



EFNL™

2026

**JUNIOR
OPERATIONS
HANDBOOK**



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CONTACT INFORMATION

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Phone: (03) 9762 5766

Regular updates and information available
on our social media networks:

Website:

www.efnl.org.au

Facebook:

www.facebook.com/EasternFNL

Instagram:

www.instagram.com/easternfnl/

YouTube:

www.youtube.com/user/footyefl

Twitter:

www.twitter.com/Eastern_FNL

EFNL STAFF

STAFF MEMBER	POSITION	EMAIL	PHONE
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AFL VICTORIA STAFF

STAFF MEMBER	POSITION	EMAIL	PHONE
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JUNIOR ADVISORY COMMITTEE

Junior Advisory Committee	
Members	Junior Advisory consists of three (3) members: <ul style="list-style-type: none">- Leon Bailey- Ian Singleton- Mark Pascoe
Roles/Expectations	<ul style="list-style-type: none">- To attend junior football matches each Sunday and to report back to the Junior Football Manager.- To advise on issues pertaining to the junior football competition.- To work in conjunction with the Junior Football Manager to ensure the leagues by-laws and regulations are up to date and relevant to the competition.- To ensure the competition rules and regulations are being upheld by ALL of our junior clubs.



LEON BAILEY



IAN SINGLETON



MARK PASCOE

2026 KEY DATES

2026 EFNL Junior Competition Fixture Dates	
Date	Round
Sunday 19 April	1
Sunday 26 April	2
Sunday 3 May	3
Sunday 10 May	4
Sunday 17 May	5
Sunday 24 May	6
Sunday 31 May	7
Sunday 7 June	BYE
Sunday 14 June	8
Sunday 21 June	9
Sunday 28 June	10
Sunday 5 July	BYE
Sunday 12 July	11
Sunday 19 July	12
Sunday 26 July	13
Sunday 2 August	14
Sunday 9 August	Week 1 Finals
Sunday 16 August	Week 2 Finals
Sunday 23 August	Junior Grand Final Day

2026 EFNL Junior Interleague Fixture Dates	
Date	Round
Wednesday 27 May	1
Saturday 6 June	2
Monday 8 June	3

MATCH DAY INFORMATION

GRADE	START TIME	QTR DURATION	¼ QTR BREAK	HALF TIME BREAK	¾ QTR BREAK	TIME ON
Under 8 Mixed	9am/10am/11am	10 mins	3 mins	5 mins	3 mins	No
Under 8 Girls	9am/10am	10 mins	3 mins	5 mins	3 mins	No
Under 9 Mixed	8:45am	12 mins	3 mins	5 mins	3 mins	No
Under 10 Mixed	8:45am	12 mins	5 mins	5 mins	5 mins	No
Under 10 Girls	10:00am	12 mins	5 mins	5 mins	5 mins	No
Under 11 Mixed	10:00am	15 mins	5 mins	10 mins	5 mins	No
Under 12 Girls	10:00am	15 mins	5 mins	10 mins	5 mins	No
Under 12 Mixed	11:30am	15 mins	5 mins	10 mins	5 mins	No
Under 13 Mixed	11:30am	20 mins	5 mins	10 mins	5 mins	No
Under 14 Girls	11:30am	15 mins	5 mins	10 mins	5 mins	No
Under 14 Mixed	1:20pm	20 mins	5 mins	10 mins	5 mins	No
Under 15 Boys	1:20pm	20 mins	5 mins	10 mins	5 mins	No
Under 16 Girls	1:20pm	17 mins	5 mins	10 mins	5 mins	No
Under 16 Boys	3:10pm	20 mins	5 mins	10 mins	5 mins	No
Under 17.5 Boys	3:10pm	20 mins	5 mins	10 mins	5 mins	No
Under 18 Girls	3:10pm	17 mins	5 mins	10 mins	5 mins	No

Please note:

- The clock will NOT stop for any reason (including if a stretcher is called).
- Clubs will need to be flexible with starting times during the home and away season.
- Start times for finals may vary depending on ground availability and the finals system. Clubs will be notified of timings on a week-by-week basis during the final series.



UNIFORMS & EQUIPMENT

Jumpers

All teams in all age grades (inclusive), shall wear their registered club playing jumper at all home and away games.

Jumper Clashes

Where two clubs compete in the same division and those clubs' colours are the same or similar and are drawn to compete against one another, the away club must change its jumper.

In the event of teams whose colours are the same or similar meetings in finals, the club finishing higher on the ladder at the completion of the season will retain its jumper.

A list of recognised jumper clashes will be published on the website prior to the start of each season.

Shorts

All teams in all age grades (inclusive), shall wear their registered club-coloured shorts at all home and away games.

Undergarments

Players who wear bicycle or lycra shorts extending on the legs below the line of the uniform shorts must wear such shorts which are beige or black in colour and must not extend below the knee. Exceptions to this rule shall be applied under medical and/or religious grounds.

Players in all junior age groups are permitted to wear either a long sleeve playing jumper or long sleeve lycra top, in black or jumper colour, underneath their playing uniform.

Socks

The teams of each club shall wear their registered club-coloured socks, incorporating the EFNL logo.

Gloves, Helmets and Protective Equipment

Gloves and helmets must be approved by EFNL and manufactured for use in Australian Rules Football in official EFNL matches.

A player must have approval from the EFNL to wear any protective equipment in a match. If there is any doubts regarding a players' protective equipment, clubs are advised to contact the EFNL Junior Football Manager or General Manager – Football Operations.

Mouth Guards

Mouthguards are strongly recommended across all divisions and age groups, however not compulsory.

Hair

Hair extending past the shoulders should be appropriately tied up for safety for all participants.

Jewellery

The wearing of any form of jewellery is prohibited. This includes all piercings, taped or otherwise.

Umpires have the authority to warn/yellow card/red card any breaches of this rule.

Nails

Nails should be kept short for the safety of both players and opponents.

Boots

No players are permitted to wear metal stops, rugby cleats or metal tipped stops in any official EFNL match.



FOOTBALL SIZE/REQUIREMENTS

Age Group	Type	Size
Under 8 Mixed + 8 Girls	Synthetic	2
Under 9 Mixed	Synthetic	2
Under 10 Mixed + 10 Girls	Synthetic	2
Under 11 Mixed	Synthetic	3
Under 12 Mixed + 12 Girls	Synthetic	3
Under 13 Mixed	Synthetic	4
Under 14 Girls	Synthetic	4
Under 14 Mixed	Leather (Match)	4
Under 15 Boys	Leather (Match)	5
Under 16 Girls	Leather (Match)	4
Under 16 Boys	Leather (Match)	5
Under 17.5 Boys	Leather (Match)	5
Under 18 Girls	Leather (Match)	4

Where the condition of the ground is such that the use of a yellow ball is more suitable than a red ball, yellow balls may be used at the agreement of both Team Managers. Should the Team Managers fail to agree, the umpire shall determine the colour of ball to be used.

Yellow balls shall be used in junior matches where the game is to be played during twilight or at night.

INSURANCE

The Eastern Football Netball League in conjunction with BJS Insurance Brokers Pty Ltd, the league's insurance broker and risk adviser, has arranged insurance coverage for all their affiliated member clubs, officials, coaches, umpires, voluntary workers, and players. The link for all EFNL insurance information is <https://www.eflinsurance.com.au/>

The program provides competitively broad protection across the following areas:

- Public Liability including Professional Indemnity
- Group Personal Accident cover for Capital Benefits, Non-Medicare Medical Expenses and Loss of Income
- Association Liability

Regarding Personal Accident coverage; the schedule of benefits should be considered as basic and entry level.

The Eastern Football Netball League encourages all players and others covered by this policy to take out private health insurance, furthermore it is advisable that all players have Ambulance Victoria Membership to cover medical transport costs.

REGISTRATIONS

PlayHQ

For online video tutorials on your Play HQ Dashboard, click [here](#).

For an online video tutorial on how to create your Play HQ registration forms, click [here](#).

To register as a Player on PlayHQ go to this [link](#) to find your Club's registration form.

TEAM SHEETS on PLAYHQ

1. To create a team sheet for a match you need to be registered as a Team Manager and given access to your Team by a Club Admin.
2. Log in to your PlayHQ account at this [link](#). Click on your Name in the top right hand corner of the screen, click on My Account, click on Teams. You will now see which Teams you have access to manage.
3. Click on the Team and click on the match you would like to create a team sheet for. Click Manage. From here you can select your players, edit jumper numbers and select your team officials.

To view the AFL Community Football Team Manager PlayHQ User Guide click [here](#).

MATCH DAY PAPERWORK

Team Sheets

Any player not allocated to the printed team sheet MUST be hand written on the team sheet and include the players full name and jumper number.

Any player who was allocated to the printed team sheet and did not play MUST be crossed out on the team sheet.

Junior team sheets MUST be handed to the umpires no later than half time by the Team Manager.

Junior team sheets are not required to be exchanged between clubs.

Clubs must review the online team sheet for accuracy and adjust as appropriate within 12 hours following the completion of the match.

Home clubs need to collect ALL team sheets and score cards from the Umpires rooms at the end of the day and store them for the season.

Results

Home teams are responsible for entering accurate match results for all teams U10s and up into PlayHQ at the conclusion of matches. This includes quarter by quarter scores.

All teams are responsible for entering their own player goal kickers. Best players are not permitted to be entered.

FIXTURES

In 2026, the league will publish junior fixtures in the following order:

Round(s)	Release Date
1 & 2 (Grading)	Monday 13 April
3 & 4 (Grading)	Wednesday 29 April
5 - 14	Thursday 14 May

FIXTURE AMENDMENT REQUESTS

Rounds 1 & 2 (Grading)

Clubs have until **5pm, Wednesday 15th April 2026** to request any fixture amendments for approval. This can include the following:

- Venue changes
- Oval changes
- Time changes
- Assistance with Umpire Appointments

From **12pm, Thursday 16th April 2026**, the Round 1 and 2 fixtures will be deemed FINAL.

From this time, it is required that all Clubs review their Round 1 and 2 fixtures to check any changes that were made.

If any further changes are required after this time, all affected Clubs will be notified by the league.

Rounds 3 and 4 (Grading)

Clubs have until **9am, Thursday 30th April 2026** to request any fixture amendments for approval. This can include the following:

- Venue changes
- Oval changes
- Time changes
- Assistance with Umpire Appointments

From **12pm, Thursday 30th April 2026**, the Round 3 and 4 fixtures will be deemed FINAL.

From this time, it is required that all Clubs review their Round 3 and 4 fixtures to check any changes that were made.

If any further changes are required after this time, all affected Clubs will be notified by the league.

Rounds 5 and 6

Clubs have until **12pm, Thursday 14th May 2026** to request any fixture amendments for approval. This can include the following:

- Venue changes
- Oval changes
- Time changes
- Assistance with Umpire Appointments

From **5pm, Thursday 14th May 2026**, the Round 5 and 6 fixtures will be deemed FINAL.

From this time, it is required that all Clubs review their Round 5 and 6 fixtures to check any changes that were made.

If any further changes are required after this time, all affected Clubs will be notified by the league.

Rounds 7 to 14

For Rounds 7 to 14, the below excerpt from the EFNL By-Laws will apply for fixture changes.

Clubs desiring to conduct matches on a day or time other than that published by the league in the official fixture may do so providing the following requirements have been satisfied:

- (i) that all appropriate licences and permissions to conduct the game have been received and copies forwarded to the EFNL Office prior to the game.*
- (ii) that 10 business days' notice is forwarded to the EFNL office indicating times of commencement of all games and any alterations of venues to the published fixture.*
- (iii) that 10 business days' notice in writing requesting approval from the GM-FO or Junior Football Manager that the fixture be altered is forwarded to the EFNL office from each club.*
- (iv) the league reserves the right to alter fixtures with limited notice where necessary (i.e. umpire appointments/ ground scheduling).*

KEY FIXTURE INFORMATION

- The Home Club reserves the right, in conjunction with EFNL approval, to make changes to their fixtures and amend game times one side of the age groups usual time slot
 - *E.g. U14 Mixed can be moved to either the 11:30am or 3:10pm time slot*
- This time slot change is often dictated by either the home Club or the EFNL Umpiring Manager to manage venue clashes and/or umpiring appointments.

YELLOW/RED/WHITE CARDS

Yellow Cards

IF an umpire believes that a player has committed an offence, they will be shown a yellow card.

IF a player is shown a yellow card, the player is to be sent off for a total of 15 playing minutes. The player can be replaced on the ground at the time, however, is ineligible to take the field until the 15 playing minutes have passed. It is the job of the team manager to ensure a total of 15 minutes has elapsed.

All yellow cards are recorded by the league, with clubs notified in the days following the match.

IF a player receives their second (2) yellow card in the same season, they will receive a one (1) match suspension. The player will serve a one (1) match suspension for every yellow card received for the remainder of the season.

Yellow card offences can include, but are not limited to:

- Abuse
- Dangerous Tackle
- Failing to leave the area when directed
- Metal Studs
- Piercings not removed
- Rough conduct
- Striking or attempting to strike
- Umpire Abuse
- Wrestling
- Any other act that the field umpire believes is not within the spirit of the game.

Red Cards

IF an umpire believes that a player has committed a serious offence, they will be shown a red card.

IF a player is shown a red card, the player is to be sent off for the remainder of the match. The player can be replaced on the ground at the time by a player on the interchange. It is the job of the team manager to ensure that the player who has been shown a red card does not participate in the remainder of the match.

All red cards are recorded by the league, with clubs notified in the days following the match.

IF a player receives a red card in the season, they will receive a one (1) match suspension effective immediately. The player will serve a one (1) match suspension for every yellow or red card received for the remainder of the season.

Red card offences can include, but are not limited to:

- Receiving a second yellow card in the same match
- Intentionally, recklessly or negligently making contact or striking an umpire
- Attempting to make contact or striking an umpire
- Intentionally, recklessly or negligently kicking another person

- Any act of misconduct if the umpire is of the opinion that the act constituting misconduct is serious in nature

White Cards

Where unacceptable behaviours are emanating from the coaching box, a three-phase system will be undertaken by the field umpire(s) via the use of white and red cards to stop such behaviours in real time.

Three Phase System:

1. Phase 1 – A warning (**White Card Shown**)
2. Phase 2 – Another warning, free kick and 25m penalty (**White Card Shown**)
3. Phase 3 – Head Coach reported and removed from the game, free kick and 25m penalty (**Red Card Shown**)

IF misconduct is of a serious nature, the field umpire(s) may choose to show a red card at any stage.

The head coach holds the responsibility of the white card. Regardless if it is an assistant coach, trainer, runner, injured player or spectator around the box, if a white card is shown the head coach is held accountable.

It is important that only officials which are permitted to be in the coaching area are properly attired with armbands (No Injured Players).

The league strongly advises that the Head Coach keeps the areas surrounding their coaching box free from parents and spectators to avoid any indiscretions.

All white cards handed out within a season are recorded at league level.

As white cards are received, the following procedure is followed at league level:

Coach receives 1st White Card for Season

- Club is alerted and reprimanded

Coach receives 2nd White Card for Season

- Club is alerted and fined
- Coach must complete education module before coaching again

Coach receives 3rd White Card for Season

- Club is fined and Coach receives a 1 match penalty
- Coach receives citation with the AFL and has potential to lose coaching accreditation

REPORTABLE OFFENCES

In all sanctioned EFNL matches umpires have powers under the AFL Laws of Australian Football to report any player for a breach.

In the event of any reportable offence taking place during the progress of any official match or on the day of the match, the field umpire(s) shall have the power to report players or officials in respect of the offence.

Should a player be reported during a game the following process will take place:

1. **ONLY** the Team Manager will attend the umpire's rooms at the conclusion of the match.
2. The field umpire(s) will then advise the Team Manager of the report during the game. They will also be advised that the report will be referred to the league.
3. The Club will receive an email by 12pm on the Monday following the game on how the incident has been graded and the offered sanction.
4. Clubs will have an opportunity to accept the set penalty offered. Details regarding this will be in the email sent.
5. Depending on the level of severity of the offence the umpire may refer the matter directly to the tribunal.
6. Where a case is referred to the tribunal the Junior Football Manager will liaise with the clubs involved as well as the umpire to ensure their availability. Tribunals are held on Tuesday evenings from 7pm onwards at EFNL House – 256 Scoresby Road, Boronia.



TRIBUNAL

All details regarding hearings at the Tribunal will be communicated to ALL affected parties once confirmed. Tribunal hearings will be held on Tuesday evenings at EFNL House.

If a Club chooses to challenge a set penalty the Club will be subjected to a \$250 fine if the challenge is unsuccessful.

Successful challenges do not incur any fine.

We require all parties involved in the report (charged player, witness player and umpire) to attend the tribunal. Each of these parties may be represented by an advocate. The witness player can also be represented by an advocate. We strongly suggest that the advocate is not a relation of the player.

INVESTIGATIONS

If an umpire does not view or does not report an incident that may be perceived as reportable, the aggrieved club may lodge a request for investigation with the EFNL Junior Football Manager by no later than 4:00pm on Wednesday. If an investigation is requested the Club will be subject to a \$350 bond.

The League will appoint an independent investigator to review the matter. This will include interviewing all parties involved and any witnesses present. Once this process is complete the independent Investigator will advise the EFNL Junior Football Manager of their findings. The EFNL Football Manager will advise the affected Clubs of the findings and will communicate any sanctions to be enforced.



MATCH DAY FOOTBALL OPERATIONS

MATCH DAY OFFICIALS

Team Officials			
<u>Role</u>	<u>Age</u>	<u>Dress (EFNL)</u>	<u>WWCC Required</u>
Coach	Accreditation	Red Armband	Yes
Assistant Coach	Accreditation	Red Armband	Yes
Team Manager	N/A	Blue Armband	Yes
Runner	16+	Uniform/Bib	Yes
Trainer/s	16+	Bib	Yes
Drink Carrier	Not Permitted		

Match Officials			
<u>Roles</u>	<u>Age</u>	<u>Dress (EFNL)</u>	<u>WWCC Required</u>
Timekeeper	18+	N/A	No
Umpire Escort	18+	Bib	Yes
Goal Umpire	15+	Bib	Yes
Boundary Umpire	Not Permitted		

TRAINER QUALIFICATIONS AND REQUIREMENTS

	Under 8-13	Under 14-18	Validity
CPR - HLTAID009	Mandatory	Mandatory	Must be renewed <u>every twelve months</u>
Level 2 First Aid - HLTAID011	Mandatory	Mandatory	Must be renewed <u>every three years</u>
Junior Sports Trainer (Prerequisite – Current HLTAID009 & HLTAID011)	Mandatory	-	Must be renewed <u>every three years</u>
Sports Trainer Level 1 (Prerequisite – Current HLTAID009 & HLTAID011)	-	Mandatory	Must be renewed <u>every three years</u>

TEAM OFFICIAL EXPECTATIONS

Team & Match Officials	
<u>Do</u>	<u>Don't</u>
Fulfil your responsibilities and ask questions if required	Interfere verbally or physically with players, officials or spectators
Wear correct attire	Be aggressive and loud from the sidelines
Conduct yourself in accordance with the League (and club) code of conduct	Interact with the umpire
Play by the Rules – know them and follow them	Solely focus on winning
Be on time, be prepared and concentrate on your role	Engage in unnecessary conversation not relevant to the match
	Coach (except for the coaches), barrack, comment on play or any umpiring decisions



PLAYER AGE ELIGIBILITY

MIXED/BOYS

UNDER 8	1/01/2018	TO	30/04/2019
UNDER 9	1/01/2017	TO	31/12/2017
UNDER 10	1/01/2016	TO	31/12/2016
UNDER 11	1/01/2015	TO	31/12/2015
UNDER 12	1/01/2014	TO	31/12/2014
UNDER 13	1/01/2013	TO	31/12/2013
UNDER 14	1/01/2012	TO	31/12/2012
UNDER 15	1/01/2011	TO	31/12/2011
UNDER 16	1/01/2010	TO	31/12/2010
UNDER 17.5	1/07/2008	TO	31/12/2009

GIRLS

UNDER 8	01/01/2018	TO	30/04/2019
UNDER 10	1/01/2016	TO	31/12/2017
UNDER 12	1/01/2014	TO	31/12/2015
UNDER 14	1/01/2012	TO	31/12/2013
UNDER 16	1/01/2010	TO	31/12/2011
UNDER 18	1/01/2008	TO	31/12/2009



EVENING UP

MIXED/BOYS AGE GROUPS

If a Team has between 16-19 Players Available -

- The team can determine to play a 16 per side match and have up to 3 players (maximum) on the bench.
- Must advise opposition club and league to ensure all affected teams and umpires are aware.
- When playing 16 per side, the ground setup must be:
 - 5 Forwards
 - 6 Midfielders (1x Ruck, 3x Mid, 2x Wing)
 - 5 Defenders

If a Team has exactly 15 Players Available -

- The team must play a 15 per side match (No players on bench)
- Must advise opposition club and league to ensure all affected teams and umpires are aware.
- When playing 15 per side, the ground setup must be:
 - 5 Forwards
 - 5 Midfielders (1x Ruck, 3x Mid, 1x Wing)
 - 5 Defenders

If a Team has exactly 14 Players Available -

- The team must play a 14 per side match (No players on bench)
- Must advise opposition club and league to ensure all affected teams and umpires are aware.
- When playing 14 per side, the ground setup must be:
 - 4 Forwards
 - 6 Midfielders (1x Ruck, 3x Mid, 2x Wing)
 - 4 Defenders

GIRLS AGE GROUPS

If a Team has between 15-17 Players Available -

- The team can determine to play a 14 per side match and have up to 3 players (maximum) on the bench.
- Must advise opposition club and league to ensure all affected teams and umpires are aware.
- When playing 14 per side, the ground setup must be:
 - 4 Forwards
 - 6 Midfielders (1x Ruck, 3x Mid, 2x Wing)
 - 4 Defenders

If a Team has exactly 13 Players Available -

- The team must play a 13 per side match (No players on bench)
- Must advise opposition club and league to ensure all affected teams and umpires are aware.
- When playing 13 per side, the ground setup must be:
 - 4 Forwards
 - 5 Midfielders (1x Ruck, 3x Mid, 1x Wing)
 - 4 Defenders

If a Team has exactly 12 Players Available -

- The team must play a 12 per side match (No players on bench)
- Must advise opposition club and league to ensure all affected teams and umpires are aware.
- When playing 12 per side, the ground setup must be:
 - 4 Forwards
 - 4 Midfielders (1x Ruck, 3x Mid, 0x Wing)
 - 4 Defenders

KEY EVENING-UP INFORMATION

- Where an even up is required, Clubs must contact both the opposition Club and the league to inform them as early as possible.
- In **U10, U11 and U12** Age Groups, the team with more players can elect to lend players to the other team to avoid an even up. If offered, the team with less players **MUST** accept the loan players.
- In **U13 – U18** age groups players can be offered to the other team, however do not have to be accepted.
- Clubs must ensure that all measures are taken to avoid an even-up, this may include:
 - Obtaining fill in players from a lower graded team in the same age group
 - Obtaining fill in players from a younger age group
- For **mixed/boys** age groups, if a team is requesting a 14 or 15 per side match, they are not permitted to have a bench at any stage.
 - If a match begins with 14 or 15 players per side and fill in players arrive, the match must increase to the next highest evening up bracket at the start of the next quarter.
 - Team managers of both teams must be advised if this is occurring.
 - *E.g. An U14's Mixed match begins at 14 per side and 3 fill-in players arrive during the first quarter. The Team Manager must advise the opposition team of this. To start the second quarter, the match changes to a 16 per side match.*
- For **girls** age groups, if a team is requesting a 12 or 13 per side match, they are not permitted to have a bench at any stage.
 - If a match begins with 12 or 13 players per side and fill in players arrive, the match must increase to the next highest evening up bracket at the start of the next quarter.
 - Team managers must be advised if this is occurring.
 - *E.g. An U14's Girls match begins at 12 per side and 3 fill-in players arrive during the first quarter. The Team Manager must advise the opposition team of this. To start the second quarter, the match changes to a 14 per side match.*
- If the players available to take the field for a team permanently drops below the minimum threshold (14 for boys/mixed and 12 for girls) throughout the match, the match will be deemed a forfeit.
- If a team loses a player (such as through injury or card) throughout the match, there is no requirement for the opposition team to match the current number of players on the ground.
 - Whilst this is the case, the league strongly recommends that teams continue to even up if an opposition player is lost to injury, but not if an opposition player is lost to a yellow/red card.
- Evening up rules **DO NOT** apply in the junior finals series.

MOVEMENT BETWEEN JUNIOR TEAMS

MOVEMENT OF PLAYERS BETWEEN TEAMS AND AGE GROUPS - JUNIORS

All players in the under 8 to 18 grades (inclusive) may play out of their registered age group. However, no player may:

- Play more than two years above his/her registered age group. As an exception to this rule Under 15 boys may fill-in, if necessary, in Under 17.5's.
- Play more than three (3) games out of his/her registered age group in any one season, unless approved by the Junior Manager.

The first team a player plays his/her fourth (4th) match in is the only team they can qualify for finals in. Once a player has qualified in an age group, they are limited to three (3) matches in a higher age group. Unless approved by the Junior Manager they cannot move down to a lower age group.

Under 17.5/ Under 18 Girls

All players in Under 17.5 and Under 18 Girls grade may play out of their registered age group. However, no player may:

- Play nine (9) or more games out of his/her registered age group in any one season.
- Play nine (9) or more games in the senior competition and participate in Junior Boys finals in that season.

Players may qualify for finals in both Under 17.5/Under 18 Girls and Under 19.5/Seniors.

MOVEMENT OF PLAYERS WITHIN AGE GROUPS – JUNIORS

Under 11 to 16

Where a club fields more than one (1) team in the same age and grade a player is permitted to move between teams. However:

- Once a player has played five (5) matches in the higher graded team, that player may not move to the lower graded team for the remainder of the season.
- Players in the lower graded team are free to move to the higher graded team during home and away matches.
- The first team a player plays five (5) matches in is the only team that player is eligible to represent in the finals series.
- Where a bye is fixtured in the higher graded team, no player is permitted to move to the lower graded team during the week of the bye.
- If a club with multiple teams in one age group forfeits a match, the forfeit should occur in the lower rated team.

Where a club field's more than one team (1) in the Under 17.5 competition, a player is permitted to move between teams. However:

- Where a bye or split round is fixtured in the higher graded team, no player is permitted to move to the lower graded team during the week of the bye.

- A player must play at least 3 matches for the respective team during the home and away season to qualify to play in the finals series for that team.
- Any player playing more than 7 matches during the home and away season in the higher graded team is ineligible to play with the lower graded team in the finals.
- A player is only permitted to play in the finals series for one of the clubs Under 17.5 teams. Unless an 'exceptional circumstances' submission is lodged by the club, which outlines the grounds for consideration and is approved by the EFNL Administration.
- If a club with two teams in the Under 17.5 competition forfeits a match, the forfeit should occur in the lower rated team.
- **Prior to either team playing an official game, a list of 15 players who are only eligible to play in the higher ranked team must be submitted to the EFNL Junior Manager (Under 17.5).**

FINALS ELIGIBILITY

To Participate in Finals Matches - (Applies to home and away matches only)

- Players must play (take to the field during the game) at least 3 matches with their Affiliated Junior team in home and away matches to qualify to play in the final's series for their junior club.
- Any player drafted by an AFL club, placed on an AFL or rookie list or included on an official VFL/W list can, provided they have qualified under the rules, return to play with the EFNL in the finals in the seniors and reserve grades only
- Any player that plays more than 50% of home and away games in any season in the VFLW is ineligible to play EFNL Senior and Junior finals in that season.
- Any player that plays nine (9) or more home and away games in any season in the U18 Talent League Boys competition is ineligible to play EFNL boys junior finals in that season.
- Any player that plays nine (9) or more home and away games in any season in the U18 Talent League Girls competition is ineligible to play EFNL Girls junior finals in that season
- Any player that plays one (1) or more games in any season in the VFL/VFLW competition is ineligible to play EFNL boys/girls junior finals in that season.
- A player may qualify for finals for both a clubs U17.5 team and U19.5 team.

JUNIOR RULES SUMMARY – NON-COMPETITIVE AGE GROUPS

RULES	UNDER 8 MIXED	UNDER 8 GIRLS	UNDER 9 MIXED	UNDER 10 MIXED	UNDER 10 GIRLS
PHASE	Introductory	Introductory	Introductory	Introductory	Introductory
GAME TIME	9am/10am/11am	9am/10am	8:45am	8:45am	10:00am
GROUND SIZE	75m x 50m	75m x 50m	90m x 70m	Full Ground (Where Appropriate)	90m x 70m
AGE QUALIFICATION	01/01/2018 - 30/04/2019	01/01/2018 - 30/04/2019	01/01/2017 - 31/12/2017	01/01/2016 - 31/12/2016	01/01/2016 - 31/12/2017
MAX. PLAYER LISTS	-	-	-	24	18
PLAYERS ON GROUND	Min: 7 Max: 9	Min: 6 Max: 9	Min:7 Max:9	Min: 14 Max:18	12
PLAYERS ON BENCH	Unlimited	Unlimited	Unlimited	6	6
OFFICIALS ON BENCH	5	5	5	5	5
EVENING UP RULE	✓	✓	✓	✓	✓
BALL	Size 2 (Synthetic)	Size 2 (Synthetic)	Size 2 (Synthetic)	Size 2 (Synthetic)	Size 2 (Synthetic)
QUARTER DURATION	10	10	12	12	12
BREAK DURATION	3/5/3	3/5/3	3/5/3	5/5/5	5/5/5
SCORING/RESULTS/ LADDERS	No Scores	No Scores	No Scores	✓ (Not published)	✓ (Not published)
FINALS	✗	✗	✗	✗	✗
UMPIRES	Field: 1 (EFNL)	Field: 1 (EFNL)	Field: 1 (EFNL)	Field: 1 (EFNL)	Field: 1 (EFNL)
TACKLING/ BUMPING	✗	✗	✗	Stand-up tackle	✗
BARGING/ STEALING	✗	✗	✗	✓	✗
YELLOW CARD	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced
RED CARD	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced
SHEPHERDING	✗	✗	✗	✓	✗
BOUNCING	✗	✗	✗	1 max	1 max
KICKING OFF THE GROUND	✗	✗	✗	✗	✗
MARKING	Any distance	Any distance	Any distance	No less than 5m	Any distance
PLAYING ON	✗	✗	✗	✓	✗
ADVANTAGE	✗	✗	✗	✓	✗
BALL-UPS	2 opponents' Same height/ Must tap	2 opponents' Same height/ Must tap	2 opponents' Same height/ Must tap	✓	2 opponents' Same height/ Must tap
THROW INS	Last possession	Last possession	Last possession	Last possession	Last possession
BEHIND SCORED	Kick-in	Kick-in	Kick-in	Kick-in	Kick-in
PENALTY DISTANCE (M)	25	25	25	25	25
RUNNERS (ON GROUND)	✓	✓	✓	✓	✓
ZONES	✗	✓	✗	✗	✗

JUNIOR RULES SUMMARY – COMPETITIVE MIXED/BOYS AGE GROUPS

RULES	UNDER 11	UNDER 12	UNDER 13	UNDER 14	UNDER 15	UNDER 16	UNDER 17.5
PHASE	Competition	Competition	Competition	Competition	Competition	Competition	Competition
GAME TIME	10:00am	11:30am	11:30am	1:20pm	1:20pm	3:10pm	3:10pm
GROUND SIZE	Full	Full	Full	Full	Full	Full	Full
AGE QUALIFICATION	01/01/2015 - 31/12/2015	01/01/2014 - 31/12/2014	01/01/2013 - 31/12/2013	01/01/2012 - 31/12/2012	01/01/2011 - 31/12/2011	01/01/2010 - 31/12/2010	1/07/2008 - 31/12/2009
MAX. PLAYER LISTS	24	24	24	24	24	26	28
PLAYERS ON GROUND	Min: 14 Max:18	Min: 14 Max:18	Min: 14 Max:18	Min: 14 Max:18	Min: 14 Max:18	Min: 14 Max:18	Min: 14 Max:18
PLAYERS ON BENCH	6	6	6	6	6	6	6
OFFICIALS ON BENCH	5	5	5	5	5	5	5
EVENING UP RULE	✓	✓	✓	✓	✓	✓	✓
BALL	Size 3 (Synthetic)	Size 3 (Synthetic)	Size 4 (Synthetic)	Size 4 (Leather)	Size 5 (Leather)	Size 5 (leather)	Size 5 (leather)
QUARTER DURATION	15	15	20	20	20	20	20
BREAK DURATION	5/10/5	5/10/5	5/10/5	5/10/5	5/10/5	5/10/5	5/10/5
SCORING/RESULTS/ LADDERS	✓	✓	✓	✓	✓	✓	✓
FINALS	3 Weeks	3 Weeks	3 Weeks	3 Weeks	3 Weeks	3 Weeks	3 Weeks
UMPIRES	Field: 2 (EFNL)	Field: 2 (EFNL)	Field: 2 (EFNL)	Field: 2 (EFNL)	Field: 2 (EFNL)	Field: 2 (EFNL)	Field: 2 (EFNL)
TACKLING/ BUMPING	✓	✓	✓	✓	✓	✓	✓
BARGING/ STEALING	✓	✓	✓	✓	✓	✓	✓
YELLOW CARD	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced
RED CARD	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced
SHEPHERDING	✓	✓	✓	✓	✓	✓	✓
BOUNCING	✓	✓	✓	✓	✓	✓	✓
KICKING OFF THE GROUND	✓	✓	✓	✓	✓	✓	✓
MARKING	✓	✓	✓	✓	✓	✓	✓
PLAYING ON	✓	✓	✓	✓	✓	✓	✓
ADVANTAGE	✓	✓	✓	✓	✓	✓	✓
BALL-UPS	✓	✓	✓	✓	✓	✓	✓
THROW INS	Last possession	Last possession	Last possession	Last possession	Last possession	Last possession	Last possession
BEHIND SCORED	Kick-in	Kick-in	Kick-in	Kick-in	Kick-in	Kick-in	Kick-in
PENALTY DISTANCE (M)	25	25	25	25	25	25	25
RUNNERS (ON GROUND)	✓	✓	✓	✓	✓	✓	✓

JUNIOR RULES SUMMARY – COMPETITIVE GIRLS AGE GROUPS

RULES	UNDER 12	UNDER 14	UNDER 16	UNDER 18
PHASE	Development	Competition	Competition	Competition
GAME TIME	10:00am	11:30am	1:20pm	3:10pm
GROUND SIZE	Max: 120m x 80m	Full	Full	Full
AGE QUALIFICATION	01/01/2014 - 31/12/2015	01/01/2012 - 31/12/2013	01/01/2010 - 31/12/2011	01/01/2008 - 31/12/2009
MAX. PLAYER LISTS	24	24	24	28
PLAYERS ON GROUND	Min:12 Max:16	Min:12 Max:16	Min:12 Max:16	Min:12 Max:16
PLAYERS ON BENCH	8	8	8	8
OFFICIALS ON BENCH	5	5	5	5
EVENING UP RULE	✓	✓	✓	✓
BALL	Size 3 (Synthetic)	Size 4 (Synthetic)	Size 4 (Leather)	Size 4 (Leather)
QUARTER DURATION	15	15	17	17
BREAK DURATION	5/10/5	5/10/5	5/10/5	5/10/5
SCORING/RESULTS/ LADDERS	✓	✓	✓	✓
FINALS	3 Weeks	3 Weeks	3 Weeks	3 Weeks
UMPIRES	Field: 1 (EFNL)	Field: 2 (EFNL)	Field: 2 (EFNL)	Field: 2 (EFNL)
TACKLING/ BUMPING	✓	✓	✓	✓
BARGING/ STEALING	✓	✓	✓	✓
YELLOW CARD	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced	15 Mins – Can be replaced
RED CARD	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced	Remainder – can be replaced
SHEPHERDING	✓	✓	✓	✓
BOUNCING	✓	✓	✓	✓
KICKING OFF THE GROUND	✓	✓	✓	✓
MARKING	✓	✓	✓	✓
PLAYING ON	✓	✓	✓	✓
ADVANTAGE	✓	✓	✓	✓
BALL-UPS	✓	✓	✓	✓
THROW INS	Last possession	Last possession	Last possession	Last possession
BEHIND SCORED	Kick-in	Kick-in	Kick-in	Kick-in
PENALTY DISTANCE (M)	25	25	25	25
RUNNERS (ON GROUND)	✓	✓	✓	✓

CLUB RESOURCES

KEY JUNIOR EFNL POLICIES

Can be found via the below link:

<https://www.efnl.org.au/by-laws-and-rules>

AFL CLUB HELP & POLICIES

AFL policies and resources can be found via the below link:

<https://play.afl/learning-resources/clubhelp>

COACH ACCREDITATION AND RESOURCES

Coach accreditation and other resources for Coaches can be found via the below link:

<https://play.afl/coach>

EFNL SHOP + APPAREL ORDERS

To order EFNL bibs and match officials' armbands, please visit the link below.

<https://shop.efnl.org.au/>

- Once an order has been placed, all apparel items must be collected from EFNL House

GROUND LOCATIONS

BAYSWATER

Home Ground #1: Bayswater Junior Oval, [799 Mountain Hwy, Bayswater VIC 3153](#)

Jumper: Green jumper with a Yellow "V"

Club Email: bayswaterjnr@efnl.org.au

Website: <https://bayswaterjfc.com.au/>



BEACONSFIELD

Home Ground #1: Holm Park Reserve, [100 Beaconsfield-Emerald Rd, Beaconsfield VIC 3807](#)

Jumper: Blue, White and Yellow with an Eagle

Club Email: beaconsfieldjnr@efnl.org.au

Website: <https://bit.ly/3n1GeGc>



BELGRAVE

Home Ground #1: Reserve Road, Belgrave VIC 3160

Jumper: Black and White vertical stripes

Club Email: Belgravejfc@outereastfn.com.au

Website: <https://belgravejfc.com.au/>



BLACKBURN

Home Ground #1: Morton Park, [35 Central Rd, Blackburn VIC 3130](#)

Home Ground #2: Eley Park, [Eley Park, Blackburn South VIC 3130](#)

Jumper: Red and Black vertical stripes

Club Email: blackburnjnr@efnl.org.au

Website: <https://blackburnfc.com.au/>



BORONIA

Home Ground #1: Miller Park, [30 Dorrigo Dr, Boronia VIC 3155](#)

Home Ground #2: Tormore Reserve, [16 Tormore Rd, Boronia VIC 3155](#)

Jumper: Brown jumper with Gold and White 'V's'

Club Email: boroniajnr@efnl.org.au

Website: <http://boroniahawks.com.au/junior-club/>



CHIRNSIDE PARK

Home Ground #1: Kimberley Reserve, [33 Kimberley Dr, Chirnside Park VIC 3116](#)

Jumper: Black, White and Gold vertical panels with a Black Panther

Club Email: chirnsideparkjnr@efnl.org.au

Website: <https://www.chirnsidefc.com/>



COLDSTREAM

Home Ground #1: Halley Supple Reserve, [17 South Gateway, Coldstream VIC 3770](#)

Jumper: Navy jumper with a White 'V'

Club Email: coldstreamjnr@efnl.org.au

Website: <https://www.coldstreamfnc.com/>



CROYDON

Home Ground #1: Bagenong Reserve, [38 Bambra St, Croydon VIC 3136](#)

Jumper: Navy jumper with a White CFC monogram

Club Email: croydonjnr@efnl.org.au

Website: <http://www.croydonjuniorfc.com.au/>



CROYDON NORTH MLOC

Home Ground #1: Hughes Park, 435 Maroondah Hwy, Croydon North VIC 3136

Jumper: Blue and White with an Orange 'KangaRam'

Club Email: croydonnthemloc@efnl.org.au

Website: <https://www.croydonnorthmloc.com.au/>



DONVALE

Home Ground #1: Donvale Reserve, 36-82 Mitcham Rd, Donvale VIC 3111

Jumper: Black jumper with Green and White "V's"

Club Email: donvalejnr@efnl.org.au

Website: <https://donvalefooty.com>



EAST BURWOOD

Home Ground #1: East Burwood Reserve, REAR, 310 Burwood Hwy, Burwood East VIC 3151

Jumper: Black jumper with a White EBFC monogram

Club Email: eburwoodjnr@efnl.org.au

Website: <http://www.eastburwoodfc.com.au/>



EAST RINGWOOD

Home Ground #1: Ainslie Park, 20 Brentnall Rd, Croydon VIC 3136

Home Ground #2: Glen Park, 30 Glen Park Rd, Bayswater North VIC 3153

Home Ground #3: East Ringwood Reserve, Cnr Mt Dandenong Road and, Dublin Rd, Ringwood East VIC 3135

Jumper: Royal Blue jumper with lower White lightning strikes

Club Email: eringwoodjnr@efnl.org.au

Website: <http://erifc.com.au/>



ENDEAVOUR HILLS

Home Ground #1: Singleton Reserve, Singleton Dr, Endeavour Hills VIC 3802

Home Ground #2: Charles Green Reserve, 115E James Cook Dr, Endeavour Hills VIC 3802

Jumper: Green jumper with Yellow Stripes moving into a Yellow 'V' with club logo

Club Email: endeavourhillsjnr@efnl.org.au

Website: <https://www.endeavourhillsifc.com.au/>



FAIRPARK

Home Ground #1: Fairpark Reserve, Manuka Road, Ferntree Gully VIC 3156

Jumper: Maroon jumper with a Blue Yoke and Gold FFC monogram

Club Email: fairparkjnr@efnl.org.au

Website: <https://bit.ly/30CuAsK>



FERNTREE GULLY

Home Ground #1: Wally Tew Reserve, Glenfern Rd, Ferntree Gully VIC 3156

Home Ground #2: Picketts Reserve, 60 Commercial Rd, Ferntree Gully VIC 3156

Jumper: Blue jumper with White vertical stripes and an Eagle emblem

Club Email: ftgeaglesjnr@efnl.org.au

Website: <http://ftgeaglesifc.com.au/>



FOREST HILL

Home Ground #1: Forest Hill Reserve, Fraser Pl, Forest Hill VIC 3131

Jumper: Green and White vertical stripes

Club Email: foresthilljnr@efnl.org.au

Website: <https://zebras.org.au/>



GLEN WAVERLEY ROVERS

Home Ground #1: Brentwood Reserve, Brentwood Reserve, 11-31 Maylands Cres, Glen Waverley VIC 3150

Jumper: Black jumper with Stars and Stripes

Club Email: glenwroversjnr@efnl.org.au

Website: <https://bit.ly/3owdg0L>



HEATHMONT

Home Ground #1: Heatherdale Reserve, Purches St, Mitcham VIC 3132

Home Ground #2: HE Parker Reserve, Heathmont Rd, Heathmont VIC 3135

Jumper: Blue jumper with Yellow and White "V"s"

Club Email: heathmontjnr@efnl.org.au

Website: <https://www.jetsjuniors.com/>



KILSYTH

Home Ground #1: Pinks Reserve, 115-123 Liverpool Rd, Kilsyth VIC 3137

Jumper: Black jumper with red sash

Club Email: kilsythjnr@efnl.org.au

Website: <http://kilsythfootballclub.com.au/juniors/>



KNOX

Home Ground #1: Knox Gardens Reserve, Argyle Way, Wantirna South VIC 3152

Jumper: Red jumper with Black sash and Red Falcon

Club Email: knoxjnr@efnl.org.au

Website: <https://bit.ly/30l0olz>



LILYDALE

Home Ground #1: The Gateway Reserve, 9 The Gateway, Lilydale VIC 3140

Home Ground #2: Lilydale Sports Oval, 179A Main St, Lilydale VIC 3140

Jumper: Blue jumper with yellow sash

Club Email: lilydalejnr@efnl.org.au

Website: <http://lilydalejuniorfc.com.au/>



LYSTERFIELD

Home Ground #1: Lakesfield Reserve, 101 Lakesfield Dr, Lysterfield VIC 3156

Home Ground #2: Windemere Reserve, 262-272 Windemere Dr, Ferntree Gully VIC 3156

Home Ground #3: Carrington Park, Knoxfield VIC 3180

Jumper: Grey and Teal jumper with a Black and White Wolf

Club Email: lysterfieldjnr@efnl.org.au

Website: <http://lysterfieldjfc.org.au>



MITCHAM

Home Ground #1: Walker Park, 413 Whitehorse Rd, Nunawading VIC 3131

Jumper: Black jumper with a yellow sash

Club Email: mitchamjnr@efnl.org.au

Website: <https://bit.ly/3CIB2RZ>



MONTROSE

Home Ground #1: Montrose Reserve, 950 Mount Dandenong Tourist Rd, Montrose VIC 3765

Home Ground #2: Elizabeth Bridge Reserve, Cambridge Road, Kilsyth VIC 3137

Jumper: Navy Blue jumper with a red yoke

Club Email: montrosejnr@efnl.org.au

Website: <http://www.montrosefc.org.au>



MOOROOLBARK

Home Ground #1: Kiloran Park, 75 Hawthory Rd, Mooroolbark VIC 3138

Home Ground #2: Heights Reserve, 13-29 Longfellow Ave, Mooroolbark VIC 3138

Jumper: Green jumper, Gold Diagonal slashes with a Black Mustang

Club Email: mooroolbarkjnr@efnl.org.au

Website: <https://bit.ly/30pJN06>



MT EVELYN

Home Ground #1: Mt Evelyn Reserve, Tramway Rd, Mount Evelyn VIC 3796

Jumper: Maroon with white 'V'

Club Email: sec@mounevelynjfc.com.au

Website: <https://mounevelynjfc.com.au/>



NOBLE PARK

Home Ground #1: Ross Reserve, 9 Memorial Dr, Noble Park VIC 3174

Home Ground #2: Pat Wright Senior Oval, 46-56 Moodemere St, Noble Park VIC 3174

Jumper: Blue and Gold vertical stripes

Club Email: nobleparkjnr@efnl.org.au

Website: <http://football-juniors.clubnoble.com.au/>



NORTH RINGWOOD

Home Ground #1: Ringwood North Reserve, 33A Wonga Rd, Ringwood North VIC 3134

Home Ground #2: Quambee Reserve, 165A Wonga Rd, Ringwood North VIC 3134

Jumper: Red, Black and White vertical panels

Club Email: ntringwoodjnr@efnl.org.au

Website: <http://nrjfc.com.au/>



NORWOOD

Home Ground #1: Mullum Mullum Reserve, 58-60 Mullum Mullum Rd, Ringwood VIC 3134

Jumper: Black jumper with Purple, Gold and White lightning strikes with a Norseman

Club Email: norwoodjnr@efnl.org.au

Website: <https://bit.ly/3CjRmCw>



OAKLEIGH DISTRICT

Home Ground: Princess Highway Reserve, 1658 Dandenong Rd, Oakleigh East VIC 3166

Jumper: Black jumper with a White sash

Club Email: oakleighdistrict@efnl.org.au

Website: <https://www.odfnc.com/>



RINGWOOD

Home Ground #1: Jubilee Park (Top Oval), 17-37 Greenwood Ave, Ringwood VIC 3134

Jumper: Black jumper with a White yoke

Club Email: ringwoodjnr@efnl.org.au

Website: <http://www.ringwoodfc.com.au/>



ROWVILLE

Home Ground #1: Eildon Park, 7 Tyers Cres, Rowville VIC 3178

Home Ground #2: Seebeck Oval, Rowville, Stud Road Rowville

Jumper: Brown and Gold vertical stripes

Club Email: rowvillejnr@efnl.org.au

Website: <http://rowvillefc.org.au/juniors/>



ROWVILLE KNIGHTS

Home Ground #1: Liberty Reserve, Liberty Ave, Rowville VIC 3178

Jumper: Royal Blue and White jumper with a Teal Knight

Club Email: rowvilleknights@efnl.org.au

Website: <http://www.rowvilleknights.org.au/>



SOUTH BELGRAVE

Home Ground #1: Narre Warren East Reserve, Berwick Rd, Narre Warren East VIC 3804

Jumper: Black jumper with a Red and White 'V'

Club Email: stibelgravejnr@efnl.org.au

Website: <https://www.southbelgravefnc.com/>



SOUTH CROYDON

Home Ground #1: Eastfield Park (Benson Oval), 119 Eastfield Rd, Croydon VIC 3136

Home Ground #2: Cheong Park, Cnr Eastfield Road &, Bayswater Rd, Croydon South VIC 3136

Jumper: Blue jumper with Red and White horizontal bands

Club Email: sthcroydonjnr@efnl.org.au

Website: <https://southcroydonjfc.teamapp.com/>



TEMPLESTOWE

Home Ground #1: Templestowe Reserve, 100 Porter St, Templestowe

Jumper: Purple jumper with three White 'V's"

Club Email: templetstowejnr@efnl.org.au

Website: <https://www.templestowejfc.com.au/>



THE BASIN

Home Ground #1: Batterham Reserve, 10 Miller Rd, The Basin VIC 3154

Home Ground #2: Chandler Reserve, Chandler Park, Boronia VIC 3155

Jumper: Green and Red vertical stripes

Club Email: thebasinjnr@efnl.org.au

Website: <http://www.thebasinfnc.com/juniors/>



UPPER FERNTREE GULLY

Home Ground #1: Dobson Park, Francis Cres, Ferntree Gully VIC 3156

Home Ground #2: Kings Park, 22 Willow Rd, Upper Ferntree Gully VIC 3156

Jumper: Royal Blue and Red vertical stripes

Club Email: upperferntreegullyjnr@efnl.org.au

Website: <https://bit.ly/3Fosvj7>



UPWEY/TECOMA

Home Ground #1: Talaskia Reserve, 20 Talaskia Road, Upper Ferntree Gully

Jumper: Yellow and Black vertical stripes

Club Email: cluboperations@utjfc.com.au

Website: <https://www.utjfc.com/>



VERMONT

Home Ground #1: Livingstone Reserve, Enter via Sportlink, Hanover Rd, Vermont South VIC 3133

Home Ground #2: Vermont Recreation Reserve, 1 Terrara Rd, Vermont VIC 3133

Home Ground #3: Whitehorse Reserve,

Jumper: Purple jumper with a Gold Eagle

Club Email: vermontjnr@efnl.org.au

Website: <http://www.vermontjfc.com.au/>



WANTIRNA SOUTH

Home Ground #1: Templeton Reserve, 51 Templeton St, Wantirna VIC 3152

Home Ground #2: Wantirna Reserve, 77 Mountain Hwy, Wantirna VIC 3152

Jumper: Green jumper with two White vertical stripes

Club Email: wantirnasthjr@efnl.org.au

Website: http://wsjfc.org.au/



WAVERLEY BLUES

Home Ground #1: Pinewood Reserve, 13 Pinewood Dr, Mount Waverley VIC 3149

Home Ground #2: Mt Waverley Reserve, Charles St, Mount Waverley VIC 3149

Jumper: Blue jumper with White and Red lightning strikes coming across the left shoulder

Club Email: waverleybluesjr@efnl.org.au

Website: https://wbfc.com.au/

