



# 2016 FINALS SERIES BOOKLET



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## Section 1

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### SCHEDULE OF FINALS

#### Finals Dates

Week 1	Friday 19 <sup>th</sup> & Sunday 21 <sup>st</sup> August – First Semi Finals - U12-2, U12-3, U13-1, U13G & U17-2 Qualifying & Elimination Finals
Week 2	Friday 26 <sup>th</sup> & Sunday 28 <sup>th</sup> August – Second Semi Finals - U12-2, U12-3, U13-1, U13G & U17-2 First & Second Semi Finals
Week 3	Friday 2 <sup>nd</sup> & Sunday 4 <sup>th</sup> September – Preliminary Finals
Week 4	Friday 9 <sup>th</sup> , Saturday 10 <sup>th</sup> & Sunday 11 <sup>th</sup> September – Grand Finals

#### Finals Venues

Week 1, 2 & 3	Cluster Venues throughout Brisbane selected from Tendering Clubs
Week 4	Grand Finals – Coorparoo, Giffin Park, Coorparoo

## Section 2

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### FINALS MANAGERS

State Junior Manager Cherie Brockwell 0418 773 330 or [cherie.brockwell@aflq.com.au](mailto:cherie.brockwell@aflq.com.au); and  
Competition Manager Tony Saunders 0400 006 859 or [tony.saunders@aflq.com.au](mailto:tony.saunders@aflq.com.au)

The Finals manager's duties include:

- Overseeing the running of the Finals
- The professional administration of the Finals
- Liaising with team managers and other related members
- Circulating information on the Finals, keeping participants informed
- Constructing the draws for the Finals and handle any problems arising in the finals

## Section 3

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### UMPIRING

#### Umpire Coordinator

The Competition Manager Tony Saunders 0400 006 859 or [tony.saunders@aflq.com.au](mailto:tony.saunders@aflq.com.au) in conjunction with the Umpire Coaches will coordinate and appoint all Field, Goal and Boundary umpires for all finals matches.

## Section 4

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### GROUND MARSHAL DUTIES

#### *Ground Marshall wears a Yellow Bib for easy recognition*

The hosting club will provide Two (2) x Ground Marshalls for each match. It is important for Ground Marshall to act in a professional manner at all times to ensure the smooth operation of the finals. It will be his/her responsibility to ensure that:

1. Inspect the ground with the Match Manager on finals day to ensure it is prepared to acceptable standards eg: ground marking done, protection on goal/point posts, sprinkler removed/lowered and complete the online Match Day Checklist with the Match Manager;
2. Ensure that games commence at designated times;
3. Ensure First Aid Attendant and stretcher is in place;
4. Be the pivot point for information for all Teams and Umpires;
5. Oversee the Codes of Conduct on Finals day and report to Match Manager of any breaches of Code of Conduct. It is important that Ground Marshalls conduct themselves in a firm but polite manner and are not over officious when speaking to persons regarding breeches of Code of Conduct;
6. Timekeeper with timer is in place with siren;
7. Scoreboard is operational;
8. Two footballs are available (Yellow for night games);
9. Goal Umpire Flags x 6 supplied;
10. Canteen Facilities available;
11. Dressing Rooms with Competing Team Names;
12. Organise Official Area for league representatives – provide refreshments.

## Section 5

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### MATCH MANAGERS CONTACT NUMBERS

Cherie Brockwell, State Junior Manager 0418 776 330  
Tony Saunders, Competition Manager 0400 006 859  
Tim Menzies, Competition Coordinator 0433 064 776  
Deion Menzies, President 0419 714 096  
Dale Sherwood, Vice President 0410 530 974  
Carmel Gould, Secretary 0438 761 630  
Jo Price, Treasurer 0414 330 009  
Jo Jardine, Director 0419 711 897  
Doug Renner, Director 0415 076 929

# Section 6

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## COMPETITION RULES

### TIME ON IN FINALS

**12.4.1** The Competition will determine if time on is to be used in Finals matches.

**12.4.2** If time on is to be used the following will apply:

- 12.4.2.1** Competitions that play 15 minute quarters during the home and away season will play 13 minutes plus time on
- 12.4.2.2** Competitions that play 20 minute quarters during the home and away season will play 17 minutes plus time on
- 12.4.2.3** Time is stopped when:
  - a) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head
  - b) the goal umpire signals that a goal has been scored
  - c) the goal umpire signals that a behind has been scored
- 12.4.2.4** Time is restarted when:
  - a) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head
  - b) the football is thrown up in the centre circle after a goal has been scored
  - c) the football has been 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 signalled otherwise by the field umpire.**

### DRAWN MATCHES AT FULL TIME

**12.2.1** Should a draw occur in any of the finals matches, the following procedures shall apply:

- 12.2.1.1** Two (2) additional periods of five (5) minutes 'extra time' will be played, with play starting as soon as possible after the completion of ordinary time
- 12.2.1.2** Teams will kick to the same end as the completion of ordinary time for the first five (5) minute period then change ends immediately after the first period of extra time
- 12.2.1.3** The coaches and officials will not be able to address players in the time between the two (2) periods of extra time.
- 12.2.1.4** If at the end of the second period of five (5) minutes the scores are still level the ball is taken to the centre of the ground and the match is to recommence as soon as possible. Teams will not change ends and coaches and officials cannot address players.
- 12.2.1.5** The first team to score will win.
- 12.2.1.6** Interchange may occur during extra time.

## Section 6 (cont.)

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### COMPETITION RULES (cont.)

#### PLAYER NUMBERS

#### **10.2** Number of players in a match – youth age group

- 10.2.1** The maximum number of players permitted to be entered on the team sheet is twenty-two (22).
- 10.2.2** The maximum amount of players allowed on the playing surface at any time is:
- All Male Youth Competitions – 18 (plus maximum 4 interchange)
  - Under 17 Girls – 15 (plus maximum 4 interchange)
  - Under 15 Girls – 12 (plus maximum 4 interchange)
  - Under 13 Girls – 9 (plus maximum 4 interchange)
- 10.2.3** The minimum number of players in a team is as follows:
- All Male Youth Competitions – 14
  - Under 17 Girls – 12
  - Under 15 Girls – 8
  - Under 13 Girls – 7
- 10.2.4** Teams must have the same number of players on the field during a match.
- 10.2.4.1** If there is an injury during the match that reduces the number of on-field players, then the opposing team must continue to match player numbers.
- 10.2.4.2** The only exception is in the instance of a player sent off with a yellow or red card and there is no replacement player available.
- 10.2.4.3** For the avoidance of doubts, this also applies to finals matches.

*Umpires/Match Manager will determine the team size, upon receiving the official Finals Team Sheet. Team Managers are to confirm with umpire and/or Match Manager on team numbers.*

#### INJURED PLAYERS

INJURED PLAYERS MUST LEAVE THE FIELD OF PLAY THROUGH THE INTERCHANGE, UNLESS ON A STRETCHER.

Please Note: players can be removed over the boundary for treatment but cannot be replaced.

## Section 6 (cont.)

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### COMPETITION RULES (cont.)

#### ORDER OFF LAW

- 11.1.1** The order off law [LOAF 20 save for 20.6.2(b) (ii), 20.6.2(b) (iii) and 20.7(a)] shall apply to all competition matches from U12 to U17. Only Field Umpires are permitted to order a player from the field.
- 11.1.1.1** A player ordered off the playing surface under a **Yellow Card** shall remain off the playing surface for the remainder of that quarter and all of the next quarter, no report.  
He/she can be replaced.
- 11.1.1.2** A player ordered off the playing surface under a **Red Card** shall remain off the playing surface for the remainder of the match, and is reported under the LOAF.  
He/she can be replaced.  
The player is not permitted to enter the ground, as well as the interchange area and coaches box, for the remainder of that match or any other match in that round of matches.
- 11.1.2** 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 fourth (4<sup>th</sup>) yellow card in a season, he/she will be sent to the Tribunal under the charge of 'Misconduct'.
- 11.1.3** For the avoidance of doubt, a player can receive two yellow cards in a match without being reported.

# Section 7

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## FINAL CONDITIONS AND REGULATIONS

### TRIBUNAL INSTRUCTIONS

If a player or official is reported, a Tribunal will be conducted on the Wednesday evening after the match. Finals Managers as per Section 2 will be the only officials able to offer set penalties, umpires will be permitted to report only and not offer set penalties.

All officially appointed umpires, State Junior Manager, Competition Manager, Competition Coordinator and Match Managers have the power to report players and officials.

### PLAYING UNIFORMS

To ensure the best presentation for the finals matches it is expected that all players will wear correct coloured shorts – 1st Name team to wear club coloured shorts, 2nd Name team to wear White Shorts.

### FOOTBALLS

Match Managers will provide appropriate match balls.

### INTERCHANGE

The interchange area for finals will be between the teams' coaching boxes. A player cannot enter the field as a replacement until the player he is replacing has left the field.

Competing teams are to supply an Interchange Steward for all finals matches including Grand Finals.

**A player who does not leave the playing ground through the approved interchange area and is replaced shall not be permitted to take further part in the match unless he is taken from the playing ground on a stretcher.**

## Section 7 (cont.)

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### FINAL CONDITIONS AND REGULATIONS

#### PLAYER ELIGIBILITY

- 13.1** A player must play six (6) matches per team in a competition.
- 13.2** If a player plays more than half the scheduled matches in a senior competition they will be ineligible to play in junior finals in the same season.
- 13.3** Dispensation will be given to players unable to fulfil club playing commitments due to representative programs. Matches played for representative teams on the same weekend as club fixture matches will count for the purpose of finals eligibility.

Grading matches will count towards finals eligibility.

Once a player nominates and plays in a team in the Finals, the player must remain with that team even if the player has qualified for more than one team.

Consideration may be given upon application but not guaranteed for a player to play in more than one team in the Finals if:

- (i) The player wishes to play in a higher age group or age group division
- (ii) The player's team has been eliminated from the Finals
- (iii) The player has qualified for the higher team
- (iv) The player will not take the place of a qualified and available player of the higher team

Applications will not be considered if the above is being used to increase the number of eligible players for the team. The player numbers the team has used during the home and away season will be taken into consideration.

Applications for exemptions to finals eligibility will only be considered if a player has had a long term injury during the home and away season confirmed with a medical certificate or religious reasons prevent the player playing on certain days of the week.

#### CONDUCT

The finals are to be run in the spirit of fair play.

This requires coaches to emphasise to their players that they are to compete in a sporting manner at all times.

#### ID CARDS

All Coaches must wear and have visible at all times their competition Coaches ID Card.

All Assistant Coaches must wear and have visible at all times their competition Assistant Coaches ID Card.

All Team Managers must wear and have visible at all times their competition Team Managers ID Card.

All Trainers must wear and have visible at all times their competition Trainers ID Card.

People permitted in Coaches Box: 1 x Coach, 1 x Assistant Coach, 1 x Team Manager, 1 x Runner

Please note there is only **one person per position** in the Coaches Box.

**PLEASE NOTE – ID CARDS ARE NOT TRANSFERRABLE**



## Section 7 (cont.)

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### FINAL CONDITIONS AND REGULATIONS

#### FINALS DAY VOLUNTEERS

##### Competing teams

Volunteers required for finals are:

1 x Runner wearing the correct Bib

1 x Trainer (if accredited) wearing correct Bib and must wear and have visible at all times their competition Trainers ID Card and be positioned in 1st Aid Area

- **Stretcher can only be called for by the ground First Aid Officer**

1 x Interchange Steward (who must sit in the interchange area)

4 x Water Carriers wearing the correct Bib (must position themselves around the ground, outside the boundary line and not in the coaches' box)

Closed in shoes are required at all times.

Only officials who have ID are allowed on the field of play during the quarter and three quarter time breaks. Failure to wear and have your ID Card visible at all times will deem you ineligible and unable to sit in the coach's box or enter the field of play.

#### ALCOHOL/SMOKING

The policy and action plan in relation to Alcohol/Smoking consumption at Finals matches is as follows:

- Areas other than those designated as licensed are enforced as alcohol/smoke free.
- Ground Marshals duty to regulate any Alcohol/Smoking consumption.
- Where it is acknowledged that the spectators are supporting their team the Team Manager in charge is requested to assist the Ground Marshal in directing offending spectators to refrain or move to the licensed area (if one exists).
- Contact Police if offending spectators choose to ignore directions.

#### SPECTATORS ON THE PLAYING FIELD

It is a requirement that during the quarter and three quarter time breaks, no parents or spectators are to enter the playing surface.

Coaches – under no circumstances is the team allowed to leave the playing surface (boundary line) during the quarter and three quarter time breaks.

#### TEAM MANAGER DUTIES

Prior to the commencement of each of your final matches, the team manager must collect the official Interchange Sheet from the Match Manager.

The official team sheet can be downloaded prior to finals and on match day must have the following information included: Player Footyweb numbers, Player Jumper Numbers, First and Surname in full and each player's signature. At the conclusion of each finals match, the Team Manager needs to report to the Match Manager to receive "all clear" or to collect any relevant paperwork in regards to reports.

#### PRE-GAME INSPECTION

The appointed field umpires and the Match Manager will carry out the pre-game inspections **in each team's change room 45 minutes prior to the scheduled starting time**. Please ensure all players **and** team officials are present at this time.

## Section 7 (cont.)

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### FINAL CONDITIONS AND REGULATIONS

#### QUARTER TIMES, BREAKS & SIRENS

##### **Under 12, 13, 13 girls, 14, 15 girls & 17 girls – 13 minutes plus time on**

10 minutes prior to the starting time the umpires will enter the ground, sound siren when they signal

3 minutes prior to starting time – sound siren three times

2 minutes prior to starting time – sound siren two times

1 minute prior to starting time – sound siren once

Start of 1<sup>st</sup> quarter – sound siren once

End of 1<sup>st</sup> quarter – sound siren until umpire signals

$\frac{1}{4}$  time break – 5 minutes

After 3 minutes – sound siren two times

After 4 minutes – sound siren once

Start of 2<sup>nd</sup> quarter – sound siren once

End of 2<sup>nd</sup> quarter – sound siren until umpire signals

$\frac{1}{2}$  time break – 10 minutes

After 7 minutes – sound siren three times

After 8 minutes – sound siren two times

After 9 minutes – sound siren once

Start of 3<sup>rd</sup> quarter – sound siren once

End of 3<sup>rd</sup> quarter – sound siren until umpire signals

$\frac{3}{4}$  time break – 5 minutes

After 3 minutes – sound siren two times

After 4 minutes – sound siren once

Start of 4<sup>th</sup> quarter – sound siren once

End of 4<sup>th</sup> quarter – sound siren until umpire signals

##### **Under 15 & 17 – 17 minutes plus time on**

10 minutes prior to the starting time the umpires will enter the ground, sound siren when they signal

3 minutes prior to starting time – sound siren three times

2 minutes prior to starting time – sound siren two times

1 minute prior to starting time – sound siren once

Start of 1<sup>st</sup> quarter – sound siren once

End of 1<sup>st</sup> quarter – sound siren until umpire signals

$\frac{1}{4}$  time break – 5 minutes

After 3 minutes – sound siren two times

After 4 minutes – sound siren once

Start of 2<sup>nd</sup> quarter – sound siren once

End of 2<sup>nd</sup> quarter – sound siren until umpire signals

$\frac{1}{2}$  time break – 15 minutes

After 12 minutes – sound siren three times

After 13 minutes – sound siren two times

After 14 minutes – sound siren once

Start of 3<sup>rd</sup> quarter – sound siren once

End of 3<sup>rd</sup> quarter – sound siren until umpire signals

$\frac{3}{4}$  time break – 5 minutes

After 3 minutes – sound siren two times

After 4 minutes – sound siren once

Start of 4<sup>th</sup> quarter – sound siren once

End of 4<sup>th</sup> quarter – sound siren until umpire signal

**Under no circumstances are competing teams to leave the ground when they are warming up on the ground and the umpires enter the ground.**

**Competing teams must be on the ground when the 3 minutes prior to starting time sirens sound.**

## Section 7 (cont.)

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### FINAL CONDITIONS AND REGULATIONS

#### RUNNERS, TRAINERS AND WATER CARRIERS RESPONSIBILITIES

ALL THESE POSITIONS REQUIRE CLOSED IN FOOTWEAR

##### **A. Water Carriers:**

Only to carry water to player(s) during a break in play and then leave the field immediately, cannot give player(s) messages.

Water Carriers for Under 12 & 13 Football - 12 years or over OR a registered player of the competing team

Water Carriers for Under 14-17 Football - 14 years or over OR a registered player of the competing team

##### **B. Runners:**

Only to deliver message/s to player(s), and then leave the field immediately, **cannot stay on the ground** and continue to coach.

Must be 18 years or over to hold this position OR a registered player of the competing team

##### **C. Trainers:**

Must remain in the First Aid area at all times during match unless a request for assistance on the field is called by the First Aid Officer.

**Stretcher can only be called for by the ground First Aid Officer**

#### BANNED ITEMS

The following equipment is strictly prohibited:

Metal tags in boots	Shin Pads
Gloves	Metal Plates
Long Fingernails	Caps

**Bike pants/Skins** are only acceptable if they are biege coloured.

**Padding** (e.g. shin pads, shoulder pads etc) only permitted with written approval from the Competition Manager

## **Section 7 (cont.)**

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### **FINAL CONDITIONS AND REGULATIONS**

#### **CODE OF BEHAVIOUR – PARENT/SPECTATOR**

- Encourage children to participate
- Encourage children to always participate according to the rules
- Never ridicule or yell at a child for making a mistake or losing a game
- Remember that children learn best from examples, applaud good play by BOTH teams
- If you disagree with an official, raise the issue through the appropriate channel's rather than questioning the official's judgement and honesty in public
- Support all efforts to remove verbal and physical abuse from sporting activities
- Recognise the value and importance of volunteer coaches
- Remember that children play organised sports for **fun**, they are not playing for the entertainment of the spectators only, nor are they miniature professionals
- Condemn the use of violence in any form, be it by spectators, coaches, officials or players
- Encourage players to follow the rules and the officials' decisions
- Demonstrate appropriate social behaviour by not using foul language, harassing players, coaches or officials

#### **CODE OF BEHAVIOUR – PLAYERS**

- Play by the rules
- Never argue with an official, if you disagree, discuss the matter with your coach after the game
- Control your temper, verbal abuse of officials or other players, or provoking an opponent is not acceptable
- Work equally hard for yourself and/or for your team – your team's performance will benefit so will you
- Be a good sport – applaud all good plays whether they be by your team, opponent or other team
- Treat all players as you would like to be treated – do not interfere with, bully or take unfair advantage of another player
- Co-operate with your coach, umpire, team mates and opponents – without them there would be no competition
- Play for the "fun of it" and not just to please parents and coaches
- Avoid using derogatory language

## **Section 7 (cont.)**

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### **FINAL CONDITIONS AND REGULATIONS**

#### **CODE OF BEHAVIOUR – COACHES**

1. I will respect the rights, dignity and worth of all individuals within the context of my involvement in Australian Football, including refraining from any discriminatory practices on the basis of race, religion, ethnic background or special ability/disability
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 well-being
4. I will be supportive at all times and I will refrain from any form of personal 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 practise schedules, practise activities and involvement in competition
6. I will avoid overplaying the talented players aiming to maximise participation and enjoyment for all players regardless of ability. Where I am responsible for players in the 5 – 12 years – old age group, I will strive to ensure that all players gain equal playing time
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 the field
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 practice fair play
11. I will display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators
12. I will ensure that developing players are involved in a positive environment where skill learning and development as priorities are 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 Drug Code

#### **CODES OF CONDUCT – OFFICIALS**

- Ensure that equal opportunity for participation in sports is made available to all children, regardless of ability, size, shape, sex, age, disability or ethnic origin
- Ensure that rules, equipment, length of games 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
- Remember that children participate for enjoyment and play down the importance of rewards
- Provide clinics aimed at improving the standards of coaching and officiating, with an emphasis on appropriate 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
- Publicly encourage rule changes which will reinforce the principles of participants for fun and enjoyment
- Ensure that your behaviour is consistent with the principles of good sporting behaviour
- Make a personal commitment to keep yourself informed of sound officiating principles and the principles of growth and development of children

## Section 8

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### HOST CLUB RESPONSIBILITIES

1. Supply two (2) x Ground Marshalls for all matches, who will do a ground inspection and complete the online Match Day Checklist with the Match Manager, prior to the first match of the day commencing.
2. Supply two (2) accredited First Aid Officials for all matches
3. Supply Time Keeper for all matches
4. Provide Canteen Facilities
5. Provide Change Rooms – with team names
6. Ground Marked correctly
7. Supply 6 goal flags of good condition
8. Supply scoreboard and scoreboard attendant
9. Organise official area for AFL Brisbane Juniors representatives, also need to provide refreshments for these representatives

## Section 9

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### AFL BRISBANE JUNIORS VENUE NAMES AND ADDRESSES

CLUB NAME	CLUB ADDRESS
Alexandra Hills	Keith Surridge Park, Windemere Road, Alexandra Hills
Ambrose Treacy	Western Districts Oval, Chelmer
Aspley	Graham Road, Carseldine
Beenleigh	Dauth Park, Alamein Street, Beenleigh
Calamvale	Calamvale Community College, Beaudesert Road, Calamvale
Coorparoo	Giffin Park, Birubi Street, Coorparoo
Everton	Enoggera Memorial Park, Mott Street, Enoggera
Ferny Grove	Tramway Street, Ferny Grove
Forest Lake	CJ Greenfield Oval, Freeman Road, Richlands
Ipswich Cats	Ivor Marsden Memorial Sports Centre, Old Toowoomba Road, Amberley
Jimboomba Redbacks	Glen Logan Park, Cnr Cusack Lane and Henderson Road, Jimboomba
Jindalee	Jindalee Recreation Reserve, Wongaburra Street, Jindalee
Kedron	EK (Ted) Anderson Oval, Sixth Avenue, Kedron
Kenmore	Akuna Oval, Hepworth Street, Kenmore
Mayne	Oxenham Park, Cnr York and Duke Streets, Nundah
Moreton Bay Lions	Moreton Bay Central Sports Complex, Aquatic Centre Drive, Burpengary
Morningside	Jack Esplen Oval, Oak Street, Hawthorne
Mt Gravatt	Dittmer Park, Cnr Klump & Logan Roads, Upper Mt Gravatt
Narangba	Findlay Street Sportsfields, Findlay Street, Burpengary
Park Ridge	Park Ridge High School, Crest Road, Park Ridge
Pine Rivers Swans	Rob Akers Reserve, Strathpine
Redcliffe	Rothwell Park, McGahey Street, Rothwell
Redland	Colburn Avenue, Victoria Point
Sandgate	Lemke Road, Taigum
Sherwood	Chelmer Street East, Chelmer
Springwood	Lowe Oval, Sports Drive, Underwood
West Juniors	Oakman Park, Union Street, Taringa
Wilston Grange	Hickey Park, Babarra Street, Stafford
Wynnum	Kianawah Road, Wynnum West
Yeronga	Leyshon Park, Cansdale Street, Yeronga
Zillmere Eagles	O'Callaghan Park, Zillmere Road, Zillmere

Age/Division	Game	Time	Date	Team	Vs Team	Venue
Under 12 Division 1	Game 1 - 1st Semi Final	8:00:00 AM	Sunday, 21 August 2016	3rd	Vs 4th	JIMBOOMBA
Under 12 Division 1	Game 2 - 2nd Semi Final	8:00:00 AM	Sunday, 28 August 2016	1st	Vs 2nd	PINE RIVERS
Under 12 Division 1	Game 3 - Preliminary Final	8:00:00 AM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	ZILLMERE
Under 12 Division 1	Game 4 - Grand Final	8:00:00 AM	Sunday, 11 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (2)
Under 12 Division 2	Game 1 - Elimination Final	8:30:00 AM	Sunday, 21 August 2016	4th	Vs 5th	CALAMVALE
Under 12 Division 2	Game 2 - Qualifying Final	6:15:00 PM	Friday, 19 August 2016	2nd	Vs 3rd	SANDGATE
Under 12 Division 2	Game 3 - 1st Semi Final	6:15:00 PM	Friday, 26 August 2016	Loser Game 2	Vs Winner Game 1	SANDGATE
Under 12 Division 2	Game 4 - 2nd Semi Final	8:30:00 AM	Sunday, 28 August 2016	1st	Vs Winner Game 2	WYNNUM
Under 12 Division 2	Game 5 - Preliminary Final	8:30:00 AM	Sunday, 4 September 2016	Loser Game 4	Vs Winner Game 3	SANDGATE
Under 12 Division 2	Game 6 - Grand Final	8:30:00 AM	Saturday, 10 September 2016	Winner Game 4	Vs Winner Game 3	COORPAROO (1)
Under 12 Division 3	Game 1 - Elimination Final	9:45:00 AM	Sunday, 21 August 2016	4th	Vs 5th	WYNNUM
Under 12 Division 3	Game 2 - Qualifying Final	8:00:00 PM	Friday, 19 August 2016	2nd	Vs 3rd	SANDGATE
Under 12 Division 3	Game 3 - 1st Semi Final	8:00:00 PM	Friday, 26 August 2016	Loser Game 2	Vs Winner Game 1	SANDGATE
Under 12 Division 3	Game 4 - 2nd Semi Final	9:45:00 AM	Sunday, 28 August 2016	1st	Vs Winner Game 2	FERNY GROVE
Under 12 Division 3	Game 5 - Preliminary Final	9:45:00 AM	Sunday, 4 September 2016	Loser Game 4	Vs Winner Game 3	BEENLEIGH
Under 12 Division 3	Game 6 - Grand Final	9:45:00 AM	Saturday, 10 September 2016	Winner Game 4	Vs Winner Game 5	COORPAROO (2)
Under 12 Division 4	Game 1 - 1st Semi Final	8:00:00 AM	Sunday, 21 August 2016	3rd	Vs 4th	WYNNUM
Under 12 Division 4	Game 2 - 2nd Semi Final	8:00:00 AM	Sunday, 28 August 2016	1st	Vs 2nd	FERNY GROVE
Under 12 Division 4	Game 3 - Preliminary Final	8:00:00 AM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	BEENLEIGH
Under 12 Division 4	Game 4 - Grand Final	8:00:00 AM	Saturday, 10 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (2)
Under 13 Division 1	Game 1 - Elimination Final	8:30:00 AM	Sunday, 21 August 2016	4th	Vs 5th	BURPENGARY
Under 13 Division 1	Game 2 - Qualifying Final	8:00:00 PM	Friday, 19 August 2016	2nd	Vs 3rd	WESTS
Under 13 Division 1	Game 3 - 1st Semi Final	8:00:00 PM	Friday, 26 August 2016	Loser Game 2	Vs Winner Game 1	WESTS
Under 13 Division 1	Game 4 - 2nd Semi Final	8:30:00 AM	Sunday, 28 August 2016	1st	Vs Winner Game 2	BURPENGARY
Under 13 Division 1	Game 5 - Preliminary Final	8:30:00 AM	Sunday, 4 September 2016	Loser Game 4	Vs Winner Game 3	BURPENGARY
Under 13 Division 1	Game 6 - Grand Final	8:30:00 AM	Sunday, 11 September 2016	Winner Game 4	Vs Winner Game 5	COORPAROO (1)
Under 13 Division 2	Game 1 - 1st Semi Final	10:15:00 AM	Sunday, 21 August 2016	3rd	Vs 4th	CALAMVALE
Under 13 Division 2	Game 2 - 2nd Semi Final	10:15:00 AM	Sunday, 28 August 2016	1st	Vs 2nd	WYNNUM
Under 13 Division 2	Game 3 - Preliminary Final	10:15:00 AM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	SANDGATE
Under 13 Division 2	Game 4 - Grand Final	10:15:00 AM	Saturday, 10 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (1)
Under 13 Division 3	Game 1 - 1st Semi Final	11:30:00 AM	Sunday, 21 August 2016	3rd	Vs 4th	WYNNUM
Under 13 Division 3	Game 2 - 2nd Semi Final	11:30:00 AM	Sunday, 28 August 2016	1st	Vs 2nd	FERNY GROVE
Under 13 Division 3	Game 3 - Preliminary Final	11:30:00 AM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	BEENLEIGH
Under 13 Division 3	Game 4 - Grand Final	11:30:00 AM	Saturday, 10 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (2)
Under 13 Girls	Game 1 - Elimination Final	6:15:00 PM	Friday, 19 August 2016	4th	Vs 5th	WESTS
Under 13 Girls	Game 2 - Qualifying Final	6:15:00 PM	Friday, 19 August 2016	2nd	Vs 3rd	SPRINGWOOD
Under 13 Girls	Game 3 - 1st Semi Final	6:15:00 PM	Friday, 26 August 2016	Loser Game 2	Vs Winner Game 1	SPRINGWOOD
Under 13 Girls	Game 4 - 2nd Semi Final	6:15:00 PM	Friday, 26 August 2016	1st	Vs Winner Game 2	WESTS
Under 13 Girls	Game 5 - Preliminary Final	6:15:00 PM	Friday, 2 September 2016	Loser Game 4	Vs Winner Game 3	YERONGA (2)
Under 13 Girls	Game 6 - Grand Final	6:15:00 PM	Friday, 9 September 2016	Winner Game 4	Vs Winner Game 5	COORPAROO (1)
Under 14 Division 1	Game 1 - 1st Semi Final	10:15:00 AM	Sunday, 21 August 2016	3rd	Vs 4th	BURPENGARY
Under 14 Division 1	Game 2 - 2nd Semi Final	10:15:00 AM	Sunday, 28 August 2016	1st	Vs 2nd	BURPENGARY
Under 14 Division 1	Game 3 - Preliminary Final	10:15:00 AM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	BURPENGARY
Under 14 Division 1	Game 4 - Grand Final	10:15:00 AM	Sunday, 11 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (1)
Under 14 Division 2	Game 1 - 1st Semi Final	9:45:00 AM	Sunday, 21 August 2016	3rd	Vs 4th	JIMBOOMBA
Under 14 Division 2	Game 2 - 2nd Semi Final	9:45:00 AM	Sunday, 28 August 2016	1st	Vs 2nd	PINE RIVERS
Under 14 Division 2	Game 3 - Preliminary Final	9:45:00 AM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	ZILLMERE
Under 14 Division 2	Game 4 - Grand Final	9:45:00 AM	Sunday, 11 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (2)
Under 14 Division 3	Game 1 - 1st Semi Final	12:00:00 PM	Sunday, 21 August 2016	3rd	Vs 4th	CALAMVALE
Under 14 Division 3	Game 2 - 2nd Semi Final	12:00:00 PM	Sunday, 28 August 2016	1st	Vs 2nd	WYNNUM
Under 14 Division 3	Game 3 - Preliminary Final	12:00:00 PM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	SANDGATE
Under 14 Division 3	Game 4 - Grand Final	12:00:00 PM	Saturday, 10 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (1)
Under 15 Division 1	Game 1 - 1st Semi Final	12:00:00 PM	Sunday, 21 August 2016	3rd	Vs 4th	BURPENGARY
Under 15 Division 1	Game 2 - 2nd Semi Final	12:00:00 PM	Sunday, 28 August 2016	1st	Vs 2nd	BURPENGARY
Under 15 Division 1	Game 3 - Preliminary Final	12:00:00 PM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	BURPENGARY
Under 15 Division 1	Game 4 - Grand Final	12:00:00 PM	Sunday, 11 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (1)
Under 15 Division 2	Game 1 - 1st Semi Final	11:30:00 AM	Sunday, 21 August 2016	3rd	Vs 4th	JIMBOOMBA
Under 15 Division 2	Game 2 - 2nd Semi Final	11:30:00 AM	Sunday, 28 August 2016	1st	Vs 2nd	PINE RIVERS
Under 15 Division 2	Game 3 - Preliminary Final	11:30:00 AM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	ZILLMERE
Under 15 Division 2	Game 4 - Grand Final	11:30:00 AM	Sunday, 11 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (2)
Under 15 Division 3	Game 1 - 1st Semi Final	1:45:00 PM	Sunday, 21 August 2016	3rd	Vs 4th	CALAMVALE
Under 15 Division 3	Game 2 - 2nd Semi Final	1:45:00 PM	Sunday, 28 August 2016	1st	Vs 2nd	WYNNUM
Under 15 Division 3	Game 3 - Preliminary Final	1:45:00 PM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	SANDGATE
Under 15 Division 3	Game 4 - Grand Final	1:45:00 PM	Saturday, 10 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (1)
Under 15 Girls Division 1	Game 1 - 1st Semi Final	1:15:00 PM	Sunday, 21 August 2016	3rd	Vs 4th	WYNNUM
Under 15 Girls Division 1	Game 2 - 2nd Semi Final	1:15:00 PM	Sunday, 28 August 2016	1st	Vs 2nd	FERNY GROVE
Under 15 Girls Division 1	Game 3 - Preliminary Final	1:15:00 PM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	BEENLEIGH
Under 15 Girls Division 1	Game 4 - Grand Final	1:15:00 PM	Saturday, 10 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (2)
Under 15 Girls Division 2	Game 1 - 1st Semi Final	8:00:00 PM	Friday, 19 August 2016	3rd	Vs 4th	SPRINGWOOD
Under 15 Girls Division 2	Game 2 - 2nd Semi Final	8:00:00 PM	Friday, 26 August 2016	1st	Vs 2nd	SPRINGWOOD
Under 15 Girls Division 2	Game 3 - Preliminary Final	8:00:00 PM	Friday, 2 September 2016	Loser Game 2	Vs Winner Game 1	YERONGA (2)
Under 15 Girls Division 2	Game 4 - Grand Final	8:00:00 PM	Friday, 9 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (1)
Under 17 Division 1	Game 1 - 1st Semi Final	2:15:00 PM	Sunday, 21 August 2016	3rd	Vs 4th	BURPENGARY
Under 17 Division 1	Game 2 - 2nd Semi Final	2:15:00 PM	Sunday, 28 August 2016	1st	Vs 2nd	BURPENGARY
Under 17 Division 1	Game 3 - Preliminary Final	2:15:00 PM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	BURPENGARY
Under 17 Division 1	Game 4 - Grand Final	2:15:00 PM	Sunday, 11 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (1)
Under 17 Division 2	Game 1 - Elimination Final	1:45:00 PM	Sunday, 21 August 2016	4th	Vs 5th	JIMBOOMBA
Under 17 Division 2	Game 2 - Qualifying Final	7:30:00 PM	Friday, 19 August 2016	2nd	Vs 3rd	ZILLMERE
Under 17 Division 2	Game 3 - 1st Semi Final	7:30:00 PM	Friday, 26 August 2016	Winner Game 2	Vs Loser Game 1	ZILLMERE
Under 17 Division 2	Game 4 - 2nd Semi Final	1:45:00 PM	Sunday, 28 August 2016	1st	Vs Winner Game 2	PINE RIVERS
Under 17 Division 2	Game 5 - Preliminary Final	1:45:00 PM	Sunday, 4 September 2016	Loser Game 4	Vs Winner Game 3	ZILLMERE
Under 17 Division 2	Game 6 - Grand Final	1:45:00 PM	Sunday, 11 September 2016	Winner Game 4	Vs Winner Game 5	COORPAROO (2)
Under 17 Girls	Game 1 - 1st Semi Final	4:00:00 PM	Sunday, 21 August 2016	3rd	Vs 4th	CALAMVALE
Under 17 Girls	Game 2 - 2nd Semi Final	4:00:00 PM	Sunday, 28 August 2016	1st	Vs 2nd	WYNNUM
Under 17 Girls	Game 3 - Preliminary Final	4:00:00 PM	Sunday, 4 September 2016	Loser Game 2	Vs Winner Game 1	SANDGATE
Under 17 Girls	Game 4 - Grand Final	4:00:00 PM	Saturday, 10 September 2016	Winner Game 2	Vs Winner Game 3	COORPAROO (1)

PLEASE NOTE THESE FIXTURES ARE SUBJECT TO CHANGE AT THE DISCRETION OF AFLBJ