



Summary of Permit Allowances

Please find below a summary of the various allowances for each league in regard to Permit Players.

Please note the number of total permit players allowed by one club in a season, as well as the number of permit players allowed per game, and that for the Hume Football Netball League, this is difference.

League	Permits Per Player Per Season	Permit Players Per Game
Riverina FNL	10	5
Farrer FNL	10	5
Wagga & District JFNL	10	5
South West JFNL	10	5
Northern Riverina FNL	10	5
Hume FNL	10	4

Finals Qualification

Each league has their own specific minimum number of games a player must play to be eligible for Finals Football. A Permit Player must meet this requirement to be eligible to play finals.

Finals Football does not count against the number of permit games a player accrues. For example, if a player has used all 10 allowed permits in the regular season, they are still able to play Finals Football, as they would have met the minimum qualification requirement of their given league. Finals games do not count towards a player's overall permits for the season.

Clubs are still required to place a permit for this player to participate in finals games, as per the regular season requirements via SportsTG, prior to the 5pm Friday Deadline.

Permit Combinations

When using players from across more than one league on Permit. Clubs must ensure they do not exceed the number of allowed players from a particular league, as well as the maximum players allowed on Permit.

For example:

WDJFNL Club, is allowed up to 5 Permit Players, this can be a combination of HFNL and SWJFNL, however this combination must not exceed the allowable amount from each league. Therefore, if a team uses 4 HFNL Players, they may only use 1 SWJFNL Player, to make up the 5 allowed permit positions.

Suite 9, 47 Baylis Street
WAGGA WAGGA NSW 2650
Ph: 02 5924 4600 Fax: 02 6921 5228
www.aflriverina.com.au

Address all correspondence to:
PO Box 1, WAGGA WAGGA NSW 2650
ABN 60 474 275 776



WDJFNL Player Permit Conditions

As per the previous information, the maximum number of Permit Players that can use for an WDJFNL Game is **Five Players**, noting a maximum of **10 games** per season per player, exclusive of finals.

Also note, that If your club **does** have 16 players registered in that age group you cannot access the local interchange player permit system. If your clubs **does not** have 16 players registered in that particular age group you can access the local interchange player permit system.

WDJFNL Player Permits Explained

Definitions:

True Team Player

- registered and plays in a given team for the season. A True Team Player can be either a bottom age or top age player in the event that a club's team is a "two-year" group, for example a club has an Under 15's and no Under 14's, therefore this team is a combination of both ages.
- A player can only be a True Team Player for one team, they are not considered a true team player if they are playing up an age group, even if this is on a regular occurrence.

Top Up Player - plays in a lower age group, and is used to "top up" an age group above

Permit Player - is from another league, that has used a Local Interchange to play "on permit" for a given match

Interchange Player

- can freely leave and enter the game, through the interchange as much as required. There is no limitation to their involvement in the game. Interchange players are either True Team or Top Players, and depending on the circumstances, can also be Permit Players.

Replacement Player

- once a player interchanges with a Replacement Player, they can no longer participate in the game. Replacement Players are generally used in the event of injury, however can be used for other purposes.
- Depending on the match circumstances, Permit Players will be considered replacement players. See below.

Gameday Paperwork

Clubs are required to place a permit (Local Interchange) for players to participate in SportsTG for all games, prior to the **5pm Friday Deadline**. Permit Players are identifiable on the Team Sheet through an (P) before each Permit Players name, for example:

41	(P) Taylor, James
----	-------------------

Suite 9, 47 Baylis Street
WAGGA WAGGA NSW 2650
Ph: 02 5924 4600 Fax: 02 6921 5228
www.aflriverina.com.au

Address all correspondence to:
PO Box 1, WAGGA WAGGA NSW 2650
ABN 60 474 275 776



WDJFNL Player Permits Explained

In the event a team uses **Permit Players**, there are restrictions which impact their participation, as per the following:

- If a team uses a combination of True Team and Top Up Players and no permit players then all players can interchange freely with one another. There are **no interchange restrictions**.
- If a team uses a combination of True Team Players and Permit Players, and have enough players that a bench is used, then True Team Players **must** be used in front on Permit Players. Permit Players can only interchange with one another or be used as a Replacement Player for a True Team Player. For example:
 - A 16 v 16 game. A team has True Team Players of 14, and use 4 Permits, then these Permit Players can only interchange with one another. There is at all times to be 2 Permit Players on the bench, unless a True Team Player is unable to participate further in a game, and can then be replaced by one of the Permit Players. For example, serious injury, therefore 13 True Team Players and 3 Permit Players may be on the field, with 1 permit player on the bench.
- If a team uses a combination of True Team Players and Permit Players and does not have enough players that a bench is used, then True Team Players and Permit Players are to take the field, with no limitations.
- If a team uses a combination of True Team Players, Top Up Players and Permit Players, and have enough players that a bench is used, then True Team Players must be used in front of Top Up (at club's discretion) and Permit Players.
 - Permit Players still have the same restrictions as above, where they can interchange with other Permit Players, and be used as replacement players for all other. Top Up Players are able to interchange freely with True Team Players. For example:
 - A 16 V 16 Game. A team has True Team Players of 12, 2 Top Up Players and uses 4 Permit Players, this brings the total players of the team up to 18 Players. The True Team and Top Players are to take the field, as well as 2 Permit Players. These Permit Players can interchange with one another, however if a True Team or Top Up Player interchanges with a Permit Player, they are considered to be replaced and cannot return the game.

Permit Relationship

Please note that a player can only have a **Permit Relationship** between two clubs, their home club and one other club (either their senior club or another club in another league). For more information on the **Permit Agreements** between the respective local leagues, please visit - <https://bit.ly/2HLCJ07>

A player who is registered to one club, and permits to another but then transfers to the "Permit Club" prior to June 30th, with the intent of then Permitting back to the original club, will only have the remaining number of games to use as Permits, from the 10 Games allocated per season. For example:

- Registered at Turvey Park, Players 3 Permit Games for Osbourne
- Transfers from Turvey Park to Osbourne prior to June 30th
- Registered at Osbourne, can only play 7 Permits Games at Turvey Park

Suite 9, 47 Baylis Street
WAGGA WAGGA NSW 2650
Ph: 02 5924 4600 Fax: 02 6921 5228
www.aflriverina.com.au

Address all correspondence to:
PO Box 1, WAGGA WAGGA NSW 2650
ABN 60 474 275 776