the rules and the officials' decision.
5. Never ridicule or yell at a player for making a mistake or losing a game.
6. Remember that players should be involved in football for their enjoyment, not yours.
7. Remember that players learn best by example. Applaud good play by both your team and by members of the opposing team.
8. If you disagree with an official or umpire raise the issue through the appropriate channels rather than questioning the official's judgment and honesty in public.
9. Support all efforts to remove verbal and physical abuse from sporting activities.
10. Recognise the value and importance of volunteer coaches. They give of their time and resources to provide recreational activities for all players and deserve your support.
11. Support your club officials in maintaining the highest standard of behaviour both on and off the field for the betterment of the league and your family. Offer your assistance to the team that your child is playing in so that every opportunity is being provided for the very best supervision and support. Your involvement will give both yourself and your child far more satisfaction.
12. Demonstrate appropriate social behaviour by not using foul language, harassing players, coaches or officials.
13. Condemn the use of violence in any form, be it by spectators, coaches, officials or players.

APPENDIX 4

MFNL Coaches Code Of Conduct

1. Be familiar with the Laws of Australian football and abide by the rules and conditions of your league and club.
2. Teach your players that rules of the game are mutual agreements which no player should evade or break.
3. Group players according to age, height, skill and physical maturity whenever possible in any competitive practice session.
4. Avoid over-playing the talented players. The 'just average' players need and deserve equal time, if not more.
5. Remember that the players involved play for fun and enjoyment and that winning is only part of it. Emphasise the importance of the learning and development of skills and positive attitudes. Never ridicule or yell at your players for making mistakes or losing a competition.
6. Ensure that equipment and facilities meet safety standards and are appropriate for the age and ability of the players.
7. The scheduling and length of practice times and competitions should take into consideration the maturity level of the player.
8. Develop team respect for the ability of opponents, as well as for the judgment of umpires and opposing coaches.
9. Follow the advice of a qualified person when determining when an injured player is ready to play or train again.
10. Make a personal commitment to keep yourself informed of sound coaching principles and developments. Attain coaching accreditation and become an active member of the local branch of the Australian Football Coaches Association.
11. Avoid use of derogatory language based on gender or race.

APPENDIX 5

MFNL Cyber Safety & Social Media Policy

In an increasingly "Social" world, Millewa Football Netball League (MFNL) and all its members must adhere to an appropriate Social Media Policy. This Policy is intended to provide guidelines and to protect the players, officials, club members, umpires and the wider football community. We expect our members to conduct themselves appropriately when using electronic communication to share information with other members or posting material on public websites connected to the league and clubs.

This policy applies to all persons who are involved with the activities of MFNL, whether they are in a paid or unpaid/voluntary capacity and including:

- Players;
- coaches and assistant coaches, support personnel, including team managers, runners, trainers and others;
- umpires and other officials;
- parents, spectators and family members;
- life members of the MFNL;
- MFNL board members, Club Committees and sub-committees;

Social networking sites like Facebook, X, Snapchat, TikTok, Instagram and YouTube can be a great way for clubs to provide information, promote their sport, their activities and successes.

As with off-line communities, some social media users can act anti-socially and show disrespect for their online community with little consideration of the social and potentially legal implications. Issues like bullying and harassment, unwanted or inappropriate contact, uploading of inappropriate or offensive content can cause issues for individual club members or the club involved.

All social media postings, blogs, status updates and tweets are treated as public 'comment'. Players, officials, club members and supporters are reminded that Social Networking postings, whilst you may think they remain in a private domain can be seen by others or made public.

Policy breaches

Breaches of this policy include but are not limited to:

- Using MFNL's name and/or logo in a way that would result in a negative impact for the league, clubs and/or its members.
- Posting or sharing any content that is abusive, harassing, threatening, demeaning, defamatory or libellous.
- Posting or sharing any content that includes insulting, obscene, offensive, provocative or hateful language.
- Must not be misleading, false or injure the reputation of another person
- Posting or sharing any content, which if said in person during the playing of the game would result in a breach of the rules of the game.
- Posting or sharing any content that is a breach of any state or Commonwealth law.
- Posting or sharing any material to our social media channels that infringes the intellectual property rights of others.
- Posting or sharing material that brings, or risks bringing MFNL, its affiliates, its sport, its officials, members or sponsors into disrepute. In this context, bringing a person or organisation into disrepute is to lower the reputation of that person or organisation in the eyes of the ordinary members of the public.

Think before you post any content, video, images or text, online. You can put it up, but you can't necessarily take it down. Ask before posting images or stories about others. What you see as harmless fun may be embarrassing and humiliating for them and create a poor club image

Rationale

The MFNL has an obligation to maintain a safe physical and emotional environment for league officials, staff, registered players, umpires, coaches, club members, parents, spectators and sponsors. This responsibility is increasingly being linked to the use of the Internet and Information & Communication Technologies (ICT) and has seen the emergence of a number of related Cyber-Safety issues. The Internet and ICT devices/equipment bring great benefits to all users.

The MFNL places a high priority on the acceptable use of ICT devices/equipment which will benefit members however; it recognises that the presence in the sporting arena of these technologies can also facilitate anti-social, inappropriate, and even illegal behaviour and activities. The MFNL aims, therefore, to maximise the benefits of these technologies, while at the same time to minimise the dangers and manage the risks.

Images of Children

Images of children and adults should not be used inappropriately or illegally. Wherever possible, obtain permission from a child's parent/guardian before taking an image of a child that is not their own and ensure that the parent knows the way the image will be used. The privacy of others needs to be respected and clubs should disallow the use of camera phones, videos and cameras inside changing areas, showers and toilets.

Clubs or Associations displaying an image of a child should avoid naming or identifying the child or, wherever possible, avoid using both the first name and surname. Do not display personal information such as residential address, email address or telephone numbers without gaining consent from the parent/guardian.

Additional information such as hobbies, likes/dislikes, school, etc should not be included as this information can be used as grooming tools by paedophiles or other persons.

It is the responsibility of the organisation to only use appropriate images of a child, relevant to the sport and ensure that the child is suitably clothed in a manner that promotes the sport.

Cyberbullying

Cyberbullying includes, but is not limited to, the following misuses of technology: harassing, teasing, intimidating, racially vilifying or threatening another person by sending or posting inappropriate and hurtful e-mail messages, instant messages, text messages, phone messages, digital pictures or images, or Web site postings (including social network sites e.g. Facebook or blogs) and the sending, receiving and/or possession of naked or sexually explicit images of a person.

Club members must also be aware that postings from their individual accounts, whether done by themselves or another person will remain the responsibility of the account owner.

All members of the MFNL and individual clubs must be aware that in certain circumstances where a crime has been committed, they may also be subjected to a criminal investigation by Police over which the league and/or club will have no control. This particularly applies to 'sexting' where the image is of a person under the age of 18 years whereby Police will be informed immediately a club becomes aware of the situation.

Procedure

MFNL and/or club officials or members who feel that they have been the victims of such misuses of technology should save and store the offending material on their computer, mobile phone or other device. They should then print a copy of the material and immediately report the incident to the relevant club/league representative.

All reports of cyberbullying and other technology misuses will be investigated fully and may result in a notification to Police where the MFNL or club is legally obliged to do so.

If the MFNL and/or individual League's executive receives a complaint about an online issue, the allegations will be forwarded to the League Operations Manager.

If there is evidence, charges will be laid and the complaint will proceed to the league's Independent Tribunal, the same as if the investigation relates to physical violence or other reportable offences.

APPENDIX 6

MFNL Order Off Rule

The Order Off Rule (Yellow & Red Cards) does apply in the MFNL. Should any breach of the laws of the game occur on field, the umpires officiating on the day, regardless of whether they are volunteer club umpires, have the jurisdiction to send off and report players who transgress.

If any player or official is issued a Yellow or Red card it MUST be noted in the Order Off details section on the Official Timekeeper's Report Sheet. When a Red Card is issued the player is reported and the Notice of Report Form MUST be completed, and the League Manager notified.

Order Off rule

The Order Off Rule as specified in the AFL Victoria Handbook with the exception to the time spent off the ground will be applied to all MFNL matches. Bad language, poor sportsmanship and disputing umpiring decisions should be actively discouraged.

Yellow Card

A field umpire has the authority to order off the field any player or official who commits "a yellow card" offence (order off - cool off), for behaviour detrimental to football. The "yellow card" offence will require the field umpire to order off the field an offending player or official for a period of one (1) quarter of playing time. No replacement is permitted.

- a. In the event that a player or official is issued with two "yellow card" offences in the one (1) game, then the offender shall be reported for misconduct and consequently be deemed to have committed a red card offence.
- b. If a player or official is ordered off for a "yellow card" offence and fails to immediately leave the field as directed by the field umpire, then the offender shall be reported for misconduct and consequently be deemed to have committed a "red card" offence. The player may not return to the field and will automatically be on report for misconduct. This player can be replaced by another player after the elapsed playing time of one (1) quarter has passed.

Red Card

A field umpire has the authority to order off the field any player or official who commits a 'red card' offence. The offending player or official shall take no further part in the match and will be reported for misconduct by the umpires. This player can be replaced by another player after the elapsed playing time of one (1) quarter has passed.

The umpire will escort the sent off player to the interchange gate citing red or yellow card and both team managers must note the players number and the game time.

Repeated Order Off Penalties in a Single Match or Across the Season

An automatic one-match suspension will be incurred by any player or official receiving:

- A second red card in a season;
- A yellow card after receiving a red card in a prior game; or,
- A third yellow card in three separate games; and
- Any subsequent order offs (yellow or red cards) will incur an automatic two-match suspension.
- The penalty will then be double for each subsequent send off.

The league takes very seriously its duty of care towards players, umpires and spectators. Please remind your players and officials that no inappropriate behaviour will be tolerated.