

BULLCREEK LEEMING JUNIOR FOOTBALL CLUB



RUNNERS CODE OF CONDUCT

- RUNNERS ARE NOT PERMITTED TO INTIMIDATE, DISPUTE DECISIONS OR INTERFERE WITH THE UMPIRE OR HIS ROLE ON THE DAY OF THE MATCH.
- RUNNERS ARE INSTRUCTED NOT TO GET INVOLVED WITH TEAM MELEES THEY ARE TO ASSIST THE UMPIRES AS REQUIRED.
RUNNERS ARE NOT PERMITTED TO MAN HANDLE PLAYERS.
- ALL RUNNERS ARE TO REMAIN WITHIN THE COACHES BOX UNTIL INSTRUCTED TO DELIVER A MESSAGE BY THE COACH.
- TEAM RUNNERS ARE NOT PERMITTED TO REMAIN ON THE PLAYING ARENA. TEAM RUNNERS ARE TO DELIVER MESSAGES FROM THE COACH TO A PLAYER (S) AND RETURN IMMEDIATELY TO THE COACH'S BENCH VIA THE INTERCHANGE.
RUNNERS ARE NOT PERMITTED TO " COACH" WHILST ON THE GROUND.
- YOUTH TEAMS MAY APPOINT TWO RUNNERS WITH ONLY **ONE** PERMITTED ON THE FIELD OF PLAY AT ANY TIME.
- RUNNERS **ARE NOT** PERMITTED TO CARRY WATER.
- TEAM RUNNERS MUST ENTER AND EXIT THE PLAYING ARENA THROUGH THE INTERCHANGE AREA AT ALL TIMES.
- TEAM RUNNERS SHALL BE AN ADULT.
- THE RUNNER MUST BE CLEARLY IDENTIFIED.