

SCHEDULE I

YARRA JUNIOR FOOTBALL LEAGUE INCORPORATED

GUIDELINES FOR THE CONDUCT OF FINALS

Ground Tenant Club (Host Club) Responsibilities:

- To supply a responsible person to act as Ground Manager.
- The name and contact phone number of the nominated Ground Manager(s) are to be provided to the League on the Wednesday prior to the relevant finals.
- Provision of a canteen.
- Provision of clean rooms prior to game and clean-up of rooms after games.
- Marking of ground, provision of functional scoreboard and provision of goal post padding.
- Provision of siren of good condition and emergency bell.
- Approved time clock capable of recording "time on".
- Provide a Ground Manager/Match Manager.
- Provide a match ball pump.
- Provide appropriate presentation of premiership flag and player medal following the game (Grand Finals only).

Umpires

1. Field umpires will be supplied by the League for all finals matches. Two field Umpires will officiate in Under 14's, 15's, 16's, Youth Girls, and Youth Boys matches. Boundary umpires will be appointed to as many Semi-finals matches as possible and to all Preliminary and Grand Final matches.
2. An adult Goal Umpire complete with white coat and flags to be supplied by the participating Clubs for First and Second Semi-finals matches only.
3. League appointed Goal umpires will officiate in Preliminary and Grand Final matches.

Notes:

1. The proposed interval between the finish of a finals game and the commencement of any subsequent game will be planned to allow for a team that just completed their match to immediately vacate the rooms - this permits the second team to enter the room and prepare for their match with no interruption.
2. New footballs will be supplied by the League for use in each finals game. A spare football is to be provided by each team. (Refer item 5 below).
3. **Use of footballs – At the ground manager's discretion, two footballs may be used on the following basis: One ball for quarters 1 & 3, second ball for quarters 2 & 4.**

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Each team participating is to provide:

1. An adult timekeeper.
Note: There is no automatic 'Time-On' in Finals.
2. Length of Quarters in finals:

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| Under 11, 12 and 13 (Mixed & Girls) | 15 mins |
| Under 14 Girls | 15 mins |
| Under 14 Mixed | 17.5 mins |
| Under 15 Girls, Under 16 Girls & Youth Girls | 17.5 mins |
| Under 15 Boys, Under 16 Boys & Youth Boys | 20 mins |
3. Refreshment to League appointed Boundary and Field Umpires at quarter, half, and three-quarter time. (First named Club).
4. Official League bibs to be worn by team runners and trainers. These are the only officials allowed into the playing area. Official YJFL coaches' bibs must be worn by Coach and Assistant Coach.
5. A football of good condition is to be supplied to the Ground Manager, to be used as spare, suitably identified for return after match.
6. Teams are requested to be in attendance at least 30 minutes prior to the start of their scheduled match.
7. **Presentations** - On completion of each Grand Final presentations will be made. All players and match officials from each team are expected to take part. This presentation will be carried out either on the ground or in the change rooms, depending upon conditions.
8. **Escort of umpires** - both teams are to provide umpire escorts in finals matches.

There are no drawn games in the final series.

In the event of the scores being level at the final siren ending a final series match, the following procedure will be followed -

1. A 4-minute break will be taken before the commencement of extra time to allow the coach to address their team on the field.
2. The end to which a team has been kicking prior to the end of the game will be changed to the opposite end and play recommenced with a centre bounce.
3. After 5 minutes play without time on being added the siren will be sounded and teams will change ends. After a further 5 minutes play, without time on, the siren will be sounded to end the game. As per By-Law 2.7.3, no officials, except the runner and/or trainer in the normal performance of their duties, shall be allowed on the ground during the change of ends.

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4. In the event of the score still being level when the siren sounds after the 10 minutes additional time has been played, the procedure will be followed again until a result is known (Step 2 & 3).

First Named Club:

1. Black or coloured shorts to be worn.
2. Provide one Timekeeper.
3. Provide one spare football in very good condition.
4. Provide Umpire Escort
5. Provide all League appointed boundary and field umpires with a drink at all breaks.
6. Note all other conditions as listed in 'Guidelines for the conduct of Finals'.

Second Named Club:

1. If there is a jumper colour clash with the home team jumper, wear either the team's alternative or clash jumper or wear white shorts.
2. Provide one Timekeeper.
3. Provide one spare football in very good condition.
4. Provide Umpire Escort
5. Provide a responsible person to operate the score board.
6. Note all other conditions as listed in 'Guidelines for the conduct of Finals'.

Length Of Quarters During Finals:

- Under 11, 12 and 13 (Mixed & Girls) 15 mins
- Under 14 Girls 15 mins
- Under 14 Mixed 17.5 mins
- Under 15 Girls, Under 16 Girls & Youth Girls 17.5 mins
- Under 15 Boys, Under 16 Boys & Youth Boys 20 mins

Length of breaks between quarters are consistent with home and away season.

1/4 Time: 5 minutes 1/2 Time: 10 minutes 3/4 Time: 7 minutes

No spectators are to enter the centre third of the playing field (between each arc, including the centre square, at any break). Only match officials, umpires, and players, identified clearly in the bib relevant to their role, may enter the playing field during this period as per By-Law 3.6.1

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Teams competing in the next fixtured game may warm up on the ground at $\frac{3}{4}$ time. Teams must be off the playing field prior to the commencement of the fourth (4th) quarter.

Please note there is no automatic time-on in finals. **Time on shall only be applied when indicated by the field Umpire.** This may be in circumstances where:

1. There is any undue delay in getting the ball back when it is out of play.
2. A player wilfully wastes time.
3. A player goes over an opponent's mark and does not come back immediately when asked to do so.
4. When more than one opponent stands on the mark.
5. Play is delayed unduly.
6. Whenever a stretcher is called on to the ground.

How time-on will be indicated, if required:

The Field Umpire shall signal to the timekeepers to add "Time On" or to stop adding "Time On" by blowing his / her whistle and raising the arm above the head (arm will be in a vertical position).

The time to be added on shall be the time that elapses between the two whistles. Should the timekeepers fail to hear the second whistle, they shall stop adding "Time On" when they see that the ball is in play.

TIMEKEEPERS PLEASE NOTE:

Watch the Field Umpire closely during play for his signals regarding time on.

Where the Umpire has mistakenly heard the siren to sound the end of playing time or the siren sounds mistakenly prior to the end of a quarter the Timekeepers must alert the Field Umpire as soon as possible of the error. The game shall restart with a ball up in the position where the ball was when the game was halted or if the field umpire cannot determine that position then a ball up in the centre of the ground shall occur as if a goal had been scored.

Evening Up Rule

As per by-law 8.5.14, the Evening Up Rule is not to be applied in Finals.

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