



2024 AFL Sydney Juniors Rules Review Provision, Proposed Changes, Rationale

AFL Sydney Juniors Table of Proposed Changes – Administration

These changes will be implemented by AFL Sydney Juniors in the 2025 AFL Sydney Juniors Rules

Provision	2024 Rule	Proposed 2025 Rule	Rationale
15.7.1 Team Sheet	N/A	<p>Addition of clause in Table 26 –</p> <p>In line with Rule 26.2.1, a club has until 5pm on the third (3rd) calendar day after the match to submit a query to the league regarding the opposition’s team sheet.</p>	Clarify the time frame for team sheet queries
	N/A	<p>Addition of clause in Table 26 –</p> <p>Clubs have thirty (30) days following a match to send in team sheets that require updating in PlayHQ.</p>	Clarify for time frame for the league to update team sheets
	<p>Table 26</p> <p>Each Team is to print four (4) copies of their Team Sheet and distributed at least fifteen (15) minutes prior to the Match by the Team Manager as follows:</p> <ul style="list-style-type: none"> i. one (1) provided to the Ground Manager (“Official Team Sheet”); ii. one (1) provided to the Timekeeper; iii. one (1) provided to the opposition Club’s Team Manager; iv. one (1) to be retained by the Club Team Manager. 	<p>Table 26</p> <p>Each Team is to print three (3) copies of their Team Sheet and distributed at least fifteen (15) minutes prior to the Match by the Team Manager as follows:</p> <ul style="list-style-type: none"> i. one (1) provided to the Ground Manager (“Official Team Sheet”); ii. one (1) provided to the opposition Club’s Team Manager; iii. one (1) provided to the opposition Club’s Team Manager; iv. one (1) to be retained by the Club Team Manager. 	Removal of requirement for team sheet for Timekeeper as league does not require a separate timekeeper from ground manager
	<p>Table 26</p> <p>Updating of PlayHQ Team Sheet</p> <p>Where an Official Team Sheet is altered in accordance with these Rules, the PlayHQ team sheet records are to be updated by the Club by 7.00pm (or 10.00pm for night Matches) after completion of the Match to ensure that the altered Official Team Sheet and PlayHQ records properly reconcile.</p>	<p>Table 26</p> <p>Updating of PlayHQ Team Sheet</p> <p>Where an Official Team Sheet is altered in accordance with these Rules, the PlayHQ team sheet records are to be updated by the Club within 24 hours of the start time of the Match to ensure that the altered Official Team Sheet and PlayHQ records properly reconcile.</p>	Bring rule in line with rule 15.7.2

Provision	2024 Rule	Proposed 2025 Rule	Rationale
15.7.2 Recording of Match Results	<p>(A) Except where Rule 15.7.2(B) applies, the designated Host Club must enter the following in PlayHQ within twenty-four (24) hours from the scheduled start time of the match:</p> <ul style="list-style-type: none"> (i) quarter by quarter scores and final Match results; and (ii) unless otherwise specified by the League, goal kickers and best Players for both teams. (iii) yellow and red cards issued to Players for both teams. 	<p>(A) Except where Rule 15.7.2(B) applies, the designated Home Club must enter the following in PlayHQ within twenty-four (24) hours from the scheduled start time of the match:</p> <ul style="list-style-type: none"> (i) quarter by quarter scores and final Match results <p>Each team will enter the following in PlayHQ within twenty-four (24) hours from the scheduled start time of the match:</p> <ul style="list-style-type: none"> (i) goal kickers and best Players for both teams. (ii) yellow and red cards issued to Players for both teams. 	<p>Change of wording to allow for PlayHQ functionality</p>
9.5.5 Runners	<p>(A) Each Team is permitted to use one (1) runner in any Match.</p>	<p>(A) Each Team is permitted to use two (2) runners in any Match.</p>	<p>Change to align with Table 7 in 9.5.1</p>
15.2.8 Mercy Rule - Junior Competitions	<p>Table 19 It is incumbent on the Coaches of both Teams to implement measures to:</p> <ul style="list-style-type: none"> • equalize the on field competitive balance of the Match; and • allow for improved participation in the Match for the Players of the losing team. <p>The League may prescribe particular requirements in relation to the on-field equalisation measures to be taken. Any equalisation measure should look to maximise the number of players on the field, but no more than the maximum number of players on field allowed for under Table 16. Where an equalisation measure results in an uneven number of Players in each Team on the field, the Umpires must be notified of this so that the headcount Rule is not unnecessarily invoked.</p>	<p>Table 19 It is incumbent on the Coaches of both Teams to implement measures to:</p> <ul style="list-style-type: none"> • equalize the on field competitive balance of the Match; and • allow for improved participation in the Match for the Players of the losing team. <p>The League may prescribe particular requirements in relation to the on-field equalisation measures to be taken. Any equalisation measure should look to maximise the number of players on the field, but no more than the maximum number of players on field allowed for under Table 16. Where an equalisation measure results in an uneven number of Players in each Team on the field, the Umpires must be notified of this so that the headcount Rule is not unnecessarily invoked. Examples of measures that may be taken by coaches include –</p> <ul style="list-style-type: none"> • Loaning additional players to losing team • Reduction in numbers of players from the winning team on the field (-2 players on the field firstly) • Team position experimentation • Player rotations • Introduce a certain number of kicks by the team before a goal can be scored • Other measures as needed 	<p>Providing examples to help coaches with on field equalisation</p>

Provision	2024 Rule	Proposed 2025 Rule	Rationale
14.5 Number of Players in a Team - Junior Competitions		As per AFL Sydney Memorandum on the 9 th September 2024, AFL Sydney Juniors will update number of players per team	As per Memorandum 9 th September 2024
17.6 Drawn Finals Match	<p>(A) In the event of scores being equal at the end of a finals Match, the following procedure will apply:</p> <ol style="list-style-type: none"> I. the goal Umpires will confirm the scores; II. the field Umpire will re-commence the Match to play extra time, initially for a further duration of five (5) minutes, plus time on where time on applies, and the Teams will not change ends; III. the siren will sound after the first period of extra time, the Teams will change ends and a further five (5) minutes, plus time on where time on applies, is to be played, following which the siren will sound. <p>(B) If the game is still drawn after the second five (5) minute period of extra time, the Umpires and Goal Umpires will consult to confirm the scores, and if the scores still remain tied, the following will apply:</p> <ol style="list-style-type: none"> I. the teams will reset their position (not changing ends) with a centre bounce/ball up to recommence play; and II. play will continue until the next score at which time the siren will sound signalling the end of the Match; and III. the first team to score a point or goal will be the winner. <p>(C) The coach will be allowed to address their team during a three (3) minute break after the final siren at the end of normal Match time, but will not be able to address the team further during extra time.</p> <p>(D) For a Grand Final where the scores are less than six (6) points the difference with two (2) minutes remaining in the final quarter, an announcement is to be made by the Ground Manager that Supporters are not to enter the field of play after the final siren until the goal Umpires have confirmed the final score.</p>	<p>(A) Where the scores are less than six (6) points the difference with two (2) minutes remaining in the final quarter, an announcement is to be made by the Ground Manager that Supporters are not to enter the field of play after the final siren until the goal Umpires have confirmed the final score</p> <p>(B) In the event of scores being equal at the end of a finals Match, the following procedure will apply:</p> <ol style="list-style-type: none"> I. the goal Umpires will confirm the scores; II. while the goal umpires are confirming scores players are to remain on the field and team officials and players on the bench are to remain off the field. III. once scores are confirmed the coach will be allowed to address their team during a three (3) minute break, but will not be able to address the team further during extra time IV. the field Umpire will re-commence the Match to play extra time, initially for a further duration of five (5) minutes, and the Teams will not change ends; V. the siren will sound after the initial period of extra time, the Teams will change ends and a further five (5) minutes is to be played; <p>(C) If the game is still drawn after the second five (5) minute period, the siren will sound, concluding the period and the Umpires and Goal Umpires will consult to confirm the scores, and if the scores still remain tied, the following will apply:</p> <ol style="list-style-type: none"> I. the teams will reset their position (not changing ends) with a centre bounce/ball up to recommence play; and II. play will continue until the next score at which time the siren will sound; and III. the first team to score a point or goal will be the winner; 	Clarify process for extra time

Provision	2024 Rule	Proposed 2025 Rule	Rationale
15.2.8 Mercy Rule – Junior Competitions – Table 19	[Example: if at the end of the third quarter, the score of an Under 15s boys match is 125 to 32, the trailing Team’s score is to be recorded on the scoreboard as 32 and the leading Team’s score is to be recorded as 107 (i.e. 32 + 75).]	[Example: if at the end of the third quarter, the score of an Under 15s boys match is 125 to 32, the trailing Team’s score is to be recorded on the scoreboard as 32 and the leading Team’s score is to be recorded as 92 (i.e. 32 + 60).]	Fixed the example to reflect the mercy rule
24.1.1 Yellow Card	(iii) is not permitted to sit on the bench or enter the playing arena at any time (including breaks) for the duration of the penalty period.	(iii) must sit at the Ground Manager area and is not permitted to sit on the bench or enter the playing arena at any time (including breaks) for the duration of the penalty period.	Addition of “must sit with at the Ground Manager area and” to provide clarity on where the player must sit
15.8.1 Match Start Times	(D) Where a Team fails to enter the playing field after receiving a second warning from the Umpire, the Umpire is to:	(D) Where a Team fails to enter the playing field after receiving a second warning from the Umpire and/or Ground Manager, the Umpire is to:	Addition of Ground Manager to provide assistance to Umpires
14.8.2 Academy Distribution	(G) For the purpose of determining the designated maximum Academy number of Players allowed to transfer the Sydney Swans Academy and GWS GIANTS Academy will provide a list of Players as at the end of March from the previous season with a final list in February. Determining maximum Academy Player numbers will be based on the lists provided by the Academies.	(G) For the purpose of determining the designated maximum Academy number of Players allowed to transfer the Sydney Swans Academy and GWS GIANTS Academy, a player listed as an academy player will retain that status until they are confirmed as leaving the academy by the relevant academy.	Clarify academy status of players.
Quick Reference Guide		To be updated as per AFL Sydney Memorandum 9 th September 2024.	
7.10 League Awards	N/A	Addition of clause – (C) Where a team is redivisionalised, all votes for those matches will be removed from the affected players.	Clarify B&F votes

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14.8.5 In Season Rule	N/A	Addition of clause – (G) Forfeits received by a team are included in a player’s season statistics and therefore are included when calculating 8 games.	Clarity around forfeits counting towards the 8 game limit																																								
	(C) A Club may seek dispensation for up to a maximum of three (3) players per age group where: (i) A written application has been made to the CMC by the Junior Club detailing any exceptional circumstances that apply to that age group prior to the Monday following Round 6; and	(C) A Club may seek dispensation for up to a maximum of three (3) players per age group where: (i) A written application has been made to the CMC by the Junior Club detailing any exceptional circumstances that apply to that age group	Removal of timeframe – allowing clubs the opportunity to apply for dispensation as the season progresses																																								
	N/A	Addition of clause – (H) The CMC will not consider any applications for this Rule prior to Round 5	Clarity around process																																								
15.6 Match Footballs	<table border="1" data-bbox="322 810 1043 1206"> <tr> <th colspan="4">Boys & Mixed</th> </tr> <tr> <td>Under 11 - 12</td> <td>Size 3</td> <td>Leather or synthetic</td> <td>Sherrin Match</td> </tr> <tr> <th colspan="4">Youth Girls</th> </tr> <tr> <td>Under 9 – 11</td> <td>Size 2</td> <td>Synthetic</td> <td>Sherrin Synthetic (U9) Sherrin Match (U11)</td> </tr> <tr> <td>Under 13</td> <td>Size 3</td> <td>Leather or Synthetic</td> <td>Sherrin Match</td> </tr> </table>	Boys & Mixed				Under 11 - 12	Size 3	Leather or synthetic	Sherrin Match	Youth Girls				Under 9 – 11	Size 2	Synthetic	Sherrin Synthetic (U9) Sherrin Match (U11)	Under 13	Size 3	Leather or Synthetic	Sherrin Match	<table border="1" data-bbox="1079 810 1800 1206"> <tr> <th colspan="4">Boys & Mixed</th> </tr> <tr> <td>Under 11 - 12</td> <td>Size 3</td> <td>Leather</td> <td>Sherrin Match</td> </tr> <tr> <th colspan="4">Youth Girls</th> </tr> <tr> <td>Under 9 – 11</td> <td>Size 2</td> <td>Synthetic</td> <td>Sherrin Synthetic (U9) Sherrin Match (U11)</td> </tr> <tr> <td>Under 13</td> <td>Size 3</td> <td>Leather</td> <td>Sherrin Match</td> </tr> </table>	Boys & Mixed				Under 11 - 12	Size 3	Leather	Sherrin Match	Youth Girls				Under 9 – 11	Size 2	Synthetic	Sherrin Synthetic (U9) Sherrin Match (U11)	Under 13	Size 3	Leather	Sherrin Match	<p>Remove synthetic option for listed age groups</p> <p>** Will also be updated in Quick Reference Guide</p>
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AFL Sydney Juniors Table of Proposed Changes – For Discussion

please provide your club's feedback on the below proposed changes

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17.1 Finals Structure	The structure of the finals series for each Competition, as determined by the CMC, will be as follows: (A) Competitions comprising up to eleven (11) teams:	The structure of the finals series for each Competition, as determined by the CMC, will be as follows: (A) Competitions comprising up to and including ten (10) teams	To clarify how many teams participate in the 6 team finals series																																																		
	(B) Competitions exceeding eleven (11) teams:	(B) Competitions consisting of eleven (11) teams or more	Change to the 6 team finals series format to provide an advantage to teams finishing 1 st and 2 nd																																																		
	<table border="1"> <thead> <tr> <th>Week</th> <th>Match</th> <th>Round</th> <th>Teams</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>1</td> <td>Elimination Final</td> <td>3rd Placed Team v 6th Placed Team</td> </tr> <tr> <td>1</td> <td>2</td> <td>Elimination Final</td> <td>4th Placed Team v 5th Placed Team</td> </tr> <tr> <td>1</td> <td>3</td> <td>Qualifying Final</td> <td>1st Placed Team v 2nd Placed Team</td> </tr> <tr> <td>2</td> <td>4</td> <td>First Preliminary Final</td> <td>Winner Match 3 v Winner Match 2</td> </tr> <tr> <td>2</td> <td>5</td> <td>Second Preliminary Final</td> <td>Loser Match 3 v Winner Match 1</td> </tr> <tr> <td>3</td> <td>6</td> <td>Grand Final</td> <td>Winner Match 4 v Winner Match 5</td> </tr> </tbody> </table>	Week		Match	Round	Teams	1	1	Elimination Final	3rd Placed Team v 6th Placed Team	1	2	Elimination Final	4th Placed Team v 5th Placed Team	1	3	Qualifying Final	1st Placed Team v 2nd Placed Team	2	4	First Preliminary Final	Winner Match 3 v Winner Match 2	2	5	Second Preliminary Final	Loser Match 3 v Winner Match 1	3	6	Grand Final	Winner Match 4 v Winner Match 5	<table border="1"> <thead> <tr> <th>Week</th> <th>Match</th> <th>Round</th> <th>Teams</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>1</td> <td>Elimination Final</td> <td>3rd Placed Team v 6th Placed Team</td> </tr> <tr> <td>1</td> <td>2</td> <td>Elimination Final</td> <td>4th Placed Team v 5th Placed Team</td> </tr> <tr> <td>2</td> <td>3</td> <td>First Preliminary Final</td> <td>1st Placed Team v Lowest Ranked Winner from Week 1</td> </tr> <tr> <td>2</td> <td>4</td> <td>Second Preliminary Final</td> <td>2nd Placed Team v Highest Ranked Winner from Week 1</td> </tr> <tr> <td>3</td> <td>5</td> <td>Grand Final</td> <td>Winner Match 3 v Winner Match 4</td> </tr> </tbody> </table> <p>** Teams 1 & 2 don't play in Week 1</p>	Week	Match	Round	Teams	1	1	Elimination Final	3rd Placed Team v 6th Placed Team	1	2	Elimination Final	4th Placed Team v 5th Placed Team	2	3	First Preliminary Final	1st Placed Team v Lowest Ranked Winner from Week 1	2	4	Second Preliminary Final	2nd Placed Team v Highest Ranked Winner from Week 1	3	5
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14.6 Even On Field Number – Junior Competitions	(B) If during the Match, an injured Player has to leave the ground but there are no replacements in that Team, the following applies: (i) the field Umpire, the Opposition Coach and the Ground Manager must be advised accordingly; (ii) the other Club’s Team is to remove a Player to keep the numbers on the ground even; and (iii) if the injured then Player returns to the field, the same process applies in reverse	(B) If during the Match, a player has to leave the ground for a blue card, yellow card or an injury but there are no replacements in that Team, the following applies: (i) the field Umpire, the Opposition Coach and the Ground Manager must be advised accordingly; (ii) the other Club’s Team is to remove a Player to keep the numbers on the ground even; and (iii) if the injured then Player returns to the field, the same process applies in reverse	Addition of blue card and yellow card to this process.
	N/A	Addition of – (C) If a player has to leave the field for any reason other injury, blue card or yellow card and cannot return to the field causing the team goes below minimum numbers, the match may proceed but it will be considered a forfeit by the team who goes under the minimum number.	Clarity around what happens if a team goes under minimum number.
	N/A	(D) In the finals, where both teams cannot agree on the number of players for the match, the team with the lower number of players will play with all of their players on the field (no bench).	Adding procedure to remove issues on match day

Provision	2024 Rule	Proposed 2025 Rule	Rationale
Appendix 2 Finals Eligibility	N/A	Addition of guidance note under Point B – Guidance Note – (i) An Under 11 player has played 8 games in Division 1 and 4 games in Division 2 – they are ineligible for Division 2 finals. An Under 11 player has played 7 games in Under 11 Division 1 and 4 games in Under 12 Division 1 – they are eligible for both divisions (ii) A Youth Girls player has played 8 games in Under 13 Youth Girls Division 1 and 6 games in Under 13 Division 2 – they are eligible for both divisions	Addition of examples of eligible and ineligible players
	N/A	Addition of clause – Injuries can have an impact on team numbers during the finals series. Clubs can apply for dispensation of a maximum of two (2) players in the following scenarios – (i) Where a club has two (2) or more teams in an age group and the highest division team has less than maximum numbers available for finals, they may apply for dispensation of up to two (2) players who have played a minimum of 4 games in their prioritised team in that age group. The player must not be listed on an RPL. (ii) Where a club has only one (1) team in an age group and that team has less than maximum numbers available for finals, they may apply for dispensation of a maximum of two (2) players who have played a minimum of 4 games in the age group below. This player must not be an academy player and not listed on an RPL. Guidance note An Under 14 Division 1 side has 14 players available for finals due to injury. They may apply for dispensation of a maximum of 2 players from the Under 14 Division 3 side, as long as the players have played a minimum of 4 games in the Division 3 side. An Under 14 Division 2 side has 13 players available for finals due to injury. They may apply for dispensation of a maximum of 2 players from the Under 13 Division 2 side providing that they have played a minimum of 4 games in the Under 13 Division 2 side, they are not an academy player and not listed on an RPL.	Injuries can have a major impact on teams during finals series. This rule aims to assist teams in case of injury.

	<p>(D) The following Matches will count towards finals eligibility for the players AFL Sydney Juniors Club:</p> <ul style="list-style-type: none"> (i) Boys Competitions – AFL National Championships - Boys U18 AFL National Development Championships - Boys U16, AFL Futures - Boys U17, Coates Talent League Boys (ii) Girls Competitions - Coates Talent League Girls, AFL National Development Championships - Girls U16, AFL National Championships - Girls U18, AFLW Futures (iii) If these matches take place on weekends that AFL Sydney Juniors matches are not fixtured, these matches will not count towards a player’s finals eligibility. 	<p>(D) A player may apply to the CMC for a maximum of two (2) of the below games to count towards their finals eligibility:</p> <ul style="list-style-type: none"> (i) Boys Competitions – AFL National Championships - Boys U18, AFL National Development Championships - Boys U16, AFL Futures Boys – U17, Coates Talent League Boys (ii) Girls Competitions - Coates Talent League Girls, AFL National Development Championships - Girls U16, AFL National Championships - Girls U18, AFLW Futures (iii) If these matches take place on weekends that AFL Sydney Juniors matches are not fixtured, these matches will not count towards a player’s finals eligibility. 	<p>Limit the amount of talent games that a player can use for their finals eligibility and ensure that they play at least two (2) junior games in the regular season.</p>
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Provision	2024 Rule	Proposed 2025 Rule	Rationale
14.8.4 Restricted Players List	(A) Restricted Player Lists (RPL) are used to manage the movement of players between teams where a Club has more than one team in the same age for Under 11 – Under 17 Competitions.	(A) Restricted Player Lists (RPL) are used to manage the movement of players between teams where a Club has more than one team in the same age for Under 11 – Under 17 Competitions. Players on the Restricted Player List cannot - i) play down in their lower division Team under any circumstances unless agreed otherwise by the CMC. li) play across teams where the Club has more than one team in the same division under any circumstances unless determined otherwise by the CMC	Clarity around what players on the Restricted Players List are able/unable to do.
	(B) Any player listed on an RPL is only permitted to play in an equivalent or higher division in an older age group.	(B) Any player listed on an RPL is only permitted to play in the highest division offered at their club when playing up into a higher age group.	To allow players to play up despite clubs not having the equivalent or higher division in the higher age group
	D) A Club’s RPL may be updated during the season by application to the CMC by 5.00pm Tuesday each week or at a later time at the sole discretion of the CMC who will notify the Club by 5.00pm Thursday	Remove	Not required
	(G) It is the responsibility of the Club and its officials to manager their Player Lists and ensure compliance within the provisions of Rule 14.8.4.	(G) It is the responsibility of the Club and its officials to manage their Player Lists and ensure compliance within the provisions of Rule 14.8.4.	Remove spelling mistake

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Appendix 6 - Reward E- Points	N/A	<p>Addition of below clause –</p> <p>14.8.5 In Season Rule Breach Any team found to have played a player who has already played 8 games in a higher age group or division will have the following applied –</p> <ul style="list-style-type: none"> i) The team will be deemed to have forfeited the match ii) The team sheet will be removed from PlayHQ iii) The game therefore does not count towards finals eligibility <p>Clubs have 24 hours from the notification of the result to advise of any exceptional circumstances which may be taken into consideration. ** Administration error will not be accepted as exceptional circumstances. The final decision is unable to be appealed by the club.</p>	Addition of penalty for breaches
	N/A	<p>Restricted Players List Breach Any team found to have played a player listed on the Restricted Players List from a higher division/age group will have the following applied –</p> <ul style="list-style-type: none"> i) The team will be deemed to have forfeited the match ii) The team sheet will be removed from PlayHQ iii) The game therefore does not count towards finals eligibility <p>This decision is unable to be appealed by the club.</p>	Addition of penalty for breaches

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<p>15.8.3 Time On</p>	<p>15.8.3 Time On (A) Where time on is played in a Competition Match, Law 10.6 of the Laws of Australian Football applies. (B) Where the field Umpire fails to signal the completion of the time added period, or the timekeepers fail to hear their whistle or see their signal, the timekeepers must restart the clock when the ball is clearly back in play. (C) In the event of a Player being replaced under the blood rule or where a stretcher is required, timekeepers are to stop the clock from the time that the blood rule or stretcher signal is given by the field Umpire until the field Umpire signals time back on or the ball is clearly in play.</p>	<p>Time On (A) Time on is not applicable for AFL Sydney Juniors matches</p>	<p>Clarify rule</p>
<p>15.9 Ground Closures</p>	<p>N/A</p>	<p>Addition of clause – (L) Where an entire round is abandoned by the league, the league will look to reschedule this round to a league wet weather weekend. If this is not an option and the round remains abandoned, no games from this round can be rescheduled for an alternative date.</p>	<p>Clarify process of makeup games</p>

Provision	2024 Rule	Proposed 2025 Rule	Rationale
14.8.1 Player Distribution Pathways	<p>(H) Clubs to which the Players are transferring (the new Club) are only permitted a maximum of three (3) Players from the one particular former Club Team to the new Club, unless the former Club allows more than three (3). In circumstances where the former Club agrees to allow more than three (3) Players, the approval of the CMC must also be obtained by the new Club prior to the transfer.</p> <p>(I) The maximum number of Players that may transfer from a former Club to the new Club is limited to ten (10), with a maximum of five (5) Players permitted from Mixed/Boys teams and age groups and a maximum of five (5) Players permitted from Youth Girls Teams and age groups, unless the former Club allows more.</p>	<p>(H) Clubs to which the Players are transferring (the new Club) are only permitted a maximum of three (3) Players from the one particular former Club Team to the new Club.</p> <p>(I) The maximum number of Players that may transfer from a former Club to the new Club is limited to ten (10), with a maximum of five (5) Players permitted from Mixed/Boys teams and age groups and a maximum of five (5) Players permitted from Youth Girls Teams and age groups.</p> <p>(J) Clubs who wish to receive more than three (3) per team or (5) per club must apply to the CMC to go over those limits. The application to the CMC must contain a minimum of –</p> <ul style="list-style-type: none"> • the reasons why they are going over the limit/s • the written approval of the source club to allow these players to leave • any other pertinent information to their submission 	<p>Change to transfer process to engage both clubs</p>
	<p>(K) Approval under Rule 14.8.1 will only be given in exceptional circumstances. An example of where approval is likely to be given is where a Player moves residential location due to a Parent or Guardian being relocated by their existing employer, or a player moving schools.</p>	<p>(L) Approval for dispensation under Rule 14.8.1 will only be given in exceptional circumstances. An example of where approval is likely to be given is where a Player moves residential location due to a Parent or Guardian being relocated by their existing employer, or a player moving schools.</p>	<p>Addition of words “for dispensation” to provide clarity</p>