

# 2023 MATCH DAY GUIDE



## 2023 MATCH CONDITIONS NON-PREMIERSHIP

Phase	SANFL Minis	U8s	U9s	U10s	U1	1s
Players On Ground	9 a side (3 eq	ual zones)	12 a side (3 equal zones)	12 a side	18 a side (Anti Density & 6/6/6 starting positions)	15 a side (Anti Density & 5/5/5 starting positions)
Max. Game Day Squad	12		16	5	22	19
Oval Size	Optimal 80r	m x 60m	Optimal 10	0m x 80m	Full S	Size
Match Length	4 × 10 r	min	4 x 12	min	4 x 15	min
Breaks			3 min Qua	rters, 5 min Half		
Competition Details		No scores, l	adders, finals or re	cording of best	players permitted	
The Ball	Synthetic	Size 1	Synthetic	c Size 2	Synthetic / Leather Size 3	
Coaching Position	On Fie (1 coach p permitted on f one tin	er team ield at any	Optional Sidelines		ines	
Out of Bounds	Last Possessic	n (Kick or Ho	andball) Out of Bounds as per SANFL rules – <a href="https://bit.ly/3wnS4h3">https://bit.ly/3wnS4h3</a>			oit.ly/3wn\$4h3
Contact	No tackling or No contact of except when of in nato	or spoiling accidental	Modified tackling and no bumping  Tackling permitted as properties of Australian Foot		·	
Stealing, Smothering, Shepherding & Barging	No stealir	ng, smotheri	ng, shepherding or barging  Permitted as per Laws of Australian Football		•	
Bounces		1	Bounce		2 Bounces	
Marking	A mark is av irrespective distance the travelled to a who marks it a reasonable a mark	e of the ball has my player or makes a ttempt to	A mark is awarde of the distance travelled to an marks it or sh	e the ball has y player who	A mark is awa player marks th from another pla has travelled	ne ball directly ayers' kick that
Kick Off The Ground			Not permitted	unless acciden	tal	
Penalties	No distance appli	•	10m penalty, at the umpire's discretion	25m penal	ty, at the umpire':	s discretion
		Player	s can be ordered	off at the umpire	e's discretion	



## 2023 MATCH CONDITIONS BOYS PREMIERSHIP

Phase	U12s	U13s	U14s	U15s	U16s & 17.5s
Players On Ground	18 a side				
Max. Game Day Squad		22			
Oval Size			Full Size		
Match Length	4 x 15 min	4 x 18 min		4 x 20 min	
Breaks	5 min Quarters, 5 min Half		5 min Quar	ters, 8 min Half	
Competition Details		Scores, ladders, and finals permitted			
The Ball	Leather Size 3	S Leather Size 4 Full Size Leather			Full Size Leather
Coaching Position	Sidelines				
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules – <a href="https://bit.ly/3wnS4h3">https://bit.ly/3wnS4h3</a>				
Contact	Tackling permitted as per Laws of Australian Football				
Stealing, Smothering, Shepherding & Barging	Permitted as per Laws of Australian Football				
Bounces	Unlimited				
Marking	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 15m				
Kick Off The Ground			Permitted		
Donalli		25m pen	alty, at the umpire	e's discretion	
Penalties		Players can be o	ordered off at the	umpire's discretic	on



## 2023 MATCH CONDITIONS GIRLS

Phase	U9 Girls	U11 Girls	U13 Girls	U15 Girls	U16 & U17.5 Girls
Players On Ground	9 a side (3 equal zones)	12 a side (3 equal zones)	16 a side	16 a side	16 a side
Max. Game Day Squad	12	16	20	20	20
Oval Size	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 140m x 110m	Full Length & Narrowed Wings	Full Size
Match Length	4 x 10 min	4 x 12 min	4 x 15 min	4 x 1	7 min
Breaks	3 min Quartei	rs, 5 min Half	5 min	Quarters, 8 min H	Half
Competition Details	No scores, ladders, of best playe	•	Scores, lac	dders and finals p	ermitted
The Ball	Synthetic Size 1	Synthetic Size 2	Synthetic Size 3	Leather Size 3	Leather Size 4
Coaching Position	On Field (1 coach per team permitted on field at any one time)	Optional		Sidelines	
Out of Bounds	Last Possession (Ki	ck or Handball) Out	of Bounds as per SA1	NFL rules – <u>https://</u>	/bit.ly/3wnS4h3
Contact	No tackle or bump. No contact or spoiling except when accidental in nature	Modified Tackle	Tackling permitted	as per Laws of A	ustralian Football
Stealing, Smothering, Shepherding & Barging	No stealing, smothe or bar	0 1	Permitted as per Laws of Australian Football		lian Football
Bounces	1 Bou	nce	2 Bounces	Unlir	mited
Marking	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control	A mark is awarde directly from anoth	ed when a player ner players' kick tl at least 10m	
Kick Off The Ground	Not permitted ur	nless accidental	Kick to score from goal square	Pern	nitted
Penalties	No distance penalty applies	10m penalty, at the umpire's discretion	25m penalty	y, at the umpire's	discretion
		Players can be orde	ered off at the umpire	e's discretion	

This list of processes is to be read in conjunction with the Rules, Regulations & Policies of SANFL Juniors. How theroles and responsibilities associated with match day processes is managed is at the discretion of each club (Registrars, Team Managers, Committee, etc.). Below is a list of requirements that need to be completed by clubsfor each match day.

### **TRANSFERS / CLEARANCES**

- All player transfers must have a completed transfer request form (SJ13) lodged with SANFL Juniors before being submitted onto PlayHQ. Forms must be emailed to <a href="mailto:sanfljuniors@sanfl.com.au">sanfljuniors@sanfl.com.au</a>.
- Any clubs wanting to 'Dual Register' a player using a Type 2 Permit, must lodge a request to SANFL Juniorsbefore accepting and registering that player.
  - There are limits on 'Dual Registrations', as per rule 6.10.
  - o If you have registered a player via 'Dual Registration' without permission, the player is deemed to beunqualified and penalties will apply.

Transfers and Permits must be submitted by 12pm on the Friday before the match, otherwise they will not be processed until the next business day.

### **RULES**

It is essential that the appropriate officials are familiar with the SANFL Juniors Rules & Regulations, Codes of Conduct and Club Policies. A players medical treatment plan (provided by the family if a player has a known medical condition) must be available at all matches and training sessions & the Team Manager should be aware of any alerts or immediate treatment requirements specified on those forms.

### **MATCH DAY PAPERWORK**

• Print three (3) Team Sheets from the database (1 for opposition, 1 for the Umpires, and 1 for yourself).

### **HOME CLUB PAPERWORK**

- Team Manager (home team) to collect Umpires Team Sheet for both clubs from the umpire/s at end of thegame.
- Collect three (3) scorecards, which have been signed by both Goal Umpires and the Timekeeper.
- Results and Best Players Home clubs are to enter Results (required) and Best Players (optional) into PlayHQ by COB Monday after each game. Umpires will enter scores via the Match Day App also.

### **AWAY CLUB**

 Goals kicked by individual players for Under 12 to Under 16.5's need to be entered into PlayHQ for your team if you wish to have them published.

### NO MATCH DAY PAPERWORK IS REQUIRED TO BE SENT TO SANFL JUNIORS UNLESS SPECIFICALLY REQUESTED

Clubs should have all rounds match day paperwork on file if it is required to be submitted at a later date.

### **TEAM SHEET / PLAYHQ TASKS**

### PRIOR TO THE MATCH

Sign into PlayHQ and create the Team Sheet for your team's pending match:

- Select the "Squad" Tab → click the "Manage" tab, select the game that you wish to create the team sheet → "+ Select team" tab
- Then add the players to the team sheet (Line-up screen), players are added by clicking on the + symbol next to their name, carefully check the selections and add the jumper numbers as required → click Next Add the Coaching Staff → click Next Add Volunteers (Steward Ground Marshall, Runner, Trainers etc.) → click Save
- Once completed, select the "Download Game Sheet" located on the main game page.
- Check the list carefully one last time and make any final changes if necessary e.g. duplicated jumper numbers. Once ready, please ensure that three (3) hard copies are printed.

### AT THE MATCH

Please ensure to:

- Write with pen on all three (3) Team Sheets of who is actually playing, including jumper number changes.
- Sign each of your teams three (3) Team Sheets.
- Prior to the start of the game, swap one (1) of your three (3) Team Sheets with the opposition Team Manager so each team has a copy of their oppositions updated Team Sheet. Of the two (2) remaining Team Sheets, provide one (1) to the Umpire and keep a copy for yourself.
- Complete a Match Day Incident Report for any issues/incidents that occur prior, during or after the match. And must be completed in the PlayHQ system when entering results.
- Umpires and the <u>HOME team</u> are responsible for entering scores, votes, reported players, and match day incidents online.

### **AFTER THE MATCH**

Please sign into PlayHQ no later than midnight Monday evening:

- Select the "Squad" Tab → click the "Manage" tab, select the game that you need to add scores to → click "Edit Game Results" button
- Then enter the full-time scores (goals & behinds it will automatically total the score) → click "Update Changes"
- Then go into the Quarter Results and add the quarter-by-quarter scores (goals & behinds it will automatically add the score for each quarter) → click "Update Changes"
- Then go into the Player Stats, this is where you will add yellow cards, red cards, goals and points for each player in the team → click "Update Changes"
- Then go into the Best Players (optional), this is where you will the top six (6) players for the game → click "Update Changes"

### **PLAYER REPORTS**

• In the event of a player being reported, there is no need for clubs to notify SANFL Juniors as umpires will bereporting this via the Match Day App.

### **MATCH DAY CHECKLIST**

• If matches are halted due to weather, a new Match Day Checklist will need to be completed before matches recommence.

### **PENALTIES**

Please note that failure to comply with the above requirements may result in penalties, such as fines, to yourclub. The fines table below are breaches that are relevant to the Match Day processes, however for a comprehensive list, please view Appendix 10.6 – Fines, which can be found on the SANFL Juniors website.

Any fines which remain outstanding following the minor round may jeopardise the club's opportunity tohost/participate in the Finals Series.

BREACH	FINE
Failure to provide team sheet to umpire	\$50.00
Failure to enter completed match day results by midnight Monday	\$50.00
Any player playing under another name	\$500.00
Club playing ineligible, suspended, unregistered and/or over-age players as per regulation 6.11	
First instance	\$100.00 plus loss of match ratio
Second instance	\$250.00 plus loss of match ratio
Third instance	\$500.00 plus team withdrawn from competition
Fourth instance	Any further penalty that SANFL Juniors deems appropriate

### **Equalisation Before Start of Play**

The Equalisation Rule of on field playing numbers, will be applied to all grade levels for all games, excluding Finals.

- The Equalisation Rule is mandatory to ensure even playing numbers and maximum participation in games.
- This rule will be enforced by the Field Umpire(s) as per regulation 8.17.

### **Example 1**

### Team A 22 Players & Team B 15 Players

Start of match – 18 v 18 (3 players from Team A)

OR

Start of match - 15 v 15

### Example 2

### Team A 19 players & Team B 16 players

Start of match – 17 v 17 (1 player from Team A)

OR

Start of match - 16 v 16

• For the Rule to work in the spirit of the game, Clubs and coaches must be prepared to encourage players to play for the opposition.

### **Equalisation During Play when Injuries Occur**

The following playing number conditions only apply when players have match ending injuries.

When a player leaves the field due to injury, a determination is required as to whether the player will be able to be treated and return to the field or it is a match ending injury. If it is determined to be a math ending injury, under no circumstance is the player allowed to return to the field.

These conditions do not apply for the following:

- When players leave the field to be treated and expect to return to the field;
- When players leave the field to go to another venue to fill in for another team;
- Normal conditions apply when a player is sent from the field by an umpire for an indiscretion.

### Example 1

### Team A 22 Players & Team B 18 Players

Start of match - 18 v 18

Team B has 1 injury – 17 v 17

Team B has 2 injuries - 16 v 16

Team B has 3 injuries - 15 v 15

Team B has 4 injuries - 14 v 14

Team B has 5 injuries – End of match

### Example 2

### Team A 22 Players & Team B 17 Players

Start of match – 17 v 17

Team B has 1 injury – 16 v 16

Team B has 2 injuries - 15 v 15

Team B has 3 injuries – 14 v 14

Team B has 4 injuries – End of match

### Example 3

### Team A 22 Players & Team B 16 Players

Start of match – 16 v 16

Team B has 1 injury - 15 v 15

Team B has 2 injuries - 14 v 14

Team B has 3 injuries – End of match

### Example 5

Team A 22 players & Team B 14 players Start of match – 14 v 14 Team B has 1 injury – End of match

### Example 4

### Team A 22 Players & Team B 15 Players

Start of match – 15 v 15

Team B has 1 injury - 15 v 14

Team B has 2 injuries – End of match

### Example 6 – Girls Premiership Grades

Team A 20 players & Team B 12 players Start of match – 12 v 12 Team B has 1 injury – End of match

### **Procedure**

In the event of a match ending injury, the following procedure should be followed:

- The Team Manager of the team with injured players notified the opposition Team Manager;
- The Team Manager of the team without injured players advises the Coach that players must be taken from the field as soon as possible. Note the players taken from the field become part of the interchange and can be interchanged back on to the field at any stage.
- Before the next quarter break, the Team Manager of the team with injured players advises the Ground Marshall of the new on field playing numbers.
- At the next quarter break, the Ground Marshall notifies the Umpire(s) of the new on field playing numbers.

### **Disputes**

In the event of a team not taking players from the field, the following procedure should be followed:

- The Team Manager of the team with injured players notifies the Ground Marshall;
- The Ground Marshall notifies the umpires as soon as practicable;
- The Umpire instructs the Coach to take players from the field.

### **Penalties**

If the team without injured players fails to comply:

- The Umpire will report the breach and the Coach will face disciplinary action for breach of Code of Conduct;
- SANFL Juniors will carry out an investigation which could result in possible loss of premiership points.

This policy is intended for use only by clubs responsible for the conduct of football programs.

As a responsible organisation, the SANFL recognizes that on occasion it will be necessary to modify training and/or playing conditions to minimise the risk of heat related stress or illness.

The following recommendations have been adapted from Sports Medicine Australia Guidelines. They are not binding, but the SANFL reminds all parties that they must act responsibly. A common sense approach is encouraged, in conjunction with utilising the most accurate and up to date information available when making decisions to protect the well-being of participants and officials.

### Community Club – Junior and Youth Training (5 – 18 years)

Clubs and/or participating parties shall check the forecast temperature on the day prior to training session. Information should be obtained from the Australian Bureau of Meteorology. In the instance of conflicting information, information obtained directly from <a href="https://www.bom.gov.au">www.bom.gov.au</a> will be considered the most accurate.

Based on the forecast temperatures, the following action is recommended.

Ambient Temperature	Risk of Heat Illness	Recommended Action
26 degrees – 30 degrees Celsius	Moderate	Modify early pre-season training. Reduce intensity and duration of session. Increase frequency and length of breaks. Ensure adequate water supplies are available.
31 degrees – 35 degrees Celsius	High – Very High	Limit intensity.  Maximum duration of 60 minutes.  Increase frequency and length of breaks. Ensure adequate water supplies are available.
36 degrees Celsius and above	Extreme	Postpone until conditions cool. Cancel if necessary.

On the day, the coach or organiser may obtain more recent information from <a href="www.bom.gov.au">www.bom.gov.au</a> and modify the session accordingly.

### Example:

A Coach checks the forecast 24hrs prior to a 4:30pm training session and sees a predicted temperature of 38 degrees Celsius, with a cool change expected in the afternoon/evening.

On the day of training, the Coach checks <a href="www.bom.gov.au">www.bom.gov.au</a> at 3:30pm and temperature has dropped to 32 degrees Celsius. The training session may take place, modified in accordance with the table above.

If no information is available to indicate that the temperature has decreased from the forecasted 38 degrees Celsius, the training session should be postponed until further information is obtained or cancelled.

### **Additional Notes**

- Young children are especially at risk in the heat
- Although children can acclimatize to exercise in the heat, they take longer to do so than adults.
- Coaches should be aware of this and limit training for non-acclimatised children during exposure to hot environments.
- Children will tend to have a more 'common sense' approach to heat illness than adults. They 'listen to their bodies' more and will usually slow down or stop playing if they feel distressed or unwell.
- On no account should children be forced to continue if they appear distressed or unwell.

### Community Club – Junior and Youth Matches (5 – 18 years)

Matches, including pre-season trial matches, shall be cancelled if the temperature on the Bureau or Meteorology website <a href="www.bom.gov.au">www.bom.gov.au</a> is 34 degrees Celsius or greater one hour before training is proposed to occur or the match is proposed to be played.

Coaches and Team Managers shall provide additional drinks breaks during trial matches and minor round matches and actively encourage junior players to remain hydrated when the temperature is forecast above 25 degrees Celsius.

If in the opinion of the field umpire(s) that the temperature and humidity conditions have become unsafe for the players, they shall advise both Team Managers that they consider the conditions unsuitable for play and shall terminate the match.

### Inclement weather requirements include:

The field umpire(s) shall stop the match and order the players from the field if inclement weather conditions, which they consider poses a safety risk to players and officials, develop during the match. Inclement weather is defined in the SANFL Juniors Rules & Regulations as unstable weather characterised by lightning in the vicinity of the playing surface, hail storm(s), extreme winds and the like.

The match shall restart when the field umpire(s) deem conditions to be safe to do so. The match shall be shortened to comply with the SANFL Juniors Rules & Regulations section 8.15 Game Times (refer to Abandonment of Matches 8.13).

Only the <u>Team Manager</u> from the participating SANFL Juniors teams can talk to an Umpire at a quarter break. An Umpire can be approached for the following reasons:

### SECTION 1 – Who can talk to an Umpire and why?

- *Clarification of Match Conditions* Enquiry when there is a consistent change/failure to follow the prescribe Match Conditions. **NOT** to query an umpiring decision or interpretation.
- Player Safety To address concerns of players safety in event of extreme weather or match/oval conditions <u>ONLY</u>.
- Clarification of Send Off/Reported Player Seeking clarification of the details surrounding a send-off or reported player (i.e., what the sanction was for) and when the player can return to the field. **NOT** to argue or debate the decision of the umpire.

### SECTION 2 – The process of communicating with an umpire

**Step #1:** Team Manager is to approach to opposing Team Manager and advise them of intended communication with umpire. Both Team Manager's are **not** permitted to approach the Umpire together.

Step #2: Team Manager is to approach the Umpire and introduce themselves using one of the statements from Section 3.

**Step #3:** Team Manager is to address their concern/query using the below statements in Section 3 (please have Match Conditions on hand with if applicable).

**Step #4:** Once addressed their concern/query, the Team Manager is to direct any further communications to their club delegate to refer to the SANFL Juniors Umpiring department.

Please Note:- If there is a SANFL Juniors Umpiring Coach present and speaking with the officiating umpires, then Team Managers are not permitted to approach umpires to allow for the umpires to receive necessary coaching.

### SECTION 3- Applicable Statements to communicate to an umpire which are to be strictly adhered to.

<ul> <li>Clarification of Match Conditions</li> </ul>		
Applicable Statement: Hi, my name is	, I am the Team Manager of	and I am seeking clarification ofas
per our Match Conditions for Under		
<ul> <li>Player Safety</li> </ul>		
Applicable Statement: Hi, my name is	, I am the Team Manager of	and I would like to address concerns for
the safety of our players for the following reasons $\_$		
<ul> <li>Clarification of Send Off/Reported Player</li> </ul>		
Applicable Statement: Hi, my name is	, I am the Team Manager of	and I would like clarification
surrounding the send-off/report of player number _	forFootball Club	).

### **SECTION 4- Failure to Adhere to Umpire Communication Framework**

Failure to adhere to the framework will be treated as a serioud infraction and can result in the following penalties to clubs;

- 1<sup>st</sup> Offence \$250 fine
- 2<sup>nd</sup> Offence \$500 fine and potential loss of premiership points
- Further offences To be determined by SANFL Juniors Competition Management or Tribunal.



Greenacres

### **2023 SANFL JUNIORS CLUB GUERNSEYS**





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Adelaide Lutheran – Athelstone, Central United, Eastern Park, Gepps Cross, Glenunga, Hope Valley, Lockleys, Pooraka, Port Noarlunga, Rosewater, Sacred Heart OC, Smithfield, Unley

Angle Vale - Brighton, Broadview, Goodwood, Happy Valley, Mawson Lakes, Port Districts

Athelstone - Adelaide Lutheran, Glenunga, Mitcham, Port Noarlunga, Rosewater, Sacred Heart OC, Smithfield, Unley, Walkerville

Birdwood - Mt Lofty, Para Hills, Woodville South

Blackwood - Ingle Farm, Seaton

Brighton - Angle Vale, Broadview, Goodwood, Happy Valley, Mawson Lakes, Port District

Broadview - Angle Vale, Brighton, Goodwood, Happy Valley, Mawson Lakes, Salisbury North

Central United - Adelaide Lutheran, Elizabeth, Gepps Cross, Hope Valley, Mitcham, Rosewater, Sacred Heart OC, Unley

**Colonel Light Gardens** – Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Kensington, Mt Lofty, Para Hills, SMOSH West Lakes

**Eastern Park** – Colonel Light Gardens, Edwardstown, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Kensington, Lockleys, North Pines, Pooraka, Tea Tree Gully

**Edwardstown** – Athelstone, Eastern Park, Flagstaff Hill, Glenunga, Golden Grove, Henley, Kangarilla, Lockleys, Pooraka, Port District,

Rosewater, Smithfield, Unley, Walkerville

Elizabeth - Athelstone, Central United, Gepps Cross, Glenunga, Mitcham, Phantoms, Sacred Heart OC, Unley, Walkerville

Fitzroy – Colonel Light Gardens, Eastern Park, Flinders Park, Hectorville, Kensington, Para Hills, SMOSH West Lakes

Flagstaff Hill – Colonel Light Gardens, Eastern Park, Edwardstown, Flinders Park, Hectorville, Hope Valley, Kensington, Lockleys, North

Pines, Pooraka, SMOSH West Lakes

Flinders Park – Colonel Light Gardens, Eastern Park, Fitzroy, Hectorville, Kensington, North Pines, Para Hills, SMOSH West Lakes

Gaza – Hackham, Mitcham, Modbury, West Croydon

Gepps Cross – Adelaide Lutheran, Athelstone, Central United, Elizabeth, Mitcham, Rosewater, Sacred Heart OC, Unley, Walkerville

Glenunga – Adelaide Lutheran, Athelstone, Edwardstown, Henley, Mitcham, Port Noarlunga, Sacred Heart OC, Smithfield, Unley,

Walkerville

Golden Grove - Elizabeth, Marion, Mitcham, Mitchell Park

Goodwood - Brighton, Broadview, Happy Valley, Mawson Lakes

**Greenacres** – No Clashes

Hackham - Gaza, Houghton, Modbury, West Croydon

Happy Valley - Angle Vale, Broadview, Goodwood, Mawson Lakes, Port District

**Hectorville** – Colonel Light Gardens, Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Kensington, North Pines, Para Hills, SMOSH

West Lakes

Henley - Brighton, Edwardstown, Port District, Port Noarlunga

Hope Valley – Adelaide Lutheran, Central United, Eastern Park, Flagstaff Hill, Gepps Cross, Kensington, North Pines, Rosewater

Houghton - Hackham, Modbury, West Croydon

Ingle Farm - North Haven, Payneham, Salisbury, Seaton

Kenilworth - No Clashes



Kensington – Colonel Light Gardens, Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Lockleys, Para Hills,

Plympton, Pooraka, SMOSH West Lakes

Kilburn - North Haven, Payneham, Salisbury

Lockleys - Eastern Park, Edwardstown, Flagstaff Hill, Kensington, North Pines, Pooraka, Tea Tree Gully

Marion - Golden Grove, Salisbury North

Mawson Lakes - Angle Vale, Brighton, Broadview, Happy Valley, Goodwood, Port District,

Mitcham – Athelstone, Central United, Elizabeth, Gepps Cross, Glenunga, Golden Grove, Mt Barker, Phantoms, Rosewater, Sacred

Heart, Smithfield, Unley, Walkerville

Modbury - Gaza, Hackham, Houghton, West Croydon

Morphettville Park - Modbury, West Croydon

Mt Lofty - Birdwood, Colonel Light Gardens, Para Hills, Woodville South

North Haven - Ingle Farm, Kilburn, Payneham, Port District, Reynella, Salisbury

North Pines - Eastern Park, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Lockleys, Plympton, Pooraka, Tea Tree Gully

Para Hills - Birdwood, Colonel Light Gardens, Fitzroy, Flinders Park, Hectorville, Mt Lofty, Plympton, Woodville South

Payneham - Ingle Farm, Kilburn, North Haven, Reynella, Salisbury

Phantoms - Elizabeth, Mitcham

Plympton - Kensington, North Pines, Para Hills, Tea Tree Gully

Pooraka – Adelaide Lutheran, Eastern Park, Edwardstown, Flagstaff Hill, Hope Valley, Kensington, Lockleys, North Pines, Tea Tree Gully

Port District - Angle Vale, Brighton, Edwardstown, Happy Valley, Henley, Mawson Lakes

Port Noarlunga - Adelaide Lutheran, Athelstone, Edwardstown, Glenunga, Henley, Smithfield, Unley, Walkerville

Reynella - North Haven, Payneham, Salisbury

Rosewater - Adelaide Lutheran, Central United, Elizabeth, Gepps Cross, Hope Valley, Mitcham, Sacred Heart OC, Unley

Sacred Heart OC - Adelaide Lutheran, Athelstone, Central United, Elizabeth, Gepps Cross, Glenunga, Mitcham, Rosewater, Unley,

Walkerville

Salisbury - Ingle Farm, Kilburn, North Haven, Reynella, Payneham

Salisbury North - Broadview, Marion

Seaton - Ingle Farm, Blackwood

Smithfield - Adelaide Lutheran, Athelstone, Edwardstown, Glenunga, Henley, Mitcham, Port Noarlunga, Unley, Walkerville

SMOSH West Lakes - Colonel Light Gardens, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Kensington

**Tea Tree Gully –** Eastern Park, Lockleys, North Pines, Pooraka, Plympton

**Unley –** Athelstone, Central United, Edwardstown, Elizabeth, Gepps Cross, Glenunga, Mitcham, Port Noarlunga, Sacred Heart OC,

Smithfield, Walkerville

Walkerville - Athelstone, Elizabeth, Gepps Cross, Glenunga, Payneham (wear home guernsey), Port Noarlunga, Mitcham, Sacred

Heart OC, Smithfield, Unley

West Croydon – Gaza, Hackham, Houghton, Modbury, Morphettville Park

Woodville South - Mt Lofty, Para Hills

SANFL Juniors Email: <a href="mailto:sanfljuniors@sanfl.com.au">sanfljuniors@sanfl.com.au</a>

Postal Address: PO Box 606, Tynte St North Adelaide SA 5006

**Competition Manager** 

Oliver Graham P: 8440 6931

**Competition Coordinator – Premiership** 

Nick Bremner P: 8440 6997 **Competition Coordinator – Girl's** 

Danielle Robran P: 8424 2219

**Umpire Manager** 

Jason Brown P: 8440 6934 **Competition Coordinator – Non-Premiership** 

Candace Appleby P: 8440 6930

**Umpire Coordinator** 

Steven Paunovic

CLUB	ADDRESS	CONTACT
ADELAIDE JUNIOR BULLDOGS	Cnr South Tce & Goodwood Rd Goodwood SA 5034	Mick Emmett 0427 686 193 mickemmett77@gmail.com
ANGLE VALE	55/69 Fradd East Rd Angle Vale SA 5117	Matt Ashford 0497 449 525 sanfljuniordirector@anglevalefc.com
ATHELSTONE	Cnr George St & Schulze Rd Paradise SA 5075	Ben Norsworthy 0427 612 279 athelstonejfc@internode.on.net
BLACKWOOD	Trevor Terrace Blackwood SA 5051	Dustin Fischer 0403 576 339  execcommittee2@blackwoodfootballclub.com.au
BRIGHTON	Highlet Avenue Hove SA 5048	Renae Beer 0425 368 848 <u>renaebeer@hotmail.com</u>
BROADVIEW	Poltawa Terrace Broadview SA 5084	Crystal Lever 0406 188 745 vp.juniors@broadviewfc.com.au
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