



AFL QUEENSLAND STATE JUNIOR FOOTBALL RULES AND REGULATIONS

2019



Operation of Rules and Regulations

All Affiliated Leagues and Clubs, including their players, officials, parents/guardians and spectators shall be bound by these rules and regulations, the Laws of Australian Football, the Australian Football Match Policy and the AFL & AFL Queensland policies, rules and regulations. Where these AFL Queensland State Junior Football Rules and Regulations vary from that of the Laws of Australian Football and the AFL & AFL Queensland policies, these AFL Queensland State Junior Football Rules and Regulations apply. On all matters where the AFL Queensland State Junior Football Rules and Regulations and their associated By-Laws are silent, at the discretion of AFL Queensland and its Affiliated Leagues, the AFL rules, regulations and policies and the AFL Queensland policies apply.

Affiliated Leagues may, in writing to State Manager – Junior Football Operations, request for “local rules and regulations” to supersede the rules and regulations in the main body of this document. These will be known as By-Laws.

Where the Affiliated League or AFLQ Administered Competition By-Laws vary from these rules and regulations the By-Laws apply. Only the By-Laws included as an appendices to this document apply.

Philosophy of AFL Queensland Junior Football

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 AFL and AFL Queensland codes of conduct.

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, officials, 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/guardians 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.

AFL Queensland and its Affiliated Leagues must make all member clubs aware, that it is their responsibility to ensure all players, coaches, officials, spectators 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.



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Definitions and Interpretations

Affiliated League	Means an incorporated association which is affiliated with AFL Queensland to administer Junior Football competitions
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
AFLQ Administered Competition	Any Junior Football Competition which is administered directly by AFL Queensland
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 Affiliated League or AFLQ Administered Competition amendments to the AFL Queensland State Junior Football Rules and Regulations, as authorised by AFL Queensland
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.



Definitions and Interpretations

Player	Means a person who is registered with a club and who trains with or is selected to play with a team
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 suspension or disqualification 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 Manager – Junior Football Operations, 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 Manager - Junior Football Operations, 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 Manager - Junior Football Operations, 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 Manager - Junior Football Operations via the Competition Manager.
- 1.1.7.** Each club must submit their ground allocation & availability on request from the Competition Manager to be used to assist with fixturing. This must be done through the 'Ground Allocation and Availability' online form.
- 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 Manager - Junior Football Operations.
- 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 Manager - Junior Football Operations.

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 Manager - Junior Football Operations; 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 Manager - Junior Football Operations 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 Manager - Junior Football Operations.



1.3. CLUB COLOURS

- 1.3.1.** Every club, upon admission into a competition, shall apply for and obtain the permission of AFLQ or its Affiliated League to use the colour, playing uniform, design and logo under which the club proposes to play.
- 1.3.2.** Each club's playing uniforms shall only be purchased from AFLQ Preferred suppliers.
- 1.3.3.** 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.
- 1.3.4.** 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.
- 1.3.5.** The teams of each club shall wear their registered club coloured playing uniform, bearing the competition's logo, at all matches.
- 1.3.6.** 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.
- 1.3.7.** Every club in a youth competition and youth girls competition will register a home team shorts colour and away team shorts will be white.
- 1.3.8.** 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.
- 1.3.9.** 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.



1.4. CLUB SPONSORSHIP

- 1.4.1.** All clubs are required to respect existing Competition corporate partners and to comply with current AFL Queensland Preferred Supplier Apparel Guidelines.
- 1.4.2.** 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 Manager - Junior Football Operations to give them permission to confirm the sponsor agreement.
- 1.4.3.** Clubs are not permitted to display smoking or alcohol related sponsors on apparel (on-field and off-field apparel). This includes alcoholic beverages, pubs and nightclubs.

1.5. ADVERTISING & PROMOTION

- 1.5.1.** Clubs are only permitted to advertise and promote their club in their own Development Hub. Clubs in SEQ Juniors are also only permitted to advertise and promote their club within a five (5) kilometre radius of their primary venue. This excludes television and daily tabloid newspaper advertising.

1.6. CLUB RESPONSIBILITY

- 1.6.1.** Clubs shall be responsible for the conduct of their office bearers, officials, players, player parents/guardians, members and the spectators who support the club.
 - 1.6.1.1** Any club official, player, player parent/guardian or other person associated with the club making statements to the press or media that are considered to be injurious or prejudicial to the character or interests of other officials, players, player parents/guardians, the AFL, AFL Queensland or its Affiliated Leagues shall be subject to an Investigation.
- 1.6.2.** It is the responsibility of each club every season to ensure that all officials and office bearers are provided with a copy of the Administration/Officials Code of Conduct. All officials and office bearers must abide by the Administration/Officials Code of Conduct.
 - 1.6.2.1** Where an official or office bearer fails to abide by the Administration/Officials Code of Conduct they shall be subject to disciplinary action.
- 1.6.3.** Clubs shall be responsible for making sure all club volunteers/officials have been volunteer screened (Working With Children Check).

1.7. FINES & PENALTIES

- 1.7.1.** 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.
- 1.7.2.** 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.
- 1.7.3.** Any club that may have breached any of the 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.
- 1.7.4.** The Competition Manager will issue a 'Notice of Rules & Regulations Breach' to notify a club of the details of any breach.
- 1.7.5.** Refer to Appendix B for a Schedule of Recommended Maximum Fines.



2. REGISTRATIONS

2.1. PLAYER REGISTRATION

- 2.1.1.** Parents/guardians and the player agree to be bound by the relevant Code of Conduct at the time of registration of the player in Footyweb.
- 2.1.1.1** Failure by a parent/guardian to adhere to the Parent/Guardian Code of Conduct may result in their child being suspended or de-registered.
- 2.1.2.** To be eligible to register and participate in a junior competition a player must turn 7 years of age on or before 31 December in the year they wish to participate in.
- 2.1.3.** All players must be registered prior to participating in any training session or match.
- 2.1.3.1** A player who is not registered is not covered by the club's player insurance policy.
- 2.1.3.2** This excludes players who meet the criteria of, and have submitted, a 'Permission to Train' form to the Competition Manager.
- 2.1.4.** 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.
- 2.1.4.1** 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.
- 2.1.4.2** All Clubs shall submit a schedule of their player registration fees each year.
- 2.1.5.** The registration of all players shall be recorded in the Footyweb system.
- 2.1.6.** Proof of age documents for players who are new to Junior Football must be submitted to the Competition Manager (either by the club directly or uploaded to the Footyweb system). A player is not eligible to play Junior Football until the player appears as active in the Club's Member List in Footyweb.
- 2.1.6.1** The following documents are acceptable as proof of age (photocopies acceptable):-
- | | | |
|----------------------------|------------------------------|-------------------------|
| Birth Certificate | Baptism Certificate | Baby Health Centre Book |
| Drivers Licence or Permit | Letter from School Principal | Passport |
| School Identification Card | Statutory Declaration | |
- 2.1.7.** 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. PAYMENT OF PLAYERS

- 2.2.1.** 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.
- 2.2.2.** Payments referred to above do not include such items that are considered "off field" uniforms (e.g. t-shirts, caps, bags etc.).



2.3. PLAYER DE-REGISTRATION

- 2.3.1.** A player may be de-registered after being on a team sheet for no more than three (3) matches.
- 2.3.2.** 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.
- 2.3.3.** 'Player De-registration' forms will not be accepted after 30 June.
- 2.3.4.** Player de-registrations will be processed on the last working day of March, April, May & June only.

2.4. TEAM OFFICIALS REGISTRATION

- 2.4.1.** Team Officials must be registered to a team as follows:-
 - 2.4.1.1** Team Nominations through Footyweb – Where a Club is requested to nominate teams through Footyweb, Team Officials must be detailed in the Online Team Nomination Registration form; or
 - 2.4.1.2** Manual Team Nominations - Where Team Nominations are requested manually, a 'Team Officials Registration' form must be completed and returned to the Competition Manager before the first match in which they participate.
- 2.4.2.** All coaches and assistant coaches are also required to register with the club using the Coach.AFL system.
- 2.4.3.** When a team official is appointed or replaced after the first fixture match an updated 'Team Officials 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 Registration & Transfer Regulations'. The following rules and regulations are to be read in conjunction with the 'AFL National Player Registration & 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 Manager - Junior Football Operations.
- 3.1.5.** For transfers from outside the competition, all applications for transfers will close in line with the AFL National Player Registration & Transfer Regulations.
 - 3.1.5.1** Exemption may be sought for reasonable circumstances however approval will be at the discretion of the State Manager - Junior Football Operations and the State Footyweb Manager.
- 3.1.6.** Transfers will reopen each year in accordance with the AFL National Player Registration & 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 Manager - Junior Football Operations 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 Mixed
- Under 11 Girls
- Under 12
- Under 13 Girls
- Under 14
- Under 15 Girls
- Under 16 Boys
- Under 17 Girls

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

4.1.2. The Competition Manager in conjunction with the State Manager - Junior Football Operations 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 in the prescribed format as advised by the Competition Manager.

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 in the prescribed format as advised by the Competition Manager.

4.2.3. The Competition Manager, in conjunction with the State Manager - Junior Football Operations, 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 as determined by the Competition Manager.

4.3.1.1 Final age group divisions will be decided after the nominated number of rounds and under special circumstances.

4.3.1.2 Penalties may apply to teams that are required to be re-graded after the end of the grading period as determined by the State Manager - Junior Football Operations. This may include but is not limited to, ineligibility to play finals and loss of premiership points.



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 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, as long as they are not displacing a Registered Age Group player in the higher age group. This rule does not apply to a player who has been selected in an Age Group above his/her Registered Age Group and only plays in the higher age group.
- 4.5.2.** Players are permitted to play up one (1) age group above their registered age group.
- 4.5.3.** 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.
 - 4.5.3.1** 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 what is best for that player.
 - 4.5.3.2** The Competition Manager has the discretion to review the player if they deem it necessary.

4.6. AGE DISPENSATION

- 4.6.1.** Players may be provided dispensation to play in a Competition below their applicable age group in accordance with the '*AFL National Age Dispensation Policy*'.
- 4.6.2.** Applications for dispensation must be submitted to the Competition Manager on an 'Age Dispensation Application' form, accompanied by relevant documented evidence.
- 4.6.3.** Once an Age Dispensation 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 Competition below their applicable age group, as directed by the Competition Manager, up to the date the application is rejected or the date of assessment. A player will not be eligible to play in any Competition below their applicable age group following the date the application is rejected, or the date of assessment (unless the Age Dispensation application has been approved).
- 4.6.4.** The Competition Manager will assess an Age Dispensation application as they see fit on full consideration of the circumstances presented, and in accordance with the '*National Age Dispensation Policy*'. 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.



- 4.6.4.1** Any other relevant circumstances in considering an Application for Age Dispensation may include, but are not limited to, a player's previous playing history, recognition (eg. awards, best and fairest votes) of player's playing ability, and level of competition previously played.
- 4.6.5.** In addition to the Effects of an Approved Application in accordance with the '*National Age Dispensation Policy*' the following conditions will apply:-
- (i) A player with an Approved Age Dispensation application will be eligible to play finals, provided they meet the Competition's finals eligibility rules.
 - (ii) A player with an Approved Age Dispensation application will not be eligible to win any Competition Award.
- 4.6.6.** A maximum of three (3) players with Approved Age Dispensation applications per team will be allowed.
- 4.6.7.** Applications for Age Dispensation in SEQ competitions will close on 30 April.



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. Under this circumstance only, written permission is not required.
- 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.
- 5.2.3.1** Subject to the Local Interchange Permit request being submitted and approved before the completion of the Home and Away season.
- 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 Manager - Junior Football Operations for approval. A Permit Agreement that has not been approved in writing by the State Manager - Junior Football Operations 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 in another Junior Competition, Youth Competition or Youth Girls Competition 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 Manager - Junior Football Operations 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 or event outside of the scope of standard training or fixtures 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 suspended or disqualified may still participate in any sanctioned practice/training matches with his/her registered club, however such matches will not count as part of the player's suspension or disqualification.



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 Mixed	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 Boys	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 Mixed	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 Boys	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:

- All Youth Competitions – 22
- Under 15 Girls and Under 17 Girls – 22
- Under 13 Girls – 16

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

- All Youth Competitions – 18
- Under 15 Girls and Under 17 Girls – 16
- Under 13 Girls – 12

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

- All Youth Competitions – 14
- Under 15 Girls and Under 17 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.

7.3.5. The State Manager – Junior Football Operations, reserves the right to amend Rule 7.3 to meet local playing conditions. Any amendment to this Rule will be provided to Clubs in writing by the Competition Manager.

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 Mixed, 15 per side – 3 lines of 5 players (no Rucks / 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 A 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 Mixed 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. Any player listed on the teamsheet must be at the ground, dressed in football playing attire and ready to take the field if called upon.

7.6.6. 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 as per the Competition Umpire Allocations schedule.

7.8.2. Where umpires are not available clubs will be required to supply Club Umpires as advised by the Competition Manager. If a club fails to provide a Club Umpire as directed by the Competition Manager penalties will apply.

7.8.3. 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 from each of the competing teams.

7.8.4. All reports of players and officials must be filled out in quadruple and distributed as follows:-
White – Competition Manager; Blue – Offending Player club; Green – Offended Player club; Yellow - Umpire

7.8.5. All reports of players and officials must be notified to the Competition Manager within one (1) working day after the match.

7.8.6. 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 & 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.
- 7.10.2.** No person, who is a registered player, official, coach or other person of any club who is under disqualification or suspension, shall act as an official for a match in any competition.

7.10.2.1 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 and accredited in accordance with the AFL National Coaching Accreditation Policy
- Coaches and Assistant Coaches must have official accreditation as follows:-
 - Youth Age Group: AFL Foundation Coach – Youth
 - Junior Age Group: AFL Foundation Coach – Junior
- Coaches and Assistant Coaches must abide by the AFL Coaches Code of Conduct
- Coaches and Assistant Coaches must abide by the decision of the officially appointed First Aid Officer, if the advice from the First Aid Officer is that a player needing first aid must not continue playing

Applies: Under 11 Mixed 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
- Coaches may provide feedback about Umpires through the 'Coach Feedback on Umpire' online form

Applies: Junior Age Groups excluding Under 11 Mixed

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



7.10.2.2 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 Administration/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

7.10.2.3 TEAM RUNNER (1 Permitted)

Applies: Under 11 Mixed and Youth Age Groups

- Team Runner must wear a Pink Bib (approved by State Manager - Junior Football Operations 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 Runner must have their name entered on the team sheet (printed copies and in Footyweb)
- Team Runner must abide by the Administration/Officials Code of Conduct

7.10.2.4 WATER CARRIERS (4 Permitted)

Applies: Under 11 Mixed and Youth Age Groups

- Water Carriers must wear a White Bib (approved by State Manager - Junior Football Operations 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 on the team sheet (printed copies and in Footyweb)
- Water Carriers may only enter the playing surface when there is a 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
- After delivering water, Water Carriers must leave the field of play by the most direct route and remain behind the boundary line, out of the path of the Boundary Umpire
- 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
- Water Carriers be of a suitable age for the particular age group
- At no time are Water Carriers to deliver messages to players
- 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

7.10.2.5 BOUNDARY UMPIRE (1 Required)

Applies: Under 11 Mixed, 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 Manager - Junior Football Operations 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

7.10.2.6 GOAL UMPIRE

Applies: Under 11 Mixed, 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 Manager - Junior Football Operations 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 on the team sheet (printed copies and in Footyweb) and Score Card
- 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 Manager - Junior Football Operations and displaying AFLQ Juniors logo)
- Goal Umpire must abide by the AFL Officials Code of Conduct

7.10.2.7 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

7.10.2.8 CLUB FIELD UMPIRE

Applies: Youth Age Groups

- Club Field Umpire must be of a suitable age for the particular age group
- Club Field Umpire must wear a Club Umpire uniform (approved by State Manager - Junior Football Operations and displaying AFLQ Juniors logo)
- Club Field Umpires must complete Club Umpire training, as directed by the Competition Manager, prior to taking the field for the first time in the season
- Club Field Umpires are not permitted to order players from the field, however may report a player/official through the 'Referral of Incident' process.

7.10.3. 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 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.

7.11.2. 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 Administration/Officials Code of Conduct.

7.11.2.1 GROUND MARSHALL (minimum 1 required)

- Home/hosting clubs must supply a Ground Marshall
- Ground Marshall must wear a Fluro Green Bib (approved by State Manager - Junior Football Operations 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.

7.11.2.2 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 Manager - Junior Football Operations and displaying AFLQ Juniors logo) supplied by the Home Team
- Must be a minimum 18 years of age

7.11.2.3 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 Manager - Junior Football Operations)
- 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



7.11.2.4 SCOREBOARD ATTENDANT (at least 1 required)

Applies: Under 11 Mixed, 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

7.11.3. 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.

7.11.4. 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'.

7.11.5. 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 Coaching and Education Manager, 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 Coaching and Education Manager, 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 Coaching and Education Manager, suspension of his/her coaching accreditation.

7.11.6. 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 Manager - Junior Football Operations.



- 7.11.7.** Clubs may appeal decisions made by the Competition Manager, and should be done in writing to the State Manager - Junior Football Operations 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).

7.12. MATCHES UNABLE TO BE COMPLETED

- 7.12.1.** 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.
- 7.12.2.** 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.

7.13. POSTPONEMENT AND CANCELLATION OF MATCHES

- 7.13.1.** 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.
- 7.13.2.** 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.
- 7.13.3.** The home club/umpire may not postpone or cancel Under 11 Mixed, youth competition or youth girls competition matches without consultation with the Competition Manager. Failure to do so will result in a forfeit.
- 7.13.4.** 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.



- 7.13.5.** In exceptional circumstances and despite the best endeavours of both clubs, the Competition Manager, in consultation with State Manager - Junior Football Operations, 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.
- 7.13.6.** 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

7.14. RESCHEDULING OF FIXTURE MATCHES

- 7.14.1.** 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.
- 7.14.2.** 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.
- 7.14.3.** 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.
- 7.14.4.** 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 Manager - Junior Football Operations.

8.2. CORE LIST

- 8.2.1.** Clubs fielding multiple teams in the same age group or assisting clubs/teams in the same or another 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 Affiliated League or AFLQ Administered 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 at any time.
- 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 Manager - Junior Football Operations.

8.5.3. Penalties

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

- (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 Manager - Junior Football Operations.

Should a club wish to dispute a melee fine, the club shall lodge an appeal in writing to the State Manager - Junior Football Operations 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. COUNTING OF PLAYERS

- 8.6.1.** The captain only, may at any time during a Match request that the field umpire count the number of players of the opposing team who are on the playing surface.
- 8.6.2.** Following receipt of the report from the field umpire, the Competition Manager shall investigate and determine the final result of the match.
- 8.6.3.** Clubs and other persons may not request a post-match review of a team exceeding the permitted number of players on the playing surface.



8.7. ORDER OFF LAW

8.7.1. The order off law shall apply to all competition matches from U12 to U17. Only Competition 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. A report is not required. 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 shall be reported in accordance with the Laws of Australian Football. 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. A Competition Emergency, Boundary or Goal Umpire has the power to report however they do not have the power to order players from the ground. A Competition Emergency, Boundary or Goal Umpire shall advise the Competition Field Umpire of their report at the next appropriate break in play and the Competition Field Umpire shall, with the other Competition Umpire making the report, advise the player he/she has been reported and that player will be ordered off.

8.7.5. Clubs shall ensure Team Managers are provided with a copy of Appendix D – 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.** Scores and 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 score and margin was sixty (60) points using the losing team's score as the base score.



9. YOUTH & YOUTH GIRLS FINALS ELIGIBILITY & FORMAT

9.1. YOUTH & YOUTH GIRLS FINALS ELIGIBILITY

- 9.1.1.** A player must play five (5) 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 5pm on the Wednesday prior to the first finals match.
 - 9.1.4.1** Applications will only be considered if:-
 - (i) The application submitted is accompanied by supporting documentation - medical reports for long term injury.
 - (ii) A player is not displacing an eligible or available player in a team.
- 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 Affiliated League or AFLQ Administered 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. REPORTS, TRIBUNALS, COMPLAINTS & INVESTIGATIONS

10.1. REPORTS

10.1.1. REPORTING PROCEDURES

10.1.1.1 The 'AFL Queensland State Junior Football Tribunal Guidelines' shall apply.

10.1.2. PLAYING AFTER REPORT ISSUED

10.1.2.1 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.

10.2. TRIBUNALS

10.2.1. TRIBUNAL GUIDELINES

10.2.1.1 The 'AFL Queensland State Junior Football Tribunal Guidelines' shall apply.

10.3. COMPLAINTS & INVESTIGATIONS

10.3.1. COMPLAINTS

10.3.1.1 Where a club has a complaint about another club, the club President must in the first instance contact the opposing club President to discuss the complaint and both clubs must make a reasonable attempt to resolve the problem.

If the complaint cannot be resolved, the club may submit their complaint in writing to the Competition Manager. If the Competition Manager is further unable to resolve the problem, the Competition Manager may refer the club to the 'AFL Queensland State Junior Football Investigation Guidelines'.

10.3.1.2 Complaints from parents/spectators must be made in writing to their own club. The club may forward the complaint to the Competition Manager, if following a reasonable attempt to resolve the problem, they are unable to do so. If the Competition Manager is further unable to resolve the problem, the Competition Manager may refer the club to the 'AFL Queensland State Junior Football Investigation Guidelines'.

10.3.2. INVESTIGATION GUIDELINES

10.3.2.1 The 'AFL Queensland State Junior Football Investigation Guidelines' shall apply.



11. AWARDS

11.1. BEST AND FAIREST VOTES

- 11.1.1.** 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.
- 11.1.2.** 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.
- 11.1.3.** Awards will be presented at the discretion of the Competition Manager.
- 11.1.4.** 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.
- 11.1.5.** Any player granted permission to play in a lower age group will be ineligible to receive any award in that lower age group.
- 11.1.6.** 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.

11.2. INDIVIDUAL AWARDS – JUNIORS

- 11.2.1.** Players in Junior Age Groups are ineligible to receive individual player awards. NB. This includes Club Awards.

11.3. CLUB OF THE YEAR

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

11.4. RECOGNITION OF PLAYER MILESTONE

- 11.4.1.** 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.



12. FIRST AID POLICY

12.1. RESPONSIBILITY FOR FIRST AID

- 12.1.1.** The home team is responsible for providing a First Aid Officer, properly stocked first aid kit and a stretcher on each oval.
- 12.1.2.** The visiting team official (i.e. Coach/Team Manager) is responsible for checking with the home team that a First Aid Officer is on duty and duly qualified.
- 12.1.2.1** If a qualified First Aid Officer is not present, the visiting team official must report to the central umpire. The following applies:-
- (i) A period of fifteen (15) minutes will take place for the home team to provide a qualified First Aid Officer;
 - (ii) If at this time the situation remains the same the visiting team can provide a qualified First Aid Officer and the game can commence; or
 - (iii) 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.
- 12.1.3.** The First Aid Officer's name and signature must be on the team sheet.
- 12.1.4.** Both the home and visiting Team Managers must 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 followed wherever possible.

12.2. RESPONSIBILITY AND JURISDICTION OF THE FIRST AID OFFICER

- 12.2.1.** The officially appointed First Aid Officer on the day **is in charge** of all players on the playing field, and shall have the final say as to the suitability of a player to resume playing the current match.
- 12.2.2.** The officially appointed First Aid Officer is the only official allowed onto the ground to treat an injured player, umpire or Team Official.
- 12.2.2.1** If the First Aid Officer requires assistance they 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.).
- 12.2.3.** The officially appointed First Aid Officer is the only match official that is permitted to request a stretcher.
- 12.2.4.** The First Aid Officer shall:
- Sit in the official first aid area for the match and not in the coaches' box;
 - Be permitted to attend to an injured player in the coaches box, however when not required must remain in the official first aid area;
 - 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;
 - If required, 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;



12.3. QUALIFICATIONS OF FIRST AID OFFICERS

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

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

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

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

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

12.6. FIRST AID OFFICERS – YOUTH & YOUTH GIRLS COMPETITION MATCHES

- 12.6.1.** First Aid Officers must be situated between the coaches' boxes.
- 12.6.2.** The Ground Marshall is to advise both coaches and managers as to location of the First Aid Officer for the day.

12.7. STRETCHERS

- 12.7.1.** 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 games per oval are being played, it should be located with the qualified First Aid Officer.
- 12.7.2.** 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.
- 12.7.3.** Failure of home team/club to provide a stretcher will incur a fine.
- 12.7.4.** A player being stretchered off the playing surface is only permitted to re-enter the field when cleared by the First Aid Officer.
- 12.7.5.** 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.

12.8. CONCUSSION

- 12.8.1.** AFL Queensland and its Affiliated Leagues adopt 'The Management of Concussion in Australian Football' guidelines. Clubs must strictly adhere to these guidelines.

12.9. INFECTIOUS DISEASES

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



12.10. 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.

12.11. 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.



APPENDIX A – 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

JUNIOR RULES MATRIX			Mixed		Girls	
PHASE	Under 8	Under 9 & 10	Under 11	Under 11	Under 11	Under 11
REGULATIONS	Introductory	Development	Competition	Competition	Development	Development
Ground size	80m x 60m	100m x 80m	130m x 90m	130m x 90m	100m x 80m	100m x 80m
Zones	✓	✓	✗	✗	✓	✓
No. of players on ground	9-a-side	12-a-side	15-a-side	15-a-side	9-a-side	9-a-side
Ball type	Synthetic	Synthetic	Leather	Leather	Synthetic	Synthetic
Ball size	1	2	3	3	2	2
Match Length	4 x 10 min	4 x 10 min	4 x 15 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	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	No recording of best players or goal kickers
Representative teams	✗	✗	✗	✗	✗	✗
LAWS						
Tackling	✗	Modified	✓	Modified	Modified	Modified
Bumping	✗	✗	✓	✓	✗	✗
Stealing the ball	✗	✗	✓	✓	✗	✗
Barging	✗	✗	✓	✓	✗	✗
Smothering	✗	✗	✓	✓	✗	✗
Fending off	✗	✗	✓	✓	✗	✗
Shepherding	✗	✗	✓	✓	✗	✗
Bouncing the ball	1 max	1 max	2 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	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)	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	10m, direct catch	Any distance, shows control	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 applied at the umpires discretion. Players can be ordered off at umpires discretion	25m penalty applied at the umpires discretion. Players can be ordered off at umpires discretion	10m penalty can be applied at umpires discretion. Players can be ordered off at umpires 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)	Association (1)	Club (1)	Club (1)
Goal Umpires	Club (2)	Club (2)	Club (2)	Club (2)	Club (2)	Club (2)
Boundary umpires	✗	✗	✗	✗	✗	✗
Coaches	On field	On field	Sideline	Sideline	On field	On field

Source: Appendix A - AFLQ State Junior Football Playing Rules Regulations 2019



YOUTH PLAYING RULES MATRIX

YOUTH RULES MATRIX							
		Mixed		Boys		Girls	
PHASE		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	50m 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 A - AFLQ State Junior Football Playing Rules Regulations 2019



APPENDIX B – SCHEDULE OF RECOMMENDED MAXIMUM FINES

Rule/Regulation Breach	Fine
Failure to display appropriate logos	\$50 per match
Incorrect playing attire	\$20 each
More than one player wearing the same number	\$100
Failure to lodge Team Official form	\$200
Poaching of Players	\$500
Playing an ineligible, suspended, unregistered and/or overage player	\$500 per player
Any three of above in one season	\$1,000
Failure to use the correct match football	\$100
Clubs allowing match to start late	\$100
Failure of team to re-commence their playing positions after receiving warning	\$100
Team refuses to continue match	\$200
Placing or publishing junior scores in any platform	\$200
Coach or Assistant Coach not accredited	\$200
Failure by Team Manager to meet umpires after match	\$50
Failure by Runner to leave the field of play when directed	\$500
Failure by Water Carrier to leave the field of play when directed	\$500
Failure to supply Ground Marshall	\$500
Failure to supply Qualified First Aid Officer	\$500
Apology/Non-attendance at Club Meetings	\$100
Failure to exercise adequate control as per 7.11.5 – 1 st offence	\$500
Failure to exercise adequate control as per 7.11.5 – 2 nd offence	\$750
Failure to exercise adequate control as per 7.11.5 – 3 rd offence	\$1,000
Changing scheduled matches without permission	\$100
Failure to provide Core List	\$100
Melees	Refer Melee Matrix
Forfeit match without notice	\$100
Team forfeiting 3 matches	\$150
Failure to provide a stretcher	\$100
Press statements	\$500
Displacement of player for any reason	\$500

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



APPENDIX C – 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 D – 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 E – CATEGORIES FOR REPORTABLE OFFENCES

(Subject to change in accordance with Laws of Australian Football)

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 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 F – SANCTIONS FOR CLASSIFIABLE AND LOW-LEVEL OFFENCES (Subject to change as directed by AFLQ)

CLASSIFIABLE PHYSICAL CONTACT OFFENCES

CONDUCT	IMPACT	CONTACT	BASE SANCTION	EARLY GUILTY PLEA (Set Penalty)
Intentional	Severe	All	Tribunal	N/A
Careless	Severe	All	Tribunal	N/A
Intentional	High	High/Groin	Tribunal	N/A
Careless	High	High/Groin	4 matches	3 matches
Intentional	High	Body	4 matches	3 matches
Careless	High	Body	3 matches	2 matches
Intentional	Medium	High/Groin	4 matches	3 matches
Careless	Medium	High/Groin	3 matches	2 matches
Intentional	Medium	Body	3 matches	2 matches
Careless	Medium	Body	2 matches	1 match
Intentional	Low	High/Groin	3 matches	2 matches
Careless	Low	High/Groin	2 matches	1 match
Intentional	Low	Body	3 matches	2 matches
Careless	Low	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 G – FORMS

Form No	Form Title	Use
AFLQJ-01	Application for Finals Eligibility Exemption	Club
AFLQJ-02	Application for Licence	Club
AFLQJ-03	Club of the Year Criteria	AFLQ/Affiliated League
AFLQJ-04	First Aid Registration	Club
AFLQJ-05	Game Day Audit Checklist	AFLQ/Affiliated League
AFLQJ-07	Ground Marshall Incident Report	Club
AFLQJ-08	Incident Referral Form	All
AFLQJ-09	Junior & Youth Team Nominations	Club
AFLQJ-10	Notice of Appeal	Club
AFLQJ-11	Notice of Charge	AFLQ/Affiliated League
AFLQJ-12	Notice of Rules & Regulations Breach	AFLQ/Affiliated League
AFLQJ-13	Notice of Set Penalty	AFLQ/Affiliated League
AFLQJ-14	Notice of Tribunal Outcome	AFLQ/Affiliated League
AFLQJ-15	Office Bearers (Online)	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	Age Dispensation Assessment	AFLQ/Affiliated League
AFLQJ-23	Age Dispensation Application	Club
AFLQJ-24	Request for Investigation	Club
AFLQJ-25	Request for Sanction of Event	Club
AFLQJ-26	Send Off	AFLQ/Affiliated League
AFLQJ-27	Team Officials Registration	Club
AFLQJ-28	Youth Team Core List	Club



APPENDIX H –BY-LAWS (AFFILIATED LEAGUE – CAPRICORNIA) Revised 20.05.19



BY-LAWS (CAPRICORNIA) Revised 20.05.19

1.3 CLUB COLOURS

1.3.7. Every club in a youth competition and youth girls competition will register a single team shorts colour.

4.1 COMPETITION AGE GROUPS

4.1.1. AFL Capricornia will offer competitions for the following age groups

- Under 9
- Under 11
- Under 13
- Under 15 Boys
- Under 17 Boys

4.5 PLAYING UP

4.5.2. Players wishing to play up in any higher age group must complete a 'Playing Up Consent' form which must be submitted by the Club to the Competition Manager prior to the player playing their first match for the higher age group.

4.6. AGE DISPENSATION

4.6.1.1 A female player born in 2004 and 2005 may, subject to an application and assessment process, be permitted to play in a mixed gender team in the Under 13 Age Group. The following conditions apply:-

- A female player shall be ineligible under this Rule if there is a female competition available for their Registered Age Group. For the avoidance of doubt, this includes Youth Girls and Womens competitions; and
- A player is not permitted to register until a 'Mixed Gender Dispensation Application' has been approved by the Competition Manager.

Applications for a player to be eligible to play under this Rule must be submitted to the Competition Manager in the prescribed format, as advised by the Competition Manager. Once an application has been received, the Competition Manager will assess the application and notify the club of the outcome.

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	
		$\frac{1}{4}$ & $\frac{3}{4}$ Time	$\frac{1}{2}$ Time	Size	Type
Under 9	10 Minutes	3 Minutes (Maximum)	6 Minutes (Maximum)	2	Synthetic
Under 11	10 Minutes	5 Minutes (Maximum)	10 Minutes (Maximum)	3	Leather
Under 13	12 Minutes	5 Minutes (Maximum)	10 Minutes (Maximum)	4	Leather
Under 15 Boys	15 Minutes	5 Minutes (Maximum)	10 Minutes (Maximum)	5	Leather
Under 17 Boys	17 Minutes	5 Minutes (Maximum)	10 Minutes (Maximum)	5	Leather

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

7.3.2. Clubs will be notified by the Competition Manager at the commencement of the season of the maximum amount of players allowed on the playing surface at any time.

7.3.3. The minimum number of players in a team to constitute a game is as follows:-

- All Youth Competitions – 9

7.6. TEAM SHEETS

7.6.2. Players arriving late will be permitted to participate in the match upon arrival.



BY-LAWS (CAPRICORNIA) Revised 20.05.19

7.10. OFFICIALS DURING MATCHES

7.10.2.1 COACH (1 Required), **ASSISTANT COACH** (1 Permitted)

- There is no requirement for the Coach and/or Assistant Coach to wear an ID Card.

7.10.2.3 TEAM RUNNER (1 Permitted)

- Team Runner must wear a Pink Vest

7.10.2.4 WATER CARRIERS (4 Permitted)

- Water Carriers must wear a Pink Vest

7.10.2.5 BOUNDARY UMPIRE (2 Required – Home Team)

- If Boundary Umpires are not appointed, the Home Team must supply two (2) Boundary Umpires for each match
- Boundary Umpires are not required to wear a bib

7.10.2.6 GOAL UMPIRE (2 Required – Home Team)

Applies Youth Age Groups

- If Goal Umpires are not appointed, the Home Team must supply two (2) Goal Umpires for each match
- Goal Umpires are not required to wear a bib

7.10.2.9 SPORTS TRAINER (1 Permitted)

Applies Youth Age Groups

- Sports Trainers must wear a Pink Vest

7.11. HOME CLUB – MATCH DAY REQUIREMENTS

7.11.2.1 GROUND MARSHALL (Not Required)

- There will be no requirement for the home club to supply a Ground Marshall

7.11.2.3 FIRST AID OFFICER (minimum 1 required)

- First Aid Officers must wear a Pink Vest

8.7. ORDER OFF LAW

8.7.1.1 A player ordered off the playing surface under a **Yellow Card** shall remain off the playing surface for ten (10) minutes. A report is not required. 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 shall be reported in accordance with the Laws of Australian Football. He/she cannot be replaced for ten (10) minutes.

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

9.1. YOUTH & YOUTH GIRLS FINALS ELIGIBILITY

9.1.1. A player must play four (4) matches, with a minimum of two (2) matches in their respective age group, if qualified for more than one team.

9.1.2. If a player plays more than two-thirds of the scheduled matches in Senior Football they will be ineligible to play in youth or youth girls competition finals in the same season. The player must play in their own respective age group prior to playing in a higher age group or Senior Football.



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