



2015 Competition Rules & Regulations



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AFL Brisbane Juniors



2015 COMPETITION RULES & REGULATIONS

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1. RULES

These Rules and Regulations are to be adopted in conjunction with the Laws of Australian Football, and the AFL & AFL Queensland policies, rules and regulations. Where these Rules and Regulations vary from that of the Laws of Australian Football and the AFL & AFL Queensland policies, rules and regulations, these Rules and Regulations apply. On all matters where these Rules and Regulations are silent, at the discretion of the League, the AFL and AFL Queensland rules, regulations and policies apply.

The AFL Brisbane Juniors, Competition Rules and Regulations apply to all AFL Brisbane Juniors competitions and the associated licensed clubs.

Specific rules and regulations for Juniors (Under 8 to Under 11) and Youth Girls are also contained in Appendix J and K.

Fines associated with these Rules will be applied at the discretion of the Board of Management and General Manager.

2. FEES – MEMBERSHIP, TEAM AND REGISTRATION

2.1 Membership Fees

- a) Club membership fees to the AFL Brisbane Juniors shall be paid by way of a licence fee and shall be such sum as determined by the Board of Management.
- b) Club membership fees will be invoiced in November for the following year.

2.2 Team Fees

- a) Team fees shall be such sum as determined by the Board of Management.
- b) Team fees will be invoiced prior to the commencement of the playing season.

2.3 Player Registration Fees

- a) Player registration fees shall be such sum as determined by the Board of Management. Late registrations will be accepted after 30th June at a reduced rate.
- b) Player registration fees are to be paid with each player registration. No player registration will be entered, and the player will not be permitted to play, until the player registration fee has been paid to the League.
- c) Player registration fees will be related to their date of birth, regardless of whether they are approved to play in a lower or higher age group.

2.4 Schedule of Fees (Sign-On Fees)

All clubs will submit to the Board of Management a schedule of their fees/charges that are being levied on their players. The schedule shall be submitted to the AFL Brisbane Juniors prior to Sign-On Day each year.



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3. CLUB FINANCIAL STATUS

3.1 Annual General Meetings

To be considered eligible to vote at the Annual General Meeting and/or the annual conference, all unpaid accounts from AFL Brisbane Juniors issued on or before 30 September of the current financial year must be paid by 4.00pm on the last Friday in October.

Non Attendance at Meetings

Apology/Non attendance at the Annual General Meeting, will incur a fine of Two Hundred Dollars (\$200.00).

Apology/Non attendance at a General Meeting meeting, will incur a fine of One Hundred Dollars (\$100.00).

3.2 Competition Eligibility

To be eligible for inclusion into the AFL Brisbane Juniors current competition, all accounts from previous year must be paid unless a payment plan has been approved by the Board of Management.

3.3 Playing and Finals Eligibility

To be eligible to compete in fixtures and finals in any season, all clubs must be financial by 1st July of that season. A club's failure to comply results in forfeits being applied to all teams within that club until payment is received.

3.4 Club Auditor's Report

All clubs must submit a copy of an auditor's financial report to the AFL Brisbane Juniors within two weeks after their Annual General Meeting (AGM).

Non payment for outstanding accounts:

Accounts outstanding for a period in excess of ninety (90) days will incur a fifty dollar (\$50.00) penalty to be added to the outstanding account balance.



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4. REGISTRATIONS

Any person desiring to play with an affiliated club in the AFL Brisbane Juniors League must first make application on the prescribed online registration form prior to participating in any match.

No player(s) can play in the AFL Brisbane Juniors competition until the online registration form is completed and the registration fee is paid at the AFL Brisbane Juniors office.

The granting of each application for registration is at the discretion of the AFL Brisbane Juniors Competition Coordinator.

All new players must provide a copy of a 'Proof of Age' documentation to AFL Brisbane Juniors.

4.1 Playing Down Applications

Players will only be permitted to play in a competition below their correct age group if a playing down application form is completed and written approval of application is granted by AFL Brisbane Juniors. Teams will be allowed a maximum of three (3) playing down approvals. Players approved to play down an age group will be subject to registration fee of their correct age group as per rule 2.3 c).

Applications for Youth Football (under 12 to 17) will only be considered on medical/health grounds (medical certificate required with application). Date of birth, size/stature and previous experience will not be accepted as grounds for an application. An assessment will be completed prior to the application being approved. This process will not apply for Junior Football (under 6 to 11) competitions.

5. PROOF OF AGE FOR NEW PLAYERS

Any of the following 'Proof of Age' documents are acceptable to the AFL Brisbane Juniors:

- Birth Certificate
- Passport
- Extract of Birth
- Baptism Certificate
- Legal document certifying proof of age of applicant
- Letter confirming age from school (must be signed by the school principal)

6. RE-REGISTERING A PLAYER

All re-registering players shall do so using the online re-registration system.

7. REGISTERING A PAST PLAYER (LAPSED PLAYERS)

Ensure that the last year the player was registered is clearly stated. If the player did not play in the last three (3) years 'Proof of Age' is required.



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8. TRANSFERS

8.1 Junior Rules

After the completion of any playing season, any player eligible to participate in grades Under 6 to Under 11 inclusive, in the upcoming season, may transfer to a club of their choice without the need to complete a 'player transfer', provided he or she has not re-registered for the upcoming season.

8.2 Youth Rules

Once a player has registered with a club to play Youth football they must complete a 'player transfer' to play with another club. A transfer form must be signed, completed and sent to AFL Brisbane Juniors Competition Coordinator prior to the transfer being entered in the online system. Online transfers will be denied for failure to lodge the required transfer form. Closing dates for transfers are:

- a) 30th April for transfers within AFL Brisbane Juniors;
- b) 30th June for transfers from external leagues to AFL Brisbane Juniors.

9. PERMITS

9.1 Type 1 Match Day

Allows a player to play with another club for one day only. Permission must be sought from the player's current club and league and provided in writing to AFL Brisbane Juniors prior to the online permit being completed. A player will only be able to play a maximum of four (4) matches on a Type 1 Match Day permit.

9.2 Type 2 Local Interchange

Allows a player to play with both clubs for the duration of the permit. Permission must be sought from the player's current club and league and provided in writing to AFL Brisbane Juniors prior to the online permit being completed. A player will be able to play unlimited matches on a Type 2 Local Interchange permit and will be eligible to play finals matches subject to rule 37. When the permit expires the player will return to their Primary club list.

9.3 Type 3 Temporary Transfer

Allows a player to play with another club only for the duration of the permit. Permission must be sought from the player's current club and league and provided in writing to AFL Brisbane Juniors prior to the online permit being completed. A player will be able to play unlimited matches on a Type 3 Temporary Transfer permit and will be eligible to play finals matches subject to rule 37. When the permit expires the player will return to their Primary club list.

Playing a player on any form of permit without written approval to AFL Brisbane Juniors will be subject to the penalties in Rule 35.



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10. DE-REGISTRATION

A club may request that a player be de-registered under the following conditions:

- a) The player, once having registered with the AFL Brisbane Juniors, has not played in any game in any age group;
- b) The player has only been available to play up to and including three (3) matches.

A request for de-registration will only be accepted prior to 30 June and on an official AFL Brisbane Juniors de-registration form and signed by an official of the club.

11. POACHING

- a) Any club advertising or emailing outside defined school areas provided by AFL Brisbane Juniors and the AFL Queensland Game Development department will be deemed to be 'poaching' and the club will incur a Five Hundred Dollars (\$500.00) fine.
- b) Any club official or parent/guardian of a registered player wishing to interview or approach a player from another AFL Brisbane Juniors club, with a view to having that player transfer to the club and play in one of its teams, must first advise the player's current club Secretary and AFL Brisbane Juniors using the *Permission to Train* form, at least seven (7) days prior to any interview or approach. Any club found to be infringing this rule will be liable to a maximum fine of Five Hundred Dollars (\$500.00) for each offence.

12. COACHING REGISTRATIONS

Failure by a club to lodge Team Officials and Team List form for all coaches and officials appointed by the club each season, prior to the first fixture match or within seven (7) days of any new appointment, incurs a fine of Two Hundred Dollars (\$200.00).

13. COACHING ACCREDITATION

Failure by a club to ensure all coaches and assistant coaches are accredited, or in the process of becoming accredited, by 30th June in any particular season incurs a fine of Two Hundred Dollars (\$200.00) for each coach not so accredited plus One Hundred Dollars (\$100.00) for each match thereafter.

Coaches who are not accredited, or in the process of becoming accredited, by the 30th June will render their team ineligible for any premiership points.



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14. CLUB UNIFORM DESIGN AND LOGO

Every club, upon application for membership with the AFL Brisbane Juniors, shall apply for and obtain the permission of the Competition Coordinator to use the colours, uniform design and logo under which the club proposes to play. The same, when approved, shall be registered with the AFL Brisbane Juniors.

Any club desiring to alter or vary its colours, uniform design or logo shall first apply for and obtain the permission of the General Manager to make such variation or alteration. When approved the same shall be registered with the AFL Brisbane Juniors.

Registrations of such colours, uniform design and logo by either the AFL Brisbane Juniors or clubs, in accordance with these regulations, shall give such clubs and the AFL Brisbane Juniors the exclusive right to colours, uniform design and logo against any other club subsequently attempting to register the same colours, uniform design and/or logo.

15. SPONSORS LOGOS

Any team that fails to display appropriate AFL Brisbane Juniors logo and approved sponsor logos will incur a fine of Fifty Dollars \$50.00 per player per game.

16. PLAYING ATTIRE

Each player must have a number on the jersey and such number must be listed on the team's teamsheet. Should more than one player wear a jersey bearing the same number, or should more than one player be listed on the team sheet as wearing the same number the penalty will be a fine of One Hundred Dollars (\$100.00) for each infringement.

Any player taking part in a match, who is not attired in accordance with the registered uniform of his /her Club, the club will be liable to a fine of Twenty Dollars (\$20.00) for each infringement.



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17. GROUND SIZES

Age Group	Length	Width	Centre Square	Centre Circle	Distance between posts
Under 6	45m	50m	3 eq. zones	n/a	approx. 5m
Under 8	80m	60m	3 eq. zones	n/a	approx. 5m
Under 9	100m	80m	3 eq. zones	n/a	approx. 5m
Under 10	100m	80m	3 eq. zones	n/a	approx. 5m
Under 11	130m	90m	n/a	n/a	approx. 5m
Under 12	135-185m	110-155m	45m	3m	6.4m
Under 13	135-185m	110-155m	45m	3m	6.4m
Under 13 Girls	100m	80m	n/a	3m	6.4m
Under 14	135-185m	110-155m	45m	3m	6.4m
Under 15	130m	90m	45m	3m	6.4m
Under 15 Girls	130m	90m	n/a	3m	6.4m
Under 16	135-185m	110-155m	45m	3m	6.4m
Under 17	135-185m	110-155m	45m	3m	6.4m
Under 17 Girls	135-185m	110-155m	45m	3m	6.4m

18. JUNIOR FOOTBALL ARMBAND COLOURS AND SCORING

- RED arm band - Home Team BACKS, Away Team FORWARDS
- YELLOW arm band - Home Team FORWARD, Away Team BACKS
- BLUE arm band - Both Teams' CENTRE Players

Players shall be rotated every quarter to experience the roles of various field positions.

Any team participating in AFL Junior football must wear the appropriate arm bands.

All clubs must provide ground markers as defined in the AFL Junior Football Match Guide.

Scoring in Junior football (U6 to U10) is prohibited. Any club placing AFL Junior football scores in any print or electronic media will incur a fine of One Hundred Dollars (\$100.00).



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19. TIMES OF MATCHES & FOOTBALL TYPE/SIZE

Age Group	Time for Quarters (min)	Quarter Time (min)	Half Time (min)	Three Quarter Time (min)	Football Type and Size
Under 6	8	2	5	2	1 Synthetic
Under 8	10	2	5	2	1 Synthetic
Under 9	10	2	5	2	2 Synthetic
Under 10	10	2	5	2	2 Synthetic
Under 11	15	5	10	5	3 Leather
Under 12	15	5	10	5	3 Leather
Under 13	15	5	10	5	4 Leather
Under 13 Girls	15	5	10	5	3 Leather
Under 14	15	5	10	5	4 Leather
Under 15	15	5	15	5	5 Leather
Under 15 Girls	15	5	10	5	3 Leather
Under 16	20	5	15	5	5 Leather
Under 17	20	5	15	5	5 Leather
Under 17 Girls	15	5	10	5	4 Leather

20. MATCH FOOTBALLS

All footballs used in AFL Brisbane Juniors official matches must be branded with the appropriate logos as directed by the League. Failure to use the correct football shall incur a fine of One Hundred Dollars (\$100.00).



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21. VOLUNTEER REQUIREMENTS

Under 6 - Under 10 (Compulsory):

Coach, Team Manager, Field Umpire (Under 6 – both Coaches and Under 8 to 10 – Club Umpire supplied by Home Team), Goal Umpire (note – no scores are to be recorded), Time Keeper (supplied by home team), First Aid Officer (supplied by home team), Ground Marshall (supplied by home team)

Under 11 (Compulsory):

Coach, Team Manager, Runner, Goal Umpire, Boundary Umpire, Time Keeper (to be supplied by home team), First Aid Officer (to be supplied by home team), Ground Marshall (to be supplied by home team)

Under 12 - Under 17 & Youth Girls (Compulsory)

Coach, Team Manager, Runner, Goal Umpire, Boundary Umpire, Time Keeper (to be supplied by **both** teams), First Aid Officer (to be supplied by home team), Ground Marshall (to be supplied by home team). Youth Girls must have a female as either the Coach or the Team Manager.

21.1 Team Manager – Under 11 to Under 17

All Team Managers must meet the umpire(s) in the middle of the ground at the conclusion of a match to receive the “all clear” from the umpire(s); failure to do so shall incur a fine of Fifty Dollars (\$50.00).

21.2 Coaches Boxes

Coach x 1, Assistant Coach x 1, Team Manager x 1, Runner and Interchange players.

An accredited Junior Coach is permitted in the Coaches Box for the team of their Club’s youngest youth team during the last 5 weeks of the home & away season.

21.3 Volunteer ID

Youth Coach	Blue ID Card endorsed by AFL Brisbane Juniors
Junior Coach	Blue ID Card endorsed by AFL Brisbane Juniors Dark Blue Bib for Youth matches
Assistant Coach	Green ID Card endorsed by AFL Brisbane Juniors
Team Manager	Orange ID Card endorsed by AFL Brisbane Juniors
Runner	Green Bib
First Aid Officer	Red Bib & Red ID Card endorsed by AFL Brisbane Juniors
Trainer	Orange Bib & Yellow ID Card endorsed by AFL Brisbane Juniors
Boundary Umpire	Blue Bib
Water Carrier	White Bib
Ground Marshall	Yellow Bib

All IDs must be clearly visible.



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22. DUTIES OF WATER CARRIER, RUNNER, TRAINER & CLUB BOUNDARY & GOAL UMPIRES

All officials are required to wear closed-in footwear

22.1 Water Carrier: not permitted in Coaches Box during match

- a) Only permitted on the ground when a goal has been kicked
- b) Only to carry water to player, then leave the field immediately
- c) Cannot give players messages
- d) Water Carriers for Under 11 Football – 11 years or over.
- e) Water Carriers for Under 12 Football – 12 years or over.
- f) Water Carriers for Under 13 Football – 13 years or over
- g) Water Carriers for Under 14, 15, 16 & 17 Football – 14 years or over
- h) Water Carriers for Youth Girls – 14 years or over
- i) One (1) Water Carrier permitted for under 11
- j) Four (4) Water Carriers permitted for all youth matches

22.2 Runner:

- a) Only to deliver messages to players, then leave the field immediately
- b) Must be 14 years or over to hold this position
- c) One (1) runner permitted for Under 11 to Under 17 & Youth Girls

22.3 Trainer:

- a) Only to attend to injured players and then leave the field immediate.
- b) Must be 18 years or over to hold this position
- c) Qualifications are required to be lodged at AFL Brisbane Juniors and officially verified
- d) AFL Brisbane Juniors ID Card must be worn and must be seated in the 1st Aid Area
- e) The use of Trainers during the finals series will be at the discretion of AFL Brisbane Juniors.



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22.4 Club Boundary & Goal Umpires:

- a) Carry out duties according to the AFL Laws of the Game

Runners, Water Carriers, Trainers and/or Club Boundary & Goal Umpires deemed to be contravening their duties will be reported and removed from the field of play by the Umpire with the use of a red card. A replacement Club Boundary or Goal Umpire must be supplied but a Runner, Water Carrier or Trainer will not be permitted to be replaced. AFL Brisbane Juniors Board of Management and Staff will also have the power to report Runners, Water Carriers, Trainers and/or Club Boundary & Goal Umpires to the umpire. Further disciplinary action will be at the discretion of AFL Brisbane Juniors.

Failure of a Runner, Water Carrier, Trainer and/or Club Boundary & Goal Umpire to leave the field of play when directed by an umpire will be reported for misconduct, the match will end and the official's team shall forfeit the match as per AFL Laws of the Game rule 20.6.2 (b) (ii). The Club may also be fined a maximum of Five Hundred Dollars (\$500.00).

23. NOMINATING YOUTH TEAMS

- a) One Team: 20 players minimum
- b) Two Teams: 42 players minimum
- c) Three Teams: 62 players minimum

At the discretion of the Board of Management and subject to registered playing numbers, Clubs will not be permitted to nominate two (2) Under 14 teams without nominating one (1) Under 13 team.



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24. TEAM SIZES

Under 6 – 6 per side + unlimited interchange

Under 8 – 9 per side + unlimited interchange

Under 9 – 12 per side + unlimited interchange

Under 10 – 12 per side + unlimited interchange

Under 11 – 15 per side + unlimited interchange

Under 12 to Under 17 – 18 a side + maximum 4 interchange players

In all Divisions to start the match the number of players on the field is determined by the team with the least amount of players. If a team has less than 18 players they must notify the Ground Marshall who will be responsible for notifying the field umpire(s) to determine the starting numbers. When the starting numbers are confirmed by the umpire(s) the Ground Marshall will notify both teams.. Teams are permitted a maximum of 22 players.

18 or more players = 18 a side

17 players = 17 a side

16 players = 16 a side

15 players = 16 a side

14 players = 16 a side

13 players = Forfeit

Under 13 Girls – 9 a side + maximum 4 interchange players

To start the match the number of players on the field is determined by the team with the least amount of players. If a team has less than 9 players they must notify the Ground Marshall who will be responsible for notifying the field umpire(s) to determine the starting numbers. When the starting numbers are confirmed by the umpire(s) the Ground Marshall will notify both teams.

9 or more players = 9 a side

8 players = 8 a side

7 players = 8 a side

6 players = Forfeit

Under 15 Girls – 12 a side + maximum 4 interchange players

To start the match the number of players on the field is determined by the team with the least amount of players. If a team has less than 12 players they must notify the Ground Marshall who will be responsible for notifying the field umpire(s) to determine the starting numbers. When the starting numbers are confirmed by the umpire(s) the Ground Marshall will notify both teams.

12 or more players = 12 a side

11 players = 11 a side

10 players = 10 a side

9 players = 10 a side

8 players = 10 a side

7 players = Forfeit



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24. TEAM SIZES (cont)

Under 17 Girls – 15 a side + maximum 4 interchange players

To start the match the number of players on the field is determined by the team with the least amount of players. If a team has less than 15 players they must notify the Ground Marshall who will be responsible for notifying the field umpire(s) to determine the starting numbers. When the starting numbers are confirmed by the umpire(s) the Ground Marshall will notify both teams.

15 or more players	=	15 a side
14 players	=	14 a side
13 players	=	13 a side
12 players	=	13 a side
11 players	=	13 a side
10 players	=	Forfeit

For situations where injuries to players reduce the on field playing numbers during a match, refer to Appendix C “PLAYING NUMBERS WHEN INJURIES OCCUR”.

25. YOUTH TEAM STRUCTURE FOR PLAYERS

- a) Prior to Week 1, clubs with multiple teams in the same age group must provide a core list of 16 players for the nominated higher team. These players cannot play in a lower team in that age group or lower age group. Failure to provide the list will incur a fine of One Hundred Dollars (\$100.00).
- b) Prior to Week 3, all teams in all age groups are to provide a final team list as follows, these players cannot play in a lower team in that age group or lower age group. Failure to provide the list will incur a fine of Two Hundred Dollars (\$200.00).
 - (i) One (1) team in an age group – 18 players listed with the remaining players able to play in a lower age group if age eligible
 - (ii) Two (2) teams in the same age group: Team One – 18 players listed, Team Two – 16 players listed with the remaining players able to play in a lower age group if age eligible
 - (iii) Three (3) teams in the same age group: Team One – 18 players listed, Team Two – 16 players listed, Team Three – 16 players listed with the remaining players able to play in a lower age group if age eligible
 - (iv) Option to make a maximum 2 changes to team list previously supplied. These changes must be completed, if required, prior to last match before the school holiday break.

Representative players must be listed in their respective team list. If an under 13 age eligible player is selected in an under 14 representative team, and they are on a club under 14 team list, they must be included on their club's under 14 higher team list. For the purposes of this rule, representative players are those that participate in the Under 14 & Under 16 Queensland State Academy Championships or the AFL Under 16 Championships.



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26. CANCELLATION OF FIXTURES

Only the Board of Management, the General Manager and/or the Competition Coordinator is empowered to call-off games.

Should a club's ground be unplayable, then the Secretary of that club or its delegate must notify the AFL Brisbane Juniors immediately.

Should any fixture match be cancelled, then the AFL Brisbane Juniors will notify the Umpire's Co-ordinator.

Junior (Under 8 – Under 10) football matches may be cancelled at the discretion of the home club or by agreement between the two coaches. In such cases the AFL Brisbane Juniors Competition Coordinator must be notified.

27. GROUND CLOSURE

If a Council closes grounds due to wet weather, the affected games must be played within fourteen (14) days of the original scheduled date. If matches are unable to be re-scheduled the premiership points will be shared by the teams, two (2) points each. Matches may be re-scheduled mid week as a catch up round.

If a club closes their ground due to wet weather, without consultation with AFL Brisbane Juniors, games scheduled for the ground will be deemed a forfeit, not re-scheduled and points awarded to the opposing team.

28. WASH OUT

If a fixture or round of games is washed out and cancelled by the AFL Brisbane Juniors the following points will be allocated for Youth competitions:

- a) Byes will be awarded 4 points;
- b) All other teams will be awarded 2 points.

29. BYES

Teams receiving a bye will be awarded four (4) points. Teams will be permitted to submit a teamsheet for finals qualification however only the players listed on the team's previous match teamsheet shall be permitted on the teamsheet for the bye. The Competition Coordinator is to ensure that all teams with a bye have a teamsheet submitted.



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30. FORFEITS

If a team has to forfeit a match a Club representative must notify the Competition Coordinator who will be responsible for notifying the opposing team and the Umpire Coordinator.

In the event that a team receives a forfeit, that team may submit a teamsheet to ensure that all players appearing upon the said teamsheet shall be counted as having a 'game played' for the purpose of finals eligibility.

When a forfeit occurs, the forfeiting team shall add sixty (60) points to its 'Points Against' total and the team receiving the forfeit shall be awarded four (4) premiership points and add sixty (60) points to its 'Points For' total.

Any team forfeiting a match in a premiership competition after providing notice to AFL Brisbane Juniors will incur a fine of Fifty Dollars (\$50.00).

Any team forfeiting a match in a premiership competition without providing notice to AFL Brisbane Juniors will incur a fine of One Hundred Dollars (\$100.00).

Any team which, having commenced playing a match, refuses for any reason to continue the match to its natural conclusion will incur a fine of Two Hundred Dollars (\$200.00).

31. COMPETITION WITHDRAWAL

Any team which has been withdrawn from the competition by the AFL Brisbane Juniors as a result of forfeiting three (3) matches will incur a fine of One Hundred & Fifty Dollars (\$150.00). If a match commences but a team has to forfeit during the match due to injuries, this will not count towards the three (3) match penalty above.

32. TEN (10) GOAL PERCENTAGE

The maximum percentage any team may gain or lose in a match is for a maximum margin of ten (10) goals or sixty (60) points.

Example:

Actual score (that is published) – Home team 16.10.106 defeated Away team 2.1.13

Ladder adjustment for Home team = minus 33 points off 'Points For' total
Ladder adjustment for Away team = minus 33 points off 'Points Against' total

The Competition Coordinator will be responsible for making ladder adjustments.

33. CHANGING OFFICIAL GAME TIMES

Any Clubs changing official game times or dates without receiving written permission from AFL Brisbane Juniors will incur a One Hundred Dollar (\$100) fine.



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34. LATE START

Any Clubs allowing games to start late will incur a fine of One Hundred Dollars (\$100.00).

Any team not ready to commence a match within ten (10) minutes after the time appointed for such commencement shall forfeit the match, and will incur a fine of One Hundred Dollars (\$100.00).

Failure of a team to enter the playing field after receiving a warning from the Umpires at the Quarter Time, Half Time and Three Quarter Time breaks will incur a fine of One Hundred Dollars (\$100.00).

35. UNQUALIFIED PLAYERS

Playing an ineligible, suspended, unregistered and/or over-age player will incur a fine of Five Hundred Dollars (\$500.00) for each player plus loss of any premiership points gained.

Should a team be found guilty of three of any of the above offences in any one season then a fine of One Thousand Dollars (\$1,000.00) will be incurred and the team withdrawn from the competition.

Any player playing under a name other than his/her own name shall be deemed to be unregistered and the club will incur a fine of Five Hundred Dollars (\$500.00) plus loss of any premiership points gained.

Any player playing in a lower division, than the division for which they are listed, shall incur a fine of Five Hundred Dollars (\$500.00) and loss of any premiership points gained.

Should a club continue to play a player after receiving notice from the AFL Brisbane Juniors that a players permit to play has been withdrawn, then the club will lose all premiership points gained in matches in which such player participated, after due notice had been given, and the club shall incur a fine of Five Hundred Dollars (\$500.00).



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36. PLAYER SEND OFF RULE

This rule applies to Under 12, Under 13, Under 13 Girls, Under 14, Under 15, Under 15 Girls, Under 16, Under 17 & Under 17 Girls.

Only Central Umpires, officially appointed to control matches, shall have the power to order a player(s) from the field.

Yellow card – player is sent from the ground for the remainder of the current quarter and all of the next quarter, no report.

Red card – player is sent from the ground for the remainder of the match, automatic report. The player is not permitted to enter the playing arena including coaches box/interchange bench.

Players sent from the ground with a yellow or red card may be replaced.

If a player receives three (3) yellow cards in one season an automatic one (1) match suspension will apply. Subsequently if a player receives a further three (3) yellow cards in the same season, the player will be sent to the Tribunal on a charge of "Misconduct".

Players can receive two (2) yellow cards in one match without being reported.



2015 COMPETITION RULES & REGULATIONS

37. FINALS ELIGIBILITY

37.1 Under 12 to Under 17

A player must play five (5) matches per team in a competition. Grading matches do not count towards finals eligibility.

If a player plays in more than half the scheduled matches in a senior competition they will be ineligible to compete in the AFL Brisbane Juniors finals series in the same season. For the purpose of this rule, an under 19 competition is not counted as a senior competition.

Dispensation is given to players unable to fulfill club playing commitments due to their commitment to the State U18/U16 program. Matches (trial or fixture) played for Queensland U16 representative teams on the same weekend as U16 club fixture games will count, for the purpose of finals eligibility, as U16 club games.

Application for exemptions to finals eligibility rules must be sent to AFL Brisbane Juniors in writing. Applications will only be considered for the following:

- a) A player has had a long term injury and a doctor's certificate is supplied or religious reasons prevent a player playing on certain days of the week.
- b) Once player(s) nominates in a finals team, the player(s) remains in that team, even if the player(s) has qualified for more than one team.
- c) Where injuries occur to eligible player(s) in the final home and away round prior to the final series or during the finals series consideration will be given, upon application, but not guaranteed, and based on below criteria, for player(s) to play in more than one team during the finals series when:
 - (i) the player(s) wishes to play in a higher age group or age group division when the lower team has been eliminated from the finals series; and
 - (ii) the player(s) has qualified for the higher team; and
 - (iii) the player(s) will not take the place of a qualified and available player in the higher team (medical evidence will be required).

Note – applications will not be considered if the above criteria is simply being used to increase the number of eligible players for a team.

37.2 Youth Girls Competitions

A player must play five (5) matches in a 14 round home and away season.

A player must play four (4) matches in a 12 round home and away season.

A player must play three (3) matches in a 10 round home and away season.

A player must play two (2) matches in an 8 round or less home and away season.

Players in Youth Girls competitions are also permitted to play Youth finals provided they meet the eligibility criteria for both teams. However they are not permitted to play in more than one Youth Girls team during the finals series.



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38. FINALS RULINGS

38.1 Extra Time in Finals

Extra time will apply to all finals **except Grand Finals**. If any Grand Final is tied at the end of the game, the match will be replayed the following week. If the Grand Final Replay is also a draw at the end of full time, extra time will be played as following.

The procedure for extra time in the other finals is as follows:

- a) Two halves each of five (5) minutes with time-on, will be played starting as soon as possible after the completion of ordinary time;
- b) Teams will kick to the same end as at the completion of ordinary time for the first five (5) minute period then change ends immediately after the first period of extra time;
- c) If scores are still level following extra time, the Golden Point Rule will apply;
 - i. Golden Point Rule – both teams remain in the positions they were in when the last period of extra time finished and after the goal umpires have consulted, play will be recommenced and the timekeepers will allow play to continue until the next score when they will sound the siren. The team that scores first is the winner.
- d) Coaches will not be permitted to address players prior or during any period of extra time;
- e) Interchange can occur during extra time.

38.2 Time On in Finals

All AFL Brisbane Juniors finals matches will be played with time on. The length of finals matches are:

- Competitions that play 15 minute quarters during the home and away season will play 13 minutes plus time on quarters;
- Competitions that play 20 minute quarters during the home and away season will play 17 minutes plus time on quarters.

Time is stopped when the field umpire in control of the play signals to the Timekeeper to stop the clock used for the timing of the match by:

- a) Blowing their whistle and raising one arm above his or his head.
- b) Goal Umpire signals that a goal has been scored.
- c) Goal Umpire signals that a behind has been scored

Time is restarted when the field umpire in control of the play signals to the Timekeeper to start the clock used for the timing of the match by:

- a) Blowing their whistle and raising one arm above his or her head.
- b) The football is bounced (or thrown up) in the centre square after a goal has been scored.
- c) The football is brought back into play after a behind has been scored.

Please note: Time continues when the football is out of play over the boundary line unless signaled otherwise by the umpire in control of the play.

39. GENERAL MATCH DAY RULES



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39.1 Umpire duties and instructions

The appointment of umpires shall be the sole responsibility of the controlling body or its delegate.

If for reasons beyond their control an umpire is unable to fulfill their appointment and the controlling body is unable to replace the umpire, the match will be able to proceed with a club umpire/volunteer from each of the competing teams.

All reports of players and officials must be filled out in quadruple and distributed as follows:

- a) Original copy to the AFL BJ for Independent Tribunal;
- b) Second copy to reported player or Team Official;
- c) Third copy to opposing Team Official; and
- d) Fourth copy retained by the Umpire.

All reports of players and officials must be notified to the AFL Brisbane Juniors within two (2) working days after the match.

Only umpires officially appointed by the controlling body or its delegate may report players and officials and/or apply the send off rule.

39.2 Umpire reports/procedures

39.2.1 Responsibility

The responsibility for informing a player(s) and/or official(s) that the Umpire has lodged a report is delegated to the Team Manager.

39.2.2 Reportable Offence – Player(s)

Player(s) will receive notification of the set time to attend their Tribunal hearing. Notification is a telephone call to the player's(s) club. Therefore, it is the club's responsibility to inform the reported player(s). Tribunal hearings will be held on Wednesday nights unless notified otherwise.

39.2.3 Reportable Offence – Official(s)

- a) Any official reported by an umpire will be required to attend a formal Tribunal hearing.
- b) A report, by an official of the AFL Brisbane Juniors Board of Management or Steward who has been appointed by the AFL Brisbane Juniors, must be completed in written form stating Name, Position, Date, Venue, Competing Teams, Witnesses and full details of the offence and returned to the Competition Coordinator by 4.00pm on the 2nd working day following the match in which the report was made.



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39.2.4 Stewards

Any member of the Board of Management, Umpires Staff, AFL Brisbane Juniors General Manager and/or AFL Brisbane Juniors Competition Co-ordinator shall have the same power and duty to report players as that conferred on umpires under the laws.

All such reports must be in accordance with the requirements described in AFL Laws of Australian Football Rule 2012.

39.2.5 Players Arriving Late

Any player arriving after the commencement of Third Quarter cannot participate in the fixture match.

40. BANNED ITEMS

The following equipment is strictly prohibited:

- Metal tags in boots
- Non-Prescription Sunglasses
 - Written permission must be sought and obtained to wear prescription glasses prior to player(s) playing.
- Gloves
- Metal Plates
- Long Fingernails
- Jewelry
- Caps

Bike pants are only acceptable if they are “flesh” coloured.

Padding (e.g. shin pads, shoulder pads etc.) only permitted with written approval from AFL Brisbane Juniors.

41. PRESS STATEMENTS

Any officials, parents, players, or clubs making statements to the press or media that are considered to be injurious or prejudicial to the character or interests of other officials, parents, players or the AFL Brisbane Juniors shall be subject to a Code of Conduct, Investigation Committee hearing. A maximum fine of Five Hundred Dollars (\$500.00) may be incurred for any breeches of the above.



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42. GROUND MARSHALL

42.1 What is a Ground Marshall?

- a) The appointed Ground Marshall must 18 years of age or older.
- b) Ground Marshall is clearly identified by a Yellow Bib.
- c) The Ground Marshall is a representative of the home club and is the contact point for information for visiting teams, parents and umpires.
- d) The Ground Marshall oversees the Codes of Conduct on match day and reports to the AFL BJ any breaches of Codes of Conduct and is the first contact point for any disputes/indiscretions that may arise.
- e) Introduce yourself and explain the problem and he/she will provide assistance.

42.2 Ground Marshall's responsibilities

- a) Inspect the ground on match day to ensure it is prepared to acceptable standards:
 - (i) Ground marking complete
 - (ii) Protection on goal/behind posts
 - (iii) Sprinklers removed/lowered
- b) Ensure that games commence at designated times, in consultation with umpires. If AFL Brisbane Juniors Board Member or League official is present then length of quarters may be adjusted to ensure all games start on time.
- c) Ensure First Aid attendant and stretcher is in place.
- d) Attend to the umpires prior to and after the game and ensure umpires have an escort on and off the ground.
- e) Be the contact point for information for visiting teams and umpires.
- f) Oversee the Codes of Conduct on match day and report breaches of the Code of Conduct to AFL Brisbane Juniors. It is important that Ground Marshalls conduct themselves in a firm and polite manner and are not overly officious when speaking to people regarding breaches of the Code of Conduct.

It is important to note that the Ground Marshall's duties/responsibilities are to assist/contribute to the quality management of junior football on match day. Ground Marshalls should reflect the positive aspects of the Code of Conduct. They should be able to provide a pro-active service to all junior football participants on Match Day.



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43. FIRST AID OFFICIALS

43.1 Policy

While it is the home team's responsibility to provide a First Aid attendant, it is the visiting team official's (i.e. Coach/Manager) responsibility to check with the home team that in fact such a person is on duty and qualified.

The First Aid attendant's name must be on the AFL Brisbane Junior's team sheet in the space provided.

If a qualified First Aid attendant is not present then it is the duty of the visiting team official to report to the central umpire.

A period of fifteen (15) minutes will take place for the home team to provide this person, if at this time the situation remains the same the visiting team can provide a qualified First Aid attendant and the game can commence.

If no qualified First Aid Attendant is available the game will not commence under any circumstance.

The field umpire will declare the game a forfeit and advise AFL Brisbane Juniors.

Fine – first offence, One Hundred Dollars (\$100.00)

If first aid is needed and the advice is that the player shall not continue playing, the coach shall abide by the decision of the qualified First Aid official. Team trainers cannot overrule the 'Ground' First Aid official.

Each oval must have a qualified First Aid official, properly stocked First Aid kit and a stretcher.

All club trainers & First Aid officials will be required to sit in the official first aid area for the match and not in the coaches' box. Club trainers & First Aid officials are permitted to attend to an injured player in the coaches box, however when not required must remain in the official first aid area.

The officially appointed 'Ground' First Aid officer on the day **is in charge** of all players on the playing field, shall have the final say as to the suitability of a player to resume playing the current match and is the only match official that is permitted to request a stretcher.

Club trainers or First Aid officers **do not** have the power to overrule a decision made by the 'Ground' First Aid official.



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43.1 Policy (cont)

All personnel must remember that they can only provide a level of care consistent with the limits of their qualifications. All personnel must ensure that their duty of care to the patient, club, and association is followed at all times and that, as perceived professionals to the public, there is a liability to provide the highest level of care available at any time.

It is recommended that the 'Ground' First Aid officer confidentially discuss any treatment or decision with higher qualified personnel, if available, to ascertain the best outcome for the health and safety of the injured person(s) prior to announcing their decision.

Club First Aid attendants and trainers will inform the 'Ground' First Aid attendant, prior to the start of any match, the status of any players who have religious or ethnic concerns regarding treatment, whatever they may be, and a suitable action plan is to be devised and wherever possible followed.

Where clubs, playing in the same match, have suitably qualified First Aid attendants or trainers these persons are to be the first responders to injured players from their team(s) unless busy treating an injury at which time the 'Ground' First Aid shall either respond or take over treatment.

If assistance is required then the club personnel will signal the 'Ground' First Aid attendant who will then attend the site of the injured person with the appropriate equipment required as signaled (e.g. splint, stretcher, cervical collar, oxygen, additional supplies etc).

In all serious cases the club's officials will hand over a player's care to the 'Ground' First Aid official up to and including when the player has been stabilized and removed from the playing field to the allotted First Aid area. The Club official will assist when and if required.

43.2 Qualifications of First Aid attendants

- a) Nurse
- b) Qualified Sports Trainer
- c) St John Ambulance Australia Members
- d) Senior First Aid Certificate Holder
- e) Ambulance Officer
- f) Doctor



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43.3 First Aid officers – AFL Junior matches – one game per oval

First Aid officers must be situated approximately half way beside the oval on the clubhouse side where possible.

The Ground Marshall is to advise both coaches and managers as to location of First Aid officer for the day.

43.4 First Aid officers – AFL Junior matches - two games per oval

First Aid officers must be situated centrally between two fields - half way.

The Ground Marshall is to advise both coaches and managers as to location of the First Aid officer for the day.

43.5 First Aid officer – Youth football matches

First Aid officers must be situated between the coaches' boxes.

The Ground Marshall is to advise both coaches and managers as to location of the First Aid officer for the day. Club team trainers must to be seated in the First Aid area and not in the Coaches Box.

43.6 Stretchers

The stretcher must be available for all junior games at the venue for the day. The stretcher, wherever possible, should be located adjacent to the interchange area or, if two ovals are being used, it should be located with the qualified First Aid attendant.

It will be the responsibility of the visiting team officials (i.e. Coach/ Manager) to ensure that a stretcher is in place prior to any game commencing.

Failure of home team/club to provide a stretcher will incur a fine of One Hundred Dollars (\$100.00).



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43.7 Injured players policy

To ensure the safety of players participating in AFL Brisbane Juniors organised matches, the following is adopted for players rendered unconscious:

- a) When there has been any period of unconsciousness however short, or any amnesia, the player should not continue in the game.
- b) When unconscious or amnesic for less than 5 minutes, the player should not resume sporting activity for two weeks.
- c) When unconscious or amnesic for more than 5 minutes and up to one hour the player should not resume sporting activity for three weeks.
- d) When unconscious or amnesic for over one hour and less than 24 hours, the player should not resume sporting activity for a period of two to three months.
- e) Following an operation for brain damage or blood clot, the player should not return to contact sport or to situations where there is the likelihood of future head injury.
- f) Furthermore, the player in question will not be permitted to participate in further AFL Brisbane Junior matches until they have obtained a written medical clearance from a qualified medical practitioner. The clearance is to be sighted by the coach and manager of the player's team.

If team officials are unsure, or unable to decide if a player has been rendered unconscious during the match, ***it is considered preferable to err on the side of caution***, and ensure that he/she does not compete again that day, and obtains a medical clearance before further play is permitted.

Injured players must leave the field of play through the interchange, unless on a stretcher.

43.8. Mouthguards

It is acknowledged that in a very small minority of players the wearing of a mouthguard will cause some distress due to "gagging" problems. The League will not penalise a player who, for this reason, will not be able to comply with its policy but expects the player's club to ensure it is a genuine case.

The league strongly believes a properly fitted mouthguard, made by a dentist or dental technician has several advantages:

- a) It is effective in minimising dental and oral damage.
- b) It fits accurately, preventing dislodgement.
- c) It does not interfere with breathing under exertion.
- d) It does not interfere unnecessarily with speech.
- e) It does not alter the appearance drastically.

Mouthguards, designed to be fitted by the player themselves, seldom fulfill any of the above requirements.



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43.9 Protective Headgear

The league has decided that the wearing of Protective Headgear will not be made compulsory and the decision of whether such a device should be worn will remain entirely with the parent or player.

Clubs should however, encourage the wearing of such devices for those players who are particularly small physically and those who have been known to have received previous head injuries. Club officials should discuss with both parents and players accordingly.

43.10 Health Issues (infectious diseases) – participation in matches

43.10.1 Club/Team Obligation

No club or team shall allow any player to participate in any match or continue to participate in any match for so long as such player:-

- a) is bleeding; or
- b) has blood on any part of his or her body or uniform.

43.10.2 Player Obligation

A player shall not participate in any match or continue to participate in any match for so long as such player:-

- a) is bleeding; or
- b) has blood on any part of his or her body or uniform.

43.11 Blood Rule

43.11.1 Role of Umpire

When a field umpire is of the opinion that a player is bleeding or has blood on any part of his or her uniform, the field umpire shall: -

- a) stop play at the first available opportunity;
- b) direct the player concerned to immediately leave the playing surface;
- c) wait a reasonable period to allow the replacement player to take up position before re-commencing play; and
- d) recommence play.

A player shall immediately upon a direction by a field umpire leave the playing surface through the interchange area, where the field umpire is of the opinion that the player shall not return or take any further part in any match until and unless: -

- a) the cause of any such bleeding has been managed effectively;
- b) the injury is securely covered to the extent that no blood emanates from the covered wound;
- c) any blood stained article of uniform has been removed and replaced; and
- d) any blood on any part of a player's body has been thoroughly cleansed and removed.



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43.11.2 Replacement Player

Another player listed on the team sheet may replace a player directed to leave the playing surface for the blood rule. A replacement player may enter the playing surface while the player that he or she is replacing is leaving the playing surface. If a replacement player does not enter the playing surface by the time the directed player leaves the playing surface, the field umpire shall re-commence play immediately.

43.11.3 Refusal to leave Surface

Where a player refuses to leave or does not immediately leave the playing surface when directed to do so by a field umpire the following shall apply;

- a) the field umpire shall warn the player that a free kick will be awarded and that the player may be reported if he or she does not leave the playing surface;
- b) if the player still refuses to leave the playing surface the field umpire shall award a free kick to the player of the opposing team who is nearest to where the warning was given or where play was stopped whichever is the greatest penalty;
- c) if the player still refuses to leave the playing surface:
 - (i) the field umpire shall report the player for misconduct in failing to follow a direction of an umpire;
 - (ii) the match shall immediately end and the reported player's team shall forfeit the match; and
 - (iii) Law 10.7 of the Laws of Australian Football shall apply to any match, which is forfeited.

43.11.4 Failure to Obey Direction

- a) A player's refusal to promptly obey a direction of a field umpire given under Law 22.3.4 is a Reportable Offence.
- b) Any fine, period of suspension or other sanction determined by a Tribunal or other body hearing the Reportable Offence shall be in addition to any sanction which may be imposed by a Controlling Body under Law 22.14

43.12 Protective Gloves

Each club or team shall ensure that any doctor, trainer and any other person treating players of a team wears protective gloves as may be approved from time to time by the relevant Controlling Body.

43.13 Disposal of Bloodied Clothing and Other Material

Each club or team shall ensure that:

- a) any bloodied item of uniform or clothing or a player is placed as soon as possible in a hygienic sealed container and laundered to ensure the removal of all blood and;
- b) all towels, wipes, bandages, dressings and other materials used in the treatment for bleeding players shall be placed in a hygienic sealed container and discarded or destroyed in a hygienic manner.



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43.14 Dressing Rooms

Each club or team shall ensure that all dressing rooms and other areas, occupied by a team prior to, during or immediately following the competition of any match, are kept clean and that no blood remains on any surface, equipment and/or areas. All such surfaces, equipment and areas must be cleansed and disinfected immediately after contact with blood.

43.15 Hygiene

Each Club or Team shall ensure that: -

- a) Players do not urinate (other than in a toilet) in or about any dressing rooms or on the playing surface prior to, during or immediately following the completion of any match; and
- b) Each of its players observes a high standard of personal hygiene.

43.16 Trainers

Unless Law 22.4 applies, a trainer or other personnel responsible for the treatment of players shall not provide treatment to a player on the playing surface for any cut, abrasion or other injury involving the discharge of blood.

43.17 Sanction – Controlling Body

A Controlling Body may impose a sanction upon a player, club or team for a breach of any obligation imposed under clause 43 inclusive (Law 22, Laws of Australian Football 2012).

REFERENCE: AFL Laws of Australian Football



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44. AFL BRISBANE JUNIORS CODE OF ETHICS

44.1 Introduction

All AFL Brisbane Junior members, individually and collectively, aim to have a reputation for integrity, honesty, courtesy and fairness in its dealings with other clubs, members, parents and the public.

44.2 What is a Code of Ethics?

Ethics are a set of principles by which behaviour can be judged to be right or wrong. The AFL Brisbane Juniors Code of Ethics sets the minimum standards of behavior expected of everyone associated with AFL Brisbane Juniors.

44.3 The Code of Ethics applies to all

AFL Brisbane Juniors directors, members and parents are each responsible for ensuring that their personal conduct is consistent with standards described. In the Code the terms, “members” and “we” includes League directors, League officials, clubs and their office bearers, players and parents.

In the event standards are compromised by a member’s behavior, which is deemed to be a breach of the AFL/AFLBJ Rules, disciplinary action may result.

44.4 Membership

AFL Brisbane Juniors places the highest priority on its members. We commit to:

- a) Providing our members with the opportunity to play AFL;
- b) Working together to ensure that equality of opportunity is provided to all members to play AFL;
- c) Providing access to qualified training to ensure the highest standard of coaching and supervision available to all members;
- d) Ensuring that members feel welcome and valued;
- e) Providing fair and workable administrative rules for the development of AFL in Queensland.

44.5 AFL Brisbane Junior Clubs Relationships

Our relationships and decisions are characterized by integrity and fairness and a desire to work together. We commit to:

- a) Treating everyone with courtesy, patience and respect and not causing disadvantage, discomfort or embarrassment to fellow members;
- b) Developing a consultative atmosphere between the clubs in the recruitment and advertisement for members;
- c) Contributing to continuous improvement and development of all members by working with AFL Queensland;
- d) Contributing to an atmosphere in which diversity of constructive opinion, perspective and culture is valued and encouraged;
- e) Being adaptable and having a positive approach to change by supporting new ideas, programs and practices that benefit AFL;
- f) Ensuring that there is no direct or indirect discrimination or harassment.



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44.6 Parents and/or Spectators

The need to provide a safe, healthy and fair environment is recognized. We commit to:

- a) Encouraging participation in AFL;
- b) Encouraging members to participate within the rules of AFL;
- c) Treating everyone with courtesy, patience and respect, and not causing disadvantage, discomfort or embarrassment to any member participating and/or officiating in AFL;
- d) Ensuring that there is no direct or indirect discrimination or harassment;
- e) Encouraging support and recognition to all members who participate in AFL.

44.7 Players

Honesty, fair play and high performance standards will prevail. We commit to:

- a) Playing by the rules of AFL;
- b) Treating everyone with courtesy, patience and respect and not causing disadvantage, discomfort or embarrassment to any member participating and/or officiating in AFL;
- c) Acting and behaving in a manner that never intentionally intimidates, offends or causes personal injury to any member;
- d) Co-operating with the coach, umpire, team members and opponents;
- e) Consistently striving to be a "Good Sport".

44.8 Coaches

We are responsible for the guidance and safeguarding of the members under our control. We commit to:

- a) Being equitable to all members of the team;
- b) Acting reasonably with the demands on members' time, energy and enthusiasm;
- c) Ensuring that equipment and facilities meet safety standards and are appropriate to the age and ability of the members;
- d) Treating everyone with courtesy, patience and respect and not causing disadvantage, discomfort or embarrassment to any member participating and/or officiating in AFL;
- e) Maintaining a high standard of knowledge required for coaching AFL;
- f) Working with AFL Brisbane Juniors and AFL Queensland for the continuous development of members;
- g) Developing an understanding by all members of what is fair and unfair play;
- h) Acting and behaving in a manner that never intentionally intimidates, offends or causes personal injury to any member;
- i) Encouraging all members to strive to be a "Good Sport".



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44.9 Improvement in Conduct

An objective of the AFL Brisbane Juniors is to promptly draw to the attention of a member conduct which falls below the standards covered in the Code of Ethics, and to assist the member in changing/correcting that conduct.

There are three stages in the 'Improvement in Conduct' process:

44.9.1 Stage One

If the complaint is determined to be a minor breach, the complaint will be registered at the AFL Brisbane Juniors and forwarded to the member's club for finalization. The club will respond back to the AFL Brisbane Juniors on action taken. The recommended action for this stage would be to speak with the member and make them aware of their conduct and the fact that it has been determined as falling below the standards covered in the Code of Ethics. The purpose is to draw inappropriate/unacceptable conduct to the attention of the member and assist them in correcting their conduct.

44.9.2 Stage Two

If the complaint is determined to be a major breach, a repeat of unacceptable conduct or involves a club, the complaint will be registered at the AFL Brisbane Juniors. The member to whom the complaint is made and the person/club making the complaint will be invited to attend a meeting with the AFL Brisbane Juniors. If the person making the complaint does not wish to attend, the meeting will take place with the member and the AFL Brisbane Juniors. The purpose of this meeting is to draw inappropriate/unacceptable conduct to the attention of the member and assist them in correcting their conduct.

44.9.3 Stage Three

When it is clear that the unacceptable conduct has occurred, an investigation should take place by the Code of Conduct Committee. The Committee, upon receiving evidence, will determine the outcome in accordance with the AFL Brisbane Juniors rules.

If these steps are not followed the potential consequences of ignoring unsatisfactory conduct or deferring taking action is:

- a) The perception that AFL Brisbane Juniors condones the conduct;
- b) Contributes to an undesirable sporting culture;
- c) Members being unaware that their conduct is a problem; and
- d) The matter developing into a major issue requiring intervention by parties other than AFL Brisbane Juniors.

If a Club wishes to have a complaint investigated, a written application on club letterhead must be sent to AFL Brisbane Juniors by 5:00pm on the Tuesday following the match. A fee of Two Hundred & Fifty Dollars (\$250.00) must also be paid when requesting the investigation.



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APPENDIX A – SUMMARY OF FINES

Rule #	Page		Fine
3.1	3	Apology/Non-attendance at Annual General Meeting	\$200
	3	Apology/Non-attendance at Club Meetings	\$100
3.4	3	Accounts outstanding for in excess of 90 days	\$50
11(a)	5	Advertising outside defined school areas	\$500
11(b)	5	Poaching	\$500 max.
12	5	Failure to lodge Team Official & Team List form	\$200
13	6	Coach not accredited	\$200 + \$100 per match
15	6	Failure to display appropriate logos	\$50 per match
16	6	More than one player wearing the same number	\$100
16	6	Incorrect playing attire	\$20 each
18	7	Placing junior scores in any point or electronic media	\$100
20	8	Failure to use the correct match football	\$100
21	8	Failure by Team Manager to meet umpires after match on ground	\$50
22	8	Failure by Runner, Water Carrier or Trainer to leave the field of play when directed	\$500 max.
25(a)	10	Failure to provide Core List	\$100
25(b)	10	Failure to provide Team List	\$200
30	11	Forfeit match in premierships competition with notice	\$50
	11	Forfeit match in premierships competition without notice	\$100
	11	Team refuses to continue match	\$200
31	11	Team forfeiting 3 matches	\$150
33	12	Changing official match times without permission	\$100
34	12	Clubs allowing match to start late	\$100
	12	Teams not ready to commence match within 10 minutes of appointed time	\$100
	12	Failure of team to enter playing field after receiving warning	\$100
35	12	Playing an ineligible, suspended, unregistered and/or overage player	\$500 per player
	12	Any three of above in one season	\$1,000
	12	Player playing under another name	\$500 per player
	12	Player playing in lower division	\$500 per player
	12	Player playing after permit has been withdrawn	\$500 per player
41	17	Press statements	\$500
43.1	19	Failure to supply Qualified First Aid Attendant	\$100
43.6	21	Failure to provide a stretcher	\$100



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APPENDIX B – SCHEDULE OF FEES (all fees GST inclusive)

Player Registration Fee ~ includes Umpire fees for Under 11 – 17

Under 6	\$45.00 (maximum clubs can charge is \$95.00)
Under 8	\$45.00 (maximum clubs can charge is \$95.00)
Under 9-10	\$89.00
Under 11	\$116.00
Under 12-17	\$126.00
Youth Girls	\$116.00 (based on weekly competition, refund \$25 for fortnightly)

Player registration fees shall be paid with each player registration. No player registration will be entered and the player shall not be permitted to play until the player registration fee has been paid to the League.

Late Player Registration Fee ~ after June/July School Holidays

Under 6	\$33.00
Under 8	\$33.00
Under 9-10	\$66.00
Under 11	\$77.00
Under 12-17	\$88.00
Youth Girls	\$77.00 (based on weekly competition, refund \$11 for fortnightly)

Late player registration fees shall be paid with each player registration. No late player registration will be entered and the player shall not be permitted to play until the player registration fee has been paid to the League.

Team Fees ~ includes Football

Under 6	\$40.00 (Size 1 synthetic Red)
Under 8-10	\$50.00 (Size 1/2 synthetic Red)
Under 11 & 12	\$110.00 (Size 3 leather Red)
Under 13 & 14	\$130.00 (Size 4 leather Red)
Under 16 & 17	\$150.00 (Size 5 leather Red)
Youth Girls	\$110.00 (Size 3 leather Red)
Youth Girls	\$130.00 (Size 4 leather Red)

Affiliation Fees

Club Fees for Affiliation	\$150.00
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Conference

Levy	\$400.00 All Clubs
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If clubs do not attend, payment is still required plus a fine of \$200 will be incurred for costs

Tender For Hosting Finals

Fee	\$77.00 per game
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Club Umpires

Course/Training	\$50.00 per Club Umpire
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2015 COMPETITION RULES & REGULATIONS

APPENDIX C – PLAYING NUMBERS WHEN INJURIES OCCUR

SUMMARY

The following playing number conditions only apply when players have match ending injuries. When a player leaves the field due to injury a determination is required as to whether the player will be able to be treated and return to the field or it is a match ending injury. If it is determined to be a match ending injury, under no circumstances is the player allowed to return to the field.

These conditions do not apply for the following:

- When players leave the field to be treated and expect to return to the field;
- When players leave the field to go to another venue to fill in for another team;
- Normal conditions apply when a player is sent from the field by an umpire for an indiscretion.

Team A 22 players & Team B 18 players

Start of match -	18 v 18
Team B has 1 injury -	18 v 17
Team B has 2 injuries -	16 v 16
Team B has 3 injuries -	16 v 15
Team B has 4 injuries -	16 v 14
Team B has 5 injuries -	end of match

Team A 22 players & Team B 17 players

Start of match -	17 v 17
Team B has 1 injury -	17 v 16
Team B has 2 injuries -	16 v 15
Team B has 3 injuries -	16 v 14
Team B has 4 injuries -	end of match

Team A 22 players & Team B 16 players

Start of match -	16 v 16
Team B has 1 injury -	16 v 15
Team B has 2 injuries -	16 v 14
Team B has 3 injuries -	end of match

Team A 22 players & Team B 15 players

Start of match -	16 v 15
Team B has 1 injury -	16 v 14
Team B has 2 injuries -	end of match

Team A 22 players & Team B 14 players

Start of match -	16 v 14
Team B has 1 injury -	end of match

PROCEDURE

In the event of second (or more) match ending injury; the following process should be followed:

- The Team Manager of the team with injured players notifies the opposition team manager;
- The Team Manager of the team without injured players advises the Coach that players **must** be taken from the field as soon as possible. *Note – the players taken from the field become part of the interchange and can be interchanged back on to the field at any stage;*
- Before the next quarter break, the Team Manager of the team with injured players advises the Ground Marshall of the new on field playing numbers;
- At the next quarter break the Ground Marshall notifies the Umpire of the new on field playing numbers.

DISPUTES

In the event of a team not taking players from the field the following process should be followed:

- The Team Manager of the team with injured players notifies the Ground Marshall;
- The Ground Marshall notifies the Umpire as soon as practicable;
- The Umpire instructs the Coach to take players from the field.

PENALTIES

If the team without injured players fails to comply:

- The Umpire will report the breach and the Coach will face disciplinary action for breach of Code of Conduct;
- AFL BJ will carry out an investigation which could result in possible loss of premiership points.



2015 COMPETITION RULES & REGULATIONS

APPENDIX D – COACH CODE OF CONDUCT

I hereby commit, to the best of my ability, to uphold the AFL Coaches' Code of Conduct.

I understand that as an integral component of my accreditation, I must maintain a standard of behaviour and conduct in the best interests of the game and the players/staff in my care.

In representing myself in an honest manner, and without bringing the coaching profession or the Game into disrepute, I will endeavour to uphold the following to the best of my ability:

1. I will respect the rights, dignity and worth of all individuals within the context of my involvement in Australian Football, by refraining from any discriminatory practices including, but not limited to, discrimination on the basis of race, religion, gender, ethnic background, special ability/disability or sexual orientation, preference or identity.
2. I will abide by and teach the AFL Laws of the Game and the Rules of my Club and League/Association.
3. I will be reasonable in the demands I make on the time commitments of the players in my care, having due consideration for their health and wellbeing.
4. I will be supportive at all times and I will refrain from any form of personal or physical abuse or unnecessary physical contact with the players in my care.
5. I will have due consideration for varying maturity and ability levels of my players when designing practice schedules, practice activities and involvement in competition.
6. Where I am responsible for players in the 5-18-year-old age group, I will strive to ensure that all players gain equal playing time. I will avoid overplaying the talented players, aiming to maximise participation, learning and enjoyment for all players regardless of ability.
7. I will stress and monitor safety always.
8. In recognising the significance of injury and sickness, I will seek and follow the physician's advice concerning the return of injured or ill players to training.
9. I will endeavour to keep informed regarding sound principles of coaching and skill development, and of factors relating to the welfare of my players.
10. I will at all times display and teach appropriate sporting behaviour, ensuring that players understand and practise fair play.
11. I will display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators.
12. I will ensure that players are involved in a positive environment where skill-learning and development are priorities and not overshadowed by a desire to win.
13. I reject the use of performance-enhancing substances in sport and will abide by the guidelines set forth in the AFL Anti Doping and Illicit Drugs policies.

I agree to the following terms:

1. I agree to abide by the AFL Coaches' Code of Conduct.
2. I acknowledge that the AFL, or a body affiliated with the AFL, may take disciplinary action against me if I breach the code of conduct. I understand that the AFL, or a body affiliated with the AFL, is required to implement a complaints-handling procedure in accordance with the principles of natural justice, in the event of an allegation against me.
3. I acknowledge that disciplinary action against me may include de-registration from the AFL National Coaching Accreditation Scheme.

Note: This "Coaches' Code of Conduct" is to be signed and conformed to as part of the accreditation requirements of the AFL. Coaches should be aware that, in addition to this Code, they may be obliged to sign a further Code of Conduct/Ethics with their Club and/or League.



2015 COMPETITION RULES & REGULATIONS

APPENDIX E – PLAYER CODE OF CONDUCT

The Player understands and agrees to:

- play in accordance with the rules of the game;
- never argue with an official. If a player disagrees with a decision, they should ask the team manager to approach the official during a break or after the competition;
- control their temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in any sport and may be a breach of your state, league or national Member Protection Policy;
- never engage in any type of violence either on or off the field;
- work equally hard for themselves and their team. The team's performance will benefit, and so will the Player's;
- be a good sport. Applaud all good plays whether they are made by their team or the opposition;
- treat all participants as they would like to be treated. Do not bully or take unfair advantage of another competitor;
- co-operate with their coaches, team-mates and opponents. Without them there would be no competition;
- participate for their own enjoyment and benefit and for the enjoyment and benefit of their teammates, not to please anyone else;
- respect the rights, dignity and worth of all participants regardless of the gender, ability, cultural background or religion;
- not take part in any form of bullying including via the use of social media. For more information see your state, league or national Member Protection Policy;
- be prepared to be responsible for their actions.



2015 COMPETITION RULES & REGULATIONS

APPENDIX F – PARENT/GUARDIAN CODE OF CONDUCT

All parents/guardians are requested to carefully read the Codes of Behaviour and undertake parent education.

1. Remember that children play sport for their enjoyment not yours.
2. Encourage children to participate, do not force them.
3. Focus on the child's efforts and performance rather than winning or losing.
4. Encourage children to always participate according to the rules.
5. Never ridicule or yell at a child for making a mistake or losing a game.
6. Remember that children learn best by example. Applaud good plays by all teams.
7. Support all efforts to remove verbal and physical abuse from sporting activities.
8. Respect official's decisions and teach children to do likewise.
9. Show appreciation of volunteer coaches, officials and administrators. Without them your child could not participate.
10. The consumption of alcohol and smoking is inappropriate at all junior games.
11. For the betterment of 'Junior sport', I/We will attend a mandatory "AFL Kids First" meeting at my club prior to the commencement of the season.

Please note – Failure to adhere to the code of conduct may result in the withdrawal or suspension of your child's registration with the League.



2015 COMPETITION RULES & REGULATIONS

APPENDIX G – UMPIRE CODE OF CONDUCT

AFL Brisbane Juniors recognises the importance to have a standard within our umpiring group.

The AFLBJ expectations for all umpires are as follows:

- Foster and show respect to all players, coaches, officials, club volunteers, parents and spectators
- Ensure that all matches are umpired to the best of your ability, in a fair manner
- Never ridicule a player – the primary purpose of our league is to ensure children enjoy playing AFL
- Do not vilify any fellow umpire, player, coach, spectator or official on the basis of race, religion, skin colour, sexuality, disability or special ability
- Show respect to your umpire coaches, the AFLBJ Board and Staff Members and respond to their feedback appropriately – they are there to help you.
- Support your fellow umpires with positive language and behaviours at training and on match day, however make sure your comments are not directed on field
- Never ridicule a fellow umpire to others, which includes clubs, players and other umpires
- Adhere to the AFL's Social Media Policy
- Keep up to date with the modified rules and the AFL Laws of the Game
- Ensure you are dressed appropriately both whilst umpiring and off-field.
- Report any match day issues with AFL Brisbane Juniors
- Engage in any conduct that could bring AFL Brisbane Juniors into disrepute
- Display professionalism at all times – we encourage you to have fun and enjoy your umpiring, but always remember you are representing the AFL Brisbane Juniors brand, along with the AFL.

I hereby agree to the above code of conduct whilst umpiring with AFL Brisbane Juniors.



2015 COMPETITION RULES & REGULATIONS

APPENDIX H – SPECTATOR CODE OF CONDUCT

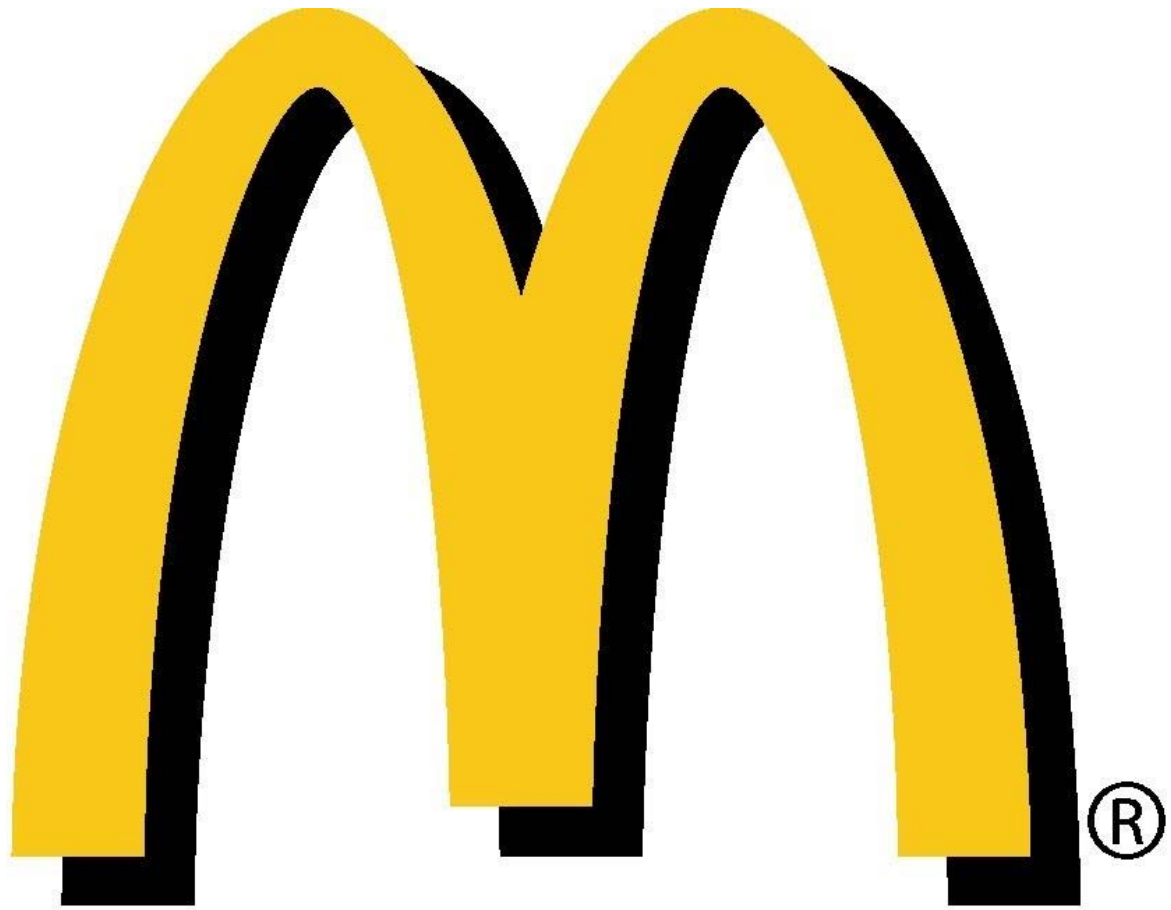
- Children play organised sports for fun. They are not playing for the entertainment of spectators only, nor are they miniature professionals.
- Applaud good performances and efforts by your team and their opponents. Congratulate both teams upon their performance regardless of the result.
- Respect official decisions. If there is a disagreement, follow the appropriate procedure in order to question the decision and teach children to do likewise.
- Never ridicule or scold a child for making a mistake during a match. Positive comments are motivational.
- Condemn the use of violence in any form, be it by spectators, coaches, officials or Players.
- Show respect for your team's opponents. Without them there would be no match.
- Encourage players to play according to the rules and to obey official decisions.
- Demonstrate appropriate social behaviour by not using foul or abusive language, or harassing Players, coaches or officials.



2015 COMPETITION RULES & REGULATIONS

APPENDIX H – ADMINISTRATOR/OFFICIAL CODE OF CONDUCT

- Ensure that equal opportunities for participation in sports are made available to all children, regardless of ability, size, shape, sex, age, disability or ethnic origin.
- Ensure that rules, equipment and length of matches and training schedules take into consideration the age, ability and maturity level of participating children.
- Ensure that adequate supervision is provided by qualified and competent coaches and officials capable of developing appropriate sports behaviour and skill technique.
- Ensure that parents, coaches, sponsors, physicians and participants understand their responsibility regarding fair play.
- Modify rules and regulations to match the skill level of children and their needs.
- Condemn unsporting behaviour and promote respect for all opponents.
- Ensure that your behaviour is consistent with the principals of good sporting behaviour.



i'm lovin' it