



JUNIOR FOOTBALL CLUB TEAMS SELECTION POLICY

INTRODUCTION

One of the most difficult tasks for a junior football club with more than one team in the same age group is allocating players in teams in a way that satisfies all stakeholders.

South Melbourne Districts Junior Football Club (SMDJFC) endeavours to carry out the task according to the guidelines set out below, in accordance with our Club vision to give our junior players the best possible opportunity to develop to the best of their ability in a fun and safe environment.

Consistent with the League ('SMJFL') SMDJFC discourages waiting lists or list rotations and encourages team formation which leads to maximum player participation (subject to SMDJFC policies).

SMDJFC aims to field teams in the Under 8's through to the Under 17.5 age level.

It is recognized, however that young players mature and develop physically and mentally at different stages. In recognizing this transitional process, the club has aligned its team selection policy and guidelines to see the focus of involvement move from general participation in the modified rules age group, to a more competitive, skills and performance-based selection process in the older age groups.

This approach is also consistent with the AFLs Junior Match Policy and the SMJFLs competition structure. Accordingly, the Club will apply these guidelines across three specific age groups as follows.

AGE GROUP	COMPETITION	TEAM SELECTION POLICY
Under 8 -10	Modified Rules	Random team formation
Under 11	Competition Rules	Transitional period with emphasis on balancing team structure to be competitive in the respective SMJFL division played.
Under 12 -17	Competition Rules	Graded teams - applied on ability and fitness-based selection process.

This policy: -

- Outlines the framework that will guide all stakeholders in ensuring the aims of each age group are met and that each player is given the appropriate opportunity to actively participate, develop and enjoy their football.
- Ensures players are best satisfied by understanding and managing key factors such as Age, Ability, Maturity and Commitment.
- Seeks to provide a safe and caring environment, which promotes personal and team development on social, mental and physical levels whilst pursuing fundamental enjoyment of the game.
- Aims to keep players playing and enjoying the game.

The Club requires all stakeholders to adhere to the policy. Where disagreement exists the Director of Coaching and Football Operations Coordinator shall manage the dispute in conjunction with the Junior Club President.

TEAM SELECTION OBJECTIVES

The key objectives underlying the Club's team selection process is:

- To encourage as many players as possible in the community to play football in a fun and safe environment.
- To provide players with the opportunity to develop to the best of their ability and encourage them to reach their maximum potential.
- To provide and promote a culture of teamwork, selflessness, discipline and respect.
- To maintain open lines of communication and co-operation between team officials, players, parents/guardians and Club Officials.
- To adhere to the SMJFL Age Selection Rules with players to play in their eligible age group.
- Players should not expect to remain in the same group of players each year.
- To field a team in the highest division of each age group from U12 to U17.5 but strive to ensure that all teams are competitive in their selected division.
- To achieve the ultimate team success whilst conducting a manner that instils pride in our club and earns the respect of opponents and the community in general.
- To encourage and create opportunity for individual player success in the respective SMJFL Division and Interleague programs, and to produce players for Vic Metro, NAB Cup and AFL Club squads.
- To provide a pathway option for all players to our South Melbourne Districts Senior Football Teams.
- To ensure each player plays a minimum of three-quarters of football from U8-U17.5 in home and away games (finals format alters refer to individual age groups for further information).

TEAM SELECTION CRITERIA

Table Summary is provided followed by detailed commentary for each age group bracket.

	U8s – U10s	U11s	U12s – U17.5s
Competition	Modified Rules	AFL Competition Rules	AFL Competition Rules
General Philosophy	Participation. Focus on skills development	Transitional Year to full competition rules, with the introduction of game sense training and team rules	Grading applies with ability-based selection process adopted, and full emphasis on game sense training and team rules
Selection Guidelines	Based on school friendship groups.	To create competitive teams in respective divisions but based on school friendship groups.	Based on a player's ability and team balance to create individual opportunity to develop, and create competitive teams, in respective divisions.
Team Structure	Not applicable	In line with respective division	Ability based with an emphasis on player's level of development and fitness, and team balance
Team Numbers	Max 24.	Max 24	No maximum to playing squad, however max. 24 players on game day applies (no cap in SMJFL finals)
Home & Away Game Time	Min 3 quarters	Min 3 quarters	Min 3 quarters
Finals Game Time	Min 3 quarters	Min 2 quarters	Min 2 quarters
Position Rotation	To play within each zone over the course of each game	To play across most positions over the course of the season	Desire is to play across all zones over the course of the season but matched to the players fitness, skill set and physicality.

Team Rules	Little focus	Greater focus	Fundamental requirement
Player Movement Policy	League Rules apply	League Rules apply	League Rules apply
Preliminary Team Selection Deadlines	Four weeks prior to 1 st game	Four weeks prior to 1 st game	Progressive
Team Selection Deadline	See Above	Following completion of Round 4 teams may be restructured subject to division allocation	Teams not set, rotation between teams on a weekly basis.
Team Selection Responsibility	Coaches, Director of Coaching and Football Operations Co-Coordinator	Coaches, Director of Coaching and Football Operations Co-Coordinator	Coaches, Director of Coaching and Football Operations Co-Coordinator
Finals/Lightning Carnival	Players shall play in one team only for the Lightning Carnival (be it the team they played the majority of their games with)	In order to play finals a player must have played a minimum 4 games with the team	In order to play finals a player must have played a minimum 4 games with the team

Under 8, 9 and 10 (Modified Rules)

General Philosophy & Selection Guidelines

In these years, the emphasis is placed on participation, enjoyment, development and their desire to play with their siblings, relations, and friends based upon family circumstances, friendship groups and schools.

Whilst recognizing these are important factors at this age level, personal requests and preferences, although taken into account, may not always be able to be accommodated.

Additional focus is on the acquisition of football skills and the nurturing of physical and emotional development and well-being.

Training is an important part of the club requirements. Behaviour, commitment and attendance shall be looked upon favourably when consideration given to player choices, opportunities and events throughout the year as a team.

No player shall play in more than 1 game per age group and shall only play a maximum 2 games per round.

Team Structure

Where there are two or more sides that are formed in the same age group, the Coaches will select two or more 'equal' teams in line with SMJFL rules. The Director of Coaching and Football Operations Coordinator will guide selection with the assistance of the Coaches.

The team structure is developed to maintain evenly balanced teams as much as practicable and possible.

Team Numbers

A maximum of **24 (twenty-four)** players in each team on game day.

This will allow a maximum 18 (eighteen) players taking to the ground with 6 (six) reserves on game day. Thus, game-day players will equal 24 (twenty-four) and the coach will provide the opportunity for all players to play a minimum of 3 quarters per game.

Should a coach wish to register more or less than 24 players for their team, he/ she can make a formal request for decision by the Football Operations Committee.

Position Rotation & Game Time

SMDJFC expects, within the limits of duty of care, comfort, ability and confidence that each player will be given the opportunity to rotate around the ground within each game. This will provide players with the understanding of each position.

Team Rules

The key focus at this age group is fun, enjoyment and skills development.

This aside, Coaches team rules and discipline expectations are to be respected and met at all times by players and parents.

Should a player/s be sanctioned for disciplinary action, penalties will be decided by the team Coach and the Football Operations age group Co-Coordinator.

Player Movement Policy

The application of the Leagues Player Movement Policy can be applied as follows: -

1. Where multiple teams exist, free movement of players across teams **within each age group** shall be permitted throughout the season.
2. Save with the approval of the Leagues General Manager (which approval is at the absolute discretion of the General Manager); a player may only play in one game per round in a particular age group.
3. For the purpose of the Lightning Carnival, a player shall only be permitted to play in the team in which they played the majority of games throughout the season

Playing 'Up' or 'Down'

Prior to the start of Round 1 each age group shall publish a list of players available to play up/down an age group. On all occasions the priority is for the player's nominated team and the game/after match formalities must be completed before leaving to participate in other game.

The list shall be compiled by the Age Group Football Operations Coordinator after consultation with coaches and parents.

Key principles to apply are:

1. No team shall request additional assistance if their playing list is more than 18 available players.
2. No assisting player shall play more game time than other players.
3. Rotation of available assisting players should be undertaken in selection of any player in order to provide experience to those assisting players able to play up.
4. Any decision or request to play up shall be made in conjunction with the Coach and the Age Group Football Operations Coordinator in order to prepare a suitable and coordinated support especially during periods of high player absences.
5. No player requests are to be made by Coaches, Assistant Coaches, Team Managers - all communication must be managed by the Football Operations Team.

Any request for a player to play at a higher age group, or Division, needs to apply consideration of duty of care and as such should be agreeable to all respective stakeholders.

Team Selection Deadline

Teams will be finalized when maximum player numbers have been reached, on a registration priority basis (first in), or by commencement of Round 1, whichever occurs first.

Once selected, it is expected that all players will remain in their respective team for the season, noting exceptions under the Leagues Player Movement Policy may apply.

Should a special circumstance arise seeking a change of team, the request is to be referred to the respective age group Football Operations Coordinator/ Committee who in conjunction with the respective stakeholders will make a final decision.

Under 11 (AFL Competition Rules – incorporating Match Scoring, Ladder positions, Final 4, Premiership)

General Philosophy & Selection Guidelines

At this age group, the primary emphasis remains participation and enjoyment. However, a greater emphasis is applied to skill development, team structure and competitiveness within the respective divisions.

In the formation of teams, consideration shall be given to player strengths, weaknesses, skills, physical development and understanding of the game.

Under 11s is deemed as transitional years whereby the competition moves from modified rules to AFL rules. Scores are kept, teams compete for premiership points, and the competition ladder and final four apply including finals and league player awards.

Individual players may be provided the opportunity to play in a higher or lower division to develop to the best of their ability and encourage them to reach their maximum potential subject to agreement by all stakeholders.

Training is an important part of the club requirements. Behaviour, commitment and attendance shall be looked upon favourably when consideration given to player choices, game time, opportunities and events throughout the year as a team.

Team Structure

Where there are two or more sides that are formed in the same age group, the Football Operations Coordinator will guide selection of the teams with the assistance of team Coaches and the guidance of the Football Operations Committee where required.

Teams should be formed to meet the standards of the respective divisions with a focus on fielding teams which shall enable player growth, participation and engagement across all skill sets.

Team Numbers

A maximum of **24 (twenty-four)** players in each team.

This will allow a maximum of 18 (eighteen) players taking to the ground with 6 (six) reserves on game day. Thus, game-day players will equal 24 (twenty-four) and the coach will provide the opportunity for all players to play a minimum of 3 quarters per game.

Should a coach wish to register more or less than 24 players for their team, he/ she can make a formal request for a decision by the Football Operations Committee.

The maximum number of players able to play in any match game (with the exception of finals) is capped at 24. Finals games allow an unlimited number of players to be

played provided they qualify in accordance with League rules

Position Rotation & Game Time

SMDJFC expects, within the limits of duty of care, comfort, ability and confidence that each player will be given the opportunity to rotate around the ground throughout the season (and preferably within each game). This will provide players with the understanding of different position.

Team Rules

The focus continues to be enjoyment of football however, with the introduction of competition rules, coaches will have a greater emphasis on skills and competitiveness following team rules and structures.

Team rules and discipline expectations are to be respected and met at all times by players and parents. This also includes key measurables such as the necessity to arrive at games at the times specified in TeamStuff, other sports training (e.g. Basketball) will not be accepted as a reasonable excuse. Exceptions will be accepted at the Coach and Team Managers discretion.

Should a player/s be sanctioned for disciplinary action, penalties will be decided by the team Coach and the Football Operations age group Coordinator.

Player Movement Policy

In this age group the League's Player Movement Policy will provide the Club with flexibility in player selection, particularly in rounds were a number of players from a particular team are unavailable; and provide players in a lower division team with the opportunity and incentive to strive to play in a higher division team, should this be agreeable to the respective stakeholders.

Where multiple teams in the same age group exist the application of the Leagues Player Movement Policy can be applied as follows: -

The purpose of this policy is:

- a) to provide Member Clubs who field multiple teams in a particular age group with flexibility in player selection, particularly in rounds were a number of players from a particular team are unavailable; and
- b) to provide players in lower-ranked competitions the opportunity and incentive to strive to play in a higher-ranked competition

The following player movement restrictions apply:

- (i) Once a player has played a total of six matches in any higher-ranked competitions (including U19s and/or Senior Women's) they are unable to play in a lower-ranked competition for the remainder of the season (including finals)
- (ii) When a higher ranked team has a bye or a forfeit, no player who has played in that team in the previous round will be permitted to play in a lower ranked

competition unless that player has played more games in the lower ranked competition.

- (iii) Subject to these By-Laws, a player may only play in one game per round in a particular age group and may play in no more than two games per round.

All Member Clubs are required to adhere to the spirit of this policy by bearing in mind the above purposes and not using the policy as a means of “stacking” teams in order to win matches. Where a Member Club has more than one team in the same division at the start of the season, the team that is higher on the ladder after round 4 will be deemed to be the higher-ranked team for the remainder of the season.

To qualify for finals in a particular team a player must:

- a) play in at least four home and away matches with that particular team or a lower ranked team; and
- b) satisfy clause 2.2. of this policy.

In the case of a player qualifying in a lower-ranked team (not having played 4 games for the higher-ranked team), they may only play in finals if the team has no more than 20 (U11) players on the team sheet. A player may only play in one finals match per round. A player is ineligible for a particular team once they play a finals match in a higher ranked team.

By way of clarification, a player’s record in terms of the player movement policy, is moved with any team that has been re-graded. i.e. if a player has played 4 games in U11 Div. 1 but the team has moved to U11 Div. 2 his/her record (for player movement purposes) is 4 games in U11 Div. 2.

The Chief Executive Officer (at his or her absolute discretion) may provide an exemption for any of the clauses in this policy. SMDJFC is expected to adhere to the spirit of this policy by bearing in mind the above purposes and not using the policy as a means of “stacking” teams in order to win matches.

Playing ‘Up’ or ‘Down’

Prior to the start of Round 1, each age group shall publish a list of players available to play up/down an age group. On all occasions, the priority is for the player’s nominated team and the game/after match formalities must be completed before leaving to participate in other game. The list shall be compiled by the Age Group Football Operations Coordinator after consultation with coaches and parents.

Key principles to apply are:

1. No team shall request additional assistance if their playing list is more than 18 available players.
2. No assisting player shall play more game time than other players.
3. Rotation of available assisting players should be undertaken in the selection of any player in order to provide experience to those assisting players able to play up.
4. Any decision or request to play up shall be made in conjunction with the Coach

and the Age Group Football Operations Coordinator in order to prepare suitable and coordinated support especially during periods of high player absences.

5. No player requests are to be made by Coaches, Assistant Coaches, Team Managers - all communication must be managed by the Football Operations Team.

Finals

1. All players of the team shall have right of first selection for finals games subject to playing the minimum 4 games of the home and away season.
2. Players that have assisted the team during the year shall also have the ability to play in the finals if the team player numbers are less than 21.
3. Assisting players shall be selected based upon the number of games they have participated in during the home and away season.
4. No assisting player shall play more game time than a team player.
5. All players in a finals game shall play a minimum 2 quarters of a game

Team Selection Deadline

The Coach and Age Group Football Operations Committee reserves the right to make further changes over the first four rounds. Teams will then be finalized following completion of Round 4 to coincide with the leagues final grading of Teams in their respective divisions. Once selected, it is expected that all players will remain in their respective team for the season, noting exceptions under the Leagues Player Movement Policy may apply.

Should a special circumstance arise seeking a change of team, the request is to be referred to the respective age group Football Operations Coordinator/ Committee who in conjunction with the respective stakeholders will make a final decision.

Under 12 – U17 (AFL Competition Rules – incorporating Match Scoring, Ladder positions, Final 4, Premiership)

General Philosophy & Selection Guidelines

At this level, teams play in a highly competitive competition where a greater emphasis is placed upon individual and team performances.

In these age groups, the Club strives to have at least one team participating at the highest level (division) possible.

Teams are graded to enable them to be as highly competitive as possible in their respective division. As a result, grading may result in player movement from their previous team. Where player selection to a different team occurs, it should be regarded as an opportunity to experience diversity, improve personal skills and they should be encouraged to adapt and enjoy change.

Where more than one team in these age groups exist, team selection will be based on providing players with the best possible opportunity to develop to the best of their ability, commensurate to their level of fitness, skill set and physicality.

Individual players may request to play in a lower division to develop to the best of their ability and will be encouraged to reach their maximum potential subject to agreement by all stakeholders.

Training is an important part of the club requirements. Behaviour, commitment and attendance shall be looked upon favourably when consideration given to player choices, game time, opportunities and events throughout the year as a team.

Team Structure

The Football Operations Coordinator together with Team Coach/es will conduct a fitness and skills assessment of players prior to the commencement of each season. The outcome of this assessment will determine what team players are initially selected in they are allocated to.

In the selection of the players the following factors/attributes will be taken into consideration

- Skill Level –Kicking, Marking, Handball / Vision / Awareness and Clean Hands
- Competitiveness
- Footy Smarts
- Fitness Levels
- Other factors considered but not limited to include Attitude, Training Attendance, coachability, adherence to Club/ League Code of Conduct.

The Director of Coaching and Football Operations Coordinator will guide the selection of the teams with the assistance of team Coaches and input from the Football Operations Committee.

Team Numbers

The maximum number of players registered in these teams will be at the discretion of the Team Coach and Football Operations Age Group Coordinator, but a squad of 25 players' minimum is necessary at this level.

The maximum number of players able to play in any match game (with the exception of finals) is capped at 24. If the player numbers exceed 24 in a home and away game; players will be rotated off and offered games in a higher age group or players may rest. Finals games allow an unlimited number of players to be played provided they qualify in accordance with League rules, but we set a minimum of 24 players per team for finals.

If any age group that has two or more teams, teams will play with equal number of players each week e.g. Round 1 – 48 players available – Div. 1 x 24 | Div. 3 x 24; Round 2 – 40 players – Div. 1 x 20 | Div. 3 x 20. No team will play with more players unless SMJFL Player Movement By-Laws restrict player movement.

Position, Rotation & Game Time

At this level positions are set to match the player's fitness, skill set, suitability and physicality.

SMDJFC expects, within the limits of duty of care, comfort, ability and confidence, that the team Coach will determine player position rotation, in the best interests of their football development.

Where practical SMDJFC expects players to play a minimum of 2 quarters per match.

Team Rules

The focus continues to be enjoyment of football, however with the introduction of competition rules, coaches will have a greater emphasis on skills and competitiveness following team rules and structures. This also includes key measurables such as the necessity to arrive at games at the times specified in TeamStuff, other sports training (e.g. Basketball) will not be accepted as a reasonable excuse. Exceptions will be accepted at the Coach and Team Managers discretion.

Coaches team rules and discipline expectations are to be respected and met at all times by players.

Should a player/s be sanctioned for disciplinary action, penalties will be decided by the team Coach, Director of Coaching and the Football Operations Coordinator.

Player Movement Policy

In this age group the League's Player Movement Policy will provide the Club with flexibility in player selection, particularly in rounds where a number of players from a particular team are unavailable; and provide players in a lower division team with the opportunity and incentive to strive to play in a higher division team.

Any request for a player to play at a higher age group, or Division, needs to apply consideration of the duty of care and as such should be agreeable to all respective stakeholders.

There will be regular occasions throughout the season where we will require flexibility in player selection; particularly in rounds where a number of players from a particular team are unavailable; and to provide players in a lower division team with the opportunity and incentive to strive to play in a higher division team/ players in a higher division team with the opportunity and incentive to regain form/touch by playing in a lower division team.

The above player movement will be communicated to players prior to training by team coaches.

Where player selection to a different team occurs, it should be regarded as an opportunity to experience diversity, improve skills and they should be encouraged to adapt and enjoy change.

The club also needs to adhere to the SMJFL Player Movement & Finals Qualification Policy.

Where multiple teams in the same age group exist the application of the Leagues Player Movement Policy can be applied as follows: -

The purpose of this policy is:

- a) to provide Member Clubs who field multiple teams in a particular age group with flexibility in player selection, particularly in rounds where a number of players from a particular team are unavailable; and
- b) to provide players in lower-ranked competitions the opportunity and the incentive to strive to play in a higher-ranked competition.

The following player movement restrictions apply:

- Once a player has played a total of six matches in any higher-ranked competitions (including U19s and/or Senior Women's) they are unable to play in a lower ranked competition for the remainder of the season (including finals)
- When a higher-ranked team has a bye or a forfeit, no player who has played in the team in the previous round will be emitted to play in a lower-ranked competition unless that player has played more games in the lower, ranked competition.
- Subject to these By-Laws, a player may only play in one game per round in a particular age group and may play in no more than two games per round.

All Member Clubs are required to adhere to the spirit of this policy by bearing in mind the above purposes and not using the policy as a means of “stacking” teams in order to win matches. Where a Member Club has more than one team in the same division at the start of the season, the team that is higher on the ladder after round 4 will be deemed to be the higher ranked team for the remainder of the season.

To qualify for finals in a particular team a player must play in at least four home and away matches with that particular team or a lower-ranked team.

In the case of a player qualifying in a lower-ranked team (not having played 4 games for the higher-ranked team), they may only play in finals if the team has no more than 20 (U12-U13) or 21 (14+) players on the team sheet. A player may only play in one finals match per round. A player is ineligible for a particular team once they play a finals match in a higher-ranked team.

By way of clarification, a player’s record in terms of the player movement policy, is moved with any team that has been re-graded. i.e. if a player has played 4 games in U13 Div. 1 but the team has moved to U13 Div. 2 his/her record (for player movement purposes) is 4 games in U13 Div. 2. The Chief Executive Officer (at his or her absolute discretion) may provide an exemption for any of the clauses in this policy.

SMDJFC is expected to adhere to the spirit of this policy by bearing in mind the above purposes and not using the policy as a means of “stacking” teams in order to win matches.

Playing ‘Up’ or ‘Down’

Prior to the start of Round 1, each age group shall publish a list of players available to play up/down an age group. On all occasions, the priority is for the player’s nominated team and the game/after match formalities must be completed before leaving to participate in other game. The list shall be compiled by the Age Group Football Operations Coordinator after consultation with coaches and parents.

Key principles to apply are:

1. No team shall request additional assistance if their playing list is more than 19 available players.
2. No assisting player shall play more game time than other players.
3. Rotation of available assisting players should be undertaken in the selection of any player in order to provide experience to those assisting players able to play up.
4. Any decision or request to play up shall be made in conjunction with the Coach and the Age Group Football Operations Coordinator in order to prepare suitable and coordinated support especially during periods of high player absences.
5. No player requests are to be made by Coaches, Assistant Coaches, Team Managers - all communication must be managed by the Football Operations Team.
6. During finals, first priority of selected assisting players will be assessed from their record of number of games played with the team during a home and away

season.

Finals

1. All players of the team shall have right of first selection for finals games subject to playing the minimum 4 games of the home and away season.
2. Players that have assisted the team during the year shall also have the ability to play in the finals if the team player numbers are less than 21.
3. Assisting players shall be selected based upon the number of games they have participated in during the home and away season.
4. No assisting player shall play more game time than a team player.
5. All players in a finals game shall play a minimum 1 quarter of a finals game.

Team Selection Deadline

Teams are initially formed following completion of club practice games, prior to the first game of the season. The Coach and Age Group Football Operations Committee reserves the right to make further changes over the course of the season.

Should a special circumstance arise seeking a change of team, the request is to be referred to the respective age group Football Operations Coordinator/ Committee who in conjunction with the respective stakeholders will make a final decision.

PLAYER REGISTRATION GUIDELINES

Registration means “registered with SMJFL to play at SMDJFC”.

The maximum number of players able to be registered in each team is determined by the SMDJFC in accordance with this policy.

No additional registrations will be accepted after the commencement of the playing season. (I.e. start of the first game of season) without the express consent of the team Coach and the age group Football Operations Coordinator / Committee.

Once registered, players are expected to attend pre-season training, a weekly training session during the season and to make themselves available for all season’s matches.

At all times it is the responsibility of the player to communicate their availability to attend training and match games to their respective Team Manager and Coach. Where these officials are not in place this communication is to be directed to the respective Age Group Football Operations Coordinator.

The club retains the right to cancel, or refuse, any registration and may exercise its discretion not to accept additional registrations once a team has reached its maximum number of players.

PLAYER REGISTRATION OBJECTIVES

The key objectives underlying the Club’s team selection process are

- Existing Club Players are given priority subject to club and league code of conduct.
- New or previous players are always welcome however registration is subject to some conditions, and maximum team player limits.
- All players register for the club and eligible age Group, not a particular team.
- Registration exceptions by players/ families will be considered but only accommodated at the discretion of the Club.

EXISTING SMDJFC PLAYERS

Players registered at SMDJFC in the previous year who wish to register for the current year will be given priority so long as they have:

- a. Completed Registration forms by the priority registration close date.
- b. Paid any fees due.
- c. Completed Medical and any other forms required by SMDJFC and SMJFL.
- d. Previous attitude, commitment and behaviour at SMDJFC and signed the

SMDJFC/ SMJFL Player's Code of Conduct.

- e. Parents of each applicant will also be required to sign the Parent code of Conduct.

NEW PLAYERS/ PREVIOUS SMDJFC PLAYERS

New players, or previous SMDJFC players, are always welcome at the Club.

All new player enquiries must be directed to the age group Football Operations Coordinator or Committee who will determine the players' team selection.

Allocation to a particular team will take into account age, school, family ties and friendships, however team preferences may not always be met.

Should a new player join midway through the season, the same principals above shall apply.

All new players will be required to: -

- a) Complete Registration forms by the registration close date.
- b) Pay any fees due.
- c) Complete Medical and any other forms required by SMDJFC and SMJFL.
- d) Display attitude, commitment and behaviour at SMDJFC during the selection period.
 - e) and signed the SMDJFC/ SMJFL Player's Code of Conduct.
 - f) Parents of each applicant will also be required to sign the Parent code of Conduct.

REGISTRATION TO ELIGIBLE AGE GROUP

It is SMDJFC policy that players register for their eligible age group.

Should a player request to play at an age group above their eligible age, their parent/ guardian is to complete an "Age Eligibility - Registration Exception Request" form provided by the club, outlining the specific reasons for the request.

The request is to be referred to the respective Age Group Football Operations Coordinator/ Committee who in conjunction with the respective stakeholders will make a final decision.

OTHER REGISTRATION EXCEPTIONS

The Club appreciates that there may be extenuating circumstances and that some players may wish to register for a particular team.

Any such request is to be referred to the respective Age Group Football Operations Coordinator/ Committee who in conjunction with the respective stakeholders will make a final decision.

REGISTRATION REFUNDS

Players who withdraw from a team prior to commencement of Round 1 are entitled to a full refund of their Registration Fee less insurance, affiliation fee and Jumper

Deposit (on return of their jumper in a proper state).

After commencement of Round 1, should a player withdraw from a team, the full Registration Fee is non-refundable.

Any exceptions will be at the discretion of the SMDJFC Registrar and Treasurer.

Drafted, agreed and approved:

South Melbourne District Junior Football Operations Committee 2020

and approved:

South Melbourne District Junior Executive Committee 2020

DEFINITIONS

SMDJFC – South Melbourne Districts Junior Football Club

SMJFL – South Metro Junior Football League

Football Operations Committee – a combination of club officials comprising of the Under 8-10 Football Operations Coordinator, Under 11-12 Football Operations Coordinator, Under 13+ Football Operations Coordinator, Director of Coaching, the Junior Football Club President/Vice President, and where appropriate, the Senior Football Club President

Current Age Group – refers to the lowest age group that a player may be eligible to play

Modified Rules – rules that have been recommended and accepted by the League as applying to the Under 8, 9 and 10 Age Groups

Stakeholders – players, the team, parents/ guardians, team officials, Club Officials, the Club

Grading – the process by which a team is formed, and players are selected which meets the needs and balance of the team and the division it plays in.