

## **RMFL By-Laws Appendix 22**

### **Junior Carnival Rev1 6.8.2018**

#### **Hosting the Carnival**

Clubs will be advised by the League Secretary the following Information;  
Each will have an allocated section of the oval where they can set up their marquees etc.  
A program of the matches will be sent out.

#### **Program**

Each team will play two matches, against teams they have not played over the preceding 5 rounds. Matches will have a 45 minute duration which includes breaks. The carnival program will commence at 9.30am, and the final match conclude at 2.45pm.

#### **Matches**

Consist of 4 x 10 minute quarters with 3 minute break at half time, 2 minute breaks at quarter and three quarter time. Toss of coin to be done prior to start of the games. Breaks must be as quick as possible, enough time to get a drink at least.

#### **Teams**

Teams will consist of about, but not limited to 25 players. Team Lists with players name, Guernsey Number and DOB to be forwarded to RMFL Carnival Manager by Monday prior to the Carnival. Coach, Runner, Team Manager and Field Umpires name is also required to be on list. \*\*Each team must have a team manager on the day.

#### **Qualifying**

- Players must be registered for that age group before June 30, any registrations after June 30 will be subject to junior review committee approval.
- Permit players can play

#### **Goal Umpires**

Every club is to supply goal umpire for their games. They are to be dressed in white coat. Carnival manager will distribute the game cards prior to the first game. Goal Umpires to return cards after the game to the Carnival Manager.

#### **Runners**

Runners are to be dressed in Green Shirt and are only permitted to run messages and NOT COACH or run water. The runner is to run a message as quickly as possible.

#### **Water Boys/Trainers**

Only two water boys per team are permitted on ground. They must run the water directly to the players and run off, and not coach. Trainers will be allowed to go onto ground in emergency situations, not coach.

#### **Field Umpires**

Every club to supply 1 or 2 umpires for the game allocated in program. Normal SANFL rules apply expect if the ball goes out of bounds, a free kick goes against the team, that last touched the ball. If unsure umpire can bring ball in 5m and throw up.

#### **Send offs**

Bad Language will not be tolerated and umpires can send of a player off and that player will not come on for the rest of the game and can't be replaced.

### **Table**

A premiership table will be maintained from round 15, with team managers entering results into Footyweb in the same way as the older grades. Results only, no goalkickers and best players are needed. At the conclusion of the carnival, the two highest ranked teams on the table will play off in the final to be held on the following Saturday.

### **The Final**

Final to be played prior to the first round of the finals Start at 0845 and run for 4 x 10 minute quarters.

### **Presentations**

There will be a presentation of Shield, Pennant and players medallions and 1 for coach straight after the final by the RMFL President and a nominated guest.

### **Code of Conduct**

The RMFL would ask that all Coaches, Players, Officials, Parents and Families to behave in a respectful and courteous manner and show good sportsmanship.

### **Administration**

Planning/Checklist

- RMFL Secretary to set up result and premiership table in footy-web – not published to website.
- Ensure home club enters under 13 match results (goalkickers and best players NOT required) into Footyweb from rounds 15 to 19.
- Arrange Sponsor
- Arrange host club to book oval, have it marked out, meet all JLT Risk Assessment requirements.
- RMFL appoints a Carnival Manager.
- Arrange timekeepers and scoreboard attendants (all club names must be available on the scoreboard).
- Production of a program with teams and numbered players, sponsors etc.
- Assignment of a space for each club to set up a marquee on the oval perimeter.
- Book RMFL umpires for the day and final.
- Arrange presentation (Sponsor Representative) of the shield and medals for the final.

### **Duties**

- Carnival Manager – co-ordinates proceedings on carnival day, carries out JLT Risk Assessment with host club representative, manages team sheets, results, player permits, runs the results/live ladder, schedules umpires.
- Timekeepers – usually done by a couple of volunteers.
- Host club Representative – The host club will appoint a representative to be present should there be a need for any resources, equipment etc not prepared for.