



AREA AGREEMENT



This is an agreement between the **LODDON VALLEY FOOTBALL NETBALL LEAGUE (LVFNL)** and the **NORTH CENTRAL FOOTBALL LEAGUE (NCFL)**.

1. AREA AGREEMENT:

- 1.1** This agreement has been signed pursuant to the AFL Victorian Country Rules and Regulations pertaining to clearances and permits and, in particular, clause 2.10, whereby an interchange of players between Clubs of the above-mentioned Leagues may take place without clearance and is subject to any provisions contained within this agreement.
- 1.2** This agreement is not relevant for clubs that have developed an alignment endorsed by the AFL Central Victoria Commission.
- 1.3** This agreement is on-going until it is revoked by one of the football bodies involved.

2. SPECIAL CONDITIONS:

- 2.1** Copies to be held by each League and distributed to every club secretary.
- 2.2** That the players involved desire to play with the club in the other League on the day in question.
- 2.3** That the two Clubs named in this agreement are agreeable to the players playing on the day in question.
- 2.4** That the players and clubs concerned are acquainted with AFL Vic Country Regulation 2.0 regarding permits.
- 2.5** ***AFL Country regulation 2.10 (c) (iv) shall apply in this agreement. That is, a player may not play on permit when their club has a scheduled bye unless they have previously played with the permit club in the current season.***
- 2.6** That all relevant persons complete a current permit form, and that this form is submitted to the league administration prior to the player playing their first permit game. Failure to do so may result in a penalty as deemed appropriate by league administration.
- 2.7** That all available Club registered players are selected before permit players can receive an endorsement to play.
- 2.8** The number of permit players **from** any one club be restricted to a maximum of **three (3)** on any one day for any one team.
- 2.9** A player may only play on permit with **one club during the current season**.

3. NUMBER OF PERMITS:

- 3.1** A LVFNL Under 18 / NCFL Underage registered player may be granted a maximum of **eight (8)** area permits by their club to play in the LVFNL / NCFL during the home and away season, provided they meet any age requirements of the relevant leagues.
- 3.2** Once a LVFNL Under 18 / NCFL Underage registered player has played in the **Senior** grade of the LVFNL / NCFL, has represented the LVFNL Under 18 / NCFL Underage level, or has played a **TAC cup** game during the current season, then that player is **ineligible** to apply for any further permits to play in the LVFNL / NCFL underage competition during the current season. This means that the player's initial permit application form is no longer valid for the remainder of the season. (NOTE: the **Senior** grade **does not** include any Reserves games)
- 3.3** Permits can be issued if there are no more than **20 players listed (including permit players) on the LVFNL Under 18 / NCFL Underage team sheet**.
- 3.4** LVFNL Under 18 / NCFL Underage registered players may play **two (2)** games per weekend but only **one (1)** per day.

4. NUMBER OF PERMIT PLAYERS

Each LVFNL Under 18 / NCFL Underage team is only permitted to play a maximum of **six (6)** permit players in any **one match**.

5. TRANSFERS

5.1 Transfers of players between the above-mentioned Leagues shall be as outlined in AFL Victoria Country regulation 1.0 and specifically regulation 1.9 (closing date for clearances and permits).

That is, a transfer request must be submitted **before** the 1st July in the current season.

5.2 Match day permits are **not** subject to the same cut-off date as a transfer and may be applied for anytime during the home and away season.

6. REPORTED PLAYERS

A player playing on permit who is reported shall face the Tribunal of the League in which the offence was committed. Any penalty that is imposed shall apply in all competitions.

7. FINALS.

No match day permits are to be issued for players to play in any grade of the Final series of either league.