



BY LAWS OF WESTERN EYRE FOOTBALL LEAGUE INCORPORATED

DATED: 2025

1 INTERPRETATION

- 1.1 Words importing singular include the plural and words importing plural include the singular where the text permits. "In writing" and "written" means and includes printing or other means of representing or reproducing words in visible form.

2 RISK

- 2.1 Anyone playing Football in any competition organised by the Western Eyre Football League (**WEFL**) shall not hold the League responsible for any accident or illness.

3 RULES

- 3.1 Rules of play will be governed by the Australia Football League.

4 GRADES

- 4.1 The League shall consist of such grades as determined by the Management Committee prior to the start of the season.

5 PROGRAM

- 5.1 The Football season shall commence on a date to be fixed by the Management Committee.
- 5.2 The WEFL will consult with the Western Eyre Netball Association (**WENA**) when programming matches, and subsequent consultation will occur with WENA prior to the program being finalised.
- 5.3 Starting times for matches are to be set by the Management Committee, from time to time as it sees fit.
- 5.4 The duration of matches is to be set by the Management Committee, prior to the start of the season.

6 CLUB COLOURS

Each Club shall register its colours with the League, priority of registration to determine the exclusive rights to wear such colours.

Only registered colours shall be worn by the respective players in League matches. In the event of an emergency, and the right colours not being available, the colours worn by any player must be satisfactory to both Captains and officiating field umpires.

7 SENIOR COMPETITION

7.1 A Grade

7.1.1 Team is to consist of 21 players.

7.1.2 All U17 players will be required to wear white shorts to identify that they are U17, with this to be a compulsory requirement.

If an U17 player is not wearing white shorts as required, the central umpire shall send that player from the field.

If sent off, the U17 player can be replaced, or return only if they are wearing the required white shorts.

7.2 Reserves

Reserve Teams will have the following modifications;

7.2.1 Team is to consist of 21 players.

7.2.2 If both teams name 21 players on each team sheet, then the match shall automatically be played with 18 players per team on field with a maximum of 3 interchange players allowed per team.

7.2.3 If one or both teams name 19 or fewer players on each team sheet then the game shall automatically be played with 16 players per team on field with a maximum of 5 interchange players allowed per team.

7.2.4 If one or both teams name 15 or fewer players but no less than 12 players on each team sheet then the game shall automatically be played with 12 player per team on field with a maximum of 9 interchange players allowed per team.

7.2.5 No sling tackling.

7.2.6 No shirt fronts.

7.2.7 No spoiling from behind that involves inappropriate body contact.

7.2.8 All U17 players will be required to wear white shorts to identify that they are U17, with this to be a compulsory requirement.

If an U17 player is not wearing white shorts as required, the central umpire shall send that player from the field.

If sent off, the U17 player can be replaced, or return only if they are wearing the required white shorts.

7.2.9 If a game is played with reduced numbers, the first positions that must be removed are the 2 wings, unless both sides can agree on an alternative arrangement.

8 JUNIOR COMPETITION

8.1 To be eligible for underage competition a player must be 16 or Under at 31 December of that playing year.

8.1.1 Players eligible for Under 16s must be 16 or Under at the 31 December of that playing year.

8.1.2 Players eligible for Under 13s must be 13 or Under at the 31 December of that playing year.

8.1.3 Requests for exemptions are required to be submitted in writing to The Committee for consideration.

- 8.2 Any club playing a player in the U13's & 16's competition who is over the legal age, will lose the game and any previous games where that player is on the team sheet.

The clubs score in each of these games will be taken back to zero and all percentage will be changed on the league ladder.

- 8.3 A club may request, through the league, for proof of age regarding an opposition player.

The Executive Committee may verify a player's age by requesting proof of age from the player's club. Any request for proof of age must be submitted to the League within (7) seven days of the verification request.

The League will accept the following forms of proof of age:

- Official letter from School Principal confirming age.
- Birth Certificate.
- Passport.
- Baptism Certificate
- Legal document certifying proof of age

A player will be deemed ineligible for play until such time that proof of age is provided.

If there are any discrepancies with the documentation provided then a birth a certificate must be provided.

- 8.4 All junior players must operate within the SACFL playing up and down policy.

8.5 Zero Tolerance

All umpires are to implement a zero tolerance policy of junior grade bad language, abuse, back chatting umpires, inappropriate on field behaviour, and that any offences be penalised by;

8.5.1 First offence per day – Free to opposing side at place of infringement, and fifty metre penalty

8.5.2 Second offence per day – Red Card

8.6 Mixed Gender

8.6.1 WEFL will operate under the guidance of an SANFL Policy on mixed gender participation in junior grade matches

8.7 Gloves

The use of gloves is prohibited in all junior grade matches as the development of skills is the major objective in junior grades.

Exception to this clause will be allowed only upon medical grounds, and a certificate of statement detailing such a requirement will be provided to the League prior to any player using gloves.

8.8 Under 16's

8.8.1 Team is to consist of no more than 21 players.

8.8.2 If both teams name a minimum of 18 players on each team sheet, then the match shall automatically be played with 18 players per team on the field, with a maximum of 3 interchange players allowed per team.

- 8.8.3 If a side is unable to field eighteen (18) players, then the opposing team will match the number of players available on the field, with a minimum of twelve (12) players. A maximum of 9 interchange players are allowed for the team with excess players.
- 8.8.4 Teams must field a minimum of 12 players to be eligible for premiership points.
- 8.8.5 If a game is played with reduced numbers, the first positions that must be removed are the 2 wings, unless both sides can agree on an alternative arrangement.

8.9 Under 13's

- 8.9.1 Teams can have a maximum of 25 players during the Minor Rounds.
- 8.9.2 Team is to consist of no more than 21 players in all Finals.
- 8.9.3 If both teams name a minimum of 18 players on each team sheet, then the match shall automatically be played with 18 players per team on the field, with a maximum of 7 interchange players allowed per team during the minor round and 3 during the finals.
- 8.9.4 If a side is unable to field eighteen (18) players, then the opposing team will match the number of players available on the field, with a minimum of twelve (12) players. A maximum of 13 interchange players during the minor round and a maximum of 9 interchange players during the finals are allowed for the team with excess players.
- 8.9.5 Teams must field a minimum of 12 players to be eligible for premiership points.
- 8.9.6 Injury
In accordance with SANFL Junior Policy any player injured in U13 competition should take no further part in the game.
- 8.9.7 If a game is played with reduced numbers, the first positions that must be removed are the 2 wings, unless both sides can agree on an alternative arrangement.
- 8.9.8 Players can only have one bounce while in possession of the ball.
- 8.9.9 Players can not soccer the ball off the ground.
- 8.9.10 The runner is the only person permitted to coach and give guidance on the field; this person must be designated on the team sheet, and this is permitted in minor round matches only.

8.10 – Fair Play Rule.

- 8.10.1 The fair play rule is mandatory in both Under 13's and Under 16's matches. All games will be played for at least a half, as one half constitutes a full match.
- 8.10.2 The fair play rule can be invoked at half time or three quarter time once a team has a lead of:
- 8.10.3 Under 16 – 10 goals or 60 points.
- 8.10.4 Under 13 – 5 goals or 30 points
- 8.10.5 Both coaches are then required to even the sides up to the best of their ability for the betterment of players on both sides.
- 8.10.6 The score will be the match's final score, and the scoreboard will be taken back to zero.
- 8.10.7 The recording of goal kickers and umpire votes will continue.
- 8.10.8 When the fair play rule is invoked, both coaches must then do their best to mix the teams in a sportsmanlike manner to ensure an even contest.
- 8.10.9 The fair play rule does not apply during the finals.

9 **PLAYER REGISTRATION**

- 9.1 All players must be registered with the WEFL by match time. Failure to comply with this requirement will result in a technical forfeit.
- 9.2 A player, who has obtained registration by means of a false statement, or without having the necessary qualifications, may be dealt with as the Executive Committee sees fit.
- 9.3 No Club shall play a player who is unregistered or who for any reason whatever is unqualified.
- 9.4 If a Club plays an unregistered or unqualified player in a minor round match then:
 - 9.4.1 any premiership points awarded to that team will be forfeited and awarded to the opposing team; and
 - 9.4.2 the offending club will receive a fine of \$250 per player or per offence; and
 - 9.4.3 the game played by the offending player or players will not count toward any qualification for finals matches.
- 9.5 If a Club plays an unregistered or unqualified player in a major round match then:
 - 9.5.1 any major round match will be deemed to have been lost, and the match will be awarded to the opposing team; and
 - 9.5.2 the offending club will receive a fine of \$500 per player or per offence; and
 - 9.5.3 to assist clubs in not playing unregistered or unqualified players, the League shall provide each affiliated club with details of registered and qualified players prior to the commencement of the major round.

10 CLEARANCES

- 10.1 No player shall be registered in the WEFL until they have obtained a clearance from the Club and League with which he/she last played, electronically lodged and approved by all parties.
- 10.2 A player from WEFL who has played at least one game and is cleared to another League or Association who desires to return to WEFL within the same season, must be cleared back to their previous Club.
- 10.3 Any player refused a clearance by his Club may appeal to the WEFL Executive Committee within seven (7) days of such refusal. All evidence shall be in writing. The Executive Committee must meet within seven (7) days of the receipt of the appeal. At this or any subsequent hearing, the Executive Committee is required to give a definite verdict of Yes or No.
- 10.4 No player shall play for two (2) Clubs in the WEFL in any one Season, unless all Member Clubs agree.

11 GAME DAY

- 11.1 Team sheets must be completed online in PlayHQ, printed and a copy handed to opposition team and umpires. No match shall commence without an umpire sighting a team sheet. In the event of technical difficulties a team sheet may be hand written and handed to opposition team and umpires, but needs to be completed online in PlayHQ by Midnight Saturday on the night of the match. All players included on a hand written team sheet must be registered on PlayHQ.
- 11.2 If any Match cannot be played at the programmed venue because of conditions that are deemed within that club's control, then the match will be played at the venue of the opposing club. All gate fees and other revenue (ie catering, bar trade, etc) will be the responsibility and property of the hosting club. The hosting club will be responsible for all match day requirements including footballs, officials, umpire payments, etc.
- 11.3 If a match is re-programmed to the opposing club's venue, because of conditions that are deemed within that club's control then that opposing club will be responsible to pay the other club a hosting fee of \$500.
- 11.4 The Executive Committee will be responsible for determining if a match cannot be played at the programmed venue, and the Executive Committee will advise all clubs involved of any change of venue.
- 11.5 The scores of each match shall be kept on scoring cards supplied by the League to the Goal Umpires/Time Keepers, and these cards shall be initialled by the Field Umpire.
- 11.6 Score Cards, Team sheets, Player Safety Checklists, Umpire Checklists, WEFL Match Day Checklist, and voting papers are to be submitted to the League Secretary no later than 9am on the Monday following the match.
- 11.7 To prevent spectators from crowding around the Coaches' Boxes, all grounds must implement a minimum three (3) metre exclusion zone around each Coaches' Box.

Any Club failing to comply with this Rule may be dealt with as the Executive Committee may deem fit.

12 UMPIRES

- 12.1 The League requires that all A Grade umpires attain an appropriate level of accreditation prior to umpiring A Grade matches, and the League will assist in payment of necessary course and accreditation fees.
- 12.2 In the event the League is only able to supply one field umpire, it will be the responsibility of the home team to provide the additional umpire.
- In the event the League is unable to supply any field umpires, then BOTH teams will be required to provide an umpire.
- 12.3 No League Panel Umpire who has acted as such, shall be allowed to play in an A Grade League match during the season in which he has acted, except with the Executive Committee's consent.
- 12.4 The League may annul the appointment of any Umpire during the season.
- 12.5 Clubs are to be responsible for the appointment of any Official, and in the event of any Clubs failing to do so, the opposing Club may appoint a substitute.

13 CENTRAL UMPIRES

It shall be compulsory for Umpires to:

- 13.1 endorse Goal Umpires' Cards.
- 13.2 report on the late-starting of matches.
- 13.3 report Clubs playing in improper uniforms or without numbers.
- 13.4 collect and sign Teamsheets of teams participating.
- 13.5 record votes for the Best and Fairest.
- 13.6 report any misbehaviour of any player or players
- 13.7 give all reports to the Team Manager at the end of each match. Team Managers must check with Central Umpires at the Umpires Changeroom, following the completion of each match to allow the Central Umpire to provide them with any such reports. Central Umpires are not expected to attend team changerooms to provide reports to Team Managers.
- 13.8 complete umpires checklist.

14 GOAL UMPIRES

To prevent spectators crowding the Goal Umpire, all grounds must be roped back from behind the goal posts for a distance of not less than six (6) metres or at the central umpires discretion.

Any Club failing to comply with this Rule may be dealt with as the Executive Committee may deem fit.

15 GAME DAY STEWARDS

All teams will nominate two (2) game day stewards during finals series games who are responsible for working together during the match(es) to ensure spectator behaviour is of the standard acceptable to the Western Eyre Football League Football Commission ("The Commission").

The Stewards will complete the appropriate report form after each match(es) highlighting any spectator issues including safety & behaviour that needs to be brought to the attention of the League for further noting or action. It is NOT the responsibility of the Stewards to report matters involving on field issues that occur during the match.

Steward reports are to be submitted to the League no later than 4pm on the Monday after the game.

The Executive Committee may impose fines against clubs to a maximum of \$100 for each separate breach. The Executive Committee decision is final and not subject to appeal.

16 FORFEITS

16.1 A Club forfeiting a match for any reason shall notify the League of its reasons for doing so, and the Executive Committee may accept the explanation or deal with the Club which forfeits or its players as it may deem fit.

16.2 A Team shall be fined \$500 unless notification of the forfeit is given to the opposing club and the League by 8:00pm on day prior to play.

16.3 If a match is forfeited before the morning on which it was to have been played, a Teamsheet from the Club claiming the forfeit shall be presented to the League Secretary as is normally done, and players listed thereon shall be assumed to have played in such match.

16.4 If a match is forfeited to the Umpire at the field on the day of the match, the team claiming the forfeit shall present its Teamsheet and players listed thereon to the Umpire.

16.5 The Club claiming the forfeit shall be credited with two premiership points and shall be assumed to have scored 60 winning points.

16.6 Any club that forfeits three (3) minor round games, in a particular grade, in any season shall not be eligible to participate in the finals series of that grade in that season.

16.7 No Club or Player shall refuse to play under the Field Umpire appointed by the League, and no Club shall forfeit any match because of objection to the Field Umpire appointed to that match.

A Club so refusing or forfeiting a match for this reason may be suspended or expelled from the League, or otherwise dealt with as the Executive Committee may determine.

16.8 Any player or players who refuse to play, or takes part in the forfeiture of a match, on account of an objection to the appointed Umpire, may be disqualified for such period as the Executive Committee may deem fit.

16.9 Should a forfeit occur in the Under 13's or Under 16's, and a practice match is played, then voting for the best and fairest is to occur as normal and recording of goals is to be maintained.

17 SENIOR PLAYER QUALIFICATION

17.1 To be eligible to play in any A Grade Finals Round matches players must have played in not less than three (3) games, during the Minor Round matches, with the Club for which he wishes to play. Matches are to be played on separate days in either A or Reserves Grade.

17.2 Any player absent from the playing field on any day on which their name appears on a team sheet will be deemed not to have played, and accordingly, that match will not be counted towards any Finals Round qualification for that player.

17.3 The League will only allow notification of any such occurrence, pursuant to 17.2 by way of an appeal being lodged by an opposing club, in writing, by no later than 4pm on the Tuesday following the relevant match.

Any such appeal must be accompanied by an Appeal Fee of \$100 which will be refunded to the club if the appeal is upheld.

If such an appeal is upheld, the offending club will be subject to a \$500 fine. The decision of the League on any appeal will be final.

17.4 To be eligible to play in Reserves Grade Finals Round matches, players must have played at least three (3) Minor Round matches in the Reserves Grade.

U 16's players shall be exempt from this clause.

17.5 All clubs must supply a list of its Top Fifteen (15) A Grade players to the League prior to the commencement of Round 11. This list is to only include senior players.

League delegates will review names. Any disputes will be tabled at the next League meeting, and any changes that cannot be undertaken by consensus will be referred to the executive committee for final decision. The so-named players are not eligible to play in the Reserves Grade Major Round (i.e., finals).

17.6 Where a club is competing in both A Grade and Reserve Grade Major Round matches on the same day, players that have qualified to play A Grade but not named in a club's Top Fifteen (15) are eligible to play Reserves Grade without having played any minor round matches in the Reserves Grade.

17.7 Where a club is competing in both A Grade and Reserves Grade **Grand Finals**, players that have qualified to play A Grade, including the club's Top Fifteen (15) players, are eligible to play Reserves Grade without having played any minor round matches in the Reserves Grade.

17.8 All players playing on work permits are:

17.8.1 Not to receive Best & Fairest votes

17.8.2 May ONLY play 3 games maximum and will NOT be eligible to play finals matches.

17.8.3 Excepting this rule not to apply to those players on a Type 3 permit from the NT.

17.8.4 Any games played on a work permit will not count towards minimum game requirements, should that player transfer to that club.

18 JUNIOR PLAYER QUALIFICATION

18.1 A player must play at least three (3) Minor Round matches in any grade to be qualified for playing in the finals round of that grade.

18.2 The three (3) minor round games are to be on separate match days.

19 MATCH REPORTS

19.1 All reports by Clubs or Officials must be lodged to the League in writing by Monday 4pm following the relevant match.

19.1.1 The WEFL Executive Committee will meet within 48 hours of receipt of incident report. Executive Committee will notify involved persons and respective Club Presidents by receipted mail.

- 19.2 All breach of conduct incident reports shall be reviewed by the WEFL Executive Committee, if deemed necessary will be referred to the Football Commission. The Commission will follow pre determined penalty guide.
- 19.2.1 Any person called to give evidence by The Commission must attend, providing forty-eight (48) hours notice is given.
- 19.2.2 Any player, official or spectator involved in any report must be available to the Commission at the time of hearing, and may be accompanied by a representative of her/his Club to act as advocate. That person shall not be a member of the legal profession.
- 19.2.3 Any accused person not appearing at the scheduled Commission Hearing may have the case heard in their absence.
- 19.3 Football Commission Hearings shall be conducted in accordance with SACFL Rules in respect of each charge.
- 19.4 All Football Commission outcomes will be communicated in writing to all clubs immediately.
- 19.5 All decisions handed down by The Football Commission are binding.

20 OFFENCES

- 20.1 No Official, Supporter or Servant of this League or of any Affiliated League Club shall:
- 20.1.1 use abusive, threatening or insulting language to a League Delegate, Umpire or any other League Official, or to an opposition player, spectator or Gatekeeper of any Oval.
- 20.1.2 interfere with or assault any League Delegate, Umpire or any other League Official, or opposition player, spectator or Gatekeepers of any Oval.
- 20.1.3 be guilty of any other conduct which is detrimental to the best interest of the Australian Game of Football.
- 20.1.4 refuse or neglect to observe or comply with the Rules of the League.
- 20.2 Charges under this Clause will be laid by an Umpire, Official of a Club, or an Official of the League, to be in writing to the League by Monday 4pm which follows the alleged offence.
- 20.3 The Executive Committee shall give to the person against whom the charge has been made, two clear days notice of such charge, and shall set out a copy of such charge, and shall set out the time and place of the hearing of such charge.
- 20.4 For offences under this Clause the penalty will be determined by the Football Commission.
- 20.5 For the purposes of this section, a person so suspended must not be within 200m of the grounds perimeter.

21 PENALTIES

- 21.1 Yellow Card – Refer to Penalties Guide
- 21.2 Red Card – Refer to Penalties Guide
- 21.3 The send off rule as per the National Football League rules shall apply with the additional penalty that any player being sent off the ground shall not be replaced on the field of play.

- 21.4 The Football Operations Coordinator – Eyre Peninsula, will manage Player Tribunal Penalties.
- 21.5 Should a player's penalty carry over from one season to the succeeding season, he shall not be disqualified from receiving Trophies or Votes for such succeeding season, provided always that the offence for which he was penalised is not committed during the Finals Round of matches of the 1st season.
- 21.6 No Club shall play any player who is under disqualification by WEFL or any Australian Rules Football Authority.
- A Club shall forfeit the match in which the Club plays such player.
- 21.7 On Field, Off Field & Administration offences will contribute to a Penalty Point System – Refer to Behaviour Management System Guide

22 PREMIERSHIP POINTS AND POSITIONS

- 22.1 The following shall be awarded for all minor round games:
- 22.1.1 Two (2) points shall be awarded for a win.
- 22.1.2 One (1) point shall be awarded for a draw.
- 22.1.3 Zero points for a loss.
- 22.2 In the event of one (1) or more teams getting equal points, their relative positions shall be determined by percentage.

The points scored by a Club are added to those scored against the Club, and the total is divided into the number of points scored for the Club after the latter has been multiplied by 100.

Eg	Points scored by a Club	
	+ Points scored against a Club	
	= Total Points	
	Points scored by a Club x 100 =	
	Divided by Total Points	
	= Percentage	
	Points scored by a Club	80
	+ Points scored against a Club	50
	= Total Points	130
	Points scored by a Club	80 x 100 = 8000
	Divided by Total Points	8000/130
	=	61.538%

- 22.3 In the event of one team forfeiting, the opposing team shall receive two (2) points, and shall be assumed to have scored 60 winning points.

23 FINALS

- 23.1 Finals shall be played in each grade as follows:
- 23.1.1 First Semi Final between third and fourth teams.
- 23.1.2 Second Semi Final between first and second teams.
- 23.1.3 Preliminary final between winner of First Semi Final and loser of Second Semi Final
- 23.1.4 Grand Final between winner of Second Semi and winner of Preliminary Final.
- 23.2 Finals shall be played where the Management Committee directs.

23.3 In the event of a tied score at the conclusion of the 4th quarter during a finals series match the following Extra Time procedure will be followed:

- 5 minute interval after the 4th Quarter siren
- 2 additional halves of 5 Minutes will be played. There will be no interval between the halves, but teams will swap ends
- In the event of scores being tied at the end of the extra time, the siren will not be sounded and the first team to register a score after extra time will be deemed the winner.

23.4 Should a team be suspended from the League prior to or during the finals matches the Executive Committee has the power to restructure the finals programme as it sees fit.

23.5 All teams participating in Grand Final matches will remain on the oval until after the presentations are made in a show of good sportsmanship. The team involves all players (apart from severely injured players) and all team officials.

The Executive Committee may impose fines against clubs to a maximum of \$1,000 for such breaches. The Executive Committee's decision is final and not subject to appeal.

23.6 Any Club not engaged in semi-final and grand-final matches shall not play any match without first obtaining the approval of the League.

24 AWARDS

24.1 Best and Fairest awards shall be made in all official grades of the League. Other awards may be determined by the Management Committee.

24.2 The voting for the Best and Fairest Awards is to be done by the Central umpires. The Umpires will agree on their first, second and third preferences for the Best and Fairest on the field.

Umpires votes to be recorded as follows:

Three (3) points for First Preference

Two (2) points for Second Preference

One (1) point for Third Preference

25 TROPHIES

25.1 Any Club that fails to return a trophy in good order and condition shall be liable for the cost of repairs or the cost of replacement if deemed necessary by The Committee.

26 CLUB RESPONSIBILITIES

26.1 All Clubs are to actively promote to players, members and supporters - inclusivity, diversity, respect and fairness of all cultures.

26.2 All clubs must have appropriate representation at All meetings of the Western Eyre Football League, including the Annual General Meeting, appointed sub-committees, and other forums.

26.3 All clubs must provide appropriate Officials for home and away games, finals and inter-league matches as requested.

26.4 All clubs must undertake appropriate actions to comply with, including but not limited to, AFL Match Day Player Safety Checklists, WEFL Match Day Checklists, preparation completion and delivery of necessary match day documents to the

Umpires Room or League Secretary, as required or directed by the Management Committee.

26.5 If clubs do not comply with requirements of 26.3, 26.4 and any other requirements as directed by the Management Committee penalties may apply – Refer to Penalties Guide.

26.6 The League will require club officials, club office bearers and other relevant club representatives to attend training on club management, roles and responsibilities, personnel management, accreditation, etc. if a training or education opportunity is arranged by the League, subject to the League providing all clubs with at least 14 days notice of such opportunity.

Failure to attend as requested will result in a \$100 fine being charged to the club(s) per club representative requested/required to attend by the League.

26.7 The League will require all Coaches to attain an appropriate level of accreditation from the AFL/SANFL;

26.8 The League and Football Commission may require compulsory attendance of club officials to attend a pre-season communication session at a time and place nominated by the Management Committee.

27 LEAGUE REPRESENTATIVE TEAMS

27.1 The League will require all registered players to make themselves available for inter-league matches (includes Mortlock Shield matches) that the Western Eyre Football Leagues will be competing in

27.2 Failure to attend an inter-league or association match when selected in the team will result in a player being suspended for two (2) home and away matches plus ALL finals matches to be served immediately following the event.

27.3 A player may be excused from availability and attendance at an inter-league match or training subject to the following conditions:

27.3.1 Employment Requirements – a player will be required to provide the League Secretary with a written statement from the player's employer outlining the employment requirements, including worksite, dates, times, and any other relevant information that may assist the league in its determinations;

27.3.2 Medical Reasons – Injury or other medical reason. The player will provide a written statement to the League Secretary outlining the injury or medical condition, this written statement is to be endorsed by the Club Trainer, or a medical professional.

27.3.3 Family Reasons – The player will provide a written statement to the League Secretary outlining the reasons ie family wedding, funeral, special occasion, etc., with this written statement to contain some form of validation of event ie: invitation, advertisement, etc.

27.4 It is at the League Coach's discretion whether a player may be excused from availability at an inter-league training session. If the League Coach is not satisfied with the reason given for non attendance then the matter will be forwarded immediately to the Executive Committee for a decision.

27.5 The Executive Committee will consider all requests as outlined above, and advise the players and their club of their decision. There will be no right of appeal, and the Leagues decision will be final.

27.6 The Penalty Structure for non-compliance – Refer to Penalties Guide

27.7 The Western Eyre Football League owns all uniforms supplied to players for representative football, and they must be returned within 14 days after the representative game or carnival. Refer to Penalties Guide

28 LEAGUE REPRESENTATIVE TEAM SELECTION

The selection committee for Mortlock Shield Carnivals, Senior & Junior Inter-League matches, Junior Grade Carnivals, etc shall be appointed by the Management Committee.

29 MONIES PAYABLE

29.1 Any club in arrears with the League at the commencement of the first game shall forfeit the right to contest the finals.

29.2 Any club in arrears with the League during the home and away season for a period greater than 30 days after the due date of payment shall forfeit the right to contest the finals.

29.3 Any club incurring a debt with the League during a finals series will be required to make payment to the League prior to that club participating in any further match in that final series.

If such payment is not forthcoming, that club shall forfeit the right to contest any further finals matches in that season.

30 MEDIA

Western Eyre Football League Officials are solely responsible for all media releases in relation to the management and operations of the game.

No club official or league delegate may make any media releases or media comment regarding the operations and management of football in the WEFL without the approval of the League Officials.

No official of any club is permitted to bring the game into disrepute by publicly criticising the WEFL including the performance of officials, including umpires via the media, including Social Media. Such criticisms are to be managed through the WEFL with adherence to the constitution and by-laws.

The WEFL may impose fines against clubs to a maximum of \$1,000 for such breaches. The League's decision is final and not subject to appeal.

31 VIDEO RECORDING

The recording of any games is subject to Executive Committee approval. Approval will be subject to privacy legislation and non-commercial applications. (ie for private use – home viewing only and not for any other use)

The League may choose to use video footage for its own sole purposes in the management of football.

The Executive Committee may impose fines against clubs to a maximum of \$1,000 for such breaches. The League decision is final and not subject to appeal.

Amendment History	
Nov 2021	Complete Overhaul of By-Laws
May 2024	Addition of 21.7 – Behaviour Management System Guide
May 2024	Change of 17.5 – Top 15 players
May 2024	Change of 8.1.1, 8.1.2, 8.2, 8.8, 8.9, 17.4 – Update competitions to Under 16 and Under 13
May 2024	Addition of 8.10 – Fair play rule.
August 2025	Addition of 7.2.9, 8.8.5, 8.9.7 – Reduced numbers and taking away of wings.
August 2025	Change 8.8.2 – Conditions when both teams name 18 players.
August 2025	Change 8.8.3 – Conditions to even the on-field numbers when a team is unable to field 18 players.
August 2025	Addition 8.8.4 – 12 players required for a match to constitute premiership points.
August 2025	Change 8.9.3 – Conditions when both teams name 18 players.
August 2025	Change 8.9.4 – Conditions to even the on-field numbers when a team is unable to field 18 players.
August 2025	Addition 8.9.8 – Under 13's players can have one bounce only.
August 2025	Addition 8.9.9 – Under 13's players can not soccer off the ground.
August 2025	Addition 8.9.10 – Under 13's runner can coach on field in minor round only
August 2025	Change 10.1 – Remove reference to 10.3 players not requiring a clearance if they are a scholar.
August 2025	Change 10.2 – Players who clear in and out in the same season, and the requirement for them to clear back into their original club, now only applies if players have played a minimum of one game.
August 2025	Remove 10.3 – Players not requiring a clearance if they are a scholar.
August 2025	Change 11.3—If the game has to be changed due to conditions within the club's control, a hosting fee will be paid.
August 2025	Addition 16.9 – Voting to occur in Under 13 and 16 practice matches.
August 2025	Addition 27.7 – The Representative uniform must be returned within 14 days of the match or carnival.

Adopted at the Special General Meeting of the Western Eyre Football League, held on 4th August 2025.

Signature - League President: Craig Rule	Date
Signature – League Secretary: Megan McKay	Date