

ASPLEY HORNETS MANAGERS HANDBOOK
YOUTH FOOTBALL
2018

Youth Managers Information Booklet

Welcome to the Aspley Hornets.

We thank you for taking on the role of Team Manager for Season 2018.
This Booklet has been provided to help guide you with any questions you may have throughout the season.

REMINDERS:

- Managers and Coaches must have a blue card to be able to volunteer for these Roles. Applications can be downloaded from <https://www.bluecard.qld.gov.au/> or contact Ian Reeves ian@aspleyhornets.com.au. This form needs to be completed, signed and submitted by Ian Reeves on behalf of the club.
- Managers need to register with SportsTG Passport - <https://passport.sportstg.com/>. Reevesie needs to inform AFLQ BJ of your Sports TG Email and team you are managing so weekly team sheets can be produced.

Club Contact Information / Links

ALL CLUB APPAREL & MERCHANDISE IS AVAILABLE FOR PURCHASE AT RECEPTION

JUNIOR FOOTBALL DEVELOPMENT OFFICER

Mr Ian Reeves 'Reevesie'

P: 07 3263 2486

M: 0417 793 509

E: ian@aspleyhornets.com.au

F: 07 3263 3487

COACHING CO-ORDINATOR

Mr Peter Ryan

M: 0452 646 767

E: spear_1914@hotmail.com

DIRECTOR OF JUNIOR FOOTBALL

Mr Ross O'Dwyer

M: 0413 072 335

E: juniordirector@aspleyhornets.com.au

FOOTBALL OPERATIONS CO-ORDINATOR

Mr Matt Argus

M: 0401 913 313

E: footballoperations@aspley@aspleyhornets.com

AFLBJ -

<http://www.aflbj.com/>

ASPLEY HORNETS -

<http://www.aspleyhornetsfc.com.au>

SOCIAL MEDIA -

<https://www.facebook.com/aspleyhornetsafc>

Club Disciplinary Advisory Panel

- The Aspley Hornets Disciplinary Advisory Panel will deal with any club related issues relating to the breaching of the AFLBJ code of conduct. Refer to Code of Conduct Policies contained in the Rules & Regulations attached to this booklet.
- This Committee will be chaired by the Director of Disciplinary Advisory Panel who can issue suspensions to players, parents, and team officials and insist that fines issued by AFLBJ be paid by the offender

Social Media / Milestone Games

- Facebook posting of milestone games -
 - 50 games, 100 games, 150 games
 - Send IM to Aspley Hornets JAFC Facebook page. Images will be vetted and shared on Facebook if deemed suitable.
- Player / match day photos will also be posted
- Representative player photos / announcements

Volunteer Expectations

It is the expectation of the football club that players, parents and supporters get involved and participate in fundraising initiatives through out the year along with volunteering to assist with the running of the Junior and Youth football programs.

- **Junior / Youth Football Advisory Panel**

- This is a board Advisory Panel that meets on a monthly basis and assists the football department with events and makes recommendations to the board of directors. ***It is expected that each age is represented by at least one person on the Advisory Panel.***

- **Canteen Volunteers**

- Rosters will be issued to assist in the running of the canteen at Graham Road on match days (Friday Nights & Sundays). Each team will be required to assist at least once per season. The Canteen convener is Amy Barker and she will contact each team

- **Meat Trays Raffle Volunteers**

- Meat Tray raffles are sold on a Tuesday and Thursday night from 6:30pm at the Graham Road licensed club and Saturday mornings at Brendale. Each team will be required to assist at least once per season. The Meat Tray convener is Amy Barker and she will contact each team

Complaints / Incident Reporting

Game Day Reporting Procedures Injuries

- If a player is injured during a match, the First Aid office is to complete an “AFL Brisbane Juniors Injury Report”.
- A copy is to be given to the club & parent of the player. A template of this form is attached
- Team Manager is required to follow up with the parents, Junior Development Officer & coach for next steps in returning to training and playing

Non-Game Day / Training Reporting Procedures Injuries

- If a player suffers an injury during a training session full documentation is required for insurance and player safety purposes.
- Please ensure the “AFL Brisbane Juniors Injury Report” (a template of this form is attached)and this is emailed to the the Junior Development Officer.

Allergies, medical conditions & pre-existing injuries

- Team Managers are required to obtain information from the Junior Development Officer of any allergies, medical conditions or pre-existing injuries that players in their team may have reported. A Team Manager should also remind parents in their introduction email that they are required to advise of any allergies, medical conditions & pre-existing injuries.
- Any details are required to be passed onto coaching staff including other teams that may train at the same time.
- *If the team officials are concerned about the supervision of a child due to a medical condition they need to speak with the Junior Development Officer and / or parent as soon as possible*

Complaints

- Complaints about opposition players during the match should be conveyed to the Ground Marshall. Take note of jumper numbers and extra information to provide. Complete the “Aspley Game Day Complaint / Incident Report” and email to Junior Development officer for follow-up & record keeping.
- Complaints about supporters both Aspley & opposition should be made to the Ground Marshall. Complete the “Aspley Game Day Complaint Form” and email to Junior Development officer for follow-up & record keeping.

Aspley Hornets Code of Conduct

ASPLEY HORNETS AUSTRALIAN FOOTBALL CLUB

The Aspley Hornets Australian Football Club fully supports the codes of conduct as introduced by the AFL and AFL Queensland.

COACHES CODE OF CONDUCT

- Coaches are required to sign the AFL Code of Conduct as part of the Level 1 Accreditation requirement. All coaches must be accredited to coach in our League.

PLAYER'S CODE OF CONDUCT

- Play by the rules – the rules of your club and the laws of the game.
- Never argue with an umpire or other official – without these people, you can't play football.
- Control your temper - verbal abuse of officials and sledging other players doesn't help you enjoy or win any games.
- Be a team player – It's a team game, treat it that way.
- Treat all players as you would like to be treated – fairly.
- Co-operate with your coach, the umpires and team-mates.
- Play for your own enjoyment & to improve your skills.
- Don't use ugly remarks based on race, religion, gender or ability – you'll let down your coach, teammates and family if you do – & many such comments are actually now illegal.

PARENTS & SUPPORTERS CODE OF CONDUCT

- Remember that you are there for the participants to enjoy the game.
- Encourage participation, but don't force it.
- Teach that enjoyment is more important than winning.
- Never ridicule mistakes or losses – supporters are there to support not downgrade.
- Lead by example and respect all players, coaches, umpires and spectators – physical or verbal abuse will not be tolerated.
- Recognise all volunteers who are giving up their valuable time.
- Never publicly criticise umpires – raise personal concerns with club officials in private.
- Don't use ugly remarks based on race, religion, gender or ability – you'll let down your family and yourself if you do – & many such comments are actually now illegal.

By registering our child with the Aspley Hornets AFC we agree to abide by these principles. We support the club in its undertakings and encourage the Club to take any necessary disciplinary actions including the suspension and banning where warranted of any players, parents and or spectators for repeated or serious breaches of these Codes of Conduct.

Youth Managers Kit

- Players Guernsey's
- 2 x Umpire Whistles
- 2 x Goal Umpires Flags
- 2 x Boundary Umpire Bibs
- 1 x Goal Umpire Bib
- 4 x Water Carriers Bibs
- 10 x Water Bottles plus bottle carrier
- Footballs

Reminder: Any equipment taken from the club will need to be signed for at the beginning and end of season.

Weekly Duties

- Keep parents informed with any updates instructed from the coach and club and provide any feedback.
- Be available for any meetings that have been arranged by the coach or club.
- Wash Guernsey's or allocate to a parent each week.

Please note - Guernsey's are not to be taken home by individual players, they are to be collected and washed as a full set. This is to ensure even wear and tear / colour fade due to various washing powders or loss of Guernsey's

Prior to Match Day

- Login to the AFLBJ Website www.aflbj.com to create your team sheet for game day. *Please see attachment.*
- Please ensure the team sheet is completed including registration number and full signature, initials are not acceptable.
- 3 copies will need to be printed and handed to:
 - Opposition Team Manager
 - Umpire
 - Yourself

Team Officials

- **Coaches Box**

The following team officials are the only people allowed in the coaches box area during games which include upstairs areas if there is a double story coaches box. All team officials must remain the designated coaches box area. For detailed information, please refer to sec 7.10 of the AFLBJ Rules & Regulations.

- Coach - Coaches must wear a Blue ID Card / Lanyard (1 Only)
- Assistant Coach – Assistant Coaches must wear a Green ID Card / Lanyard (1 Only)
- Manager – Managers must wear a Orange ID Card / Lanyard (1 Only)
- Runner - Team Runners must wear a Pink Bib (approved by State Junior Football Manager and displaying AFLQ Juniors logo) as well as either a club polo shirt or club hat. Team Runner may only proceed on to the playing surface to deliver messages from the Coach (1 Only)
- Interchange Players - Only players listed on the team sheet are allowed to be in the coaches box, not injured or unselected players are permitted

- **Interchange Rules** - All players must enter the playing surface via the designated interchange area. If a player that leaves the playing surface, unless on a stretcher, at any place other than through the interchange area and is replaced, the player cannot return to the playing surface.

- **Water Carriers** - Water Carriers must wear a White Bib (approved by State Junior Football Manager and displaying AFLQ Juniors logo) as well as either a club polo shirt or club hat

Match Day

It is up to the Manager to allocate the volunteer duties for game day

- **Boundary Umpires** – 1 to 2 people are required for each game and require.
 - Whistle
 - Identification Bib
 - Closed in shoes
- **Goal Umpires** – 1 person is required.
 - Time Card, given to you by the Umpire before the game
 - Identification Bib
 - Pen
 - Enclosed Shoes
- **Runner** – 1 person required
 - Identification Bib
 - Closed in shoes
- **Time Keeper** – 1 person is required. Mandatory for home games, recommended to supervise for away games
 - Pen
 - Time Card, given to you by the umpire
 - Stop Watch

Reminder: Please ensure that change rooms are left clean.

Match Day cont.

FIRST AID PROCEDURES

- Parents are not to enter the playing field when a player is injured, this may void any insurance cover.
- Runner and Water Carriers are not to attend the injured player.
- First Aid Report is to be filled out by the First Aid Officer and a copy provided to the team manager (for away games) and parent for any incidents.
- The team manager (for away games) must forward the first aid report to the Junior Development Officer asap. For home games, the first aid officer will give the report to the football department.
- Record any information relevant to the incident (eg: Time Frame, Players involved, sequence of events).

Post Match Day

- Allocate a family to wash guernsey's and return at training
- Enter Scores into Sports TG
- Update team sheet (if required)
- Enter players Best and Fairest votes in Sports TG

Player Vote Counts

This year the club has standardised the player voting system which forms part of our season team and best and fairest awards.

- The coaches allocate each player a rating up to a score of 10. This system reflects our position of developing each individual. It allows each player to feel involved in the team and importantly removes the perception of bias where parents are requested to assist in voting. This system is used by our senior teams and we've found that the results in terms of winners are consistent.
- The spreadsheet (copy attached) with all votes should be kept up to date after every game.
- Weekly votes are to be entered into Sport TG in the Awards areas of the post game tabs.

Youth Rules Matrix

YOUTH RULES MATRIX

PHASE	Mixed		Boys	Girls	
	Under 12 Competition	Under 14 Competition	Under 16 Competition	Under 13 Competition	Under 15 & 17 Competition
REGULATIONS					
Ground size	135m - 185m x 110m - 155m	135m - 185m x 110m - 155m	135m - 185m x 110m - 155m	130m x 90m	135m - 185m x 110m - 155m
Zones	*	*	*	*	*
No. of players on ground	18	18	18	12	16
Ball type	Leather	Leather	Leather	Leather	Leather
Ball size	3	4	5	3	4
Match Length	4 x 15 min	4 x 15 min	4 x 20 min	4 x 15 min	4 x 15 min
Scoring	✓	✓	✓	✓	✓
Results	✓	✓	✓	✓	✓
LAWS					
Tackling	✓	✓	✓	✓	✓
Bumping	✓	✓	✓	✓	✓
Stealing the ball	✓	✓	✓	✓	✓
Barging	✓	✓	✓	✓	✓
Smothering	✓	✓	✓	✓	✓
Fending off	✓	✓	✓	✓	✓
Shepherding	✓	✓	✓	✓	✓
Bouncing the ball	Unlimited	Unlimited	Unlimited	2 max	Unlimited
Kicking off the ground	✓	✓	✓	✓	✓
Out of bounds	Boundary throw in	Boundary throw in	Boundary throw in	Boundary throw in	Boundary throw in
Marking	15m, direct catch	15m, direct catch	15m, direct catch	10m, direct catch	15m, direct catch
Penalties	50m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion	50m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion	50m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion	15m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion	25m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion
Deliberate out of bounds	✓	✓	✓	✓	✓
Deliberately rushed behind	✓	✓	✓	✓	✓
UMPIRES AND COACHES					
No. of field umpires	1	2	2	1	1
Goal Umpires	Club (2)	Club (2)	Club (2)	Club (2)	Club (2)
Boundary umpires	Club (2)	Club (2)	Club (2)	Club (2)	Club (2)
Coaches	Sideline	Sideline	Sideline	Sideline	Sideline

Source: Appendix B - AFLQ State Junior Football Playing Rules Regulations v1

Attachments

ATTACHMENTS

- Sports TG Manager Information Sheet
- Sports TG Team Sheet Instructions
- Injury Report
- Game Day Complaint form
- AFLBJ Rules & Regulations
- Player Vote Count Spreadsheet



Sportingpulse Membership Club Level User Guide



Sportingpulse Passport

SP Passport combines your SportingPulse accounts, such as mySport or Membership, in one location.

<https://passport.sportingpulse.com>

IF you don't have an account, click the register button on the front page.



To sign in use the email address and password you specified when creating your SP Passport account.

Sign in

[Forgot Password?](#)

Once logged in you will see the SP Passport dashboard with the various options you can perform


To access your league or clubs SP Membership account click on the **Membership & Results Entry** tile

Logins

[Membership & Results Entry](#)

Click here to access your Membership and Results Entry pages. If you have a new User Name and Password, you can also set up new access points here.

Select the linked **SP Membership Account**

 **Tigers**
West Football League
Club

Match Results

1. Choose **Match Results** from the **Comp Management** menu
2. A new browser window will open with SP Match Results
NOTE: the window may not open if you have a pop up blocker enabled on your browser

Match List

1. Set appropriate filters based on, date range, season, club, competition name and venue.

Display Matches

Use the filters below to list the desired matches.

Show matches commencing on (dd/mm/yyyy): Season Venue Name

and concluding on (dd/mm/yyyy): Clubs Competition Name

SHOW MATCHES

2. Press the **Show Matches** button to display matches involving your club teams at the current login level.

For example if the login is club level and the club has three teams competing in various competitions than the list will show matches involving any of the three teams. If the login level is for one of the teams, only matches involving that team will be displayed in the match list.

3. Choose the options for a match by clicking on either the **Pre Game**, **At Game** and **Post Game**, button on the line of the corresponding match

Pre-Game

The Pre-Game section is used to setup team lists for the match and print team sheets.

1. Click the + button corresponding with players on the **Available Players** list to register in the match on the **Selected Players** list
2. Click the – button corresponding with players on the **Selected Players** list to remove from the match

Available Players	Selected Players												
<p>Filter <input type="text"/></p> <p>Allmark, Joshua Dean <input type="button" value="+"/></p> <p>Alosta, Niyazi <input type="button" value="+"/></p>	<table border="1"><thead><tr><th>Name</th><th>No.</th><th></th></tr></thead><tbody><tr><td>Ault, Jonathon</td><td><input type="text" value="3"/></td><td><input type="button" value="-"/></td></tr><tr><td>Cameron, Lucas</td><td><input type="text" value="7"/></td><td><input type="button" value="-"/></td></tr><tr><td>Dunke, Chaise</td><td><input type="text" value="11"/></td><td><input type="button" value="-"/></td></tr></tbody></table>	Name	No.		Ault, Jonathon	<input type="text" value="3"/>	<input type="button" value="-"/>	Cameron, Lucas	<input type="text" value="7"/>	<input type="button" value="-"/>	Dunke, Chaise	<input type="text" value="11"/>	<input type="button" value="-"/>
Name	No.												
Ault, Jonathon	<input type="text" value="3"/>	<input type="button" value="-"/>											
Cameron, Lucas	<input type="text" value="7"/>	<input type="button" value="-"/>											
Dunke, Chaise	<input type="text" value="11"/>	<input type="button" value="-"/>											

3. Selected Players lists can also be selected by using the **Autoselect Players** option

Autoselect Players

- No Auto Select
- Players who played last week
- Players registered to this team

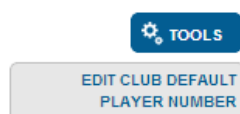
4. Update jumper numbers by typing a number into the **No.** column of the **Selected Players** list
5. Click on the **Save** button under the **Selected Players** list to update
6. Print a Team Sheet using the **Single Team – Team Sheet** button

NOTE: Players included on the Selected Players list once the match has been finalized will be credited with a match in their player statistics. It is important to ensure that the Selected Players list reflects accurately to players that actually played in the match.

Default Jumper Numbers

Player numbers can be pre-loaded so that player numbers will automatically update when they are included on the **Selected Players** list in team selection

1. Choose the **Edit Club Default Player Number** option from the menu of the **Tools** button



2. Complete the corresponding details then click the **Assign Number** button

Player:

Player Number:

Player Positions:

3. Saved numbers can be removed by clicking on the **Remove** button next to the corresponding player
4. The club list can be cleared by clicking the **Clear Club Defaults** button located at the bottom of the page

Post-Game

The Post-Game section is used to update final match scores and stats such as player goals and best players

1. Choose the **Final Match Scores** tab
2. Enter final match **Goals** and **Behinds** in the boxes
3. Press the **Update Match Scores** button to save

Tigers

Full Time Goals	<input type="text"/>
Full Time Behinds	<input type="text"/>
Full Time Total Points	<input type="text"/>

Saints

Full Time Goals	<input type="text"/>
Full Time Behinds	<input type="text"/>
Full Time Total Points	<input type="text"/>

UPDATE MATCH SCORES

1. Choose the tab corresponding to the team name to update player stats such as goals and best players
2. Enter player stats into the corresponding box next to the player name
3. Press the **Update Player Scores** button to save

NOTE: Available player stats may change according to the stats configuration set by the league

Centrals

UPDATE PLAYER SCORES

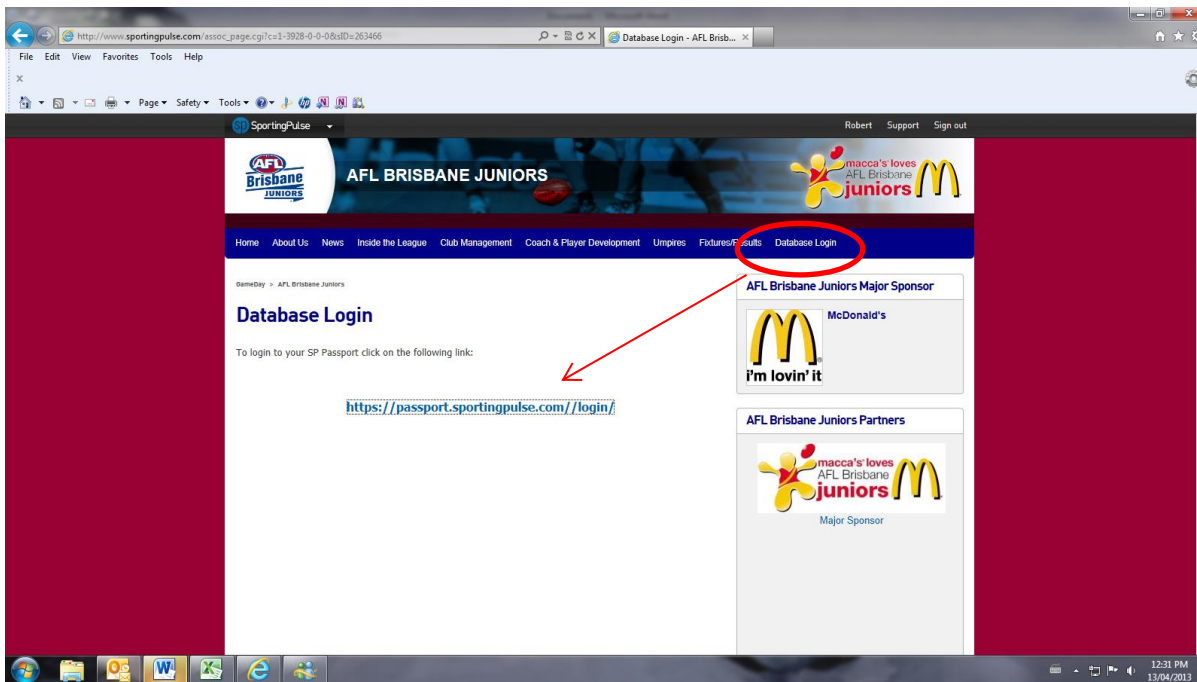
Name	Player Number	Goals	Bests
Bagley, Steven	14	<input type="text" value="0"/>	<input type="text" value="0"/>
Boatwright, Zac	22	<input type="text" value="1"/>	<input type="text" value="0"/>
Cooper, Sam	3	<input type="text" value="1"/>	<input type="text" value="0"/>
Fish, Troy	12	<input type="text" value="2"/>	<input type="text" value="3"/>
Hansen, Anthony	10	<input type="text" value="2"/>	<input type="text" value="0"/>

Step 1

Go to AFLBJ website - http://www.sportingpulse.com/assoc_page.cgi?client=1-3928-0-0-0

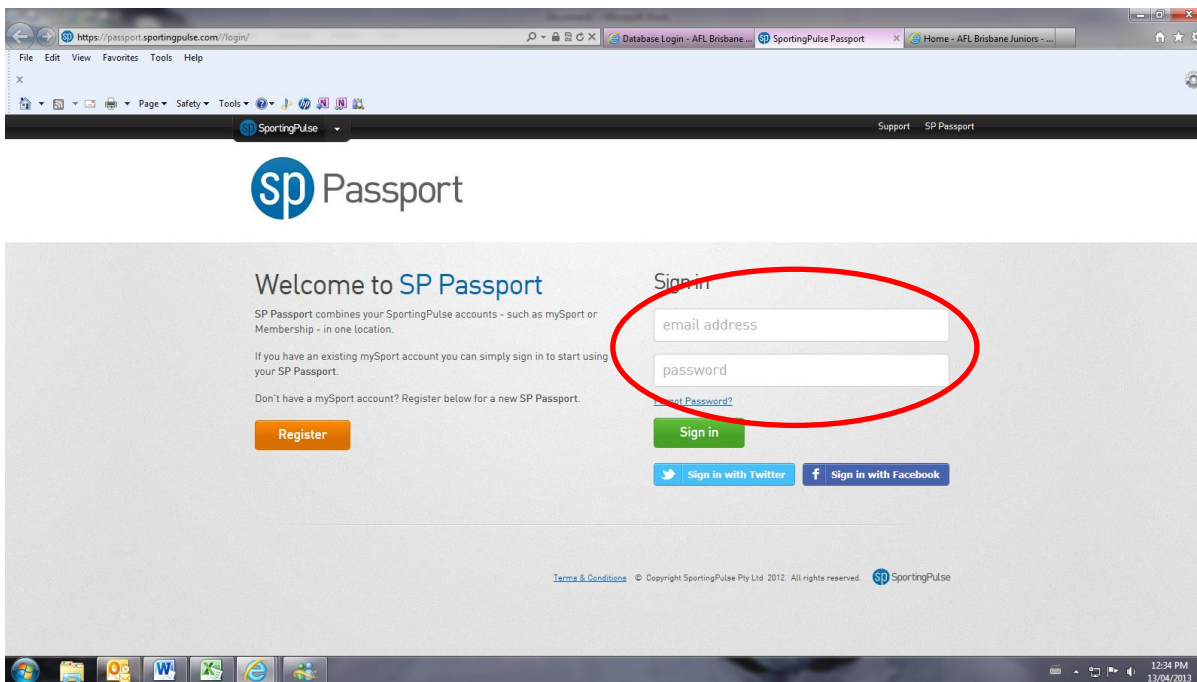
Go to the Database Login tab

Click on link



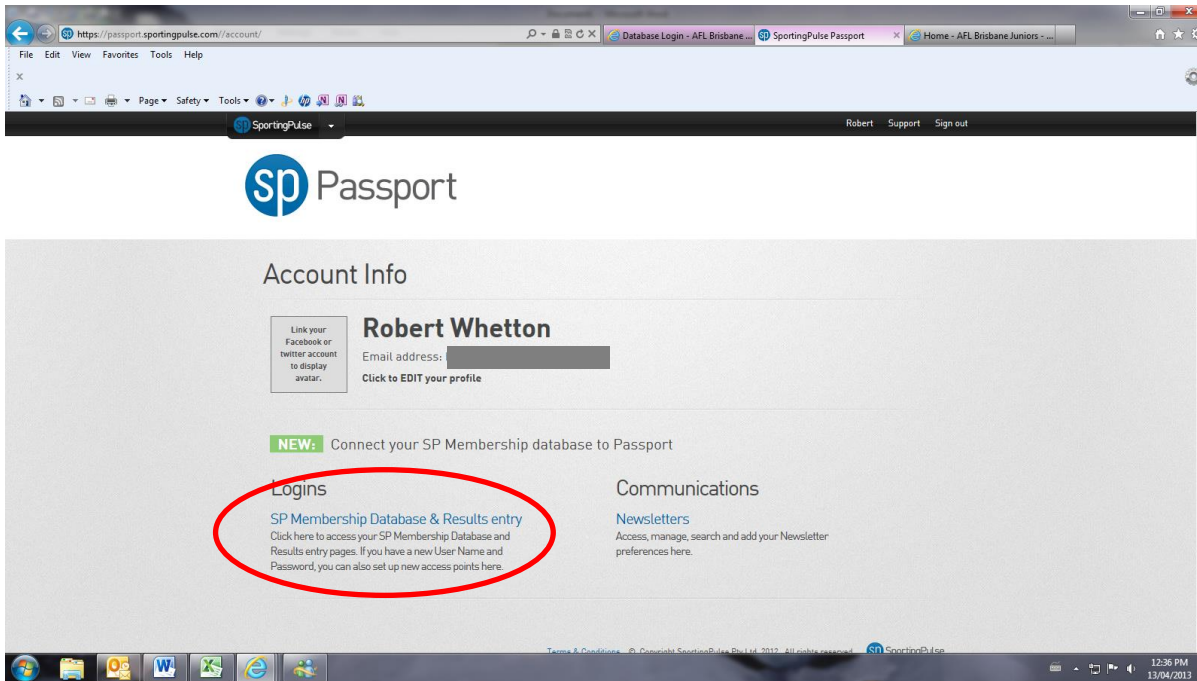
Step 2

Sign in with your email address and password you have created previously.



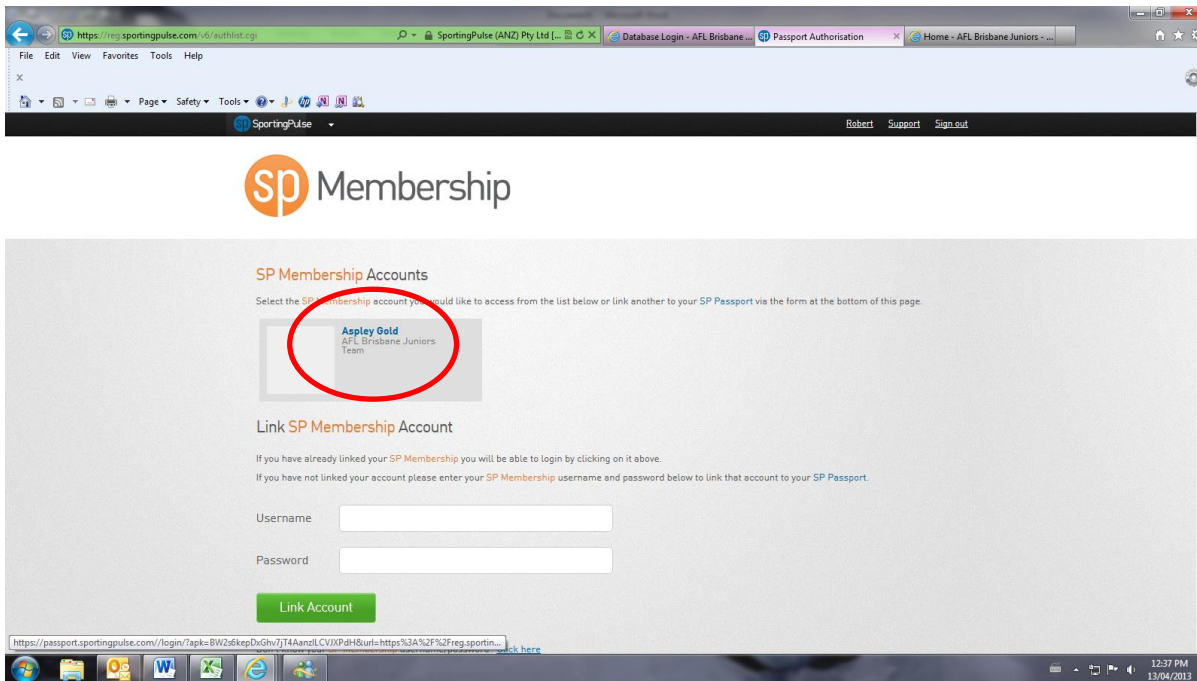
Step 3

Click on logins



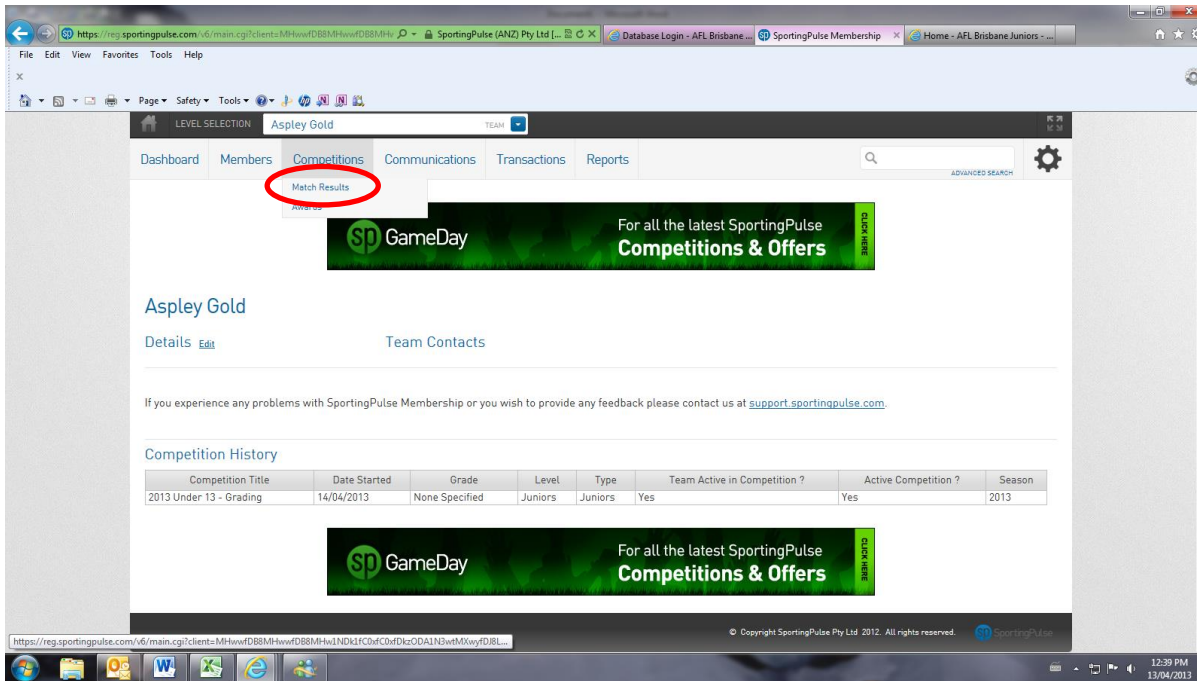
Step 4

Your team should appear as below, click on the link



Step 5

Select Competitions and then the "Match Results" tab

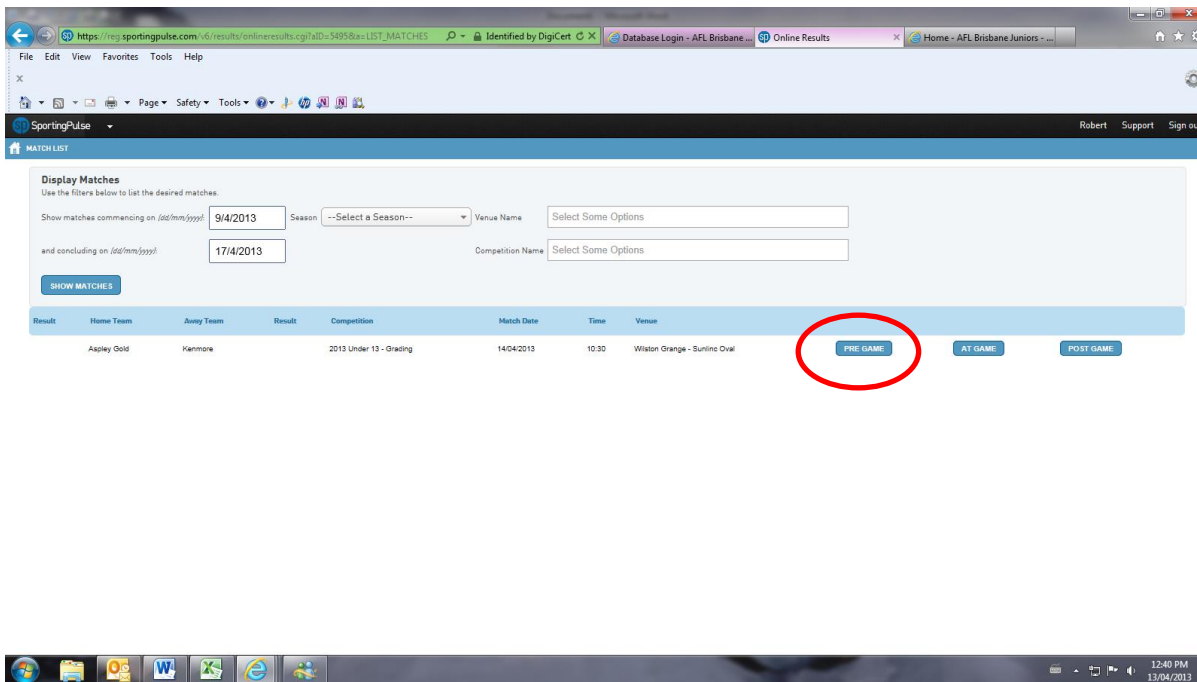


The screenshot shows the SportingPulse website interface for the 'Aspley Gold' team. The navigation menu at the top includes 'Dashboard', 'Members', 'Competitions', 'Communications', 'Transactions', and 'Reports'. The 'Match Results' tab is highlighted with a red circle. Below the navigation, there is a 'GameDay' banner with the text 'For all the latest SportingPulse Competitions & Offers'. The main content area displays the team name 'Aspley Gold' and a 'Competition History' table.

Competition Title	Date Started	Grade	Level	Type	Team Active in Competition ?	Active Competition ?	Season
2013 Under 13 - Grading	14/04/2013	None Specified	Juniors	Juniors	Yes	Yes	2013

Step 6

Go to the Pre game tab



The screenshot shows the 'MATCHLIST' page on the SportingPulse website. It features a 'Display Matches' section with filters for 'Show matches commencing on' (9/4/2013), 'Season' (dropdown), 'Venue Name' (dropdown), 'and concluding on' (17/4/2013), and 'Competition Name' (dropdown). Below the filters is a 'SHOW MATCHES' button. The match list table below has columns for 'Result', 'Home Team', 'Away Team', 'Result', 'Competition', 'Match Date', 'Time', and 'Venue'. A row is shown for 'Aspley Gold' vs 'Kermore' on '14/04/2013' at '10:30' at 'Wilston Orange - Sunline Oval'. The 'PRE GAME' button is circled in red.

Result	Home Team	Away Team	Result	Competition	Match Date	Time	Venue	PRE GAME	AT GAME	POST GAME
	Aspley Gold	Kermore		2013 Under 13 - Grading	14/04/2013	10:30	Wilston Orange - Sunline Oval			

Step 7

Select "Show players to this age group".

The complete list of players will appear.

Select your players for the game by clicking on the green + sign next to their registration number.

They will then appear under the "Selected Players" list adjoining.

Repeat for every player

Game Information: Aspley Gold vs Kenmore, 14/04/13 10:30

Pre Game Dashboard: Aspley Gold Selections, Kenmore Selections, League Officials

Players: 18, Coaches/Officials: 6

Aspley Gold

Manage this Display List

- Show all Club players
- Show Players registered to this team only
- Show Players to this age group
- Show all Financial Club players for Competition Season

Autoselect Players

- No Auto Select
- Players who played last week
- Players registered to this team

Available Players

Name	No.	Pos.	Registration No.	Status
Angus, William	16	02/000	00725370	+
Beavis, Liam	18	02/000	00653188	+
Eadie, Matt	28	11/2000	00831170	+
Espuis, Isaac	16	12/2000	00659320	+
Francis, Jarryd	20	12/2000	00142288	+
Gant, Lachlan	15	11/2000	00265007	+
Gould, Samuel	28	12/2000	00429004	+
Hildebrand, Jordan	01	05/2000	00724620	+
Hudson, Sam	06	01/2000	00194998	+
Hunter, William	09	08/2000	02159257	+

Selected Players

Name	No.	Pos.	Registration No.	Status
Strano, Liam	17	---	---	+
Crawley, Connor	4	---	---	+
Douglas, Luke	7	---	---	+
Downting, Benjamin	20	---	---	+
Farry, Jonah	5	---	---	+
Fitzgerald, Ryan	15	---	---	+
Martyn, William	3	---	---	+
Mead, Jonah	21	---	---	+
Parras, Jordan	12	---	---	+
Ramsay, Maurice	14	---	---	+

Autoselect Team Officials

- No Auto Select
- Select all default team Staff
- Select all staff from last week

There is also an option at the bottom of this page to include Team Officials

Game Information: Aspley Gold vs Kenmore, 14/04/13 10:30

Pre Game Dashboard: Aspley Gold Selections, Kenmore Selections, League Officials

Players: 18, Coaches/Officials: 6

Aspley Gold

Manage this Display List

- Show all Club players
- Show Players registered to this team only
- Show Players to this age group
- Show all Financial Club players for Competition Season

Autoselect Players

- No Auto Select
- Players who played last week
- Players registered to this team

Available Players

Name	No.	Pos.	Registration No.	Status
Lucas, Claude	02	09/2000	01016259	+
Mead, Jack	16	04/2000	01068088	+
Prowse, Tyler	08	01/2000	00208905	+
Romano, Joseph	04	05/2000	00719841	+
Rowe, Jackson	13	12/2000	00677806	+
Smith, Darcy	30	03/2000	00700552	+
Thompson, Mitchell	08	11/2000	00956518	+
Varley, Lauchlan	23	05/2000	02282054	+
Wedmaier, Todd	18	04/2000	00419610	+
Young, Joel	26	10/2000	00263110	+

Selected Players

Name	No.	Position	Registration No.	Status
Fitzgerald, Ryan	15	---	---	+
Martyn, William	3	---	---	+
Mead, Jonah	21	---	---	+
Parras, Jordan	12	---	---	+
Ramsay, Maurice	14	---	---	+
Roberts, Bayley	10	---	---	+
Sherwood, Nicholas	11	---	---	+
St John, Blayke	25	---	---	+
Stackelberg, Cody	8	---	---	+

Autoselect Team Officials

- No Auto Select
- Select all default team Staff
- Select all staff from last week

Group: Appointment, Member

Temporary assignments apply only when you cannot find the correct officials name in the drop box below. Please check before applying temporary assignments.

Step 8

Click on Team Sheet and print 3 copies.

The screenshot shows the SportingPulse website interface for the 'Aspley Gold' team. The page is titled 'Aspley Gold' and features several sections for managing the team:

- Manage this Display List:** Includes checkboxes for 'Show all Club players', 'Show Players registered to this team only', 'Show Players to this age group', and 'Show all Financial Club players for Competition Season'.
- Autoselect Players:** Includes checkboxes for 'No Auto Select', 'Players who played last week', and 'Players registered to this team'.
- Available Players:** A list of players with their names, birth dates, and IDs. A filter box is present above the list.
- Selected Players:** A table with columns for Name, No., Position, and a dropdown menu. A 'SAVE' button is located at the bottom right of this section.
- Autoselect Team Officials:** Includes checkboxes for 'No Auto Select', 'Select all default team Staff', and 'Select all staff from last week'.

A red circle highlights the 'TEAM SHEET' button in the top right corner of the page. The browser's address bar shows the URL: <https://res.sportingpulse.com/v6/results/onlineresults.cgi?aid=54956mid=394>. The system tray at the bottom shows the date and time as 12:45 PM on 13/04/2013.

Once you have completed once and saved, you will be able to retrieve the data each week and make any adjustments rather than completing the exercise every week.



AFL Brisbane Juniors Injury Report

Date _____ Match or Training (Please circle)

Ground: _____

Surname: _____ Given Names: _____

Address: _____ Post Code: _____

Sex: Male Female (Please circle) Date of Birth: _____ Patient Telephone: _____

Next of Kin(Name & Relationship): _____ Next of Kin Telephone: _____

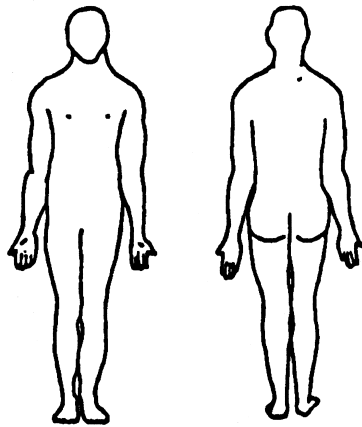
Players Club: _____ Injury occurred at what age level: _____

Ground condition at time of injury: (Please circle) Very Hard Firm Soft Squelchy

Weather condition at time of injury: (Please circle) Fine Light Rain Heavy Rain

Details of Incident (time of injury): _____ am _____ pm

Nature of Injury/Illness/Damage: (eg sprain, fracture, head injury) _____



Damage Type					
AM	Amputation	DF	Deafness	II	Internal Injury
AS	Asphyiation	DI	Dislocation	LA	Laceration/Cut
BR	Bruise	FB	Foreign Body	OW	Open Wound
BU	Burn	FR	Fracture	SS	Strain/Sprain/Back
CO	Concussion	HE	Hemia	OT	Other
DE	Dermatitis	IN	Inflammation		

Body Part Affected: (eg right knee) _____

Was Any Protective Gear Being Worn? (eg mouthguard, headgear, strapping) _____

OBSERVATIONS: (Please circle)

Respiratory Rate:	Normal	Abnormal			
Temperature:	Cold	Normal	Hot		
Colour:	Flushed	Pale	Cyannosed	Normal	Jaundiced
Skin:	Normal	Moist	Dry		
Pupil:	Reacts	No Reaction	None		
Eye Opening:	Spontaneous	To Voice	To Pain	None	
Verbal Response:	Orients	Confused	Inappropriate	Incomprehensible	None
Motor Response:	Obeys	Localized	Withdraw	Flexion	Extension None

TREATMENT Referred To: _____

Treatment Received: _____

First Aid Officers Name: _____ Qualifications: _____

Signature: _____





AFL Queensland

State Junior Football Rules and Regulations (v1)

As of 1st February 2018

SEASON 2018



Introduction

These rules and regulations are to be adopted in conjunction with the Laws of Australian Football, the Australian Football Match Policy and the AFL & AFL Queensland policies, rules and regulations. Where these Rules and Regulations and associated Competition By-Laws vary from that of the Laws of Australian Football and the AFL & AFL Queensland policies, these Rules and Regulations apply. On all matters where these Rules and Regulations and the associated Competition By-Laws are silent, at the discretion of AFL Queensland and its Affiliate Leagues, the AFL and AFL Queensland rules, regulations and policies apply.

Where the Competition By-Laws vary from these rules and regulations the By-Laws apply.

Operation of Rules and Regulations

AFL Queensland shall continue to hold the charter to maintain and develop rules and regulations for junior football.

AFL Queensland and its Affiliated Leagues will regulate their competitions through the provisions contained herein; these unified rules and regulations, the AFL Australian Football Match Policy for 5 to 18 year olds (as may be modified to suit different age groups), AFL Queensland policies, AFL national policies and codes of conduct, and resolutions of the Board of each respective affiliate made from time to time as per their submitted constitution.

AFL Queensland's unified rules and regulations shall continue to foster a positive, encouraging and fun environment where all players and teams can participate on an equal footing. These unified rules and regulations support state wide unified game development and allow AFL Queensland and its Affiliated Leagues and their member clubs to facilitate progressive junior programs, efficient and compliant administration and conduct healthy competitions.

AFL Queensland and its Affiliated Leagues shall be responsible for ensuring their administrators, coaches, volunteers, parents, players and spectators act in a constructive and encouraging manner at all times.

AFL Queensland and its Affiliated Leagues shall ensure their coaches understand their responsibility to their clubs and to the children and young people in their care. AFL Queensland and its Affiliated Leagues shall communicate to their member clubs the need for parents to act accordingly at all times before, during and after any match or function representing AFL, AFL Queensland or each respective affiliate.

AFL Queensland and its Affiliated Leagues shall ensure their member clubs provide equal opportunities for participation in sport for all children, regardless of ability, size, shape, gender, sexuality, age, disability, race or ethnic origin.

Clubs must ensure players all have the opportunity to participate actively and are given the opportunity to play at least three quarters of a match. To do otherwise is for the coach and the club to fail in one of its primary match day obligations to its players and its overall responsibility to the sport of AFL and to bring them collectively into disrepute.

AFL Queensland and its Affiliated Leagues must make all member clubs aware, that it is their responsibility to ensure all players, coaches, officials, and parents/guardians are aware of their responsibilities and follow them at all times and in so doing create a quality club environment of which they can be proud.



Contents

Definitions and Interpretation	4	
1	COMPETITION REGULATIONS	6
2	REGISTRATIONS	9
3	TRANSFERS & POACHING	10
4	AGE GROUPS/TEAMS	11
5	MATCH DAY & LOCAL INTERCHANGE PERMITS	14
6	PRACTICE MATCHES	16
7	MATCH & GROUND CONDITIONS	17
8	YOUTH & YOUTH GIRLS COMPETITIONS	27
9	YOUTH & YOUTH GIRLS FINALS ELIGIBILITY & FORMAT	31
10	PLAYER REPORTS	33
11	TRIBUNALS & INVESTIGATIONS	34
12	AWARDS	36
13	PLAYER PAYMENTS	37
14	FIRST AID POLICY	38
15	CODES OF CONDUCT	41
Appendices		
APPENDIX A	Grading Process	
APPENDIX B	AFL Queensland State Junior Football Playing Rules and Regulations	
APPENDIX C	Schedule of Recommended Maximum Fines	
APPENDIX D	Melee Matrix	
APPENDIX E	Yellow & Red Cards	
APPENDIX F	10 Goal Rule	
APPENDIX G	Categories for Reportable Offences	
APPENDIX H	Sanctions for Classifiable and Low-level Offences	
APPENDIX I	Forms	
APPENDIX J	Brisbane Juniors By-Laws	
APPENDIX K	Gold Coast Juniors By-Laws	
APPENDIX L	Sunshine Coast Juniors By-Laws	
APPENDIX M	Cairns Juniors By-Laws	
APPENDIX N	Capricornia Juniors By-Laws	
APPENDIX O	Mackay Juniors By-Laws	
APPENDIX P	Northern Rivers Juniors By-Laws	
APPENDIX Q	Townsville Juniors By-Laws	
APPENDIX R	Wide Bay Juniors By-Laws	
APPENDIX S	Darling Downs Juniors By-Laws	



Definitions and Interpretations

AFLQ	Means AFL Queensland
AFMP	Means the "Australian Football Match Policy"
AFLQ Preferred Supplier	Means a supplier of playing and general apparel that features an AFL Logo in any form that has entered into an agreement with AFLQ
Association	The region as identified in Footyweb with which a player is registered
Away Team	The second named team for a fixture
Board	Means affiliated Competition Board
Bye	A result of having no team to play against in a round of fixture matches as a result of having an uneven number of teams in the age group/division.
By Laws	Refers to the individual Competition's By Laws
Club	Means any club that shall have been granted affiliation by AFL Queensland or its Affiliated League
Competition	Refers to any junior, youth or youth girls competition run by AFL Queensland or an Affiliated League
Competition Manager	The person appointed by AFL Queensland or an Affiliated League to administer competitions
Competition Phases	Introductory – no tackling Development – modified tackling Competition – full tackling
Competition Points	Means the points awarded to a team for a result of a season fixture
Competition Umpires	Refers to umpires officially appointed by the AFL Queensland or its Affiliated League delegate
Core List	Refers to a list of a team's best and most skilled players referred to as Core Players
Core Player	Means a player who is not permitted to play in a lower division team in that age group, or another team from the same club in the same division, or in a lower age group
Finals Match	Means the competition matches that are played at the end of the season fixture to determine the premiership. 'Finals' and 'Final' shall have the same meaning. Applies to Youth and Youth Girls age groups only
Footyweb	Refers to the online system used to assist in the administration of the Competition. Footyweb is a component of SportsTG
Home Team	The first named team for a fixture
Interchange Area	Means the area marked on the boundary line through which players may enter or leave the playing surface
Junior Age Group	Means any age group from Under 8 to Under 11
Junior Competition	Means any competition which includes teams in Under 8 to Under 11 age groups
Junior Football	Means any Australian Football competition in Queensland for eligible players in Under 8 to Under 17 age groups (male and female)
LOAF	Means the Laws of Australian Football
Match	Means the contest of Australian Football played between two teams.
NPTR	Means the AFL National Player Transfer Regulations
Player	Means a person who is registered with a club and who trains with or is selected to play with a team



Definitions and Interpretations

Practice Match	Means the sanctioned contest of Australian Football played between two teams and is not played as part of the Season Fixtures or Finals
Registered Age Group	The lowest age group in which a player is permitted to play based on their date of birth
Representative Team	Means a team selected independently of any club to play against a team or teams from another region, League or state. For the avoidance of doubt, for school football this means Queensland State School teams only.
Representative Player	Means a player that was selected in the final squad of a representative team
Round	Means the matches scheduled to be played as part of the season fixtures that are to be played within a designated time period (generally one weekend)
Season	Means the annual schedule of fixture matches that comprise the home and away season plus all finals matches between teams in designated age groups and divisions
Season Fixtures	Means the annual schedule of fixture matches played between teams in designated age groups and divisions issued by the Competition Manager
Senior Football	Means any Seniors, Reserves, Under 18, or open aged male or womens competition
SEQ Juniors	Means competitions in South East Queensland Brisbane Juniors Gold Coast Juniors Sunshine Coast Juniors
Set Penalty	The early plea penalty offered to a Person charged with a Reportable Offence.
Team	Means a group of players that competes against another group of players in sanctioned matches of Australian Football
Team Sheet	Means the list of players and permitted officials participating in any match
Youth Age Group	Means any age group from Under 12 to Under 17
Youth Competition	Means any competition which includes male teams in Under 12 to Under 16 Age Groups
Youth Girls Competition	Means any competition which includes female teams in Under 12 to Under 17 Age Groups



1. COMPETITION REGULATIONS

1.1. AFFILIATED CLUB REQUIREMENTS

- 1.1.1.** To be affiliated in a competition each club must complete and submit an 'Application for Licence' form prior to each season.
- 1.1.2.** Each of the Competition's affiliated clubs shall be an incorporated association, unless determined otherwise by the State Junior Football Manager, and shall adopt, keep current and keep in force a constitution which is in keeping with the spirit of the constitution of the Affiliated League.
- 1.1.3.** The club must notify its Competition Manager in writing on an 'Office Bearers' form of the names, addresses, e-mail addresses and telephone numbers of the persons appointed to their committee after such positions have been filled.
- 1.1.4.** Each club, when required to do so, shall forward to the State Junior Football Manager, via the Competition Manager, a copy of the club's constitution and the Certificate of Incorporation.
- 1.1.5.** Each club shall forward to the State Junior Football Manager, via the Competition Manager, a copy of their annual financial statements and associated reports as lodged with the regulator within one (1) month of their annual general meeting.
- 1.1.6.** Each club must ensure they have current public liability insurance and that a certificate of currency is provided to the State Junior Football Manager via the Competition Manager.
- 1.1.7.** Each club must submit a 'Ground Allocation & Availability' form on request from the Competition Manager to be used by the competition to assist with fixturing.
- 1.1.8.** Each club wishing to host competition phase fixtures must provide annual light lux readings to the Competition Manager. AFLQ, in accordance with the Australian Standards relating to sports lighting, requires a minimum of an average of 100 lux illumination and that at no point on the playing surface is the illumination to be less than 50% of the average illumination, this is a uniformity of 0.5 or higher. For example if the average illumination across the entire playing surface is 120 lux then at no point on the playing surface can the illumination be less than 60 lux (50% of 120 lux).
- 1.1.9.** Each club must be financial by 31 January each year. All monies owing to AFLQ or its Affiliated League must be paid prior to 31 January unless other arrangements have been made with the Competition Manager, in consultation with the State Junior Football Manager.
- 1.1.10.** Each club must be financial to be eligible to take part in the finals. All monies owing to AFLQ or its Affiliated League must be paid prior to the first weekend of finals unless other arrangements have been made with the Competition Manager in consultation with the State Junior Football Manager.

1.2. AFFILIATION OF NEW CLUBS

- 1.2.1.** Any new club which desires to become affiliated with AFLQ or its Affiliated League shall:
 - (i) Send an application, in writing to the Competition Manager together with a fee as nominated by AFLQ. Applications will be ratified by the State Junior Football Manager; and
 - (ii) Have at least the minimum number of players required to field three (3) teams in three (3) different Junior age groups, being the age groups/divisions stipulated for the season which is to be the new club's first season.
NB. Exemption maybe sought from the State Junior Football Manager to reduce the required number of players/teams needed upon application
- 1.2.2.** The admission or rejection of such applicant shall be decided in accordance with the State Junior Football Manager.



1.3. APPLICATION OF RULES AND REGULATIONS

1.3.1. Application of these rules and regulations are as follows:

- (i) All affiliated clubs, including their players, spectators and officials shall be bound by these rules and regulations, and the LOAF;
- (ii) In the event of any inconsistency between the LOAF and these rules and regulations, these rules and regulations shall prevail;
- (iii) The appendices form part of these rules and regulations;
- (iv) Competition By-Laws are determined by each individual competition. Should there be any inconsistency with those by-laws and these rules and regulations, the by-laws will prevail; and
- (v) Application for exemption from either the Rules and Regulations or Competition By-Laws is at the sole discretion of the State Junior Football Manager.

1.4. CLUB COLOURS

- 1.4.1.** Every club, upon admission into a competition, shall apply for and obtain the permission of AFLQ to use the colour, playing uniform, design and logo under which the club proposes to play.
- 1.4.2.** Each club's playing uniforms shall only be purchased from AFLQ Preferred suppliers.
- 1.4.3.** All clubs are required to adhere to the current AFL Queensland Preferred Supplier Apparel Guidelines. Please refer to the current AFL Queensland Preferred Supplier Apparel Guidelines for details regarding the requirements for logos such as when they are to be used on 'on-field' apparel including, but not limited to, shorts and playing jumpers.
- 1.4.4.** Any club desiring to alter or vary its colours, playing uniform, design or logo, shall first apply for and obtain the permission of AFLQ to make such variation or alteration. Clubs must submit the AFLQ supplier's artwork to the Competition Manager for approval.
- 1.4.5.** The teams of each club shall wear their registered club coloured playing uniform, bearing the competition's logo, at all matches.
- 1.4.6.** No player will be permitted to compete in any match without a number on the back of the playing jumper. The following shall apply:-
 - (i) No two players in the one team shall have the same number.
 - (ii) Each number shall be a whole number greater than zero (0).
 - (iii) Each jumper number will have a maximum of two digits.
- 1.4.7.** Every club in a youth competition and youth girls competition will register a home team shorts colour and away team shorts will be white.
- 1.4.8.** Registration of such colours, playing uniforms and design, by the clubs in accordance with these rules and regulations shall give such club the exclusive right to such colours, playing uniform and design against any other club subsequently attempting to register the same colours, playing uniform and design.
- 1.4.9.** It will be the responsibility of AFLQ to approve their clubs' colours, logos and designs and it is each clubs responsibility to ensure their colours, logos and designs do not infringe the copyright or marketing rights of any other clubs.



1.5. CLUB SPONSORSHIP

- 1.5.1.** All clubs are required to respect existing Competition corporate partners and to comply with current AFL Queensland Preferred Supplier Apparel Guidelines.
- 1.5.2.** No club is permitted to confirm any sponsorship agreement in which the sponsor will be identified on the playing attire if the sponsor is in conflict with a Competition sponsor(s) until they have notified the Competition Manager in writing to request the State Junior Football Manager to give them permission to confirm the sponsor agreement.
- 1.5.3.** Clubs are not permitted to display smoking or alcohol related sponsors on junior playing attire. This includes alcoholic beverages, pubs and nightclubs.



2. REGISTRATIONS

2.1. PLAYER REGISTRATION

2.1.1. To be eligible to register and participate in a junior competition a player must turn 7 years of age by 30th June in the year they wish to participate in.

2.1.2. All players must be registered prior to participating in any training session or match. A player whom is not registered is not covered by the club's player insurance policy.

2.1.2.1 All new players yet to register must sign a 'Permission to Train' form to ensure insurance coverage.

2.1.3. Player Registration Fees shall be determined by AFLQ or its Affiliated League. Late registrations will be accepted after 30 June. This may be at a reduced rate.

2.1.3.1 Player registration fees will be related to their date of birth, regardless of whether they are approved to play in a higher or lower age group.

2.1.3.2 All Clubs shall submit a schedule of their player registration fees each year.

2.1.4. The registration of all players shall be recorded in the Footyweb system.

2.1.5. New players must submit a proof of age document to the Competition Manager (either directly or uploaded to the Footyweb system) before registration is finalised.

2.1.5.1 The following documents are acceptable as proof of age:-
Birth Certificate Baptism Certificate Baby Health Centre Book
Drivers Licence or Permit Letter from School Principal Passport
School Identification Card Statutory Declaration
Photocopies of any of the above are acceptable.

2.1.6. In the case of a dispute over a player's age, the Competition Manager may call for proof of age at any time and this must be provided within five (5) days. If proof of age is not provided then the player's registration will be withdrawn until such time as the proof of age is provided.

2.2. PLAYER DE-REGISTRATION

2.2.1. A player may be de-registered after being on a team sheet for no more than three (3) matches.

2.2.2. For players to be de-registered, a player must be listed on a 'Player De-registration' form which must be submitted to the Competition Manager. Clubs may submit one form each month.

2.2.3. 'Player De-registration' forms will not be accepted after 30 June.

2.2.4. Player de-registrations will be processed on the last working day of March, April, May & June only.

2.3. TEAM OFFICIALS REGISTRATION

2.3.1. 'Team Officials Registration' forms must be completed and returned to the Competition Manager before the first match in which they participate.

2.3.2. All coaches and assistant coaches are required to register with the club using the Footyweb system

2.3.3. When a team official is appointed or replaced after the first fixture match an updated registration form must be completed and returned to the Competition Manager within seven (7) days of such new appointment.



3. TRANSFERS & POACHING

3.1. TRANSFERS

3.1.1. All players must be transferred in accordance with the current 'AFL National Player Transfer Regulations'. The following rules and regulations are to be read in conjunction with the 'AFL National Player Transfer Regulations, and where they vary the following rules and regulations apply.

3.1.2. Should a player wish to train with a new club before they have been transferred, a 'Permission to Train' form must be completed.

3.1.3. Any player eligible to play in a Junior Age Group may transfer to the club of their choice provided they have not re-registered in the new season, such transfers once entered in the Footyweb system will be automatically approved by the Competition Manager

3.1.4. For transfers within a competition, all applications for transfers in youth competitions & youth girls competitions will close on 30 April.

3.1.4.1 Exemption may be sought for reasonable circumstances, however approval will be at the discretion of the Competition Manager and the State Junior Football Manager.

3.1.5. For transfers from outside the competition, all applications for transfers will close in line with the AFL National Player Transfer Regulations.

3.1.5.1 Exemption may be sought for reasonable circumstances however approval will be at the discretion of the State Junior Football Manager and the State Footyweb Manager.

3.1.6. Transfers will reopen each year in accordance with the AFL National Player Transfer Regulations.

3.1.7. Any club that requests a transfer on behalf of a player without his/her consent and the consent of the player's parent/guardian shall incur a fine.

3.2. APPEALS OF TRANSFER REFUSALS

3.2.1. To appeal a transfer refusal a player must lodge a request with the Competition Manager within seven (7) days of the notification of the transfer being refused.

3.2.2. The appeal will be submitted to the State Junior Football Manager for a final decision.

3.2.3. A final decision will be made at the earliest available date after lodgement of an appeal.

3.3. POACHING OF PLAYERS

3.3.1. Any club official or parent/guardian of a registered player wishing to interview a player or approach a player from another club, with the view to having that player transfer to the club and play in one of its teams, must first advise the player's club and the Competition Manager using the 'Permission to Train' form, at least seven (7) days prior to any interview or approach.

3.3.2. Any club found to be infringing this rule will incur a fine for each infringement.



4. AGE GROUPS/TEAMS

4.1. COMPETITION AGE GROUPS

4.1.1. Competitions may offer any of the following age groups.

- Under 8
- Under 9
- Under 10
- Under 11
- Under 11 Girls
- Under 12
- Under 13 Girls
- Under 14
- Under 15 Girls
- Under 16
- Under 17 Girls

4.1.1.1 Approval must be sought from the State Junior Football Manager to offer an age group not listed.

4.1.2. The Competition Manager in conjunction with the State Junior Football Manager shall determine the composition of the age group divisions from year to year.

4.1.3. A player will be eligible to play in an age group competition provided their Date of Birth is in line with the competition's age group allocations.

4.2. TEAM NOMINATIONS

4.2.1. Player numbers to nominate a team in a junior competition will be the minimum number of players in a team plus two (2).

4.2.1.1 Nominations for teams in a junior competition must be submitted on the prescribed competition form.

4.2.2. Player numbers to nominate a team in a youth competition or youth girls competition will be the minimum number of players in a team plus two (2).

4.2.2.1 Nominations for teams in a youth competition or youth girls competition must be submitted on the prescribed competition form.

4.2.2.2 In the case of enough teams for multiple divisions in an age group, the Competition Manager will notify the club which divisions they recommend their teams should be. If the club disagrees with the Competition Manager's recommendations they must resubmit the team nomination form with further information about the team list.

4.2.3. The Competition Manager, in conjunction with the State Junior Football Manager, has the final discretion to accept or reject team nominations.

4.3. YOUTH TEAM GRADING

4.3.1. If youth team grading is required it shall form part of the home and away season for up to four (4) weeks as determined by the Competition Manager.

4.3.1.1 Final age group divisions will be decided after the nominated number of rounds and, except for special circumstances, there will be no further youth age group division changes.

4.3.1.2 For full Grading Process refer to Appendix A.



4.4. UNQUALIFIED PLAYERS

- 4.4.1.** Playing an ineligible, suspended, unregistered and/or over-age player will incur a fine for each player plus any loss of premierships points gained.
- 4.4.2.** Should a team be found guilty of three of any of the above offences in any one season, an additional fine will be incurred and the team withdrawn from the Competition.
- 4.4.3.** Any player playing under a name other than their own shall be considered to be an ineligible player.
- 4.4.4.** Any player playing in a lower division, other than the one for which they are listed, shall be deemed to be ineligible.
- 4.4.5.** Should a club continue to play a player, after receiving notice from the competition that a player's permit to play in a particular age group/division has been withdrawn, that club shall lose all premierships points gained in matches in which such player participated, and be fined.

4.5. PLAYING UP

- 4.5.1.** Players are permitted to play up one (1) age group above their registered age group so long as they are not displacing a registered age group player in the higher age group.
- 4.5.2.** Players wishing to play up two (2) age groups will be required to complete a 'Playing Up Consent' form which must be submitted to the Competition Manager by the Club prior to the player playing their first match for the age group.
 - 4.5.2.1** The responsibility for the decision to play players above their registered age group rests with the players' club. The decision is to be made after discussions between the club, coaches, player involved, his/her parent/s or guardian/s and is to be made solely based on that is best for that player.
 - 4.5.2.2** The Competition Manager has the discretion to review the player if they deem it necessary.

4.6. PLAYING DOWN

- 4.6.1.** Playing down will not be permitted except, at the complete discretion of the Competition Manager, in consultation with the State Junior Football Manager. The Competition Manager may at their discretion grant a player permission to play down an age group, where a legitimate reason exists, such as disability or medical reasons.
- 4.6.2.** Applications for a player to play down an age group must be submitted to the Competition Manager on a 'Playing Down Application' form, accompanied by relevant documented evidence.
- 4.6.3.** Once a Playing Down Application has been received, the Competition Manager will confirm in writing to the club that the application has been received. Following this written confirmation by the Competition Manager the player will be eligible to play in the 'Play Down Age Group' up to the date the application is rejected or the date of assessment. A player will not be eligible to play in the 'Play Down Age Group' following the date the application is rejected, or the date of assessment (unless the Play Down application has been approved).
- 4.6.4.** The Competition Manager will assess a Playing Down Application as they see fit on full consideration of the circumstances presented. Where the Competition Manager grants 'Preliminary Approval' of the application the Competition Manager will arrange an assessment of the player by a person nominated by the Competition Manager who is suitably experienced in assessing the age group the player is capable of playing.



- 4.6.5.** Where a Playing Down Application is approved, this will be referred to as a Playing Down Exemption, and the following conditions will apply:-
- (i) A Playing Down Exemption will apply for the remainder of the current season only, unless otherwise revoked.
 - (ii) Should an approved play down applicant play one (1) game in a higher age group than the 'Playing Down Age Group' they have been approved to play in, the Playing Down Exemption will be revoked.
 - (iii) A player with a current Playing Down Exemption will be eligible to play finals, provided they meet the Competition's finals eligibility rules.
 - (iv) A player with a current Playing Down Exemption will not be eligible to win any Competition Award.
- 4.6.6.** A maximum of three (3) players with Playing Down Exemptions per team will be allowed.
- 4.6.7.** Applications for playing down in SEQ competitions will close on 30 April.
- 4.6.8.** Under other special circumstances a club will be allowed to make an application for playing down to the State Junior Football Manager, by recommendation of the Competition Manager only.



5. MATCH DAY & LOCAL INTERCHANGE PERMITS

5.1. MATCH DAY PERMITS (TYPE 1)

5.1.1. Any player registered with a club in a competition administered by AFLQ or its Affiliated League shall be permitted to play on Match Day Permit with another club in the same or another competition without a transfer for not more than ten (10) matches in any one season. Provided that before each match, the player shall obtain written permission from the player's Primary Club to play, and the Match Day Permit has been entered in Footyweb.

5.1.1.1 Written permission for a match day permit must be supplied to the Competition Manager prior to the Match Day Permit being entered in Footyweb by the club.

5.1.2. Any player having in any one season played ten (10) matches under the provisions of this rule and desiring to continue to play with the other club, shall only be allowed to do so upon applying for and receiving a transfer from their club and competition in the usual manner. This transfer may be granted at any time during the current season.

5.1.3. If a club fields teams in more than one (1) division within the same age group and any such team is unable to field a full complement of players in any matches, eligible players from other teams in the same division are permitted to play matches within that same round of matches so long as:-
(i) They are not a core player
(ii) They are not displacing a regular player in such team

5.1.4. Teams in youth & youth girls competitions unable to field a full complement of players in a team in any given round are permitted to match day permit players from the opposition team.

5.1.5. Players playing with match day permits will not be eligible to play finals.

5.1.6. For the avoidance of doubt all rules relating to Match Day Permits also apply to players registered with a club in Footyweb who play on Match Day Permit with the same club in a different Association.

5.2. LOCAL INTERCHANGE PERMITS (TYPE 2)

5.2.1. Any player registered with a club in a competition administered by AFLQ or its Affiliated League shall be permitted to play on Local Interchange Permit with another club in the same or another competition without a transfer for not more than ten (10) matches in any one season. Provided that before the first match a player plays with another club, a Local Interchange Permit is entered in Footyweb and the Overall Transfer Status is approved.

5.2.2. Clubs who are unable to field a team in an age group/division may grant a Local Interchange Permit to players from that age group/division to another member club to form a merged team for a maximum period of one season. Under this circumstance, a player is permitted to play on Local Interchange Permit without a transfer for the full season.

5.2.2.1 Any player under Local Interchange Permit shall return to his/her Primary Club at the end of the permitted period.

5.2.3. Provided they meet the competition's finals eligibility, players playing under Local Interchange Permit are eligible to play finals.

5.2.4. For the avoidance of doubt all rules relating to Local Interchange Permits also apply to players registered with a club in Footyweb who play on Local Interchange Permit with the same club in a different Association.



5.3. TYPE 1 & 2 PERMITS

5.3.1. AFLQ and Affiliated Leagues may enter into a written 'Permit Agreement' during a season to allow the permitting of players to meet local conditions. The 'Permit Agreement' must detail any variations to the AFL Queensland State Junior Football Rules & Regulations. Permit Agreements must be submitted to the State Junior Football Manager for approval. A Permit Agreement that has not been approved in writing by the State Junior Football Manager will not be valid.

For the avoidance of doubt, where the rules and regulations contained in an approved 'Permit Agreement' vary from the AFL Queensland State Junior Football Rules & Regulations, those contained in the 'Permit Agreement' apply.

5.3.2. A player shall not be permitted to play on permit outside the Association with which they are registered (as per Footyweb) on the same weekend they have already participated in a competition match.

5.3.3. There is no right of appeal against the refusal to grant a permit.

5.3.4. Players playing on any form of permit without permission will be deemed as ineligible players.

5.3.5. Under no circumstances will a player registered with a Senior Football club be permitted to play on any form of permit in a junior, youth or youth girls competition.

5.3.6. Players who are playing on permits in other competitions and are reported for an offence shall have the charge heard by the competition tribunal in which the offence occurs which in event of finding the player guilty shall determine the penalty which shall then apply to matches of the club in the team in the grade of competition where the offence occurred. Players are unable to play for any team if suspended.

5.3.7. Except in special circumstances approved by the State Junior Football Manager from both relevant States:-
(i) Players from outside Queensland will not be able to play with a Queensland club on a permit;
and
(ii) Players from Queensland will not be able to play with another club from another State on permit.



6. PRACTICE MATCHES

6.1. SANCTION OF EVENT

6.1.1. Notification of a practice match must be submitted to the Competition Manager on a 'Request for Sanction of Event' form.

6.1.2. Player's names must be listed on a team sheet and submitted to the umpire before the commencement of any Competition sanctioned practice match.

6.2. PLAYERS UNDER SUSPENSION

6.2.1. Any player serving a suspension is able to play in any sanctioned practice matches. These matches do not count towards a suspension.



7. MATCH & GROUND CONDITIONS

7.1. GROUND SIZES

Age Group	Length	Width	Centre Square/Zones	Centre Circle	Distance Between Posts
Under 8	80m	60m	3 equal zones	N/A	Approx. 5m
Under 9 & 10	100m	80m	3 equal zones	N/A	Approx. 5m
Under 11	130m	90m	N/A	N/A	Approx. 5m
Under 11 Girls	100m	80m	3 equal zones	N/A	Approx. 5m
Under 12	135-185m	110-155m	50m	3m	6.4m
Under 13 Girls	130m	90m	N/A	3m	6.4m
Under 14	135-185m	110-155m	50m	3m	6.4m
Under 15 Girls	135-185m	110-155m	50m	3m	6.4m
Under 16	135-185m	110-155m	50m	3m	6.4m
Under 17 Girls	135-185m	110-155m	50m	3m	6.4m

7.2. MATCH DURATION AND FOOTBALLS

7.2.1. The match durations, football sizes and types of footballs have been approved for each age group as per the table below.

Age Group	Length of Quarters (4)	Length of Breaks		Footballs	
		¼ & ¾ Time	½ Time	Size	Type
Under 8	10 Minutes	3 Minutes (Maximum)	6 Minutes (Maximum)	1	Synthetic
Under 9/10	10 Minutes	3 Minutes (Maximum)	6 Minutes (Maximum)	2	Synthetic
Under 11	15 Minutes	5 Minutes (Maximum)	10 Minutes (Maximum)	3	Leather
Under 11 Girls	10 Minutes	3 Minutes (Maximum)	6 Minutes (Maximum)	2	Synthetic
Under 12	15 Minutes	5 Minutes (Maximum)	10 Minutes (Maximum)	3	Leather
Under 13 Girls	15 Minutes	5 Minutes (Maximum)	10 Minutes (Maximum)	3	Leather
Under 14	15 Minutes	5 Minutes (Maximum)	10 Minutes (Maximum)	4	Leather
Under 15 Girls	15 Minutes	5 Minutes (Maximum)	10 Minutes (Maximum)	4	Leather
Under 16	20 Minutes	5 Minutes (Maximum)	15 Minutes (Maximum)	5	Leather
Under 17 Girls	15 Minutes	5 Minutes (Maximum)	10 Minutes (Maximum)	4	Leather

7.2.2. Football logos and suppliers are at the discretion of each Competition Manager.

7.2.3. Any club that allows a game to start late shall incur a fine.

7.2.4. Failure of a team to re-commence their positions after the quarter time, half time or three-quarter time break or refusing to continue a match will incur a fine.

7.3. NUMBER OF PLAYERS IN A MATCH – YOUTH AGE GROUP

7.3.1. The maximum number of players permitted to be entered on the team sheet is twenty-two (22).

7.3.2. The maximum amount of players allowed on the playing surface at any time is:

- All Youth Competitions – 18 (plus maximum 4 interchange)
- Under 17 Girls – 16 (plus maximum 6 interchange)
- Under 15 Girls – 16 (plus maximum 6 interchange)
- Under 13 Girls – 12 (plus maximum 4 interchange)



7.3.3. The minimum number of players in a team is as follows:

- All Youth Competitions – 14
- Under 17 Girls – 12
- Under 15 Girls – 12
- Under 13 Girls – 8

7.3.4. Teams must have the same number of players on the field during a match.

7.3.4.1 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. The following process to be overseen by the Ground Marshall must be followed:-

- (i) Allow the First Aid Officer to determine whether the player will go back on the ground
- (ii) Team Manager of injured player must advise the opposing Team Manager of the outcome
- (iii) The team must remove the player as soon as possible after notification from the First Aid Officer of a match ending injury

7.3.4.2 The only exceptions where teams are not required to match player numbers are:-

- (i) in the instance of a player sent off with a yellow card and there is no replacement player available, or
- (ii) in the instance of a player sent off with a red card (refer 'Order Off Law') and there is no replacement player available.

7.3.4.3 For the avoidance of doubt, this also applies to finals matches.

7.4. NUMBER OF PLAYERS IN A MATCH – JUNIOR AGE GROUP

7.4.1. The maximum players on the playing surface at any time is:

- Under 8, 9 per side – 3 Forwards, 3 Centres, 3 Backs (unlimited interchange)
- Under 9, 12 per side – 4 Forwards, 4 Centres, 4 Backs (unlimited interchange)
- Under 10, 12 per side – 4 Forwards, 4 Centres, 4 Backs (unlimited interchange)
- Under 11, 15 per side – 3 lines of 5 players (no Rucks or Rovers) (unlimited interchange)
- Under 11 Girls, 9 per side – 3 Forwards, 3 Centres, 3 Backs (unlimited interchange)

7.4.2. All players are to rotate when being loaned to an opposing team.

7.4.3. All players in Under 8, Under 9, Under 10 and Under 11 Girls are to wear arm bands. Arm band colours are:

- Forwards – Yellow
- Centres – Blue
- Backs – Red

7.4.4. If player numbers are not equal, the team officials shall arrange the match so that each side has an equal number of players, not exceeding maximum player numbers.

7.4.5. All players must play the majority of each match in which they play regardless of whether they are "loaned" or not.

7.5. PLAYING RULES

7.5.1. The current 'Australian Football Match Policy' rules and regulations apply. The 'AFL Queensland State Junior Football Playing Rules & Regulations' contained in Appendix B are to be read in conjunction with the Australian Football Match Policy rules and regulations, and where they vary, the 'AFL Queensland State Junior Football Playing Rules & Regulations' apply.



7.6. TEAM SHEETS

7.6.1. A team sheet must be completed for all teams in all age groups before the commencement of each match using the Footyweb system.

7.6.1.1 **Under 8, Under 9, Under 10 and Under 11 Girls** teams are required to print a team sheet for both their team and the opposition. The Team Managers must update the Team Sheet for their team in Footyweb following the match.

7.6.1.2 **Under 11 Boys and Youth** teams must print three (3) team sheets (one each for own team, opposition, umpire). A team sheet signed by all the players playing in the match must be submitted to the field umpire(s) before the commencement of a match. Team sheets must have the following listed:

- Player Names
- Player Numbers
- Footyweb Number
- Coach
- Assistant Coach
- Runner
- Water Carriers
- Ground Marshall (name & signature)
- First Aid Officer (name & signature)

7.6.2. Players arriving late will not be permitted to participate in the match until they have been checked by the field umpire and signed the teamsheet. This can only be done at the quarter or half time breaks.

7.6.3. Any player arriving after the commencement of the third quarter cannot participate in the fixture match.

7.6.4. Where a team sheet, submitted to the umpires, lists a player's name with a signature beside the player's name, the player will be recorded as having played the match.

7.6.5. Falsifying team sheets will incur a fine at the discretion of the Competition Manager and may also result in player de-registration.

7.7. RESULTS

7.7.1. The home club shall be responsible for ensuring youth scores are entered into the Footyweb system immediately after the completion of each match.

7.7.2. Scoring in U8, U9, U10, and U11 Girls competitions is **prohibited**. Any club placing scores for U8, U9, U10 or U11 Girls competition matches in any print or electronic media will incur penalties at the discretion of the Competition Manager.

7.7.3. The scores of a match shall be recorded as per the Score Cards recorded by the Goal Umpires.

7.8. UMPIRES

7.8.1. Umpires shall be appointed by a person delegated by AFLQ or its Affiliated League.

7.8.2. 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.

7.8.3. All reports of players and officials must be filled out in quadruple and distributed as indicated on the report.



- 7.8.4.** All reports of players and officials must be notified to the Competition Manager within one (1) working day after the match.
- 7.8.5.** Only Competition Umpires may report players and officials.

7.9. BANNED ITEMS

- 7.9.1.** The attire of players taking part in all matches shall be the attire that is officially approved by AFLQ. Banned items include:
- Gloves
 - Metal tags
 - Long fingernails
 - Caps
 - Sunglasses
 - Padding of any sort (includes but not limited to - shin pads and shoulder pads)
 - Jewellery (includes but not limited to - earrings, body piercing jewellery, chains, watches and rings)
 - Bike pants and compression shorts that are not beige coloured
- 7.9.2.** Exemptions to banned items may be granted on application to the Competition Manager where special circumstances exist.
- 7.9.3.** Players who wish to wear spectacles during matches and training sessions should wear spectacles with PLASTIC FRAMES and PLASTIC LENSES. A band must also hold the spectacles on securely. This will minimise the risk of injury to the player, teammates and opposition players. Approval to wear spectacles that do not have plastic frames and plastic lenses should be sought in writing from the Competition Manager.

7.10. OFFICIALS DURING MATCHES

- 7.10.1.** The following officials are permitted (or where indicated below, are required) to be supplied by each club for a match. Each club shall be responsible for the conduct of their officials, as well as ensuring they have been volunteer screened (Working with Children Check). All officials are required to wear closed in footwear.

7.10.1.1 COACH (1 Required), ASSISTANT COACH (1 Permitted)

Applies: All Age Groups

- Coaches must wear a Blue ID Card; Assistant Coaches must wear a Green ID Card
- Coaches and Assistant Coaches must be registered with their club in Footyweb
- Coaches and Assistant Coaches must abide by the AFL Coaches Code of Conduct
- Coaches and Assistant Coaches must have official accreditation to the level required. Proof of current accreditation or registration in a coaching course is to be supplied to the Competition Manager before the commencement of the season fixtures.
- Coaches may provide feedback to Umpires on 'Coaches Feedback on Umpire' form

Applies: Under 11 Boys and Youth Age Groups

- Coaches and Assistant Coaches must remain in the designated Coach's Box or designated Coach's area, and are only permitted on the playing surface during authorised breaks

Applies: Junior Age Groups excluding Under 11 Boys

- Coaches and Assistant Coaches are permitted to remain on the playing surface (One (1) Coach/Assistant Coach only at any one time)



7.10.1.2 TEAM MANAGER (1 Required)

Applies: All Age Groups

- Must remain within the designated coach's box or outside of the playing arena unless they are required to manage a player who has been ordered off
- Team Managers must wear an Orange ID Card
- Team Managers must have their name entered in Footyweb
- Team Managers must abide by the AFL Officials Code of Conduct
- At the end of the game, move to the centre of the ground to obtain the 'all clear' (confirming whether there are any reports), and sign the back of both score cards.
- Where an 'all clear' has not been received move to the umpire's room to obtain the report within 10 minutes of the completion of the match
- Advise all relevant parties of a report including player(s), official(s) involved, player(s) parent/guardian and club President.
- Assist the Ground Marshall in controlling spectator behavior

7.10.1.3 TEAM RUNNER (1 Permitted)

Applies: Under 11 Boys and Youth Age Groups

- Team Runners must wear a Pink Bib (approved by State Junior Football Manager and displaying AFLQ Juniors logo) as well as either a club polo shirt or club hat
- Team Runner may only proceed on to the playing surface to deliver messages from the Coach
- Team Runner shall run directly to the player(s) in question, then proceed directly from the field and shall return to the coach's box or designated area
- At no time is a Team Runner permitted to perform the duties of a Water Carrier
- Team Runners must have their name entered in Footyweb
- Team Runners must abide by the AFL Officials Code of Conduct

7.10.1.4 WATER CARRIERS (4 Permitted)

Applies: Under 11 Boys and Youth Age Groups

- Water Carriers must wear a White Bib (approved by State Junior Football Manager and displaying AFLQ Juniors logo) as well as either a club polo shirt or club hat
- A maximum of four (4) names must be entered into Footyweb
- If not delivering water, Water Carriers must stay off the playing surface and behind the boundary line to enable the Boundary Umpire to carry out their duties
- After delivering water, Water Carriers must leave the field of play by the most direct route
- Water Carriers may only enter the playing surface when there is shot for goal, a goal or behind is kicked, or when there is a break in play and not while the game is in progress
- Water Carriers be of a suitable age for the particular age group
- At no time are Water Carriers to run messages
- Water Carriers are not permitted to enter the coach's box at any time during play
- Water Carriers must abide by the AFL Officials Code of Conduct



7.10.1.5 BOUNDARY UMPIRE (1 Required)

Applies: Under 11 Boys, Youth Age Groups

- If Boundary Umpires are not appointed, each team must supply one (1) Boundary Umpire for each match
- Boundary Umpire must be of a suitable age for the particular age group
- Boundary Umpire must wear a Light Blue Bib (approved by State Junior Football Manager and displaying AFLQ Juniors logo)
- The club must supply the Boundary Umpire with a whistle
- Boundary Umpire must have their name entered in Footyweb
- When an infringement of the centre square rule occurs and a club Boundary Umpire signals the infringement, the field umpire will restart the match by another centre bounce
- If the Boundary Umpire changes during the match the replacement umpire name must be entered in Footyweb
- Boundary Umpire must abide by the AFL Officials Code of Conduct

7.10.1.6 GOAL UMPIRE

Applies: Under 11 Boys, Youth Age Groups (1 Required)

- If Goal Umpires are not appointed, each team must supply one (1) Goal Umpire for each match
- Goal Umpire must be of a suitable age for the particular age group
- Goal Umpire must wear a Light Blue Bib (approved by State Junior Football Manager and displaying AFLQ Juniors logo)
- Goal Umpire must be supplied with a score card and flags
- Goal Umpire must wait for the field umpire to signal all clear before they signal a goal or a behind
- At any given time only one (1) person is permitted behind the goal area
- Goal Umpires are required to score on official score cards and must confer with each other at every break and wave the flags to the Scoreboard Attendant to confirm their concurrence with the scoreboard score
- If a discrepancy occurs, the matter is to be referred to Competition Manager. This procedure applies to all matches
- Goal Umpire must have their name entered in Footyweb
- Goal Umpire must abide by the AFL Officials Code of Conduct

Applies: Under 8, Under 9, Under 10 and Under 11 Girls (1 Optional)

- Each team may supply one (1) Goal Umpire for each match
- Goal Umpire must be of a suitable age for the particular age group
- Goal Umpire must wait for the field umpire to signal all clear before they signal a goal or a behind
- At any given time only one (1) person is permitted behind the goal area
- Goal Umpire must wear a Light Blue Bib (approved by State Junior Football Manager and displaying AFLQ Juniors logo)
- Goal Umpire must abide by the AFL Officials Code of Conduct

7.10.1.7 TIMEKEEPER (1 Required – Home Team; 1 Permitted – Away Team)

Applies: All Age Groups

- At any season fixture match, it is desirable that each team supply one (1) Timekeeper
- Timekeepers must agree on time prior to the siren being sounded. The siren must sound until acknowledged by the field umpire.
- Timekeeper must be a suitable age
- Timekeeper must abide by the AFL Officials Code of Conduct

7.10.2. COACHES BOX

The following officials only are permitted in the Coaches Box during a Youth or Youth Girls competition match.

- Coach x 1
- Assistant Coach x 1
- Team Manager x 1
- Runner x 1



7.11. HOME CLUB – MATCH DAY REQUIREMENTS

7.11.1. The following officials are required by the home/hosting club to be in place for all fixtures unless otherwise specified. All officials must abide by the AFL Officials Code of Conduct.

7.11.1.1 GROUND MARSHALL (minimum 1 required)

- Home/hosting clubs must supply a Ground Marshall
- Ground Marshall must wear a Fluro Green Bib (approved by State Junior Football Manager and displaying AFLQ Juniors logo)
- Ground Marshall remain outside the playing arena patrolling crowd behaviour, unless they are attending to an incident involving the two coach's boxes
- Act as an umpire escort - responsible for escorting umpires on and off the ground at the start, half time and end of match
- Ground Marshall must sign both team sheets
- Must be a minimum 18 years of age
- Ensure that games commence at designated times, in consultation with umpires.
- Ensure First Aid Officer and stretcher is in place.
- Be the contact point for information for visiting teams and umpires.
- Oversee the Codes of Conduct on match day and report breaches of the Code of Conduct. 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 participants at junior football on Match Day.

7.11.1.2 ASSISTANT GROUND MARSHALL (optional)

Visiting clubs may supply an Assistant Ground Marshall

- Assistant Ground Marshall shall remain outside the playing arena patrolling the visiting club's players, parents, spectators and officials behaviour, unless they are attending to an incident as directed by the Ground Marshall
- Provide support to the Ground Marshall when and as requested
- Assistant Ground Marshall must wear a Ground Marshall Bib (approved by State Junior Football Manager and displaying AFLQ Juniors logo) supplied by the Home Team
- Must be a minimum 18 years of age

7.11.1.3 FIRST AID OFFICER (minimum 1 required)

- Home/hosting clubs must provide a First Aid Officer
- First Aid Officer must wear a Red Bib (approved by State Junior Football Manager)
- First Aid Officer MUST be in the match day area whilst a match is in progress.
- Matches are not to commence without a First Aid Officer in place
- The First Aid Officer will provide own medical kit, unless supplied by home club
- Under no circumstances is an injured player to be moved by any person until they have been assessed by the First Aid Officer
- The home club must provide a stretcher accessible to the First Aid Officer
- First Aid Officer must be of a suitable age
- If more than one oval is in use, a First Aid Officer MUST be provided for each oval
- For First Aid Officer Qualifications refer to First Aid Policy

7.11.1.4 SCOREBOARD ATTENDANT (at least 1 required)

Applies: Under 11 Boys, Youth Age Groups only

- Home/host club must appoint a Scoreboard Attendant to keep the score up-to-date on the scoreboard
- Scoreboard Attendant must be of a suitable age



7.11.2. The home/hosting club must also ensure the following requirements are in place before the commencement of any match:

- The ground and playing surface are marked as per the Competition Requirements and the Laws of Australian Football;
- The playing surface is free of debris and hazards;
- All permanent goal posts and obstacles in and around the playing surface have protective pads in place;
- Where applicable, the necessary match day paperwork is provided to the field umpires;
- Provide the correct footballs to the field umpires as determined by the Competition rules and regulations;
- Provide, monitor and maintain an alcohol and smoke free environment.

7.11.3. The Competition Manager, or person appointed by the Competition Manager, may conduct an audit of the match day environment to assist clubs in ensuring they meet the requirements of the rules and regulations. The results of an audit will be recorded on a 'Game Day Audit Checklist'.

7.12. CLUB RESPONSIBILITY

7.12.1. Each club shall be responsible for the conduct of their own officials, players and spectators.

7.12.2. Each club shall be responsible for making sure all volunteers/officials have been volunteer screened (Working With Children Check).

7.12.3. The home club shall be responsible for crowd control through their Ground Marshall at all official matches. However, the visiting club must also assist with crowd control when requested by the home club.

7.12.4. Complaints from clubs against another club shall be made in writing to the Competition Manager. If the complaint cannot be resolved the Competition Manager may determine if the matter needs further investigation as per the National Complaint & Investigation Guidelines.

7.12.5. Complaints from parents/spectators must be made in writing to their own club who may then forward the complaint to the Competition Manager.

7.13. FINES & PENALTIES

7.13.1. It is the responsibility of clubs to pay all fines imposed on the club, its players, teams, officials, club members, parents/carers of players and spectators.

7.13.2. Should a club President or any other club official fail to attend required meetings without a proxy or apology, the offending club will be liable for a fine.

7.13.3. Any club that may have breached any of these rules and regulations or that does not exercise adequate control over any of its members, parents/carers of players, players, coaches, officials and spectators, may be called upon by the Competition Manager, to accept responsibility for any breach of these rules and regulations and/or the codes of conduct, and may be liable for a fine.

7.13.4. The Competition Manager will issue a 'Notice of Rules & Regulations Breach' to notify a club of the details of any breach.

7.13.5. Refer to Appendix C for a Schedule of Recommended Maximum Fines.



7.13.6. If it is determined by the Competition Manager that a club has failed to exercise adequate control over any of their members, parents/carers of players, players, coaches, officials and/or spectators then that club may be penalised as follows:

- (i) For the first (1st) offence:
 - Reprimand, and/or
 - a fine, and/or
 - loss of competition points (even if it shall mean putting the team into a negative position), and/or
 - suspension of the offending person(s) from participating in matches, and/or
 - in the case of a coach, in conjunction with AFLQ, suspension of his/her coaching accreditation.

- (ii) For a second (2nd) offence:
 - a fine, and/or
 - loss of competition points (even if it shall mean putting the team into a negative position), and/or
 - suspension of the offending person(s) from participating in matches, and/or
 - suspension of the team and/or the club from the competition, and/or
 - in the case of a coach, in conjunction with AFLQ, suspension of his/her coaching accreditation.

- (iii) For a third (3rd) offence:
 - a fine, and/or
 - loss of competition points (even if it shall mean putting the team into a negative position), and/or
 - suspension of the offending person(s) from participating in matches, and/or
 - suspension of the team and/or the club either for the remainder of the season or permanently from the affiliate, and/or
 - in the case of a coach, in conjunction with AFLQ, suspension of his/her coaching accreditation.

7.13.7. Where otherwise not specified, the value of a fine for a breach of the rules and regulations will be at the discretion of the State Junior Football Manager.

7.13.8. Clubs may appeal decisions made by the Competition Manager, and should be done in writing to the State Junior Football Manager by no later than seven (7) days after receiving the decision and shall be accompanied by payment to AFLQ of the sum of three hundred dollars (\$300).

7.14. MATCHES UNABLE TO BE COMPLETED

7.14.1. If a match is unable to commence or continue within the time scheduled for the match for reasons beyond the control of either team, such as in the instance of serious injury, undue delay or hazardous weather (including circumstance where it is unsafe for the match to proceed) the following shall apply:

- (i) Field Umpires are to stop play
- (ii) The timekeeper's clock DOES NOT stop
- (iii) Timekeeper to signal any end of quarter sirens and commencement of quarter sirens if applicable
- (iv) If the match cannot be re-started after thirty (30) minutes real time, the match is to be abandoned.

7.14.2. In addition to all of the normal paperwork, including the team sheets from the competing teams, the umpires will provide a full report to the Competition Manager who shall determine the status of the match in accordance with LOAF – Incomplete Match.



7.15. POSTPONEMENT AND CANCELLATION OF MATCHES

- 7.15.1.** A fixture match may be postponed or cancelled if the ground where the fixture match is scheduled to be played is in an unfit state and would suffer further damage and/or there is risk to participants if play was to commence.
- 7.15.2.** In the event of inclement weather, the following junior competition matches may be cancelled at the discretion of the home club:- U8, U9, U10 & U11 Girls. The Competition Manager must be notified of any cancellations immediately once a decision has been made. These matches may be re-scheduled at the discretion of the two competing teams in consultation with the Competition Manager.
- 7.15.3.** The home club/umpire may not postpone or cancel Under 11 Boys, youth competition or youth girls competition matches without consultation with the Competition Manager. Failure to do so will result in a forfeit.
- 7.15.4.** In the event of a ground closure due to council/school/private owner, or an extenuating circumstance approved by the Competition Manager, the following will apply:-
- (i) The host club will supply to the Competition Manager, by no later than 12:00 noon on the Monday following the original date for the fixture match, two (2) alternative dates and times to play the fixture match.
 - (ii) Both dates supplied must in the opinion of the Competition Manager be reasonable and be within 14 days of the original date of the fixture match unless agreed otherwise by the Competition Manager.
 - (iii) The two alternative dates and times will be advised to the opposing club by the Competition Manager.
 - (iv) The opposing club shall respond to the Competition Manager by 12:00 noon on the Wednesday following the original date for the fixture match advising which of the two times and dates is suitable to play the match.
 - (v) The suitable date will be advised to the host club and will be confirmed as the time and date of the postponed fixture match.
 - (vi) If the opposing club does not agree to one of the nominated dates and times they shall forfeit the fixture match.
- 7.15.5.** In exceptional circumstances and despite the best endeavours of both clubs, the Competition Manager, in consultation with State Junior Football Manager, may decide that a postponed fixture match cannot be played within a reasonable time and that it should be cancelled. In such circumstances both teams will receive two (2) competition points.
- 7.15.6.** If an entire round of season fixtures is washed out and cancelled, the following points will be allocated for youth competitions and youth girls competitions:
- Byes will be awarded four (4) points
 - All other teams will be awarded two (2) points

7.16. RESCHEDULING OF FIXTURE MATCHES

- 7.16.1.** In the event a club wishes to reschedule a fixture match the club must send their request, in writing, to the Competition Manager at least fourteen (14) days prior to the original scheduled date.
- 7.16.2.** The request will then be forwarded by the Competition Manager to the opposing club for their approval or rejection. The opposing club must respond within seventy two (72) hours.
- 7.16.3.** Failure to accept a rescheduling of a fixture match by an opposing club will result in no change to the original scheduled date and time.
- 7.16.4.** Clubs may not under any circumstance change a scheduled match without the express permission of the Competition Manager.



8. YOUTH & YOUTH GIRLS COMPETITIONS

8.1. YOUTH & YOUTH GIRLS TEAM STRUCTURES

8.1.1. Youth & Youth Girls team structures will be at the discretion of the Competition Manager in conjunction with the State Junior Football Manager.

8.2. CORE LIST

8.2.1. Clubs fielding multiple teams in the same age group must provide a Core List of Core Players to the Competition Manager for the higher division team/s in accordance with the relevant Competition By-Laws.

8.2.2. The best and most skilled players within each team must be classified as 'Core Players' for that team

8.2.3. The Competition Manager reserves the right, following consultation with a club, to direct a player (or players) to be included/excluded in the Core List.

8.2.4. Deliberate attempts to exclude players from a Core List to gain advantage will incur penalties.

8.2.5. Where a club wishes to replace a player on the Core List, a written submission must be made to the Competition Manager.

8.2.6. A Core Player must be a current registered player. Where a player transfers or is de-registered the club must update their Core List and submit to the Competition Manager immediately following the player's transfer or de-registration.

8.2.7. Representative players must be added to the core list for the corresponding representative age group for the highest division team.

8.2.8. If a core listed player suffers a long-term injury (greater than 6 weeks) the club may make application in writing to the Competition Manager for the player to resume in the lower division team during the home and away season only. The application must contain a medical report stating the injury as well as a medical clearance to resume playing. If the application is approved the player may play in the lower division as follows:

- 6 to 10-week injury, maximum 1 match in lower division
- greater than 10-week injury, maximum 2 matches in lower division
- for a club with 3 teams in an age group (e.g. division 1, 3 & 5) a division 1 core player can only play in the second team (e.g. division 3) not the third team (e.g. division 5)

8.3. COMPETITION POINTS

8.3.1. Competition points will be awarded as follows in all youth competition & youth girls competition fixtures:-

- Win, receiving a forfeit – four (4) competition points
- Bye – four (4) competition points
- Draw or cancellation of a postponed match – two (2) competition points to each competing team
- Loss – zero (0) competition points

8.3.2. Teams receiving a bye will be awarded four (4) points. Teams are permitted to submit a 'bye' team sheet for finals qualification only however only the players listed on the team's previous match team sheet shall be permitted on the team sheet for the bye (excludes players under suspension).

8.3.3. If at the conclusion of the home and away season any two (2) or more teams competing in the same division that have obtained an equal number of competition points, the position of such team



on the ladder shall be determined by a percentage calculated as the percentage ratio of the cumulative total of points scored by a team to the cumulative total of points scored against that team as recorded.

8.4. INTERCHANGE

8.4.1. All players must enter the playing surface via the designated interchange area.

8.4.2. If a player that leaves the playing surface, unless on a stretcher, at any place other than through the interchange area and is replaced, the player cannot return to the playing surface.

8.5. MELEES

8.5.1. Definition

An incident involving four (4) or more players and/or officials who are pushing, grappling, wrestling or otherwise struggling with one another and which, in the opinion of the umpire(s) is likely to bring the game of Australian Football into disrepute or prejudice the interests or reputation of AFLQ or the competitions conducted.

8.5.2. Incident and Reporting Procedure

- a) In the event of a melee taking place and following two (2) continued instructions from the umpire(s) to break up the melee, if the melee continues, the umpire(s) shall report the incident to the Competition Manager. The field competition umpire(s) shall, at the conclusion of the match, record the details of the melee including the quarter, the position on the ground and the number of players from each team and report them to the Competition Manager.
- b) All melees occurring during finals matches will be referred directly to the State Junior Football Manager.

8.5.3. Penalties

A Melee Matrix will be completed for all reported melee incidents. Refer Appendix D.

- (i) For the first (1st) offence:
 - a fine in accordance with the Melee Matrix.
- (ii) For a second (2nd) offence:
 - a fine in accordance with the Melee Matrix, and
 - Coach referred to State Coaching Manager for disciplinary action.
- (iii) For a third (3rd) offence:
 - a fine in accordance with the Melee Matrix, and
 - Coach referred to State Coaching Manager for disciplinary action, and
 - loss of four competition points (even if it shall mean putting the team into a negative position), and
 - compulsory attendance by team and coach to AFLQ education session.
- (iv) For a fourth (4th) offence:
 - a fine in accordance with the Melee Matrix, and
 - Coach referred to State Coaching Manager for disciplinary action, and
 - team referred to State Junior Football Manager.

Should a club wish to dispute a melee fine, the club shall lodge an appeal in writing to the State Junior Football Manager by no later than seven (7) days after receiving the decision and shall be accompanied by payment to AFLQ of the sum of three hundred dollars (\$300).

8.6. PLAYER COUNT

8.6.1. A player count may only be requested by the captain of a team which believes that the opposing team has more than the authorised number of players on the playing surface.



- 8.6.2.** If after an official count by the field umpire, the opposing team is found to have more players on the playing surface than authorised, the field umpire shall liaise with the goal umpires and note the score at the time of the count, and the approximate time in the match.
- 8.6.3.** A report shall then be made by the field umpire to the Competition Manager, who shall investigate and determine the final result of the match.

8.7. ORDER OFF LAW

- 8.7.1.** The order off law shall apply to all competition matches from U12 to U17. Only Field Umpires are permitted to order a player from the field.

- 8.7.1.1** 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.

- 8.7.1.2** 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 cannot be replaced for the remainder of that quarter and the whole of the next quarter.

The player is not permitted to enter the ground, as well as the interchange area and coaches box, for the remainder of that match.

- 8.7.2.** 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 (4th) yellow card in a season, he/she will be sent to the Tribunal under the charge of 'Misconduct'.
- 8.7.3.** For the avoidance of doubt, a player can receive two yellow cards in a match without being reported.
- 8.7.4.** Clubs shall ensure Team Managers are provided with a copy of Appendix E – Yellow and Red Cards.

8.8. FORFEIT RULES

- 8.8.1.** Should a team not be able to commence a match with the minimum number of players for a team, they must forfeit the match. Both teams playing in a match are required to make every effort to ensure that the players have the opportunity to play a match. The teams are obligated to apply the provisions of the regulation for Match Day Permits in endeavouring to ensure that a match can commence.
- 8.8.2.** Any team not ready to commence or recommence their match within fifteen (15) minutes after the time set down for such commencement/recommencement, shall forfeit the match.
 - 8.8.2.1** A forfeit must be called at this time by the field umpire
 - 8.8.2.2** Teams are permitted to play a "scratch match", however the Competition Umpire must not under any circumstances officiate.
- 8.8.3.** Any club unable to field a team in any given age group / division must advise the Competition Manager and either the President or Secretary of the opposing club at least twenty-four (24) hours before the scheduled starting time of such match. Failure to do so will result in a fine.
- 8.8.4.** If a match has commenced and a team's player numbers fall below the minimum required for a team, the match will be deemed a forfeit.



- 8.8.5.** In the event of a forfeit, the team that did not forfeit shall submit a team sheet. The players of the team that forfeited the match are not eligible to submit a team sheet.
- 8.8.6.** Competition points and percentage will be awarded as follows:-
- (i) The team that did not forfeit the match will be awarded four (4) competition points for the match
 - (ii) For percentage the team that does not forfeit the match is awarded a score of 60 points 'for'
 - (iii) For percentage the team that does forfeit the match is awarded a score of 60 points 'against'
- 8.8.7.** Any team that forfeits prior to the commencement of a match on three (3) occasions in a season will be withdrawn from that competition at the discretion of the Competition Manager.
- 8.8.8.** Any team which has been withdrawn from the competition as a result of forfeiting three (3) consecutive matches, and subsequently is readmitted to such competition, will incur a fine.
- 8.9. 10 Goal Rule**
- 8.9.1.** Percentage from any fixture matches where the margin is greater than sixty (60) points at the end of the match will be calculated as if the margin was sixty (60) points using the losing team's score as the base score. Refer to Appendix G for calculation and ladder adjustment.



9. YOUTH & YOUTH GIRLS FINALS ELIGIBILITY & FORMAT

9.1. YOUTH & YOUTH GIRLS FINALS ELIGIBILITY

- 9.1.1.** A player must play six (6) matches per team in a competition.
- 9.1.2.** If a player plays more than half the scheduled matches in Senior Football they will be ineligible to play in youth or youth girls competition finals in the same season.
- 9.1.3.** 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.
- 9.1.4.** 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 report or religious reasons prevent the player playing on certain days of the week. An application must be made on the 'Application for Finals Eligibility Exemption' form and submitted to the Competition Manager no later than 7 days prior to the first finals match.
- 9.1.5.** Any player registering in the competition after the mid-year school holiday break of the home and away season must play a minimum of four (4) matches.
- 9.1.6.** For all other youth & youth girls competition finals eligibility refer to the relevant Competition By-Laws.

9.2. FINALS SERIES STRUCTURE

- 9.2.1.** The Competition Manager shall determine the structure of the final series depending upon the number of teams within each age group/division.
- 9.2.2.** Where there are eight (8) teams or more in an age group/division the Competition Manager may determine to involve more than the top four teams in the finals series.

9.3. DRAWN MATCHES AT FULL TIME

- 9.3.1.** Should a draw occur in any of the finals matches, the following procedures shall apply:
 - 9.3.1.1** 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
 - 9.3.1.2** 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
 - 9.3.1.3** The coaches and officials will not be able to address players in the time between the two (2) periods of extra time.
 - 9.3.1.4** 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.
 - 9.3.1.5** The first team to score will win.
 - 9.3.1.6** Interchange may occur during extra time.



9.4. FINALS VENUES

9.4.1. Finals venues will be allocated at the discretion of the Competition Manager. Additional finals venues may be allocated dependent upon the finals structure and this will be done on a tender basis managed by the Competition Manager.

9.5. TIME ON IN FINALS

9.5.1. The Competition Manager will determine if time on is to be used in Finals matches.

9.5.2. If time on is to be used the following will apply:-

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

9.5.3. Time is stopped when:-

- (i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head
- (ii) the goal umpire signals that a goal has been scored
- (iii) the goal umpire signals that a behind has been scored

9.5.4. Time is restarted when:-

- (i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head
- (ii) the football is thrown up in the centre circle after a goal has been scored
- (iii) 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.



10. PLAYER REPORTS

10.1. PLAYER REPORTS

10.1.1. The following people shall be authorised to report any player or official who commits or engages in conduct which may constitute a reportable offence in accordance with LOAF:-

- (i) Any Competition Umpire (such power is restricted to the actual match to which the umpire is appointed); or
- (ii) Any member of the Affiliated League Board (if applicable); or
- (iii) Any member of the Competition staff.

10.1.2. It is the responsibility of the Team Manager to ascertain from the umpire(s), no later than 10 minutes after each match, whether there have been any player reports.

10.1.3. If there has been a report, he/she is to ensure that a copy of the 'Notice of Charge' for each charge is given to their club.

10.1.4. If a Set Penalty is offered but not accepted by any party, the Competition Manager is responsible for advising the club of the set time to attend a tribunal hearing. It is the club's responsibility to inform the reported player. Tribunal hearings will be held on a day determined by the Tribunal Convener.

10.2. PLAYING AFTER REPORT ISSUED

10.2.1. If a player is reported in a match and wishes to play in another match on the same day the following will apply:-

- (i) If the player elects to accept the Set Penalty on offer they are not permitted to enter the ground, as well as the interchange area and coaches box, for any further match in that round of matches, or play in another match until the suspension has been served. For the purposes of the suspension period, the match the player wished to play in does not count.
- (ii) If the player elects for the matter to be heard by the Tribunal they are permitted to play in another match on the same day.



11. TRIBUNALS AND INVESTIGATIONS

11.1. TRIBUNAL GUIDELINES

11.1.1. The 'AFL State & Territory Tribunal Guidelines' shall apply. The following rules and regulations are to be read in conjunction with the 'AFL State & Territory Tribunal Guidelines' and where they vary, the following rules and regulations apply.

11.1.2. AFLQ shall appoint a Tribunal Convener.

11.2. REPRESENTATION AT A TRIBUNAL

11.2.1. At any hearing before the Tribunal a Person charged with a Reportable Offence may:

- (i) be represented by an advocate. An advocate cannot be a barrister, solicitor, an agent with a legal qualification, or the parent/guardian of a player; and
- (ii) not act as their own advocate.

11.2.2. Clubs must supply the name of the advocate to the AFLQ appointed Tribunal Convener by no later than midday on the day of the Tribunal.

11.3. COMPOSITION FOR TRIBUNAL HEARING

11.3.1. The Tribunal shall comprise three (3) persons (including the Chairperson).

11.4. ATTENDANCE AT TRIBUNAL HEARING

11.4.1. In addition to the Person charged with a Reportable Offence and their advocate, the following persons may be required to be present at a Tribunal:-

- Umpire
- Umpire's Advocate
- Offended Player (if applicable)
- Offended Player's Advocate (if applicable)
- Witness (limit of one (1) Witness only) – may be represented by Player's Advocate

11.4.2. Clubs must supply the name of the Witness to the AFLQ appointed Tribunal Convener by no later than midday on the day of the Tribunal.

11.5. EVIDENCE

11.5.1. Any Person required to attend the Tribunal may submit written Witness Statements, provided that such statements are submitted to the Tribunal Convener at least twenty-four (24) hours prior to the Tribunal hearing.

11.5.2. Clubs may submit video evidence to the AFLQ Tribunal Convener. Such evidence must be submitted at least twenty-four (24) hours prior to the Tribunal hearing. Video of the isolated incident will be accepted, however, a full unedited copy of the match must also be submitted.

11.6. PERSON SUSPENSION

11.6.1. For the avoidance of doubt, any suspension or disqualification shall be served in the team in the grade in which the Person who is suspended or disqualified played immediately prior to such suspension or disqualification.



11.7. REFERRAL OF INCIDENT

11.7.1. Any written complaint submitted by a Club must be accompanied by a payment of three hundred dollars (\$300) for the administration of the referral.

11.8. INVESTIGATIONS

11.8.1. Investigations may be undertaken in accordance with National Investigation Guidelines.

11.8.2. Clubs wishing to have an incident investigated must submit a request to the Competition Manager on the 'Request for Investigation' form by 5:00pm on the second business day after a match. The request must be sent to the Competition Manager by the club President and set out the particulars of the incident. A fee of three hundred dollars (\$300) is required to be paid when the request is lodged for the request to be considered.

11.9. PERSON MAY ENTER EARLY PLEA (SET PENALTY)

Where a Person has received a Notice of Charge relating to a Reportable Offence, the Person may elect to plead guilty to the offence and accept the early plea penalty (Set Penalty), by no later than midday on the first business day following the match.

11.10. REPRESENTATION AT APPEAL

11.10.1. At any hearing before the Appeal Board a Person may:-

- (i) be represented by an advocate. An advocate cannot be a barrister, solicitor, an agent with a legal qualification, or the parent/guardian of a player; and
- (ii) not act as their own advocate.

11.11. REPORTABLE OFFENCES

11.11.1. Refer to Appendix F for 'Categories for Reportable Offences' for AFLQ State Junior Football competitions.

11.11.2. Refer to Appendix H for applicable 'Sanctions for Classifiable and Low-level Offences' for AFLQ State Junior Football competitions.



12. AWARDS

12.1. BEST AND FAIREST VOTES

- 12.1.1.** The Competition Manager shall ensure umpires votes for the best and fairest players are recorded in the Footyweb system for each youth age group/division season fixtures.
- 12.1.2.** Such votes shall be recorded in the Footyweb system on the basis of a three (3) votes for the best and fairest player, two (2) votes for the second best and fairest player and one (1) vote for the third best and fairest player taking part in each fixture match.
- 12.1.3.** Awards will be presented at the discretion of the Competition Manager.
- 12.1.4.** Any player who accepts a set penalty or is found guilty of an offence in a season fixture shall be ineligible to receive any award.
- 12.1.5.** Any player granted permission to play in a lower age group will be ineligible to receive any award in that lower age group.
- 12.1.6.** A player that participates in multiple teams is eligible for votes in each match played, however the votes are allocated to each team and are not cumulative across teams.

12.2. CLUB OF THE YEAR

- 12.2.1.** The criteria and voting for the award is to be determined by the State Junior Football Manager and may be varied by them from time to time.

12.3. RECOGNITION OF PLAYER MILESTONE

- 12.3.1.** Where a club would like to recognise a player's playing milestone they submit a request to the Competition Manager on a 'Player Milestone Request' form.



13. PLAYER PAYMENTS

13.1. PAYMENT OF PLAYERS

- 13.1.1.** Payment of players playing in junior, youth or youth girls competition matches under the control AFLQ or its Affiliated League, whether as match payments, sign on payments or incentives of any kind whatsoever, either to the player, parent or agent other than normal match day awards, trophy awards or assistance towards the purchase of playing equipment where financial hardship exists, will not be permitted.
- 13.1.2.** Payments referred to above do not include such items that are considered "off field" uniforms (e.g. t-shirts, caps, bags etc.).



14. FIRST AID POLICY

- 14.1.** While it is the home team's responsibility to provide a First Aid Officer, 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 Officer's name and signature must be on the team sheet in the space provided.

If a qualified First Aid Officer 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 Officer and the game can commence.

If no qualified First Aid Officer is available the game will not commence under any circumstance. The field umpire will declare the game a forfeit and advise the Competition Manager.

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 Officer.

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

First Aid Officer will be required to sit in the official first aid area for the match and not in the coaches' box. First Aid Officer is 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 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.

Under no circumstances is a team official other than the First Aid Officer allowed on to the ground to treat an injured player.

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 AFLQ or its Affiliated League 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 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.

Team Manager will inform the First Aid Officer, 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.

In all instances the First Aid Officer will be the first responder to injured players. If assistance is required then the First Aid Officer will signal to team officials who will then attend the site of the injured player with the appropriate equipment required as signaled (e.g. splint, stretcher, cervical collar, oxygen, additional supplies etc.).

14.2. QUALIFICATIONS OF FIRST AID OFFICERS

- Nurse
- Qualified Sports Trainer
- St John Ambulance Australia Members
- Senior First Aid Certificate Holder
- Ambulance Officer
- Doctor



14.3. FIRST AID OFFICERS – JUNIOR COMPETITION MATCHES – ONE GAME PER OVAL

- 14.3.1.** First Aid officers must be situated approximately half way beside the oval on the clubhouse side where possible.
- 14.3.2.** The Ground Marshall is to advise both coaches and managers as to location of First Aid officer for the day.

14.4. FIRST AID OFFICERS – JUNIOR COMPETITION MATCHES – TWO GAMES PER OVAL

- 14.4.1.** First Aid officers must be situated centrally between two fields – half way.
- 14.4.2.** The Ground Marshall is to advise both coaches and managers as to location of the First Aid officer for the day.

14.5. FIRST AID OFFICER – YOUTH & YOUTH GIRLS COMPETITION MATCHES

- 14.5.1.** First Aid officers must be situated between the coaches' boxes.
- 14.5.2.** The Ground Marshall is to advise both coaches and managers as to location of the First Aid officer for the day.

14.6. STRETCHERS

- 14.6.1.** A stretcher must be available for all 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 Officer.
- 14.6.2.** 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.
- 14.6.3.** Failure of home team/club to provide a stretcher will incur a fine.
- 14.6.4.** A player being stretchered off the playing surface is only permitted to re-enter the field when cleared by the First Aid Officer.
- 14.6.5.** Any player taken from the playing surface on a stretcher is not permitted to return to the playing surface for a minimum of twenty (20) minutes actual time.

14.7. CONCUSSION

- 14.7.1.** To ensure the safety of players participating in organised matches, the following is adopted for players rendered unconscious:
 - When there has been any period of unconsciousness however short, or any amnesia, the player should not continue in the game.
 - When unconscious or amnesic for less than 5 minutes, the player should not resume sporting activity for two weeks.
 - When unconscious or amnesic for more than 5 minutes and up to one hour the player should not resume sporting activity for three weeks.
 - 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.
 - 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.
 - Furthermore, the player in question will not be permitted to participate in training or further competition matches until they have obtained a written medical clearance from a qualified medical practitioner. The clearance is to be sighted by the club and Competition Manager.



14.7.2. 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 training or further play is permitted.

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

14.8. INFECTIOUS DISEASES

14.8.1. The Laws of Australian Football - Infectious Diseases shall apply, with the exception that the Law applies to all bleeding.

14.9. MOUTHGUARDS

In accordance with the 'Australian Football Match Policy', it is recommended that all children participating in any form of the game should wear an appropriately fitted mouth guard.

14.10. PROTECTIVE HEADGEAR

There is no strong evidence to suggest protective head gear is necessary in junior football. In the event that protective head gear (helmet) is required due to a disability or medical condition, a medical certificate that states that the protective head gear will provide adequate protection should be provided to the Competition Manager.



15. CODES OF CONDUCT

15.1. At the time of registration or at some other time, it is the responsibility of each club to ensure that all players, parents/carers, coaches, team managers, officials and other persons are provided with a copy of the relevant code of conduct.

15.2. All such parents/carers, coaches, team managers, trainers, officials and other persons agree to be bound by the code of conduct upon acceptance of registration of their children or themselves.

15.3. Clubs are responsible for the conduct of their members, player parents/carers and the spectators who support them.

15.3.1. 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 affiliates shall be subject to an investigation.

15.4. COACHES CODE OF CONDUCT

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 Rules and Regulations of Australian Football and the rules of my club and League/association.
3. I will be reasonable in the demands I make in 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 practice schedules, practice activities and involvement in competition.
6. 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 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 guideline set forth in the AFL DRUG POLICY.



15.5. PLAYERS CODE OF CONDUCT

The Player understands and agrees to:

- (a) participate in matches in accordance with the Laws of Australian Football;
- (b) respect the spirit of the Laws of Australian Football and fair play, and behave accordingly;
- (c) display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators;
- (d) never argue with or dispute a decision of an official. If a player disagrees with a decision, they should deal with their dispute in accordance with the relevant Rules, Regulations, Policies and Determinations;
- (e) control their emotions, and not engage in verbal abuse of officials, sledging other players or behaviour that deliberately distracts or provokes an opponent;
- (f) comply with the National Member Protection Policy;
- (g) never engage in any type of violence either on or off the field;
- (h) contribute to a safe sporting environment and respectful culture which is accepting of individual differences, and behave accordingly;
- (i) co-operate with their coaches and team-mates;
- (j) participate for their own enjoyment and benefit and for the enjoyment and benefit of their teammates;
- (k) respect the rights, dignity and worth of all participants regardless of the gender, ability, sexual orientation, cultural background or religion;
- (l) not behave in any way so as to bring the Player, Australian Football, the AFL, the State Body, the League or the Club into disrepute;
- (m) not engage in conduct that is (in the State Body's reasonable opinion), unethical, unbecoming or likely to cause harm to the reputation of the Player, the State Body, the League, the Club or Australian Football;
- (n) not take part in any form of bullying including via the use of social media;
- (o) use appropriately the facilities and equipment made available for training, matches and events, including facilities provided by the opposing teams;
- (p) comply with and observe in the AFL Anti-Doping and any relevant Illicit Drugs policies; and
- (q) be responsible for their actions.

15.6. PARENTS CODE OF CONDUCT

- Remember that children play sport for their enjoyment not yours.
- Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children to always participate according to the rules.
- Never ridicule or yell at a child for making a mistake or losing a match.
- Remember that children learn best by example. Applaud good plays by all teams.
- Support all efforts to remove verbal and physical abuse for sporting activities.
- Show appreciation of volunteer coaches, officials and administrators. Without them your child could not participate.
- Respect umpires decisions and teach children to do likewise.
- The consumption of alcohol and smoking is inappropriate at all junior football matches.

Failure to adhere to the code of conduct may result in the withdrawal or suspension of your child's registration



15.7. SPECTATORS 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.

15.8. ADMINISTRATION / OFFICIALS 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.

15.9. UMPIRES CODE OF CONDUCT

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

AFLQ 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 Competition Board and Staff 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 your competition
- Engage in any conduct that could bring AFL 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 brand



APPENDIX A – GRADING PROCESS

Competition Manager will provide each club with a pre-filled Youth Team Nomination spreadsheet which will show the recommended age group divisions for their teams.

Clubs will review the spreadsheet, make changes where they feel are necessary, make comments about any changes made and submit to the Competition Manager by the nominated date.

A Final Youth Team Nomination meeting will be conducted between the Competition Manager and the clubs.

Season fixtures will commence

- Teams will be placed into divisions as per the outcome of the Final Youth Team Nomination meeting
- Home and away fixture format
- The number of rounds will be at the discretion of the Competition Manager and are to be played for premiership points with no percentage
- Rules & By-laws in relation to Core Lists will apply

Clubs will have until midday of the first business day after the nominated final round of grading to submit any requests to change divisions

- If required a Regrading meeting will be conducted between the Competition Manager and the clubs
- If there are any changes to divisions any teams that are moved will carry their premiership points into their new division

No further requests will be accepted or considered.

Fixtures for the rest of the season published as quickly as possible.

ALTERNATIVE OPTIONS TO GRADING PROCESS

All teams are placed into one division.

Each team plays all the other teams once.

Option 1: At the discretion of the Competition Manager a split of the teams is made
The teams are placed into separate divisions with separate competitions ladders and continue their home and away season with separate final series

Option 2: At the discretion of the Competition Manager a split of the teams is made, the competition keeps a single ladder and the makeup of the Finals Series is advised
The teams continue their home and away season playing only against teams in their split



APPENDIX B – AFL QUEENSLAND STATE JUNIOR FOOTBALL PLAYING RULES AND REGULATIONS

Refer to the Junior Playing Rules Matrix and Youth Playing Rules Matrix



JUNIOR PLAYING RULES MATRIX

PHASE	Mixed			Girls	
	Under 8	Under 9 & 10	Under 11	Under 9	Under 11
REGULATIONS	Introductory	Development	Competition	Introductory	Development
Ground size	80m x 60m	100m x 80m	130m x 90m	80m x 60m	100m x 80m
Zones	✓	✓	✗	✓	✓
No. of players on ground	9-a-side	12-a-side	15-a-side	9-a-side	9-a-side
Ball type	Synthetic	Synthetic	Leather	Synthetic	Synthetic
Ball size	1	2	3	2	2
Match Length	4 x 10 min	4 x 10 min	4 x 15 min	4 x 10 min	4 x 10 min
Scoring	No scores, ladders or finals permitted	No scores, ladders or finals permitted	Scoring permitted. No ladders or finals permitted	No scores, ladders or finals permitted	No scores, ladders or finals permitted
Results	No recording of best players or goal kickers	No recording of best players or goal kickers	No recording of best players or goal kickers	No recording of best players or goal kickers	No recording of best players or goal kickers
Representative teams	✗	✗	✗	✗	✗
LAWS					
Tackling	✗	Modified	✓	✗	Modified
Bumping	✗	✗	✓	✗	✗
Stealing the ball	✗	✗	✓	✗	✗
Barging	✗	✗	✓	✗	✗
Smothering	✗	✗	✓	✗	✗
Fending off	✗	✗	✓	✗	✗
Shepherding	✗	✗	✓	✗	✗
Bouncing the ball	1 max	1 max	2 max	1 max	1 max
Kicking off the ground	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental
Out of bounds	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	Boundary throw in (where boundary umpires available)	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary
Marking	Any distance, reasonable attempt	Any distance, shows control	10m, direct catch	Any distance, reasonable attempt	Any distance, shows control
Penalties	No distance penalty applies. Players can be ordered off at the umpire's discretion	10m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion	25m penalty can be ordered at umpires discretion	No distance penalty applies. Players can be ordered off at the umpire's discretion	10m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion
Deliberate out of bounds	✗	✗	✗	✗	✗
Deliberately rushed behind	✗	✗	✗	✗	✗
UMPIRES AND COACHES					
No. of field umpires	Club/Coach (1)	Club (1)	Association (1)	Club (1)	Club (1)
Goal Umpires	Club (2)	Club (2)	Club (2)	Club (2)	Club (2)
Boundary umpires	✗	✗	2	✗	✗
Coaches	On field	On field	Sideline	On field	On field



YOUTH PLAYING RULES MATRIX

PHASE	Mixed			Boys		Girls	
	Under 12	Under 14	Under 16	Under 13	Under 15 & 17		
REGULATIONS	Competition	Competition	Competition	Competition	Competition		
Ground size	135m - 185m x 110m - 155m	135m - 185m x 110m - 155m	135m - 185m x 110m - 155m	130m x 90m	135m - 185m x 110m - 155m		
Zones	x	x	x	x	x		
No. of players on ground	18	18	18	12	16		
Ball type	Leather	Leather	Leather	Leather	Leather		
Ball size	3	4	5	3	4		
Match Length	4 x 15 min	4 x 15 min	4 x 20 min	4 x 15 min	4 x 15 min		
Scoring	✓	✓	✓	✓	✓		
Results	✓	✓	✓	✓	✓		
LAWS							
Tackling	✓	✓	✓	✓	✓		
Bumping	✓	✓	✓	✓	✓		
Stealing the ball	✓	✓	✓	✓	✓		
Barging	✓	✓	✓	✓	✓		
Smothering	✓	✓	✓	✓	✓		
Fending off	✓	✓	✓	✓	✓		
Shepherding	✓	✓	✓	✓	✓		
Bouncing the ball	Unlimited	Unlimited	Unlimited	2 max	Unlimited		
Kicking off the ground	✓	✓	✓	✓	✓		
Out of bounds	Boundary throw in	Boundary throw in	Boundary throw in	Boundary throw in	Boundary throw in		
Marking	15m, direct catch	15m, direct catch	15m, direct catch	10m, direct catch	15m, direct catch		
Penalties	50m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion	50m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion	50m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion	15m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion	25m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion		
Deliberate out of bounds	✓	✓	✓	✓	✓		
Deliberately rushed behind	✓	✓	✓	✓	✓		
UMPIRES AND COACHES							
No. of field umpires	1	2	2	1	1		
Goal Umpires	Club (2)	Club (2)	Club (2)	Club (2)	Club (2)		
Boundary umpires	Club (2)	Club (2)	Club (2)	Club (2)	Club (2)		
Coaches	Sideline	Sideline	Sideline	Sideline	Sideline		



APPENDIX C – SCHEDULE OF RECOMMENDED MAXIMUM FINES

Rule	Fine
1.4.3 – Failure to display appropriate logos	\$50 per match
1.4.5 – Incorrect playing attire	\$20 each
1.4.6 (i) - More than one player wearing the same number	\$100
2.3.1 – Failure to lodge Team Official form	\$200
3.3 – Poaching of Players	\$500
4.4.1 – Playing an ineligible, suspended, unregistered and/or overage player	\$500 per player
4.4.2 – Any three of above in one season	\$1,000
7.2.1 – Failure to use the correct match football	\$100
7.2.3 – Clubs allowing match to start late	\$100
7.2.4 – Failure of team to re-commence their playing positions after receiving warning	\$100
7.2.4 – Team refuses to continue match	\$200
7.7.2 – Placing or publishing junior scores in any platform	\$200
7.10.1.1 – Coach or Assistant Coach not accredited	\$200
7.10.1.2 – Failure by Team Manager to meet umpires after match	\$50
7.10.1.3 – Failure by Runner to leave the field of play when directed	\$500
7.10.1.4 – Failure by Water Carrier to leave the field of play when directed	\$500
7.11.1.1 – Failure to supply Ground Marshall	\$500
7.11.1.3 – Failure to supply Qualified First Aid Officer	\$500
7.13.2 – Apology/Non-attendance at Club Meetings	\$100
7.13.6 – Failure to exercise adequate control – 1 st offence	\$500
7.13.6 – Failure to exercise adequate control – 2 nd offence	\$750
7.13.6 – Failure to exercise adequate control – 3 rd offence	\$1,000
7.16.4 – Changing scheduled matches without permission	\$100
8.2.1 – Failure to provide Core List	\$100
8.5 – Melees	Refer Melee Matrix
8.8.3 – Forfeit match without notice	\$100
8.8.7 – Team forfeiting 3 matches	\$150
14.6 – Failure to provide a stretcher	\$100
15.3.1 – Press statements	\$500
Displacement of player for any reason	\$500

All other fines will be at the discretion of the Competition Manager or State Junior Football Manager.



APPENDIX D – MELEE MATRIX



Club in Breach: _____
Match Date: _____
Age Group/Division: _____
Opposing Club: _____
No of Previous Melee Offences: _____

Melee Details	Penalty \$	Allocated Penalty
Players actively involved from ONE team		
6 or less	\$25	
7 - 9 players	\$75	
10 - 12 players	\$100	
13 or more players	\$150	
Duration of Melee		
0 - 30 seconds	\$25	
30 - 60 seconds	\$75	
60 - 120 seconds	\$100	
>120 seconds	\$150	
Level of Aggression in Melee		
Low (minor wrestling, push and shove)	\$50	
Medium (wrestling, jumper punches, headlocks)	\$100	
High (striking and/or reports)	\$150	
Umpires Intervention in Melee		
Not involved	\$0	
1 ump asking players to break it up	\$25	
2 ump asking players to break it up	\$50	
Officials involved		
No officials involved	\$0	
2 or less manhandling own players	\$50	
3 or more manhandling own players	\$100	
2 or less manhandling opposition players	\$300	
3 or more manhandling opposition players	\$500	
Total Penalty		\$0



APPENDIX E – YELLOW & RED CARDS

YELLOW CARD

Meaning

Player is sent off for a near reportable offence.

Can be used as a match management tool to lessen the chance of a player committing a reportable offence.

Duration

Player is to leave the playing surface for the rest of the quarter and the whole of the next quarter.

Player can be replaced immediately.

Some instances where a yellow card may be used:

- Player is showing signs of aggression that could lead to a report
 - o Late tackles
 - o Provoking other players (pushing, threatening)
- Failing to adhere to an umpire's request/warning
- Umpire abuse

RED CARD

Meaning

Player is reported and sent off for the rest of the match.

Duration

Player is to leave the ground for the rest of the match. Player is not allowed inside the playing area or the coaches box.

Player cannot be replaced for the remainder of that quarter and the whole of the next quarter.

Some instances where a red card is warranted:

- Any reportable offence such as
 - o Striking
 - o Kicking
 - o Excessive force in a tackle
 - o Charging
 - o Abusive language to an umpire using swearing
 - o Misconduct

PLAYING AFTER REPORT ISSUED

If a player is reported in a match and wishes to play in another match on the same day the following will apply:

- (i) If the player elects to accept the set penalty on offer they are not permitted to enter the ground, as well as the interchange area and coaches box, for any further match in that round of matches, or play in another match until the suspension has been served. For the purposes of the suspension period, the match the player wished to play in does not count.
- (ii) If the player elects for the matter to be heard by the Tribunal they are permitted to play in another match on the same day.



APPENDIX F – 10 GOAL RULE CALCULATION AND LADDER ADJUSTMENT

Percentage from any fixture matches where the margin is greater than sixty (60) points at the end of the match will be calculated as if the margin was sixty (60) points using the losing team's score as the base score

Example:

Final Score:

Team A – 15 goals, 10 behinds, 100 points

Team B – 3 goals, 4 behinds, 22 points

Will be recorded for the purposes of percentage as:

Team A – 15 goals, 10 behinds, 82 points

Team B – 3 goals, 4 behinds, 22 points

(NB. Total points will be required to be adjusted manually)



APPENDIX G – CATEGORIES FOR REPORTABLE OFFENCES

DIRECT TRIBUNAL OFFENCES	
19.2.2 (b)	Intentionally making contact with or striking an Umpire
19.2.2 (c)	Attempting to make contact with or strike an Umpire
19.2.2 (d)	Carelessly making contact with an Umpire
19.2.2 (e)	Spitting at or on an umpire
19.2.2 (f)	Spitting at or on another person
19.2.2 (l)	Behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an umpire
19.2.2 (x)	Failing to leave the playing surface when directed to do so by a field umpire
19.2.2 (z)	Engaging in any other act of misconduct or serious misconduct
CLASSIFIABLE PHYSICAL CONTACT OFFENCES	
19.2.2 (a) (i)	Intentionally or carelessly striking another person
19.2.2 (a) (ii)	Intentionally or carelessly kicking another person
19.2.2 (a) (iii)	Intentionally or carelessly kneeing another person
19.2.2 (a) (iv)	Intentionally or carelessly stomping on another person
19.2.2 (a) (v)	Intentionally or carelessly charging another person
19.2.2 (a) (vi)	Intentionally or carelessly engaging in rough play against an opponent which in the circumstances is unreasonable
19.2.2 (a) (vii)	Intentionally or carelessly bumping or making forceful contact to an opponent from front-on when that player has their head over the football
19.2.2 (a) (viii)	Intentionally or carelessly head-butting an opponent or making contact to an opponent using the head
19.2.2 (a) (ix)	Eye-gouging an opponent or making unreasonable or unnecessary contact to the eye region of an opponent
19.2.2 (a) (x)	Intentionally or carelessly making unreasonable or unnecessary contact to the face of an opponent
19.2.2 (a) (xii)	Intentionally or carelessly scratching another person
19.2.2 (a) (xiii)	Intentionally or carelessly tripping another person by hand, arm, foot or leg
CLASSIFIABLE VERBAL & OFFENSIVE GESTURE OFFENCES	
19.2.2 (j)	Using abusive, insulting, threatening or obscene language
19.2.2 (k)	Using abusive, insulting, threatening or obscene language towards or in relation to an umpire
19.2.2 (m)	Disputing a decision of an umpire
19.2.2 (n)	Use of an obscene gesture
LOW-LEVEL OFFENCES	
19.2.2 (a) (xi)	Intentionally or carelessly making unreasonable or unnecessary contact with an injured Player
19.2.2 (g)	Attempting to strike another person
19.2.2 (h)	Attempting to kick another person
19.2.2 (i)	Attempting to trip another person whether by hand, arm, foot or leg
19.2.2 (o)	Engaging in time wasting
19.2.2 (p)	Engaging in an act of staging
19.2.2 (q)	Engaging in a melee, except where a Player's sole intention is to remove a teammate from the incident
19.2.2 (r)	Instigating a melee
19.2.2 (s)	Wrestling another person
19.2.2 (t)	Pinching another person
19.2.2 (u)	Interfering with a Player kicking for goal
19.2.2 (v)	Kicking or otherwise causing the football to hit any part of a stadium roof's structure
19.2.2 (w)	Intentionally shaking a goal or behind post when another Player is preparing to kick or is kicking for goal or after the Player has kicked for goal and the football is in transit
19.2.2 (y)	Wearing boots, jewelry and equipment prohibited



APPENDIX H – SANCTIONS FOR CLASSIFIABLE AND LOW-LEVEL OFFENCES

CLASSIFIABLE PHYSICAL CONTACT OFFENCES

Conduct	Impact	Contact	Base Sanction	Early Guilty Plea (Set Penalty)
Intentional	Severe	All	Tribunal	N/A
	High	High / Groin	Tribunal	N/A
		Body	3 matches	2 matches
	Medium	High / Groin	3 matches	2 matches
		Body	2 matches	1 match
	Low	High / Groin	2 matches	1 match
Body		2 matches	1 match	
Careless	Severe	All	Tribunal	N/A
	High	High / Groin	3 matches	2 matches
		Body	2 matches	1 match
	Medium / Low	High / Groin	2 matches	1 match
Body		2 matches	1 match	

CLASSIFIABLE VERBAL & OFFENSIVE GESTURE OFFENCES

Conduct	Directed at	Level	Base Sanction	Early Guilty Plea (Set Penalty)
All	All	Severe	Tribunal	N/A
Threatening	Umpire	High	Tribunal	N/A
		Low	4 matches	3 matches
	Crowd	High	4 matches	3 matches
		Low	3 matches	2 matches
	Player / Other	High	3 matches	2 matches
		Low	2 matches	1 match
Obscene / Abusive / Insulting	Umpire / Crowd	High	3 matches	2 matches
		Low	2 matches	1 match
	Player / Other	High / Low	2 matches	1 match
Obscene Gesture	Umpire / Crowd	All	3 matches	2 matches
	Player / Other	All	2 matches	1 match

LOW-LEVEL OFFENCES

First Low-Level Offence		Second & Subsequent Low-Level Offences	
Base Sanction	Early Guilty Plea (Set Penalty)	Base Sanction	Early Guilty Plea (Set Penalty)
2 matches	1 match	3 matches	2 matches



APPENDIX I – FORMS

Form No	Form Title
AFLQJ-01	Application for Finals Eligibility Exemption (Club)
AFLQJ-02	Application for Licence (Club)
AFLQJ-03	Coaches Feedback On Umpire (Club)
AFLQJ-04	First Aid Registration (Club)
AFLQJ-05	Game Day Audit Checklist (AFLQ/Affiliate League)
AFLQJ-06	Ground Allocation & Availability (Club)
AFLQJ-07	Ground Marshall Incident Report (Club)
AFLQJ-08	Ground Marshall Process (Club)
AFLQJ-09	Junior Team Nominations (Club)
AFLQJ-10	Notice of Appeal (Club)
AFLQJ-11	Notice of Charge (AFLQ/Affiliate League)
AFLQJ-12	Notice of Rules & Regulations Breach (AFLQ/Affiliate League)
AFLQJ-13	Notice of Set Penalty (AFLQ/Affiliate League)
AFLQJ-14	Notice of Tribunal Outcome (AFLQ/Affiliate League)
AFLQJ-15	Office Bearers (Club)
AFLQJ-16	Parental Consent for Playing Up (Club)
AFLQJ-17	Permission to Train (Club)
AFLQJ-18	Player De-registration (Club)
AFLQJ-19	Player Milestone Request (Club)
AFLQJ-20	Player Transfer (Club)
AFLQJ-21	Player Withdrawal of Transfer (Club)
AFLQJ-22	Playing Down Application Assessment (AFLQ/Affiliate League)
AFLQJ-23	Playing Down Exemption Application (Club)
AFLQJ-24	Request for Investigation (Club)
AFLQJ-25	Request for Sanction of Event (Club)
AFLQJ-26	Send Off (AFLQ/Affiliate League)
AFLQJ-27	Team Officials Registration (Club)
AFLQJ-28	Youth Team Core List (Club)
AFLQJ-29	Youth Team Nominations (Club)



APPENDIX J – BRISBANE JUNIORS BY-LAWS

8.2. CORE LIST

- 8.2.1.1.** Clubs with multiple teams in an age group must submit to the Competition Manager an initial core list for each higher division team(s) prior to round 1 as follows:
- Under 12, 14, 16 = 14
 - Under 15, 17 Girls = 12
 - Under 13 Girls = 8
- 8.2.1.2.** Clubs with multiple teams in an age group must submit to the Competition Manager a final core list of each higher division team(s) prior to round 9 as follows:
- Under 12, 14, 16 = 18
 - Under 15, 17 Girls = 16
 - Under 13 Girls = 12
- 8.2.9** Once a non-core listed player has played more than half of the home and away season (for e.g. in a 16-round season, 9 matches) in a team in a higher division or higher age group they are unable to play in a team in the lower division or lower age group for the remainder of the season, including finals. For the avoidance of doubt a Bye counts as a match.

9.1. FINALS ELIGIBILITY

- 9.1.1** A player must play four (4) matches per team in a competition.
- 9.1.6.1.** Grading matches will count towards finals eligibility.
- 9.1.6.2.** 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.
- 9.1.6.3.** Clubs may make application for exemption to the Competition Manager for player(s) to play in more than one team in finals matches on the same week-end where a team has a genuine shortage of players. For the avoidance of doubt, a genuine shortage is if a team has less than two (2) interchange players and applications will only be approved to give the team a maximum of two (2) interchange players. The player(s) must have played the required number of matches for the team they wish to play with. The application must be submitted with supporting documentation - medical reports, etc – which outlines the player(s) not playing and the player(s) wishing to play.
- 9.1.6.4.** Clubs may make application for exemption to the Competition Manager for player(s) to play in more than one team during the finals series. Applications will only be considered:-
- (i) If the player(s) is wishing to play in a higher division or higher age group, if approved once the player(s) play in the higher division or age group they will not be permitted to return to the lower division or lower age group; or
 - (ii) If the player(s) have played more matches with the team he/she wishes to play with than the team the player(s) has played a finals match with.

Under no circumstances will an application be approved where an eligible and available player in a team is being displaced.

- 9.1.6.5.** Applications must be received no later than 5pm on the Monday prior to finals matches.

