



**AFL Queensland  
Community  
Competitions  
Rules and Regulations**

**2018**

## INTRODUCTION

### Manual

This manual, to be read in conjunction with the AFL Queensland Competitions Reports and Tribunals document (sections 20 & 21), is to be used as a *template* for the administration of all Colts, U/18, Women's and open age Community Competitions managed by AFL Queensland (except for the NEAFL competition), or as otherwise stated. The rules and regulations contained within this document must also be formally adopted by each Affiliate League. Subject to local conditions, Affiliate Leagues may request, and AFL Queensland may approve, rule amendments for each Affiliate League on a case by case basis.

This manual has been designed to provide a basis for consistent and efficient practices. It will not contain solutions to all problems relating to administration but it is intended as a guideline for appropriate procedures for the management of Australian Football competitions.

In regard to the NEAFL competition a separate manual entitled, 'NEAFL, Rules and Regulations' is to be used as the *template* for the administration of the NEAFL competition. For the NEAFL competition, where the NEAFL, Rules and Regulations are silent, these rules and regulations can be applied at the discretion of the NEAFL Operations Manager and the AFL.

For the purpose of these Rules and Regulations "**Affiliate League**" mean a league licensed by AFLQ to manage and conduct Australian Football competitions.

### Standardised Regulations

As part of the AFL's recognition by the Australian Sports Commission as the governing body responsible for the management and development of Australian Football, the AFL is committed to being accountable at the national level for providing all of its Members with technically and ethically sound sport programs, policies and services. The *AFL Member Protection Policy*, located on the AFLQ website ([www.aflq.com.au](http://www.aflq.com.au)), represents the AFL's commitment to the Australian Sports Commission via the *Australian Sports Commission Act 1985 (Commonwealth)* and is formally adopted by the AFL as part of the *Laws of Australian Football*. As the national governing body of Australian Football, this policy is therefore binding upon all Member organisations and individuals.

Relevant AFL community football policies are integrated into this document and the accompanying *AFL Member Protection Policy* document and, unless otherwise stated, are to be adhered to by all Affiliate Leagues and their licensed clubs. Affiliate Leagues may, in writing to AFL Queensland, request for "local rules and regulations" to supersede these rules and regulations in the main body of this document. These "local rules and regulations" will be included in a separate document entitled, 'Affiliate League By-Laws'.

## Penalties

If rules and regulations are not adhered to, a system of penalties will be invoked by the relevant Affiliate League or AFL Queensland. Infringements will incur penalty units that equate to monetary fines.

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## 1.0 AFFILIATION

### 1.1 Affiliation

- a) The game of Australian Rules football is governed by the Australian Football League (AFL) and is patented to the AFL. Entities which seek to play the game and benefit from the support provided by the AFL, must affiliate with the respective AFL State bodies and thereby comply with the associated Rules, Regulations and Laws.
- b) AFL Queensland shall affiliate with the Australian Football League. All Australian Football Leagues in Queensland conducting AFL competitions shall affiliate with AFL Queensland annually. All Australian Football Clubs participating in AFL competitions shall sign a licence agreement with their respective League. All entities (e.g. AFL Queensland Umpires Association & AFL Queensland Masters), associated with the conduct of the game in Queensland, must also affiliate annually with AFL Queensland.
- c) Subject to AFL Queensland approval, where a club has enough players to form two teams in any AFL Queensland or Affiliate League competition, these teams may participate together in the one competition as separate teams e.g. University Blue team and University Black team. In these situations, a separate team lists for each team must be submitted prior to the season and players cannot transfer, other than via the permit system, from one team in a club to the other team in the same club during the season. AFL Queensland reserves the right to deny a club seeking to enter two teams in the same competition if it is deemed detrimental to the competition and its member clubs.
- d) Each Affiliate League is required to pay an annual fee of one hundred dollars (\$100) per licenced senior club as a requirement to affiliate with the AFL and AFL Queensland.

### 1.2 Affiliation / Licence Agreements

Affiliation/Licence agreements (*Reference Documents*) must be signed by the League/club president and lodged with AFL Queensland upon the initial registration of that League/club, and then thirty (30) days prior to the commencement of every subsequent season. **(Late lodgement – Penalty 20 units)**

Prior to granting a club licence, AFL Queensland and/or its Affiliate League, at their absolute discretion, will require submission of all or some of the following documents;

- audited finances
- club constitution
- incorporation certificate
- JLT insurance
- office bearers

- current lighting audit
- player contracts / registered players

All clubs must adhere to and abide by the conditions set out in the licence agreement as well as all the match arrangements and regulations required by the League to whom they are Affiliate and where applicable with any other conditions outlined within this document. **(Penalty up to 300 units)**

No club shall be included in the program of home and away matches in any season unless it has entered into an affiliation/licence agreement with AFL Queensland or its Affiliate League in a form approved by AFL Queensland.

Each League shall provide copies of the signed affiliation / licence agreements as follows:

- Upon the first registration of a club with a League, a copy of the League's signed affiliation agreement with AFL Queensland shall be provided to that club prior to the commencement of the season. **(Late lodgement – penalty 20 units)**
- Thirty (30) days prior to the commencement of each playing season a copy of each signed club licence agreement for that year must also be lodged with AFL Queensland. **(Late lodgement – penalty 20 units).**

### **1.3 League Constitution and Office Bearers**

Constitutions provide each League and club with protection against the consequences of liability. Affiliation/License agreements provide Leagues and clubs with the support of the AFL but, in so doing, require Leagues and clubs to comply with the AFL's expectations in relation to the management and playing of the game.

Each Affiliate League shall adopt and keep in force a proper constitution to be approved by AFL Queensland, and shall be incorporated under the laws of the Commonwealth of Australia. Such constitutions shall, inter alia, contain provisions for the holding of an Annual General Meeting on a date no later than December 31<sup>st</sup> prior to the forthcoming season.

Each League shall provide to AFL Queensland, upon the holding of each Annual General Meeting, a copy of the new office bearers of the League and of all of the clubs Affiliate with its League by 15 January of the forthcoming playing season.

### **1.4 Club Constitution and Office Bearers**

Each club shall adopt and keep in force a proper constitution to be approved by AFL Queensland or its Affiliate League for the regulation and control of such club, and shall be incorporated under the provisions of the laws of the Commonwealth of Australia.



Club constitutions shall, inter alia, contain provisions for the holding of an Annual General Meeting on a date not later than fourteen (14) days before their League's Annual General Meeting of the season or 31st of December whichever comes first. Each club, when required by their League to do so, shall also forward to the secretary of the League a copy of its constitution then in force *and* each club shall provide to its relevant League, upon the holding of its Annual General Meeting, a copy of the new office bearers of the club.

### **1.5 Season**

The football season shall commence and shall conclude on such dates in each year as AFL Queensland and the Affiliate Leagues may decide for that competition.

### **1.6 Competition Structure**

A season of home and away matches shall be played in accordance with the program and competition structure determined by and at the absolute discretion of AFL Queensland or its Affiliate Leagues. In all matches, four (4) points shall be awarded for a win and two (2) points for a tie. In the event of two (2) or more clubs finishing level on points at the end of the home and away season, rule 10.7 of the Laws of Australian Football 2018 shall apply in determining which clubs advance to the finals.

### **1.7 Admission of Clubs/Teams**

Leagues Affiliate with AFL Queensland shall admit clubs/teams to its membership only on the following conditions:

- (a) Clubs/Teams, desirous of becoming a member of any AFL Queensland competition or Affiliate League under these rules, shall make application in writing to AFL Queensland and the Affiliate League in which they are applying to participate. The application must be accompanied by payment for the application fees as determined by the relevant League, together with a copy of the club's constitution and a list of office bearers of the club/team.
- (b) Such application shall be dealt with at the next general meeting of the relevant League which will in turn obtain acceptance from AFL Queensland for the club/team to be admitted as a member of the relevant League (*Reference Document - Recommended Criteria for Approving a New Senior Club/Team*).
- (c) Upon acceptance of a club's/team's application, the club/team and all members thereof shall immediately be, in all respects, bound by and conform to the relevant League's rules and regulations/by-laws with which it is now Affiliate and where applicable with details outlined within this document.

## 1.8 Fees and Charges

AFL Queensland and its Affiliate Leagues shall each year have the power, by resolution of the relevant competition management committee, to levy each Affiliate club. Clubs will be advised of all fees and charges prior to the commencement of the season.

In their first year of competition new clubs within a competition and / or clubs which have requested entry into a higher grade competition must pay the half yearly fees prior to the commencement of the season. This does not apply where a club has been elevated through the promotion and relegation system.

Any South-East Queensland (SEQ) QAFL, QFA, QWAFL, QWFA & Colts club that is not fully financial (all costs) by 31 July of the current season will play the balance of the season (or until the debt is paid) for no match points. A maximum thirty (30) day credit period applies to all outstanding debt with 'SEQ' AFL.

Any 'SEQ' AFL club which is not compliant with AFL Queensland's trading terms (un-financial) after the last home and away game of the season will forfeit the position of any seniors, reserves, Colts and/or women's teams in the finals. Their position in the finals will be filled by the club immediately below them on the ladder and other clubs will move up one position accordingly.

Unless approval is provided in writing by the State Football Operations Manager, all debts must be cleared by 31 October. Should any debt carried over without approval as of 1 November, for each month the debt is not cleared four (4) points will be deducted from the following season's match points total. Such deductions will apply to all male and female teams that the club has participating in AFL Queensland senior competitions, inclusive of Colts.

Should the club remain un-financial at the start of the regular season, the club can seek permission from the State Football Operations Manager to continue in the competition, however if such approval is forthcoming and provided in writing, the club will play for no premiership points until the club's financial situation is compliant with the requirements of AFL Queensland. Games played under these conditions will be treated as a forfeit as per the Laws of Australian Football 2018, however to ensure the opposing club is not disadvantaged, votes and goal kickers for the opposing team shall still count towards end of season results.

At the discretion of the State Football Operations Manager, un-financial clubs may be permitted to enter into a 'debt payment plan'. To enter a 'debt payment plan' a minimum of 50% of the debt must be paid up front. Any such arrangement must be in place prior to 30 June or the commencement of the season, depending on the circumstances as defined above, and completed by 31 October.

AFL Queensland operates a compulsory 'direct debit' system for all QAFL club fees and charges. All licenced QAFL clubs are required to complete the 'Direct Debit Request' form (*Reference Documents*).

This is not an optional condition. Any 'Amendments by You' [item 3 'Direct Debit Request Service Agreement' (*Reference Documents*)] which terminate the agreement or stop/defer a debit payment will result in immediate termination of membership with AFL Queensland.

## 1.9 Other Matters

Any matter of any kind whatsoever not dealt with or provided for in these rules and regulations may be dealt with in such manner as AFL Queensland or the Affiliate League deems fit.

## 2.0 TRANSFERS AND REGISTRATION

### 2.1 Registration / Permission to Play

***This section must be read in conjunction with the AFL National Player Transfer Regulations, and the Australian Football Player and Official National Deregistration Policy, (posted on the AFL Queensland website, Policy, Rules and Regulations section).***

Any person, desiring to play with an AFL Queensland club for any season of competition, must be registered on-line with SportsTG each year. If the application is granted, the registration to play shall remain in force until such time the player has been granted a clearance by the club with which they were registered with, to any other club, League or association, or until such time as a period of twenty-four (24) calendar months shall have elapsed from the date on which the player last played competition football for the club with which he had been registered to play. Playing an unregistered and/or suspended player will result in a severe penalty, as determined by AFL Queensland or Affiliate League, which may include the loss of premiership points for the game in which the unregistered/suspended player participated. **(Penalty 100 units and Sanction)**

No male player can play in an AFL Queensland or Affiliate League senior competition unless they have turned 15 years of age. The AFL Queensland State Football Operations Manager may, at his/her discretion, provide an exemption in special circumstances. Such exemption must be provided for in writing to the club. Playing an underage player will result in a severe penalty as determined by AFL Queensland or Affiliate League, which may include the loss of premiership points for the game in which the underage player participated. **(Penalty 100 points and Sanction)**

The minimum age that a female player can play in an AFL Queensland or Affiliate League senior women's competition is they must be turning 17 years of age in the year of competition. However, there are competition specific limitations to the number of minimum age players a QWAFL and QWFA Division 1 & 2 team can play each week. Refer rule 10.2.4 of this document. The AFL Queensland State Football Operations Manager may, at his/her discretion, provide an exemption in exceptional circumstances. Such exemption must be provided for in writing to the club. Playing an underage player

will result in a severe penalty, as determined by AFL Queensland or Affiliate League, which may include the loss of premiership points for the game in which the underage player participated (**Penalty 100 points and Sanction**)

Affiliate Leagues may seek permission from AFL Queensland's State Football Operations Manager to lower the eligible age. Such request should be made in writing and any approval must be in writing.

Note: In the event a club loses its premiership points for playing an underage, unregistered or suspended player, the four points will be awarded to the opposing team who competed in the game in which the breach occurred. The score line will be treated as a forfeit as per the Laws of Australian Football 2018, however goal kicking and best and fairest votes for the opposing team shall remain as recorded in the game.

Due to revised Privacy Laws the 'bulk registration' and 'annual roll over' systems are no longer available on SportsTG. For each AFL season, players must complete an on-line registration to be eligible to play in any AFL Queensland competition.

The competition management shall record each registration in a proper manner. A registration shall not be valid if a player is under the age of 18, unless the registration has been endorsed by a parent or legal guardian of the player, signifying consent to play. All new registrations require photo ID to be uploaded at the time of registration.

Dual registrations are not permitted in Queensland.

Subject to the QWAFL List Management Rules set at out at rule 12.0, any player eligible to move between QWAFL and QWFA for the duration of the season, may do so through a Type 2 Local Interchange Permit. However, the relevant finals eligibility requirements will always prevail.

For the movement of players between NEAFL and QAFL clubs, refer to the NEAFL 'Player Interchange Agreement' posted in the Policies Rules and Regulations section of the AFL Queensland website.

Under 16 players can play Colts, U18 or any grade of senior football for the entire season under a Type 2 Local Interchange permit. However, to play finals football players must satisfy the respective finals eligibility requirements for which they are participating in.

Any player registered with an AFL Queensland Affiliate club that disbands, fails to affiliate with, or has its membership terminated by AFL Queensland shall be free to register with any other Affiliate club without first having to obtain a clearance from his original club. However, it will be necessary to submit a clearance application for the first year after the club ceases to be a member of the League. This will enable the League to keep track of the players from the non-member club.

Players and officials may be deregistered in accordance with the conditions for deregistration contained in the *Australian Football Player and Official National Deregistration Policy*, located on the AFL Queensland website ([www.aflq.com.au](http://www.aflq.com.au)). The sixteen (16) match, in total, suspension criteria for deregistration only applies to suspensions resulting from reportable offences as per the Laws of Australian Football 2018. Any suspensions received prior to turning the age of sixteen (16) will not count toward the suspension criteria for deregistration in senior competitions.

#### Contracted Players

At every level of competition, a copy of the contracts of all contracted players must be provided to AFL Queensland no later than seven (7) days prior to the club's first game of the season. **(Penalty 30 Units)**

## **2.2 Procedures for Clearance Application**

All applications for clearances shall be lodged with AFL Queensland or its Affiliate League using the online transfer/clearance system. In the instance that clubs are seeking clearances for players from Leagues that are not aligned with the AFL SportsTG system, all applications for clearances shall be lodged with AFL Queensland or its Affiliate League using the on-line system.

Transferor clubs/Leagues have six (6) business days to process clearances. Non-response in the required time frame will 'time-out' the application and the player will be automatically cleared.

#### Transfer Process – Online (AFL SportsTG)

A player transfer must be initiated by the destination club by logging into AFL SportsTG and submitting a player transfer request.

Once the request has been submitted a simple process is completed by the player's original (former) club and the League.

Leagues can navigate down to club level to initiate transfers if required; they can also view all transfers that have been entered online by their clubs. This allows them to monitor transfers entered by member clubs and process the transfers that are 'Awaiting Approval'.

Once the destination club fulfils the final steps in the process the player's record will appear within their database with the player's record changed to 'inactive' and 'read only' in the original (former) club's database.

Each Transfer application shall be confirmed online by the player. If such player is:

- under the age of eighteen (18) years the transfer application shall also be endorsed by the player's parent or guardian - and lodged by the new Affiliate body via AFL SportsTG; the AFL SportsTG system will automatically forward the application, or official notification of the application, to the former Affiliate body/club.

- transferring to a new Affiliate body, the new Affiliate body via AFL SportsTG notifies the former Affiliate body of the transfer application and the player's tribunal history is automatically sent to the new Affiliate body via AFL SportsTG system.

The former Affiliate body notifies the former Affiliate club via AFL SportsTG of the transfer application, providing the former Affiliate club with six clear business days to respond.

A new Affiliate body notifying a former Affiliate body of the transfer application electronically must keep a record of the original application that has been confirmed online by the player making application and produce evidence of such original application on demand from the former Affiliate body and/or the State body by no later than 5pm on the next business day following such request.

Such original application is to be retained until at least the end of the first season to which the player seeks application to join the new Affiliate body.

Should any player complete the transfer notification incorrectly, in that he may in fact, despite indicating otherwise, be under disqualification because of a financial misdemeanour or an on-field offence, the relevant League shall deal with the player and club as they deem fit.

#### Transfer Fee

Each League and/or club shall not directly or indirectly receive a monetary amount or any other consideration in respect of or in connection with the transfer of a player to a club competing in the competition conducted by another league.

#### Suspended Players

A player under suspension by the League can transfer to another League whilst under suspension, but cannot transfer again (from the new club) until twenty eight (28) days after the suspension has been completed. Suspended players seeking a transfer from winter competitions, to summer competitions and vice versa, please refer to clause 3.4.2 of the Australian Football League National Player Transfer Regulations and 19.4.4 of the Laws of Australian Football. In relation to Law 19.4.4 (d & e), if a player is suspended in an AFL Queensland competition (inclusive of NEAFL and conducted between 31 March and 30 September) and the suspension has not been completed prior to the player playing in the Northern Territory Football League (NTFL) competition (conducted between 1 October and 31 March) then the 'remaining suspension' must be served in the NTFL prior to playing in the NTFL. The 'remaining suspension' must also then be served in the AFL Queensland competition should the player return to play the following season.

For all situations, the conditions governing a suspension are detailed in section 20.4 'Player Suspensions' of the AFL Queensland Competitions, Reports and Tribunals document.

## 2.3 Clearances / Transfers and Permits

Player transfer periods are between 1 November and 30 November and 1 February and 30 June of each year.

Any player who has played football with an Affiliate club at any time must obtain a clearance/transfer from the club and League with which he/she last played before playing with their new club. Any player not having played during the previous 24 calendar months shall receive an automatic clearance provided they are not under disqualification or bound by contract to their former club and this clearance may be granted at any time during the season. Whilst the clearance is automatic the normal 'Online Request' must be completed and presented.

An "application for transfer" shall be valid and accepted provided it has been approved (AFL SportsTG) by an officer of the club (the transferor club) from which the player has sought a transfer and subsequently recorded by both the transferor and transferee League and endorsed by them.

AFL Queensland or its Affiliate League shall not refuse to endorse an application for transfer which has been approved by the transferor club except if the player making the application; is under suspension, is financially encumbered to AFL Queensland or its Affiliate League and/or, is under 18 years of age and does not have the supporting signature of their parent/guardian.

Once a player's 'destination club' has lodged an "application for transfer" with the transferee League, the League shall record such application and endorse the dates of application and forward it to the transferor League by the first available means of communication (AFL SportsTG) for immediate action and reply. If such application remains unanswered within six (6) business days of despatch for an interstate or intrastate clearance, it shall be deemed to have been answered in the affirmative and AFL Queensland or its Affiliate League shall advise the transferor body that a clearance to play has been granted.

Clubs cannot refuse a player transfer because the player is a 'required player'. A transfer may only be refused by providing clear written evidence under one of the following four (4) criteria, the player:

- Is currently under contract to the club,
- Is indebted to the club when registering with the club,
- Is in possession of club property,
- Wishes to withdraw their transfer application (*Reference Documents - Player Transfer/Withdrawal Form*)

An internal club suspension is not grounds for a club to refuse a player's clearance application, unless it is directly related to one of the above four (4) criteria. However, the nature of an internal club sanction will be taken into consideration by any 'CARD' or 'Appeal' committee appointed to preside over a clearance dispute.

Should negotiations break down between clubs within 14 days of the first clearance refusal based on the above four criteria then, in the case of transfers between NEAFL clubs residing in Queensland, the matter should be referred immediately to the NEAFL Football Operations Manager for mediation. In the event that the matter is still not resolved it will be directed to the CARD (Clearances and Registrations Disputes) committee. Fees are applicable (see rule 2.5, 'Appealing Against a Refused Clearance').

*Note: For transfers between NT Thunder (residing in the Northern Territory) and NEAFL teams (residing in Queensland) the AFL National Player Transfer Regulations for transfers between State Leagues apply.*

In the case of Community Football, a player may appeal to a Clearance and Registrations Dispute (CARD) committee appointed by AFL Queensland or its Affiliate body to have their application reviewed and a determination made. Where it is a local matter, i.e. between clubs within an individual League, such appeals shall be heard initially by that League's CARD committee (the CARD committee may be the Tribunal in the case of Affiliate Leagues). In the event of a dispute concerning the transfer of players between Community Football Leagues in Queensland, AFL Queensland will convene an independent committee to make a determination.

A Club refusing to Transfer a player must provide evidence (written documentation acknowledged by both parties) in order to substantiate the refusal upon request by its affiliate Football Body within three (3) business days of the request. Failure to provide such evidence may result in the Football Body re-opening and approving the Transfer. Failure to do so may be taken into consideration by the CARD committee in any relevant subsequent appeal.

A player who wishes to apply for a transfer from one club to another shall have the destination club lodge an application for such transfer no earlier than the 1st of November and no later than the 30<sup>th</sup> of November or no earlier than the 1st February and no later than the 30<sup>th</sup> June. For any "application for transfer" lodged on or before the 30<sup>th</sup> June and subsequently refused after the 30<sup>th</sup> June, the player has the right of appeal.

Where a player or their partner has genuinely transferred in their full-time employment or full-time study after June 30<sup>th</sup>, the player can make an "application for transfer" if there is still enough home and away games remaining that would allow the player to become eligible to play finals. The clearance application would be subject to a written statement from the relevant employer or education institution, verifying that the player or player's partner has been legitimately transferred in their employment or relocated to commence or continue full time study.

This provision shall apply equally to students whose parent/guardian has been genuinely transferred in their employment. The parent/guardian must provide confirmation of their employment transfer.

For the purpose of these rules, the Affiliate League shall maintain the AFL SportsTG database for:



(a) all registrations issued; and

(b) all “applications for transfer” either inward or outward handled, including the date which they were received, the date on which they were answered and whether they were granted or refused, together with any relevant details.

Notwithstanding all or any of the above rules, a player who transfers from another State to Queensland may make application for a transfer from that State to the club with which they wish to play via AFL SportsTG as directed by AFL Queensland. On lodgement of the application the player may play immediately on the condition that they are neither under suspension nor under contract. A player who has left Queensland to play in another State and who subsequently returns to Queensland (within a 24-month period) will be required to obtain a transfer from the last club with which they played before leaving Queensland.

## **2.4 Appeal Against a Refused Clearance**

A player who has been refused a transfer application may appeal, to the relevant State body independent panel against such refusal, by notice in writing lodged with the State body within ten (10) days of such refused transfer being received by the ‘Destination Club’ Affiliate body.

A player may, if so desired, submit more than one transfer application during the current season and each application shall be dealt with separately although a player may submit one (1) appeal only in any season.

The clubs and players concerned shall each be entitled to representation at the hearing, the number of persons having representation to be limited to the player and their advocate who shall also be the club’s representative and the defendant club’s representative and its advocate.

At the discretion of the League such representation may be by a person who is legally qualified.

No notice of appeal shall be acted upon if lodged after 31 July in any year.

Such appeal shall be heard within a period as determined by State body.

The State body shall inform each affected Affiliate body of the appeal as soon as practical after lodgement by the player of the notice of appeal.

The appellant player/club must lodge a bond of \$550 (inc. GST) made payable to the State body and such bond may be forfeited should the appeal be considered frivolous. A \$275 (inc GST) administrative fee will be retained from the appeal bond.

The appellant player/club must also lodge an intention to appeal in writing on club letterhead, together with the appeal bond and any other documentation required under the AFL National Player Transfer Regulations.

The defendant club must also lodge a bond of \$550 (inc. GST) and such bond may be forfeited should the defence be considered frivolous. A \$275 (inc GST) administrative fee will be retained from the appeal bond.

Should the defendant club fail to lodge its:

- Intention to appeal in writing and on club letterhead with the State body within four days of being notified of the appeal details from the State body, and
- bond of \$550 (inc. GST) with State body within six (6) days of being notified of the appeal details from State body it shall be deemed to have granted the transfer.

In all cases, in reference to the applicable time lines, the State body shall determine the date and time for lodgement of the form/request and/or bond, as the case may be.

The independent panel may regulate the proceedings before it as it deems fit and the decision of the independent panel shall be final and binding on all parties.

## **2.5 Permits**

A player permit system will operate **only** for Leagues Affiliated with AFL Queensland (using the SportsTG system). The permit system does not apply between AFL Queensland and any other State League or their Affiliates. AFL Queensland Affiliate players seeking to transfer from or to another League in another State must obtain a clearance as per section 2.4 of this document and/or in accordance with the requirements of the AFL National Player Transfer Regulations using the online AFL SportsTG transfer system.

The permit system will allow for a player to transfer between clubs without obtaining a clearance from the commencement of the home and away season until the end of the home and away season in the year which the permit was signed. Permitting is not allowed in finals apart from AFL Queensland approved Type 2 and Type 3 permits.

There are three (3) types of permit; match day permit, local interchange and temporary transfer.

### Three Types of Permits

#### **Type 1 – Match Day**

The type 1 permit is used for a player to play with another club on a particular day. All clubs are currently able to apply for these and they are configured nationally for automatic approval. The club requesting

the match day permit must seek written permission from the club (**not the player**) to which the player is registered before submitting this request. Written permission may be in the way of email, text message or other written form.

### **Type 2 – Local Interchange**

The type 2 permit is used for a player to play with another club/team for a period of time, commonly used for youth players to play in senior competitions. All clubs are currently able to apply for these and clubs and leagues are required to give approval.

### **Type 3 – Temporary Transfer**

The type 3 permit is used for a player to play with an interstate club/team for a period of time, commonly used for players moving to and from the NTFL. All clubs are currently able to apply for these and clubs and leagues are required to give approval.

The following conditions will apply:

*Note that unless otherwise stated these conditions only apply to Community Football Competitions.*

- (a) For NEAFL players playing the QAFL please see the NEAFL/QAFL Player Interchange Agreement.
- (b) Permits between AFL Queensland clubs, can be used as needed, however permission for a player to play in a competition that is more than one level below where they are primary registered requires competition manager approval. For a player to qualify for finals they must be registered with the club prior to 30 June. Dual registration is not permitted.
- (c) A player whose primary registered club is that week on a club or competition bye weekend will, if the last game they played for their primary registered club prior to the bye weekend was in a more senior grade, not be permitted to play in a lower division grade on a match day permit on the bye weekend.
- (d) A player who transfers to another club, to attend an educational institution on a full-time and continuous basis or is subject to a 'fly-in, fly-out' work situation may, during official semester vacations/school holidays or when 'at home', receive a permit to play with their immediate former club ('interchange club'), subject to written endorsement from the 'current club', the former club and their respective Leagues.
- (e) The permit application is to be endorsed by those outlined in (b) prior to 1 July in a given year.
- (f) The 'interchange club' in (b) requires approval via AFL SportsTG from the 'current club' and League for each match that the player participates with the 'interchange club'.

- (g) The League to which the 'current club' is a member, issues the permit.
- (h) The permit period lasts until the player ceases their commitments at the educational institution or 'fly-in, fly-out' commitments and is subject to any relevant regulations of any of the parties, including participation in finals.
- (i) Match Day Permits/Transfers Online Requests are to be applied in accordance with the respective League by-laws and it is the responsibility of each League to monitor the application of Match Day Permits/Transfers/Online Requests.

These permit regulations also apply for player movement between Affiliate Leagues and for player movement from junior to senior clubs.

Any club found guilty of breaching the permit regulations will be subject to 2.6.

## **2.6 Players / Clubs Illegally Obtaining Permits or Providing False Information**

A player who gives false information when applying for a transfer and/or on completing a registration, either online or in hardcopy, may be subject to suspension and/or disqualification as determined by AFL Queensland or its Affiliate League to whom such application was made, or a person or body appointed by AFL Queensland or its Affiliate League to exercise that power, and any application granted as a result of such false information shall be void.

If a player obtains a permit illegally, or by means of a false statement, or plays in any way contrary to the permit regulations, a charge may be laid against them by the relevant competition administration.

It's the permitting club's responsibility to ensure that a permitted player is registered in the current season. Playing an unregistered and/or suspended player may result in a severe penalty. Where a club plays a player, who is in breach of these rules such club may be liable to lose premiership points gained and such further penalties as AFL Queensland or its Affiliate League or its appointee(s) shall determine.

**(Penalty 50 to 300 units and Sanction)**

## **2.7 Clearance and Registration**

All AFL Queensland club clearance applications must be accompanied by the player's online registration record for a particular club and that signed registration form and/or online registration record binds the player for twelve months in the State of Queensland irrespective of clearance being granted or not. A player, who has signed a registration form and/or online registration record, and wishes to register with another Queensland club, must seek a clearance first. Lodgement of a registration application with AFL Queensland binds the player to the club nominated irrespective of the date recorded on the registration.

## 2.8 Amalgamation / Merger Club Clearances

In respect of AFL Queensland approved amalgamations or mergers, or the merger of AFL Queensland clubs with a club of another League, players registered with amalgamating or merging clubs shall be deemed automatically to be players of the amalgamated/merged club.

## 2.9 Colts Registration (South East Queensland U18½)

Players must be under 18½ years of age prior to 30 June of the competition year.

Players registered in South East Queensland Colts will be classified as being senior registered.

### Unregistered Players

Clubs found to be playing unregistered players may, at the discretion of AFL Queensland, lose all points in matches that unregistered players have participated. **(Penalty up to 100 units per match and Sanction)**

### Registration Fee

Players may be permitted from U16 to Colts and from Colts to seniors of another club. In these situations, finals eligibility rules for permitted players apply (section 2.5 'Permits').

Players are required to pay only one registration fee per year. This fee should be the registration fee for the lowest grade of competition in which the player plays. In the one season, should an U16 registered player also register and play with a Colts team, then the U16 registration fee is the only fee payable by the player in that season of football. In the one season, should a Colts registered player also register and play with a senior team, then the Colts registration fee is the only fee payable by the player in that season of football.

In the event that an U16 or Colts player is cleared to another club during the season the transferee club should not require the player to pay a registration fee unless the transferor club has not required a registration fee from the player in the first instance.

### Birth Certificates

Clubs must take the responsibility of citing birth certificates and/or school ID before permitting a player to participate in a Colts competition. Any new registration requires photo ID as part of the registration process.

## 2.10 Gambling

### (a) Application

For the purposes of this Rule 2.11:

- (i) **Match** means any Australian football match played between or involving any club participating in a match or league Affiliate with AFL Queensland including without limitation any competition match, practice match, trial match, representative match or exhibition match;
- (ii) **Australian Football Contingency** means any Match or aspect of a Match (as defined in Rule 2.11(a)(i) above) or any contingency related to the relevant AFL Queensland Affiliate League (or leagues) in which a player, coach, Club or Club Official is in any way involved; and
- (iii) **Club Official** means:
  - a. any director or employee (excluding Players) of a club; or
  - b. any other person, whether volunteer or paid, who is engaged by a Club or engaged by a contractor or sub-contractor of a Club:
    - i. to work with, treat, advise or assist a Player or the football department of a Club in relation to participation in or preparation for the Competition and does so on an ongoing or regular basis;
    - ii. to work with, treat, advise or assist a Player or the football department of a Club in relation to participation in or preparation for the Competition and does so on the premises of the Club; or
    - i. to at any time undertake official duties for the Club in connection with the playing of a Match.
- (iv) **Player** means a player registered to play in the Competition.

### (b) Players

The obligations imposed upon a player under this Rule 2.11 are in addition to the obligations of a player under the standard Competition playing contract.

### (c) Corrupt conduct

- (i) A player, coach, club or Club Official must not contrive or attempt to contrive or otherwise influence improperly the result of a Match or an Australian Football Contingency.
- (ii) A player, coach, Club or Club Official must not seek, accept, offer or agree to accept any bribe or reward to contrive or attempt to contrive or otherwise influence improperly the result of any Australian Football Contingency.
- (iii) A player, coach, Club or Club Official must not provide or receive any gift, payment or other benefit (whether of a monetary value or otherwise) in circumstances likely to prejudice the interests or reputation of AFL Queensland or the Competition or to bring the game of Australian Football into disrepute

(d) No Gambling

A player, coach, Club or Club Official must not:

- (i) bet or wager on any Australian Football Contingency;
- (ii) have an interest in any bet or wager, or have someone else place a bet or wager on their behalf on any Australian Football Contingency;
- (iii) facilitate or assist the making of a bet or wager on an Australian Football Contingency; or
- (iv) without the prior permission of AFL Queensland, encourage, induce, advertise or promote betting on an Australian Football Contingency.

The prohibition on gambling under this Rule 2.11(d) includes a prohibition on taking part in tipping exchanges (being an avenue through which tipsters sell their tips online) in respect of Australian Football Contingencies. For the avoidance of doubt, this Rule 2.11(d) does not preclude players, coaches, Clubs and Club Officials from participating in ordinary footy tipping competitions.

(e) Inside information

A player, coach, Club or Club Official must not disclose or provide any information, advice or opinion to any other person about the Teams playing in any Match (including but not limited to, the actual or likely composition of the Team, player injuries, the form of players and tactics), unless the player, coach, Club or Club Official can establish to the satisfaction of AFL Queensland that at least one of the following applies:

- (i) such information was already in the public domain or given in a bona fide media interview; or
- (ii) the information was not provided in any of the following circumstances:
  - a. for the purpose of betting or wagering by any person on an Australian Football Contingency; or
  - b. where it might reasonably be expected that such information may be used for betting or wagering by any person on an Australian Football Contingency; or
  - c. for consideration or reward.

(f) Performance on one's merits

- (i) In relation to any Match, aspect of a Match, or pre-Match planning and tactics, a player, coach or member of the Match Committee must at all times Perform on their merits.
- (ii) No person may induce or encourage any player, coach or member of the Match Committee to breach Rule 2.11(f)(i) for any reason whatsoever.

(g) Notification

- (i) Any player, coach, Club or Club Official who directly or indirectly, formally or informally receives an approach or invitation from any other person to engage in any

conduct prohibited by this Rule, must as soon as practicable, advise and provide a full details of such approach to AFL Queensland.

- (ii) A player, coach, Club, Club Official or any other person must as soon as practicable, advise and provide full details to AFL Queensland of any incident, fact, or matter that comes to their attention that may evidence an offence under this Rule by another party, including (without limitation) approaches or invitations that have been received by any other party to engage in conduct that would amount to a breach of this Rule.

(h) Sanctions

- (i) Any player, coach, Club or Club Official, who does not fully and strictly comply with the provisions of this Rule, shall be dealt with in such manner as AFL Queensland in its absolute discretion thinks fit.
- (ii) AFL Queensland in its absolute discretion impose a penalty on the relevant Club in addition to or in place of a penalty on an individual.

(i) Player Awards

A Club must not conduct any player award that (to its knowledge) is, or may be, subject to an Australian Football Contingency without receiving the prior written approval of AFL Queensland.



## **3.0 MATCH DAYS**

### **3.1 Laws of Australian Football**

Matches shall be played in accordance with the current Laws of Australian Football as determined by the Australian Football League.

### **3.2 Footballs**

Home clubs are responsible for the supply of two (2) Sherrin footballs for all matches. A spare football must be left with the home team Interchange Steward. Suitable footballs of approved endorsement acceptable to the umpires may be used for grades other than QAFL Seniors. For the QAFL competition, home clubs must provide one new ball and three (3) approved balls (1 behind each goal, 1 in play and 1 on the interchange bench) for all matches.

#### Women's Football

Size 4 leather Sherrin footballs shall be used in all open age Women's competitions throughout Queensland.

#### Finals

During the finals series, the respective League will provide footballs for each match.

### **3.3 Stretchers**

This regulation is to be read in conjunction with section 7.3 'Use of Stretcher' of the Laws of Australian Football.

Clubs must ensure a Sports Medicine Australia approved stretcher is available from the interchange bench at home games and that all medical staff are instructed in the correct use of the stretcher.

At double header games, it is the home team's responsibility to provide the stretcher for both matches.

At neutral venues, it is the responsibility of the first mentioned team to provide the stretcher.

#### a) Injured Player Requiring Stretcher

Any player, who is injured during a match and who, in the opinion of the club medical officer, club physiotherapist or club trainer, requires the assistance of a stretcher, shall be attended by accredited club training staff and a stretcher called for as soon as possible so as to ensure the health and safety of the player.

b) Club Medical Personnel

A stretcher may only be called by the accredited (Level 1 Sports Trainer) trainer, club medical officer or club physiotherapist as listed on the official team sheet.

c) Direct Access

If a stretcher is called for, the stretcher must be taken to the injured player by the shortest and most direct route and the player must, as soon as possible upon being attended by the accredited club training staff, leave the arena on the stretcher by the shortest and most direct route. Without limiting the provisions of this rule, a player for whom a stretcher is called must leave the arena immediately upon a direction by a field umpire that the player be so removed unless the club medical officer notifies the field umpire that it would be dangerous to do so. On being removed from the arena, the player shall immediately be taken to the club's dressing room for examination and treatment.

d) Player Not to Resume

A player, for whom a stretcher is called, shall not resume playing for a period of twenty (20) minutes of elapsed time (excluding the quarter-time, half-time and three-quarter time breaks), from the time when the player left the arena, as per the Laws of Australian Football.

e) Interchange Steward to be Notified

Where a player is removed from the arena on a stretcher, the Interchange Steward shall record the time when the player left the arena. A player wishing to resume playing after being removed from the arena on a stretcher shall, subject to the paragraph above, re-enter the playing surface through the interchange gate and the Interchange Steward shall note the time elapsed between the player being removed from and re-entering the playing surface.

f) Stretcher Breaches

If a stretcher is called for and:

- (i) The player for whom the stretcher is called does not leave the arena as soon as possible after being attended by accredited club training staff; or
- (ii) The player for whom the stretcher is called is not removed from the arena immediately upon a direction by a field umpire that the player be so removed save where the club medical officer notifies the field umpire that it would be dangerous to do so; or
- (iii) The stretcher is not taken to the injured player or the injured player is not removed from the arena by the shortest and most direct route; the club may be penalised.

**(Penalty 20 units)**

g) Player Returning To The Field Within The Twenty (20) Minute Period

Where a player resumes playing within a period of twenty (20) minutes of elapsed time (excluding the quarter-time, half-time and three-quarter time breaks) from the time when the player was removed from the arena, the club shall be liable to a penalty. The League may also wish to investigate the matter if it deems the incident to be serious and prejudicial to the best interests of the sport. **(Penalty up to 100 units and Sanction)**

### 3.4 P.A. System

Unless agreed otherwise in writing with AFL Queensland or the relevant Affiliate League, clubs which secure finals games at their home ground must provide a suitable P.A. system for ground announcements.

### 3.5 Ground and Match Reports

Management, administration staff, ground managers, investigation, and other officials/staff/committees of AFL Queensland and its Affiliate Leagues are empowered to file ground and match reports on matches which they attend.

### 3.6 Commencement Times / Late Starts / Match Forfeit

Any club not ready to commence a match within twenty (20) minutes of the time set down for such commencement, shall forfeit the match unless an alternative agreement is reached between the competing clubs and AFL Queensland or its Affiliate League.

Any club, during the course of the season, forfeiting a combined total of three (3) games in the same competition (seniors and reserves constitutes the same competition), may at the absolute discretion of AFL Queensland be excluded immediately from that competition for the remainder of the current season. If any club forfeits two (2) competition games in any grade, seniors, reserves or colts, AFL Queensland will review the club's licence to play in all competitions.

The forfeiting team, for a forfeited game, receives no match points, cannot submit a team sheet and cannot count the game as time served for a player currently under suspension.

In the event that a team receives a forfeit, that team will be awarded the points for the match and shall submit a team sheet for the purpose of finals qualifications. Percentages will be calculated at the end of the home and away season as per the Laws of Australian Football.

Should a club advise AFL Queensland, or an Affiliate League, of a forfeit prior to 9:00am of the Friday preceding the match the point's penalty shall be halved. **(Penalty: Forfeit Men's Senior Match - 200 units; Men's Reserve Grade - 100 units, QWAFL - 200 units; Colts, QWFA & Affiliate League Women - 100 units; - or the cost of the umpires, whichever is greatest value)**

If the commencement of the match is delayed by reason of one or both teams failing to enter the arena by the prescribed starting time, in addition to any other penalties contained in these regulations, such club(s) which fails to enter the arena by the prescribed starting time shall pay to AFL Queensland or its affiliate the following amount:

- |     |   |                                    |
|-----|---|------------------------------------|
| (a) | If the delay exceeds 5 minutes,<br>but is less than 10 minutes    | - <b>penalty of up to 5 units</b>  |
| (b) | If the delay is more than 10 minutes,<br>but less than 15 minutes | - <b>penalty of up to 10 units</b> |
| (c) | If the delay is more than 15 minutes,<br>but less than 20 minutes | - <b>penalty of up to 30 units</b> |

### **3.7 Cancellation of Matches / Incomplete Matches**

Cancellation of any match must be done in consultation with the relevant Competition Manager. AFL Queensland and or the Affiliate League reserve the right to re-schedule cancelled matches in consultation with the competing clubs. Games must be rescheduled within two (2) weeks of the cancelled game and by agreement between AFL Queensland and the two (2) competing clubs. In the event that the competing clubs cannot reach agreement, AFL Queensland or the Affiliate League will re-schedule the game. For the rules governing incomplete matches refer to the Laws of Australian Football.

In the event that AFL Queensland or the Affiliate League determines that it is not possible to re-schedule the match, due to circumstances beyond the control of all parties involved, the result will be a draw with two match points being awarded to each team.

### **3.8 Timekeepers' Duties**

Timekeepers' boxes are to be suitably situated to ensure that timekeepers have an unimpeded view of the entire playing area.

- (a) Duties and powers of timekeepers – refer to the AFL Laws of Australian Football
- (b) Home clubs must provide a timekeeper for all matches in which its teams participate. In the event that the home club cannot provide a timekeeper and the away club agrees to provide a timekeeper no penalty will be applied to the home club. **(Penalty 20 units)**

Some Affiliate Leagues may appoint the home timekeeper only or appoint their own League timekeeper.

(c) Equipment

- (i) Each club shall supply a clock or stopwatch, for the use of its timekeeper.
- (ii) Each ground upon which AFL Queensland or Affiliate League matches are played shall have a siren of a type approved by AFL Queensland or its Affiliate League. The operation of such a siren shall be under the control of the timekeepers appointed for the game. A bell or alternate sounding device shall also be available at each ground for use in an emergency.

(d) Procedure for Sounding Siren – start/end of match and quarters, per the Laws of Australian Football.

- (i) It is the responsibility of each club to ensure that its captain is at the centre circle prior to the two-minute warning siren. **(Penalty 5 units)**
- (ii) Clubs shall be permitted to warm up until the two-minute warning sirens are sounded. Players must move into their field positions immediately following the toss. **(Penalty 5 units)**

(e) Half -Time Senior Game

- (i) With the exception of QAFL seniors, unless stipulated otherwise in competition specific rules, the official allowance of fifteen (15) minutes shall apply. Timekeepers shall sound the warning siren twice at twelve (12) minutes.
- (ii) Any half-time entertainment must cease at the twelve (12) minute warning siren. Any instances of exceeding this time shall be reported to AFL Queensland. **(Penalty 5 units)**
- (iii) The timekeepers shall sound the siren at the official recommencement time. Clubs not ready to start after any interval shall receive a penalty. **(Penalty 5 units)**

(f) Noting Times

The timekeepers shall record on an AFL Queensland timekeeper's card the following times:

- (i) The time when the umpires enter the field – before the match and at half time. The time to be recorded shall be the time an umpire holds up the ball to the timekeepers and shall be recorded to the nearest second.
- (ii) The time when the home team and the visiting team enter the field – before the match and at half time. The time to be recorded shall be the time the first player of the team crosses the boundary line, provided there is a continuous stream of players

entering the field, and shall be recorded to the nearest second. In the event that both teams enter the ground simultaneously, the home timekeeper shall take the time of the visiting team, and the visiting timekeeper shall take the time of the home team.

- (iii) The time at the start of each quarter – the quarter shall start at the bounce of the ball. If the umpire awards a free kick before bouncing the ball at the start of the quarter, the quarter shall start when a player kicks or plays the ball or when the umpire signals to the timekeepers to cease adding time-on whichever shall first occur. The time at the start of the quarter shall be recorded to the nearest second.
- (iv) The time at the end of each quarter – at the completion of each quarter the timekeepers shall sound the siren or bell and shall keep it sounding until a field umpire signifies he or she has heard it by blowing their whistle and holding both arms above their head. The time to be recorded as the finish of each quarter shall be the time which a field umpire signals to the timekeepers that he or she has heard the siren or bell. The time at the end of the quarter shall be recorded to the nearest second. If immediately before hearing the siren, a field umpire is of the opinion that a player should be awarded a free kick or a mark, the field umpire shall signal that play has come to an end and then award the free kick or mark to the player. A free kick will not be awarded where the football has been kicked and, after the field umpire has heard the siren, lands out of bounds on the full.

(g) Sounding the Siren or Bell

The home timekeeper shall have control of the siren or bell, and he shall sound the siren or bell at the appropriate times with the approval of both timekeepers. Before the start of each quarter, the umpire shall consult the timekeepers as to their readiness by holding up the ball. As soon as the timekeepers are ready with their clock they shall signal to the umpire by sounding a long blast on the siren or bell. The field umpire shall then blow his or her whistle and commence the game.

Play in each quarter shall come to an end when *any* one of the field umpires or emergency umpire hear the siren.

At the completion of each quarter the timekeepers shall sound the siren or bell and shall keep sounding it until a field umpire signifies he or she has heard it by blowing his or her whistle and holding both arms above their head.

Note carefully that timekeepers shall not sound the siren to end the quarter while adding time-on.

(h) Adding Time-on

As per the Laws of Australian Football.

(j) Match Duration (Time of Quarters)

QAFL'	20 minutes plus time on
'QAFL' Reserves	25 minutes no time on Finals 17 minutes plus time on
'QFA' Division 1, 2 & 3 Seniors	20 minutes plus time on
'QFA' Division 1, 2 & 3 Reserves	20 minutes no time on Finals 17 minutes plus time on
'QFA' Division 4 & 5	20 minutes no time on (clock stops for yellow / red cards and stretchers). Finals 15 minutes plus time on
QFA Northern Rivers Seniors	20 minutes plus time on
QFA Northern Rivers Reserves	20 Minutes no time on Finals 17 minutes plus time on
Colts – All Competitions	20 minutes no time on Finals 17 minutes plus time on
QWAFL	20 Minutes no time on Finals 17 minutes plus time on
QWFA	15 minutes no time on Finals 13 minutes plus time on
<b>Affiliate Leagues – Recommended only</b>	
Senior Men	20 minutes plus time on
Reserves Men	20 minutes no time on Finals 17 minutes plus time on
Women	15 minutes no time on Finals 13 minutes plus time on

When there are circumstances that result in prolonged delays in matches preceding any QAFL match, time greater than 5 minutes should not be added as senior matches may be following. Timekeepers should consult with team managers and umpires. They should also consult with the team managers and umpires if there are prolonged delays in stand-alone Colts and women's matches.

In situations where teams travelling long distances to games are delayed due to traffic conditions or other exceptional circumstances then the Competition Manager should be

contacted and, if needed, the game re-scheduled.

### 3.9 Official Team Sheet – Players and Officials

#### Official Team Sheet – Players and Officials Listing

- (a) Each club or team shall:
- (i) Complete an official team sheet on the SportsTG system for each and every match in which the club or team participates; and
  - (ii) Hand the completed official team sheet to the field umpires in the umpire's room no later than 30 minutes prior to the scheduled commencement of a match.
  - (iii) In the case of the QAFL/QWAFL competition, submit team sheets (maximum of 26 players) via SportsTG by no later than 10.00 am on the Friday immediately prior to a match round. For QAFL/QWAFL mid-week games the team sheets must be submitted via SportsTG no later than 24 hours prior to the scheduled match time.
  - (v) In the case of the finals, all teams in all competitions must submit team sheets (maximum of 26 players – team of 22 plus 4 emergencies) via SportsTG by no later than 10.00 am on the Friday immediately prior to a match round.
- (b) The official team sheet from each club/team, once received by the field umpires, shall be distributed to the team manager/ football manager and interchange steward of the opposition club or team.
- (c) Unless specified otherwise by AFL Queensland, the official team sheets for all clubs (other than NEAFL clubs) can have up to twenty-two (22) players on the list and must have the full name of all players participating in the match and the names of all other participants in the match for that team, including coaches, trainers, runners, doctors, physiotherapists, water carriers etc. The official team sheet must also indicate the team captain **(Penalty 20 units)**

### 3.10 Interchange Players

- (a) The (four) 4 interchange players may enter the arena prior to the match but must leave the playing arena at the sound of the first series of three sirens which occurs two minutes prior to the commencement of the match. **(Penalty 5 Units)**

*Note: All senior women's teams are permitted to have up to a maximum of six (6) interchange players.*

- (b) A club or team may amend the official team sheet prior to the commencement of a match provided the listed player to be replaced is injured or medically unfit to play. The following conditions apply to any amendment to the official team sheet.



- (i) Where an emergency player replaces a player initially listed on the official team sheet, the amendment to the official team sheet shall be made through the AFL Queensland or Affiliate League field umpires. The opposition team manager shall also be informed of any change, as well as interchange stewards and ground announcers.
- (ii) Any injured or medically unfit player who has been replaced under this rule must immediately leave the arena and not sit on the interchange bench.

### **3.11 Interchange Steward & Operation**

The interchanging of players shall be in accordance with Rule 7 of the Laws of Australian Football and will be managed accordingly by the Interchange steward/s.

The home team must provide an Interchange Steward for each home game. The away team can also elect to have an interchange steward; however, this is not mandatory. **(Penalty 30 units)**

The Interchange Steward/s must wear an interchange high visibility green vest and have yellow and red cards in order to confirm with umpire's rulings made throughout a match. **(Penalty 10 units)**

The interchange area shall be clearly marked in white paint as illustrated in the *Reference Documents – Interchange Gates*.

Interchange Stewards are to be located between the two lines which will be situated in a central position at each ground. No chairs or other objects are permitted inside the boundary fence in any grades. **(Penalty 10 units)**

Each competing team is to provide the Steward/s with a completed team sheet prior to the start of the match. **(Penalty 5 units)**

Should the Steward observe the teams being lined up for the purpose of a head count, they should assist the field umpire if requested.

Where a player does not enter the playing surface as per the Laws of Australian Football, the Interchange Steward and/or field umpire shall report the circumstances to AFL Queensland or its Affiliate League. Time and scores at the time of the breach are to be recorded. The League may determine the matter by way of fine, reversal of match result or other sanction as it deems appropriate. Unless Law 7.3, 'Use of Stretcher' of the Laws of Australian Football, applies, a player, who does not exit the playing surface through the interchange area is unable to re-enter the playing surface for the remainder of the match.

If only the home side supplies an Interchange Steward there will be no discussion regarding complaints about any interchange steward procedure abnormalities received from visiting teams.

The interchange steward is responsible for recording the numbers of;

- players from both teams that start each quarter on the interchange bench;
- any jumper changes during a match;
- players sent off under the yellow or red card system
- players leaving the ground under the blood rule
- players leaving ground on a stretcher or as a result of a stretcher being called
- Any players who are in breach of interchange rules
- Any breach by a runner/s in accordance with rule 3.14 below. **(Penalty 20 units)**

### **3.12 Match Reports**

At the end of a match it is the home club's responsibility to update SportsTG with the final quarter by quarter scores. Both clubs are responsible for updating their own goal kickers and best players. These results must be entered onto SportsTG via the SportsTG website no later than 6pm, or within 90 minutes for any game that concludes after 5.30pm. If there are extenuating circumstances that don't allow these timelines to occur, the home team must immediately notify their respective Competition Manager. **(Penalty 20 Units)**

### **3.13 Player Uniforms**

All player uniforms are to be purchased from officially approved AFL Queensland licensed suppliers (*Reference Documents - Club Official Uniform Order Form*). The AFL Queensland logo is the intellectual property of the AFL and cannot be reproduced by any unlicensed supplier. Any club breaching these regulations by purchasing any AFL Queensland or Affiliate League branded apparel through unlicensed suppliers will be penalised and not permitted to wear this apparel. **(Penalty up to 300 units)**

Any club desiring to alter or vary its colours, uniform, or design and club emblem shall first apply to and obtain the permission of AFL Queensland and its Affiliate League to make such variation or alteration. Affiliate Leagues must advise AFL Queensland of any logo, emblem, or colour change by any affiliated club.

AFL Queensland has the sole rights to the branding of the side of all football shorts throughout Queensland.

The colour of shorts to be worn by each competing team in AFL Queensland competition matches will be determined by AFL Queensland and/or its Affiliate League.

White shorts are to be worn by the away team in all competitions unless approved by the Competition

Manager prior to the commencement of the season. If a club wishes to wear a particular colour of shorts all season, they must make application to the relevant League prior to the commencement of the season.

In the event of a uniform clash, the away team is responsible for arranging an alternative strip. Determination of a clash between teams is at the discretion of the Competition Manager. Clubs are encouraged to contact AFL Queensland or Affiliate League when this situation arises and seek use of alternative jumpers.

It is imperative for the professional presentation of the sport that players are uniformed in AFL Queensland or Affiliate League apparel in the correct colours. **(Penalty 5 units per player in breach)**

All players participating in a match as a registered player of AFL Queensland or its Affiliate League shall wear the number nominated to AFL Queensland or its Affiliate League for the purpose of the football record. Such number shall be of a minimum size of 240mm and to be of a type and attached as directed by AFL Queensland. **(Penalty 10 units per player in breach)**

All visible under garments, bandages, taping and thermal supports must be beige or skin tone of the wearer in colour. **(Penalty 10 units per player in breach)**

#### Protective Equipment

Refer to section 9.0 'Player's Boots, Jewellery and Protective Equipment' of the Laws of Australian Football. The use of any protective equipment including gloves must gain the approval of AFL Queensland prior to being worn in a match.

### **3.14 Runners**

All runners must comply with the rules and regulations as set out herein. The minimum age for a runner in senior men's and senior women's competitions is 15 years of age (must have turned 15).

The runner's sole role is to deliver messages from the coaching staff to players on the ground. The runner must immediately vacate the playing arena once the message has been delivered. The runner must not interfere with the course of play, which includes standing in and filling a space at set plays. As per the AFL Laws of the Australian Football, runners are not allowed inside the 50-metre arc at full back kick-ins or in the centre square at centre bounces. The runner is not permitted to stay on the field and coach or barrack. **(Penalty 10 units)**

If a runner fails to abide by the instruction above or uses foul or abusive language, a free kick may be awarded against that runner's team at the location of the infringement or where the ball is at the time, whichever is the greater penalty.

Runners must be attired as per clothing advised or supplied by AFL Queensland or its Affiliate League

*(Reference Documents – Club Official Uniform Order Form)*. The runner must wear appropriate footwear and socks (football socks are prohibited). Runners may only wear AFL Queensland approved hats. These must be either a white cap with club or AFLQ logo or the club hat in club colours with club logo. Runner's shirts must have the name of the club clearly visible and must be numbered either '1' or '2'. The name of the runner(s) must be shown on the team sheet in the appropriate place. **(Penalty 10 units)**

A runner must not engage in physical contact that may cause or incite injury to any player, official or umpire or initiate physical contact of any nature while conducting his/her duties. Runners shall be reported by the umpires for infringements of this nature or may come under the scrutiny of the ground manager or Affiliate League official. Penalties will then be determined through the appropriate channels. Any penalties incurred by a player acting as a runner shall be viewed as penalties against a player in respect to the AFL Queensland and Affiliates best and fairest awards.

Clubs shall be entitled to use two (2) runners for each grade in AFL Queensland competitions.

For teams with two runners, only one runner from each team will be permitted entry to the playing arena at any one time. Access to and from the playing arena for runners must be through the official interchange area in the same manner players are interchanged. Interchange stewards are to note any infringements relating to the interchanging of runners to and from the playing arena. Field umpires will note any of the above infringements on the post-match paperwork. Where there is only one runner for a team there is no requirement to report to the interchange steward. This runner is also permitted to enter the field directly from the coaches' box area, they do not have to use the interchange area. **(Penalty 20 units)**

Any player, coach or club official that is suspended by an AFL Queensland or Affiliate League tribunal or through the AFL Queensland Set Penalty System, can not act in the capacity as an official club runner, trainer, doctor, physio or water carrier or any other role that requires their name to be on the official team sheet. **(Penalty 100 units and Sanction)**

### **3.15 Water Carriers, Trainers, Medical Officers, Physiotherapists and Coaches**

All water carriers, trainers, medical officers, physiotherapists and coaches must comply with the rules and regulations as set out herein. Any person undertaking a role that requires them to enter the playing field during play or breaks, must be recorded on the official team sheet.

Coaches are to be AFL accredited to the required standard or be in the process of becoming accredited to the required standard. On match day, each team must have an appropriately accredited coach and all assistant coaches must also be accredited. Coaches whom are not accredited will not be allowed to coach after June 30.

Trainers must have the minimum of a Level 1 Sports Trainer qualification or equivalent and be able to

present a copy of their accreditation to the competition manager at the beginning of each year.

During play coaches are to remain in the designated and marked coaches' box area. This area shall not extend beyond a distance of five (5) metres on either side of the coach's box, and no closer than within two (2) metres of the boundary line.

Clubs are allowed to have a combined total of six (6) water carriers and trainers for each match. The minimum age for a person acting as a trainer or water carrier is turning fourteen (14) years of age in the year of competition.

Water carriers and trainers must wear the attire as supplied or directed by AFL Queensland or its Affiliate League, clearly marked with the club's name and it must be numbered (*Reference Documents - Official Uniform Order Form*). The number is to correspond with the number and name on the team sheet. Water carriers have the sole duty to administer water to players. The water carrier must wear black shorts and appropriate footwear and socks (Board shorts, denim shorts and/or football socks prohibited). The wearing of long white cricket type trousers/tracksuit pants or black tights (females only) is acceptable. Appropriate covered footwear and AFL Queensland approved hats (see runner's hats, section 3.14 Runners) must be worn at all times by water carriers. **(Penalty 10 units)**

Water carriers are not permitted to be situated in a defined area fifteen (15) metres on either side of the competing team's coach's box. Where a club only has one runner, the runner can access the field directly from the boundary line in front of coaches' box, where a club has two runners, the runners must use the interchange gates to enter and leave the field. **(Penalty 10 units)**

All club trainers / water carriers must remain behind the boundary line while the game is in progress and only enter the playing arena when there is a clear break in play and away (in 'back play') from the player(s) indirectly or directly involved in the play. Once the ball is back in the centre square the water carriers must leave the field of play by the most direct route. When behind the boundary line it is imperative that the water carrier is up against the fence and in a crouch position. This will enable the boundary umpire to carry out their duties and facilitate clear viewing for any spectators. Water carriers must not throw water bottles to players. **(Penalty 10 units)**

Club trainers / water carriers are not to remain on the playing arena after performing their duties even though there may be a clear break in play. The obvious exception is where a player is injured and requires the attention of the trainer / water carrier. **(Penalty 10 units)**

Club trainers will also wear the pink vests supplied by AFL Queensland or its Affiliate League. These vests should be numbered. **(Penalty 10 units)**

Trainers entering the playing arena for the purpose of attending an injured player must not interfere with the play in any way and must vacate the arena as soon as possible. A trainer / water carrier must not engage in physical contact that may cause or incite injury to any player, official, or umpire or initiate any

physical contact outside the realms of his/her duty of responsibilities. This includes physically restraining players from their own team. Any penalties incurred by a player acting as a trainer / water carrier shall be viewed as penalties against a player in respect to the AFL Queensland or affiliates' awards for fair play.

Trainers / water carriers must not stand inside the 50m arc at full back kick-ins when they are treating a player. Should treatment be necessary during the full back kick-in, the trainer/water carrier should notify the controlling umpire before the kick-in process occurs. A free kick may be given if permission is not received and the trainer/water carrier is deemed to be interfering with play. At all times the common-sense rule should apply to all parties.

If a water carrier or trainer fails to abide by the instruction above, or uses foul or abusive language, a free kick may be awarded against his team at the spot of the infringement or where the ball is at the time, whichever is the greater penalty.

Any sponsorship advertising on any part of the club trainer/water carrier's uniform must be approved by the AFL Queensland or the Affiliate League.

Each club must provide a qualified/accredited sports trainer for all matches. Should any team be unable to provide such person they must advise AFL Queensland or the Affiliate League before midday on the Friday before the game.

### **3.16 Umpiring**

In any match under the control of AFL Queensland or an Affiliate League, where there are adequate numbers of registered/qualified umpires, the field, boundary and goal umpires will be appointed by the AFL Queensland Umpiring Department or Regional Umpiring Manager in Affiliate Leagues. The Regional Umpiring Manager will report to their respective Affiliate League and the AFL Queensland Community Umpiring Development Manager.

Only those umpires who have been registered and accredited or whom are undertaking accreditation with AFL Queensland or an Affiliate League shall be eligible to officiate in matches under the control of AFL Queensland or Affiliate Leagues.

No match should commence with field umpires who are not accredited or undertaking an accreditation course.

Remuneration to be paid to umpires shall be determined from time to time by AFL Queensland or its Affiliate Leagues.

Any umpire who neglects or refuses to attend any meeting of the independent Tribunal of AFL Queensland or an Affiliate League, to which they may have been requested to attend, shall be dealt

with in a manner as determined by the AFL Queensland Community Umpiring Development Manager or the Affiliate League Regional Umpiring Manager.

Any other disciplinary action in relation to umpires will be dealt with by the State Umpiring Manager and/or the Regional Umpiring Manager. The State Umpiring Manager and/or the Regional Umpiring Manager may choose to refer any matter to the League Tribunal or League Investigations Officer to be dealt with in accordance with the relevant Tribunal Guidelines.

### **3.17 Club Appointed Umpires**

Club umpires will only be appointed should there be insufficient numbers of registered and accredited umpires available, or it has been predetermined before the start of the season that club umpires will always be used. Where it has been determined that club umpires are required, each club is responsible for providing a field, goal and boundary umpire. As a minimum, a game will only commence if **both teams** supply a club field and goal umpire. A team that doesn't provide a field and goal umpire shall forfeit the match. If a club fails to provide either a field, goal and boundary umpire they will incur a penalty. **(Penalty up to 100 units)**

Club appointed field umpires (not club boundary and goal umpires) have full power to report any breaches that are contrary to the Laws of Australian Football. Club umpires (field only) can only send players from the playing arena under the yellow and red card system if both club field umpires are in agreement. In the event one umpire wishes to send a player off and the other umpire does not agree, the player shall remain on the field and the matter referred to AFL Queensland or the Affiliate League for investigation post game. Club appointed boundary or goal umpires can advise the field umpire/s if they believe a reportable incident has occurred. The field umpire/s should advise AFL Queensland or the Affiliate League of any such advice and the appropriate investigation shall occur in accordance with applicable rules.

Club appointed umpires must be suitably attired as directed by AFL Queensland or the Affiliate League.

Club appointed umpires must have completed a club umpire's course run by AFL Queensland.

Each club must have a minimum of two (2) accredited club umpires per competition entered.

The minimum age for a club field umpire in a senior competition is 16 (must have turned 16)

The minimum age for a club goal and boundary umpire in a senior competition is 14 (must have turned 14).

### **3.18 Club Criticism**

AFL Queensland and Affiliate League club officials, players and coaches shall not engage in public criticism of umpires and/or AFL Queensland or its Affiliate League. For the purposes of defining public criticism, all social media platforms shall be deemed public. **(Penalty up to 300 units)**

Should any club have concerns regarding umpires, such concerns are to be communicated in writing (on-line) on club letterhead or email and addressed to the relevant Competition Manager.

### **3.19 Umpires Escorts**

Both clubs are responsible for providing one suitably capable umpire escort each for all 'home and away' matches and for all finals games other than Grand Finals. The League will provide umpire escorts for all Grand Final games. Umpire escort armbands are to be worn by the umpire escorts.

Umpire escorts must be 18 years of age or older and capable of undertaking the duties required.

The umpire escort must escort the umpires onto the ground for match commencement, from the ground at half time, onto the ground to commence the second half and from the ground at the completion of the game. They must escort the umpires to the door of the umpires change rooms. For finals matches escorts are required to be on the field with the Umpires during first quarter and third quarter time breaks.

The umpire escorts duty is to protect the umpires from abuse and deter fellow club members and members of the public from possible unnecessary actions.

It is imperative that a competent person is appointed in this important role. Failure to provide an umpire's escort is considered a serious breach. **(Penalty 30 units)**

Note: Goal umpires are entitled to the same protection as field and boundary umpires.

### **3.20 Reported Player / Club Requirement**

Team Managers from both teams **MUST** always attend the Umpires room no later than fifteen (15) minutes after the game to get the 'All Clear'.

Where a player(s) has been reported, the completed report(s) should be made available to the club representative (Team Manager) attending the umpire's room, within fifteen (15) minutes of the conclusion of the match. In extenuating circumstances, as determined by the umpire, notification shall be given by the umpire to the club's representative attending the umpire's room that further time is required to complete the report forms.



As soon as possible, at the completion of the report process with clubs, the reporting umpire is to notify AFL Queensland or Affiliate League of the details of the report and of any matters that are to be referred to the Tribunal.

In situations where the umpire offers a set penalty, upon the offended player's team manager receiving the Set Penalty Form from the umpire, the offended player's club has fifteen (15) minutes to confirm that they either accept or reject the set penalty. Confirmation of acceptance is by way of the player or club representative signing the Set Penalty Form. Should player/club reject the set penalty then the matter is referred to an AFL Queensland or Affiliate League constituted Tribunal.

In cases where the set penalty results from a breach against an opposition player then this player or their representative must attend the umpire's room to confirm that they accept (signature on the set penalty sheet) or reject the set penalty. Should the offended player reject the set penalty then the matter is referred to the Tribunal, even if the offender has accepted the set penalty.

In the event that a player/club requests time to consider a response to the offer of a set penalty, the player/club has until 10.00 am on the next business day following the game in question to advise AFL Queensland or the Affiliate League of its response. AFL Queensland or the Affiliate League will invoke the set penalty if the player/club fails to advise of its intentions prior to the 10.00 am deadline. The same rule shall apply to the aggrieved player/club if they haven't signed the set penalty sheet.

Failure to collect reports from umpires **(Penalty 20 units)**

### **3.21 Change Room Allocation**

On occasions, matches will be played with the team listed first actually playing at a venue other than their own home ground. On these occasions, the team listed first will be allocated the home rooms.

### **3.22 Double Headers**

The host team for any double headers are responsible for the scoreboard operation for all games and ensuring the canteen and other facilities are available. Host teams will be required to provide the match footballs for their match.

### **3.23 Neutral Venue**

Should a match be played on a neutral venue the host team (home game team) will assume responsibility for all home game duties (i.e. supply of footballs, scoreboard attendant, stretcher etc.)

### 3.24 Order Off Law

Except for the QAFL senior competition, in accordance with the rules below the field umpire(s), at their discretion, may send a player off the field in any senior competition in Queensland for the remainder of a match under the red card system. Where the field umpire(s) are not reasonably satisfied in respect of the seriousness of the charge, a yellow card should always be used.

The following applies to the QAFL Reserves, QFA All Divisions, All Colts, QWAFL, QWFA All Divisions and Affiliate League senior men's and women's competitions only.

QAFL Seniors will adhere to the order off law as defined in the Laws of Australian Football.

#### YELLOW CARD

- A yellow card is issued should a player/official be found to have breached the Laws of Australian Football 2018 and given away a free kick in a deliberate, intentional, reckless, or undisciplined manner or behaved in a manner that the umpire believes is detrimental to the game.
- Any player or official reported for an offence as listed under Law 19.2.2, Law 20.2 and Law 20.3 of the Laws of Australian Football must be immediately issued with a yellow card. In a circumstance where the reporting umpire is not a field umpire, the Yellow Card should be issued at the next available opportunity. In this situation, the reporting umpire must notify the field umpire of the report prior to reported person being notified.
- The period of time off the field for a yellow card shall be fifteen (15) minutes of elapsed time. Elapsed time shall pause for quarter time, half time and three quarter time breaks. A player sent off under the yellow card system can be replaced immediately.
- The timekeeper is responsible for recording the fifteen (15) minutes of elapsed time that needs to transpire before a yellow carded player can return to the field of play. Where the timekeeper isn't located close or accessible to the team bench or on the opposite side of the field to the team bench area, the Interchange Steward can be responsible for recording the time.
- The field umpire shall show the yellow card to the offending player, point to the interchange area and escort the player all the way to the interchange area, then show the yellow card to the interchange steward. The Interchange Steward acknowledges the umpires signal (via reciprocal showing of yellow card) and is in charge of ensuring that the "send off" period of elapsed time is fifteen (15) minutes. The interchange steward should make due notation of the players number, time of send-off, and time of return to ground on the provided interchange sheets.

- The player must remain “off the field” for fifteen (15) minutes elapsed time. Elapsed time shall pause for quarter time, half time and three quarter time breaks. Off the field means outside of the boundary line. In order to return to the field of play, players sent off must not cross the line through the interchange area until advised that their send off period has expired. A sent off player is not permitted to enter the field of play during breaks between quarters.
- If a runner is yellow carded they cannot be replaced during the 15 minute period they are to remain off the ground. If a club had two runners on the team sheet, the other runner can continue to act as a runner whilst the other runner is off the ground. A club that only had one runner on the team sheet cannot engage another runner to fill the void for the runner sent off with a yellow card.
- If a player on the interchange bench receives a yellow card, that player must remain off the field for a period of 15 minutes of elapsed time, excluding breaks between quarters.
- An umpire has the right post game to report a player that he/she sent off using a yellow card.

## RED CARD

- At the discretion of the field umpie(s), any player/official reported under an offence as listed in Law 19.2.2, Law 20.2 and Law 20.3 of the Laws of Australian Football may be issued with a red card and sent off for the remainder of the match if the officiating field umpire(s) are of the reasonable opinion the offence was serious in nature. If the reporting umpire is not a field umpire, the reporting umpire should advise the field umpire(s) of their reasons for wanting to issue a red card and the field umpire(s) shall make a decision as to whether a red or yellow card is issued. (To provide clarity, serious in nature means an incident that would be more likely than not to be referred directly to a Tribunal – not a set penalty)
- A player sent off under a red card cannot be replaced for a period of fifteen (15) minutes of elapsed time (excludes breaks between quarters).
- If a player is sent off under a red card, that red card does not apply to any other matches that day unless a player has accepted a Set Penalty prior to participating in another game that day or weekend.
- The umpire will show the offending player a red card and point them to the interchange area and escort the player all the way to the interchange, then show the red card to the Interchange Steward. The Interchange Steward must acknowledge the umpires signal (via reciprocal showing of red card), make due notation on the interchange sheet of the players number and time of offence and begin to time the fifteen (15) minutes of elapsed time (excludes breaks between quarters) that must pass before the sent off player can be replaced by another player.

- The timekeeper is responsible for recording the 15 minutes of elapsed time that needs to transpire before a red carded player can be replaced and for notifying the appropriate team official when the player can be replaced. Any breaks between quarters does not count as elapsed time. Where the timekeeper isn't located in a proximity close or accessible to the team bench or on the opposite side of the field to the team bench area, the Interchange Steward can be responsible for recording the time.
- If a runner is red carded he/she cannot be replaced.
- Any player/official receiving a red card will be reported and a report sheet must be completed by the umpire post-match.
  - A player/official sent off under the red card system must not at any time return to the field of play, including breaks or intervals between quarters.
  - If a player listed on the team sheet is located on the interchange bench and receives a red card, the team for which that player is playing for shall be required to immediately remove a player from the field for a period of 15 minutes of elapsed time, excluding breaks between quarters. The removed player cannot be replaced during this period. The red carded player cannot return to the field for the remainder of that game.
  - Where a non-playing coach receives a red card, the coach must vacate the team bench area immediately spend the remainder of the match in his/her designated change room or they can leave the venue.
  - Where a playing coach receives a red card for a playing offence, they can spend the remainder of the match on the team bench and can give instructions to the runner, but cannot enter the field of play at any of the breaks in play.
  - When a reportable incident occurs, the process for immediate action by the umpire is to apply the procedures contained in section 3.24 'Order-Off Law' of the AFL Queensland Community Competition Rules and Regulations. Note this section of the 'Order-Off Law' does not apply to the QAFL senior competition.
  - Any player that receives two reprimands (through the set penalty system) will automatically receive a one week suspension.

**NOTE:**

- Reports affecting Send Offs of players can be made by any Field, Boundary, Goal or Emergency Field umpire appointed to officiate by the respective umpiring manager or authorised person.
- A player/official that is sent off via a yellow card for fifteen (15) minutes of elapsed time (excludes breaks between quarters) must exit the ground through the interchange area. If they fail to do so

they are not permitted to return to the field of play after fifteen (15) minutes of elapsed playing time but may be replaced by another player.

- Where a sent off player, or their replacement goes back on the field before the penalty has expired, and a count of players has been called, which results in a team having the incorrect number on the field, then such team may be penalised by way of; reverse of match results, annulment of score or part thereof, fine, or censure, as AFL Queensland or the Affiliate League shall consider appropriate.

### **3.25 Set Penalties**

Set penalties and the process associated with reportable offences will be governed by the State and Territory Tribunal Guidelines. To the extent of any inconsistency between the State and Territory Tribunal Guidelines and these Rules or any other AFL Queensland or Affiliate League rules relating to reports or tribunals, the provisions of the State and Territory Tribunal Guidelines will prevail.

AFL Queensland, and its Affiliate Leagues, provides players with an opportunity to accept a set penalty via the set penalty report sheet (*Reference Documents – Set Penalty / Report Sheet*) or via the Match Review Panel for a reportable offence as opposed to having the matter heard by a Tribunal.

The policy to be implemented by all Tribunals is that if a player is offered a set penalty, refuses to accept the set penalty, takes the matter before a Tribunal and the reportable offence is sustained then the Tribunal will be free to apply any sentence it sees fit under the circumstances. If a club does not accept the set penalty and wishes to have it heard by the Tribunal and the Tribunal finds the player guilty, the Tribunal will be free to apply any sentence it sees fit under the circumstances.

If the reported Player or their Club does not accept the Set Penalty and elects to have it heard by the Tribunal, there is a strong likelihood if the charge is sustained that the Tribunal will impose a sanction that exceeds the Set Penalty offered, as the Set Penalty was offered under the premise of an early guilty plea.

There is always an opportunity for a player, who is willing to admit to the conduct which constitutes the report, to come before a Tribunal and enter a plea of guilty and then make submissions as to why the set penalty would have been too harsh given the circumstances. Issues of significant provocation may be relevant to the determination of penalty.

Any player, who comes before the Tribunal and satisfies the Tribunal that the argument they put forward, so far as a reduction of the set penalty offered is concerned, is valid, will receive the benefit of a reduction in penalty. Those players, who come before the Tribunal, plead guilty and put forward an argument that is without merit for a reduction in penalty, are subject to the condition that, the Tribunal will be free to apply any sentence it sees fit under the circumstances.

Where a reported player and their club have accepted the offer of a set penalty but it has been rejected by the opposing club, and therefore referred to the Tribunal, the Tribunal will take into consideration the reported player's admission of guilt and acceptance of the set penalty when deliberating on the matter.

There are no Time Served options available under the Set Penalty system.

### **3.26 Home Ground Responsibilities**

Before game ensure that:

- Ground inspection and necessary forms are completed (sample appendix P)
- All rooms (including umpires) are clean
- Match footballs are given to umpires
- Ground line marking is complete inclusive of interchange area
- A stretcher (approved type – refer section 3.3) is clearly visible at the interchange area
- Goal post padding is in place
- An emergency siren/bell/air horn is on standby
- Scoreboard attendants are in place
- Correct club names are on the scoreboard
- Team sheets are filled out and handed to umpires, opposition team and Interchange Steward/s
- Umpires rooms, visitor's rooms, scoreboard and coaches' boxes are open and ready for game
- The interchange steward(s) is/are in place
- Timekeepers are in place
- Hot water service is on for showers (all change rooms)

During game ensure that:

- Drinks are provided for umpires at all breaks
- Ice is available
- Rooms are secure at all times
- Spare footballs are available

### **3.27 Practice Matches**

No club shall play a practice match without first making application for permission to play such a match and such application must be sanctioned by AFL Queensland or its Affiliate League. An official practice match request form must be lodged with AFL Queensland or its Affiliate League by midday Friday a week prior to the match (*Reference Documents – Practice Match Request Form*).

**Conducting practice matches without prior approval from AFL Queensland or its Affiliate League will be considered a serious breach and will incur a significant penalty.  
(Penalty up to 300 units)**

No club shall play a practice match on their ground unless a pre-season ground inspection has been conducted by AFL Queensland or its Affiliate League. All normal match and ground conditions apply in practice matches e.g. goal post padded, grass mowed, lines clearly marked, team sheets etc.

### **3.28 Match Day Checklist**

A match day checklist as supplied by AFL Queensland's insurer (JLT Sport) must be completed using the online app prior to the commencement of the first game conducted at any venue, on any particular match day. Both competing clubs must sign off on the Match Day Checklist.

## 4.0 GENERAL

### 4.1 Football Record / Publicity

#### QAFL

When requested, all AFL Queensland QAFL clubs must supply a team list and accompanying jumper numbers for the Football Record by no later than seven (7) days prior to the commencement of the season. Clubs should liaise regularly with their Competition Manager if changes to lists/numbers occur.

When requested, each club shall provide, via SportsTG, by no later than 10:00 am on the Friday immediately preceding a fixture or finals round match in which the club is participating or such other day as AFL Queensland may determine, the names of all players selected and the senior team of twenty-two (22) players in position plus four (4) emergencies. No player, outside of the twenty-six (26) named, can participate in the senior grade team for that round. **(Penalty 20 units)**

### 4.2 Admission to Grounds

Admission prices to the public sections of AFL Queensland or Affiliate League grounds will be advised by AFL Queensland or its Affiliate League prior to the commencement of the season.

For competitions directly managed by AFL Queensland in South East Queensland, the maximum home and away games admission prices for 2018 are;

- Adults - five dollars (\$5),
- Concession - two dollars (\$2)
- Under 16 free.

For local council managed grounds, where applicable (e.g. Gold Coast), approval must be gained from council to charge an entry fee.

AFL Queensland will set all finals entry fees for competitions it directly manages. Affiliate Leagues shall set prices for their competitions.

### 4.3 Club Sponsorship

All Affiliate Leagues and clubs are requested to respect existing AFL, AFL Queensland and Affiliate League corporate partners. Affiliate Leagues and Clubs cannot enter arrangements or associate with in conflict with the following sponsors:

- |                         |                           |
|-------------------------|---------------------------|
| a) LRF                  | b) Tribal Sports          |
| c) Explosive Sportswear | d) Sherrin (Black Chrome) |
| e) ISC                  | f) Viv Sports             |



All Affiliate Leagues and clubs are required to seek approval (prior to any new sponsorship agreement) from AFL Queensland if the Affiliate League/club anticipates there may be a conflict of interest.

Signage – Affiliate Leagues and clubs are alerted that, prior to acceptance of a signage agreement for a fence or other advertising backdrop (including goal post padding), they must be certain that AFL Queensland have no agreements with major sponsors restricting such advertising as a conflict of interest.

Any Affiliate League or club who is in breach of a current agreement with the AFLQ or an Affiliate League's major sponsor (as applicable) in respect to promoting and using a competitor companies' product or services may be liable to a penalty. **(Penalty up to 300 units).**

#### **4.4 Club Uniforms**

Each club shall have the right to wear such colours approved by AFL Queensland or its Affiliate League from time to time. No club shall alter its colours without the approval of AFL Queensland or its Affiliate Leagues. *All clubs are required to adhere to the 'AFL Queensland Licensed Suppliers Guidelines posted on the AFL Queensland website under Policies, Rules and Regulations.*

All coaches and officials who, in their roles, venture onto the field must be wearing club uniforms (polos and / or tracksuit tops with AFL Queensland IP). All player polo and tracksuit tops must bear the AFL Queensland logo and the warm up tops that players wear on-field prior to the game must also include AFL Queensland logo.

Refer to the *Reference Documents - Licensed Suppliers Guidelines* for details regarding the size, placement etc. of logos for on and off-field apparel.

AFL Queensland and its Affiliate Leagues reserve the right to nominate the colour of the shorts and jersey worn by the team in the finals series.

The licensed apparel suppliers for 2018 are:

1. LRF
2. Explosive Sportswear
3. ISC
4. Tribal Sports
5. Sherrin (Black Chrome)
6. Viv Sports

The relevant Competition Manager or Affiliate League will determine all playing apparel for competing teams during finals series matches. Unless otherwise determined, one competing team shall wear a home uniform and one team shall wear an alternate uniform approved for away games. Club shorts

shall be allocated to match player jumpers and shall not be necessarily determined as per the home and away season.

Where there is deemed to be a clash of jumpers AFL Queensland will provide a set of jumpers to the scheduled 'away' club or determine the matter as deemed appropriate.

#### **4.5 Committees / Appointed Officers**

##### **(a) Independent Investigator**

AFL Queensland or its Affiliate League may appoint an independent person to investigate any matters which AFL Queensland or the Affiliate League refers to them. This person will have the full backing and support of AFL Queensland and/or the Affiliate League. Their brief will be to gather all relevant facts regarding the matter and give a written report to the State Football Operations Manager or nominee of AFL Queensland, and/or President or nominee of the Affiliate League to help facilitate any further action that needs to be taken.

**The investigator has no power to hand down fines or suspensions. However, the investigator can make recommendations to AFL Queensland or its Affiliate League in respect to appropriate sanctions.**

##### **(b) Independent Tribunal**

An Independent Tribunal, consisting of a minimum of three members who shall not be officials or directors or registered playing members of a club or of an Affiliate League or association club, shall be appointed by AFL Queensland or its Affiliate League. Proxy members who shall not be officials or directors or registered playing members of an AFL Queensland club or an Affiliate League or Affiliate club shall be appointed to the Independent Tribunal and shall act on the Independent Tribunal in the absence of any of its members.

##### **(c) State Selection Committees**

State Selection Committees will consist of a minimum of three appointed members.

The duties of the State Selection Committees shall be:

- (i) To select relevant teams to represent AFL Queensland in all Interstate and Intrastate representative matches.
- (ii) To supply in writing to the State Football Operations Manager, within the times set down from time to time by AFL Queensland, a list of the names and other relevant particulars of all players, including emergencies, selected for training squads, State

teams and/or other representative AFL Queensland teams.

(d) Clearance and Registration Disputes (CARD) Committee

AFL Queensland or its Affiliate League will appoint an independent committee to determine any disputes in regard to clearances and registration. This committee will be referred to as the "Clearance and Registration Disputes (CARD) Committee".

#### **4.6 Coach Accreditation**

All coaches across Queensland, at both junior and senior level, must be accredited to at least Level 1 Senior (Colts – Seniors), Level 1 Youth (Under 12 – Under 17) or Level 1 Junior (Under 8 – Under 11) by June 30 in that year. Accreditation is valid for four years; a course update must be completed after four years to retain the accreditation. For more information regarding coach accreditation contact the Coaching and Volunteers Coordinator at AFL Queensland's head office.

**All clubs are required to complete a coach nomination form and lodge it with the League prior to the commencement of the season** (*Reference Documents – Coach Nomination Form*).

Non-accredited coaches are not permitted to have any official coaching role in AFL Queensland Affiliate competitions post June 30 of each year. **(Penalty 100 units)**

#### **4.7 Umpiring**

Matters relating to the appointment of umpires, standard of umpiring, accreditation of umpires and/or general conduct of umpires, if not able to be dealt with at a local level, should be referred to the following:

- SEQ competitions – State Umpiring Manager
- Affiliate League competitions – Regional Umpire Manager

Breaches of the umpire's Code of Conduct by an umpire will be referred to the State Umpiring Manager. If deemed necessary the State Umpiring Manager, in consultation with the State Football Operations Manager, will organise a disciplinary hearing.

#### **4.8 Attendance at Meetings - Players, Coaches and Officials**

All AFL Queensland Senior competitions - Any player, coach or member of the staff of a club who shall neglect or refuse to attend any meeting of the competition or any meeting of any committee of the competition to which they may have been summoned by not less than twenty-four hours' notice by the Competition Manager, shall be dealt with as the League may think fit – no apologies will be accepted. **(Penalty up to 10 units)**

#### **4.9 Players Expelled or Disqualified**

An AFL Queensland club or Affiliate League club expelling or disqualifying a player shall forward, within one week of such expulsion or disqualification, the name of such player and their address together with particulars of the offence for which they have been expelled or disqualified to the Competition Manager or their Affiliate League equivalent. On receipt of such notice the Competition Manager will inform the player in writing of their expulsion or disqualification and that if they wish to appeal against the decision they must notify AFL Queensland, in writing, of their intention to do so within fourteen days of the date of the said notice.

An Affiliate League disqualifying a player must refer such disqualifications to AFL Queensland for ratification by AFL Queensland. The player shall not be allowed to play with any AFL Queensland Affiliate club until such disqualification is removed by the body which enforced the disqualification or by appeal to AFL Queensland.

No player shall play with or coach any AFL Queensland club or clubs in an Affiliate League while the term of any such expulsion or disqualification lasts. Any player so offending shall be dealt with as AFL Queensland may deem fit.

A record of ratified player expulsions and/or disqualifications will be entered on SportsTG by AFL Queensland or the Affiliate League.

#### **4.10 Melees**

A melee is an incident involving three (3) or more players from each team whom are involved in behaviour which is in breach of the Laws of Australian Football including verbally abusing, grabbing, pushing and/or wrestling opposition players. Players whom are attempting to remove teammates from a melee will not be counted as being involved in a melee. A melee could occur;

- (i) prior to,
- (ii) during (including the quarter time, half time and three-quarter time interval), or
- (iii) following the completion of,

an AFL Queensland or Affiliate League match, and if, in the opinion of AFL Queensland or its Affiliate League, such incident is likely to;

- (a) prejudice the interests or reputation of AFL Queensland or its Affiliate League, or
- (b) prejudice the interests or reputation of the AFL Queensland competition or its Affiliate League competition, or
- (c) bring the game of Australian Football into disrepute,

the club(s) involved in such incident shall be sanctioned by AFL Queensland or its Affiliate League by way of a monetary fine in accordance with the Melee Matrix grading system (**Penalty up to 300 units depending upon the severity of the incident**).

These incidents may not necessarily be referred to the Tribunal.

Any amount payable by a club, under this rule, shall be paid by the club to AFL Queensland or its Affiliate League within 30 days.

Individual players involved in a melee may still be reported under the Laws of Australian Football.

## 5.0 MATCH AND GROUND CONDITIONS

### 5.1 Ground Requirements

AFL Queensland and its Affiliate League will carry out ground inspections prior to the commencement of the season (including practice matches) and detail a report, based on the AFL Queensland Risk Management Policy (AFL Queensland website – Policies, Rules and Regulations), for appropriate action. Clubs are required to abide by the stipulated requirements of ground presentation as detailed by AFL Queensland or its Affiliate League. Any club not complying with the directions given will forfeit the right to have games played at their ground until the facility complies with the required standards. **(Penalty 10 units per breach)**

The following requirements are mandatory in accordance with the criteria set by AFL Queensland:

- Timekeeper's box to be suitably positioned to ensure that timekeepers have an unimpeded view of the entire playing area.
- The sounding device must be adequate enough to be audible at all points of the ground.
- All goal and behind posts must be padded according to the current standards listed in the Laws of Australian Football.

Should any ground be declared unfit for play, as per the guidelines contained in the AFL Queensland Risk Management Policy, then the game will be transferred to the ground of the opposition or another appropriate venue.

The declaration of a ground being unfit for play due to safety matters would not necessarily require consultation. AFL Queensland may inspect a ground at any time and determine whether or not the ground is fit for play.

#### 5.1.1 Ground Hardness

The acceptable Clegg Hammer levels for AFL Grounds are between 80 and 120 gMax. It is recommended that grounds with Clegg Hammer levels above 120 gMax receive remedial attention to reduce the level of ground hardness. A ground will be declared unfit for play if the Clegg Hammer level is 200 gMax or more. AFL Queensland will give a minimum of 3 days-notice prior to a scheduled fixture if a ground is deemed to be unfit for play as a result of Clegg Hammer level testing.

AFL Queensland will notify a club(s) if it intends to test the suitability of the club's ground. Club officials are encouraged to attend the testing with the appointed AFL Queensland staff.

## 5.2 Coaches' Box

Player/Coaches boxes must be situated in an approved recessed position and be enclosed on sides and back to prevent supporter viewing and to accommodate a minimum of six (6) people. The closest portion of a coaches' box to the boundary line should be no closer than four (4) metres from the boundary line. Where there is no permanent coach's box an area conforming to the dimensions and position of a coaches' box should be clearly marked four (4) metres from the boundary line.

The coaches' boxes for opposing teams should be separated by the interchange area plus an extra five (5) to ten (10) metres minimum on either side of the interchange area.

Only persons listed on the team sheet should be in the Player/Coaches' box and/or inside the perimeter fence. Water carriers and trainers (except those attending to an injured player) should not be within fifteen (15) metres of the Player/Coaches' box whilst the match is in progress. **(Penalty 10 units)**.

Players warming up/stretching inside the perimeter fence should do so as far away from the boundary line as possible. This will assist the boundary umpire to make adjudications as to whether the ball is in or out. Players should not stretch within two (2) metres of the boundary line.

During play coaches are to remain in the designated coach's box area which includes; the coaches' box, plus a distance of five (5) metres on either side of the coach's box, and no closer than within two (2) metres of the boundary line.

## 5.3 Scoreboard

The scoreboard must be situated to enable players and spectators clear viewing at all times. Numbers on the board must have a vertical size of at least 50cm. Clubs are responsible for the maintenance and upkeep of names and numbers used on their scoreboards. **(Penalty 10 units)**

Club must provide a minimum of one and no more than two people to operate the scoreboard at any time. The minimum age requirement of a scoreboard attendant is fourteen (14) years of age. **(Penalty 10 units)**

Host teams for any double headers are responsible for the scoreboard operation for both games. The team listed first in the draw is responsible for providing a suitable scoreboard for matches played at any neutral venue. **(Penalty 10 units)**

## 5.4 Boundary Fence Requirements

Unless otherwise approved by AFL Queensland, the perimeter of the playing surface must be enclosed with an approved fence. Where signs are erected there should be no protruding edges and no loose flapping metal. All fences must be in good repair and no pipes or objects are to protrude from any part

of the fence. Appropriate padding should be added to any areas considered of a risk to participant health and safety.

### **5.5 Ground Markings**

Clubs are responsible for the ground markings to be checked prior to the commencement of any play and ensure that all marking lines are complete and clearly defined. All major markings must be in white and must be a minimum of 10cm in width. **(Penalty 10 units)**

All ground markings must conform to the current standards listed in the Laws of Australian Football.

### **5.6 Boundary Line**

The minimum distance between the fence and boundary line will be no less than four (4) metres. It is recommended (if possible) that five (5) metres be used. Any concerns regarding this regulation should be referred to AFL Queensland's State Football Operations Manager.

### **5.7 Ground Lighting**

AFL Queensland, 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).

For insurance purposes, AFL Queensland requires each club to undertake a lighting audit after 1 November each year and submitted to AFL Queensland by no later the 30<sup>th</sup> of January the following year. Clubs require a minimum of 50 lux for training purposes and 100 lux for sanctioned night fixtures. Failure to provide a formal lighting audit will result in clubs not having twilight or evening games scheduled for that year. (Refer AFL Queensland, Ground Lighting Policy at [www.aflq.com.au](http://www.aflq.com.au))

Clubs must also take into consideration the lighting of adjacent areas such as change rooms and car parking facilities, with particular attention to public safety.

### **5.8 Extreme Weather**

For match management guidelines in relation to extreme weather refer to AFL National Extreme Weather Policy and AFL Queensland Lightning Policy on the AFL Queensland website ([www.aflq.com.au](http://www.aflq.com.au)).



## 6.0 FINALS

### 6.1 Finals Eligibility

*While AFL Queensland or the Affiliate League will monitor player finals eligibility, it is ultimately each club's responsibility to check that their players are eligible to play in finals matches. A team that plays an ineligible player in a finals game may forfeit the match and/or be subject to a monetary sanction (Penalty up to 300 units and sanction)*

#### (a) AFL Queensland Managed Competitions

Note: These rules also apply at the discretion of the AFL Queensland State Football Operations Manager.

Finals eligibility between NEAFL and QAFL clubs will be according to the NEAFL Player Interchange Agreement posted on the AFL Queensland website.

#### QAFL, QFA and Affiliate League Seniors

- A player must play a minimum of three (3) home and away games with any team (Colts, Seniors or Reserves) in their registered club to be eligible to play senior finals.

#### QAFL, QFA and Affiliate League competitions with reserves

- A player must play a minimum of three (3) home and away games in the Reserves team, with their registered club to be eligible to play finals.
- If a player has played three (3) or more home and away games in the Senior team, he must have played in at least five (5) home and away games in the reserves to be eligible to play finals.

#### QFA Division 4/5

- A player must play a minimum of three (3) home and away games with the QFA 4/5 team in their registered club to be eligible to play finals.
- If a player has played three (3) or more home and away games in a higher ranked team in the club (Reserves) they must play at least five (5) home and away games in the QFA 4/5 to be eligible to play finals.
- If a player has played ten (10) or more games in higher ranked teams in the club (Reserves) they are not eligible to play finals.
- Unless otherwise approved by the Controlling Body, a player who has played a senior game (not reserves) in a higher division is ineligible to play in Division 4 or 5 for the remainder of the current season including finals.

## QWAFL

- A player must play a minimum of three (3) home and away games with the team she is registered with, or on a Type 2 Permit to, to be eligible to play finals.

## QWFA All Divisions

- To play QWFA finals a player must have played a minimum of three (3) home and away games
- Any QWAFL primary listed player who has played 50% or more of the regular season games at QWAFL level, must play a minimum of 5 games of QWFA to be eligible for QWFA finals.
- Any QWAFL primary listed player who has played less than 50% of the regular season games at QWAFL level, must play a minimum of 3 games at QWFA to be eligible for QWFA finals.

## Affiliate League Senior Female Competitions

- A player must have played at least three (3) home and away games with their registered club to be eligible to play finals

## Colts or U18's

- A player must play a minimum of three (3) home and away games in the Colts /U18's team in their registered club to be eligible to play finals.
- If a player has played three (3) or more home and away games in a higher ranked team in their club (Seniors or Reserves) he must play at least five (5) home and away games in the Colts /U18's to be eligible to play finals.

**When a club has its Senior grade and Reserve grade teams participating in finals on the same weekend, the selection of players in the finals shall be unrestricted, provided a player has participated in at least three (3) home and away matches with any team in their club during the season. Should a club also have a Colts team playing finals on the same weekend, this rule will extend to the Colts competition. This rule does not apply to the QFA 4/5 or QWFA competitions.**

Matches played for Queensland U17s and U18 Lions or Suns Academy teams or as a 'top up' player for an AFL reserves team on the same weekend as a scheduled club match will count, for the purpose of finals eligibility, as reserve grade matches in their registered club, irrespective of which team they normally play in.

On weekends in which both a senior representative match and home and away fixture are scheduled, representative matches will count as a qualifying match for finals eligibility. This is on the understanding that representative players will not play in a home and away fixture that is on the same weekend as the representative match. The games will be credited to the grade in which the player was playing immediately prior to being selected for a State fixture.

(b) Long Term Injury Clause

A player who has missed six (6) or more consecutive games through injury may, provided medical documentation is forwarded to AFL Queensland, be permitted, to play in the finals despite not having qualified for that grade of competition. All applications for use of this agreement must be directed through the Competition Manager and will be at the discretion of the State Football Operations Manager or the Affiliate League. There is no provision for players who miss consecutive matches due to suspension and/or unavailability.

Consideration will only be given to a player with long term injuries when a medical certificate is supplied, the player is registered with that club, and the application is lodged more than fourteen (14) days before that competition's finals. Clubs must apply in writing for AFL Queensland approval.

Consideration will always be given to the competition (e.g. senior or reserves) in which the player was injured whilst playing or the competition last played in before sustaining the injury.

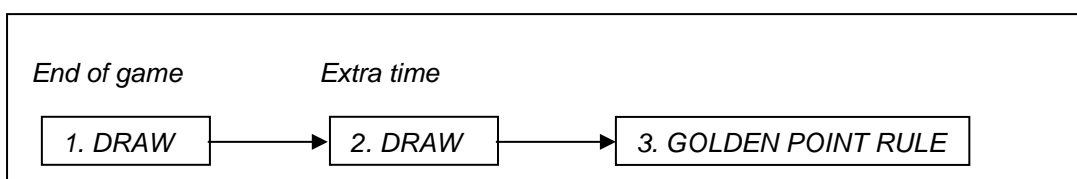
In the event a club has the ability to qualify a player for finals on their return from a long-term injury, consideration will not be given to allowing the long-term injury clause to be used.

## 6.2 Drawn Matches – Finals (including Grand Finals)

In the event of a tied game in any finals match a further ten (10) minutes plus time-on shall be played in 2 x 5 minute halves (teams change ends for the start of each half). Coaches may only address players, as a group, between the end of full time and the start of the 2 x 5 minute (plus time on) 'extra time' period. Teams change straight over after the first five minutes have elapsed. If after the 'extra time' the match is still drawn, the Golden Point Rule will apply. A Six (6) minute break for coach's address is allowed before the commencement of extra time.

### The Golden Point Rule

After the goal umpires have consulted, both teams remain in the positions they were in after the last period finished. The match will recommence from a ball up in the centre of the ground. The time keepers will allow play to continue until the next score when they will sound the siren. The team that scores first is the winner.



### **6.3 Arrangement of Grounds for Finals Series Matches**

The finals series matches shall be played upon such ground or grounds as shall be determined by AFL Queensland or its Affiliate League.

### **6.4 Hosting of Finals – South East Queensland - All Divisions**

The highest ranked teams at the end of the home and away season may, at the discretion of the Competition Manager, host finals during the preliminary weeks of the finals series at their home venue, subject to fulfilling AFL Queensland 'hosting rights' criteria. However, AFL Queensland reserves the right to nominate venues for finals matches at its absolute discretion.

Un-financial clubs will not be considered for hosting finals. If an un-financial club forfeits its right to host a final, AFL Queensland reserves the right to play the game at a neutral venue or at a club venue from within the League provided the venue fulfils AFL Queensland finals 'hosting rights' criteria.

### **6.5 Dressing Room Allocation**

The higher ranked team (at the end of the home & away season) is allocated the home club's dressing room and the lower placed team the visitor's dressing room during the finals series. If a club has both seniors and reserves playing on the same day the teams will share the rooms that would be allocated to the seniors. The allocation of changerooms for Colts will be guided by the placement of senior and reserve grade teams.

### **6.6 Team Uniforms**

AFL Queensland or its Affiliate League shall allocate short colours for all finals matches.

### **6.7 Umpires**

Where emergency field umpires are appointed to finals matches, they shall have the authority to report players, send-off players and pay free kicks against players for major infringements.

## **7.0 REPRESENTATIVE FOOTBALL**

### **7.1 NEAFL / All AFL Queensland competitions / Queensland Under Age Teams**

AFL Queensland shall have first call on the services of players for its representative matches. In the event of any selected player not being able to play, such player may not be permitted to play with their club in that particular round. AFL Queensland will make every endeavour to ensure representative football has minimal impact on season fixturing.

In the event of a NEAFL fixture and a State representative game being played on the same weekend, AFL Queensland will negotiate with the NEAFL clubs, fixtured to play, for the right to include selected players in the State representative team.

If a State representative game is played on the same weekend as a player's club fixtured game, the player's participation in the representative team game counts as a regular season game towards finals eligibility. Where the representative commitment may involve more than one game over a single weekend, then only one game is counted toward club finals eligibility.

### **7.2 Code of Conduct**

All representative players, coaches and officials participating in AFL Queensland sanctioned representative fixtures will be required to adhere to a code of conduct. Any breach of this code of conduct (*Reference Documents – Representative Football Code of Conduct*), or any other codes of conduct specific to the level of representative football and as modified from time to time, may result in disciplinary action

## **8.0 AWARDS**

### **8.1 AFL Merit Awards**

An AFL merit award certificate may be awarded on the recommendation of affiliated bodies to persons who have rendered outstanding service in the interest and development of Australian Football. Nominations should be sent to AFL Queensland's CEO by 30 June of any football season.

### **8.2 Life Membership**

Life membership granted as per the constitutions of AFL Queensland and the Affiliate Leagues.

### **8.3 Grogan Medal and Other Best and Fairest Awards**

In any football season, a player found guilty and suspended for a reportable offence under the Laws of Australian Football shall be ineligible to win the best and fairest award for any competition.

A player found guilty and later determined not guilty on appeal shall be eligible for best and fairest awards.

Any player who is reported and issued with a Reprimand under the Set Penalty system shall remain eligible to win the best and fairest award for any competition.

Best and fairest votes, in all grades, are based on home and away matches and should a player be reported and found guilty in subsequent matches (including finals) of the same season they shall not be deprived of their award, but shall be ruled ineligible for any such awards for the following season. The AFL Queensland best & fairest medal awards are not to be determined on a count-back in the case of tied voting. Medals will be presented to all eligible winners.

## 9.0 SPORTSTG

SportsTG is an AFL managed website and includes a match day management IT system that is used in the AFL Queensland and affiliate competitions.

The major functions of SportsTG are to:

1. Enable clubs to register and transfer players on-line, and
2. Enable clubs to record and disseminate match results and associated information on-line.

It is the responsibility of clubs to manage all lodgement of clearances and registrations on SportsTG.

It is the responsibility of each club to enter their own results on SportsTG, including best players and goal scorers and to ensure team-sheets are entered correctly.

For all senior men's (excluding QFA D4/5) and QWAFL matches, the away team is responsible for undertaking Live Scoring **(Penalty 20 units)**.

It is the responsibility of the home team to ensure the final score for the game is entered correctly.

SportsTG entry tasks need to be completed by both teams on by no later than 5.30 pm on the day of the game or 90 minutes after the finish time if game concludes after 5.30pm. **(Penalty: Up to 20 units)**

Match Day Team Sheets, Results Sheets and Player Game Counts can all be generated using the SportsTG system.

Club administrators can login in with their SportsTG passport login at <https://reg.SportsTG.com>.

Clubs/Leagues needing assistance and/or experiencing problems with SportsTG should contact their Competition Manager.

## **10.0 COMPETITION SPECIFIC RULES & REQUIREMENTS**

### **10.1 Colts (Under 18½)**

#### **10.1.1 Competition Mission Statement**

The purpose of this program is to provide a quality Australian Football experience for under 18½ participants in South East Queensland. Whilst talented players have been adequately catered for in the past, it has been identified that club-based football in this age group requires more of a focus. The program will endeavour to provide a bridge between junior and senior football for all players. It should be acknowledged that participants deserve the opportunity to enjoy the game no matter what their level of skill and development. Some players develop at different rates than others. It is the goal of this program to give all under 18 players the opportunity to reach their full potential.

Key objectives of the Colts competitions are:

- Participation based competitions
- Alignment with Senior football where possible

The program also forms part of AFL Queensland's talent program. It is envisaged that a large percentage of State under 16 players will participate in the Colts competitions. From a talent identification perspective, AFL Queensland's Talent Department does not recognise one Colts competition to be a superior to another, as such clubs should not recruit players from one club to another club to participate in Colts football.

#### **10.1.2 Special arrangements**

##### **(a) Player number equalisation**

If any Colts team has less than twenty (20) players then the game will revert to sixteen (16) per side.

Should a team be able to field only sixteen (16) or less players (less than 14 is a forfeit) the match will continue as 16 per side. To avoid playing games with less than 16 per side, clubs are directed to Rule 2.5 (Permits of the AFL Queensland Community Competitions Rules and Regulations) which allows for the permitting of players on match day.

If a team has only fourteen (14) or fifteen (15) players the opposition may field sixteen (16) players with an interchange of up to six (6) players.

A game cannot start unless team has 14 players. If a team loses players to injury or red cards (yellow not included) and has 11 players or less players on the ground, the match will cease immediately and be declared a forfeit. Should a team start with 14 players and be reduced to 13 or 12 players, the



opposition are not required to reduce playing numbers below 16.

To encourage an inclusive and long-term commitment from players at the Colts level to continue to participate in community football, solely for the purpose of calculating a team's ladder percentage, percentage on games with a margin of greater than 10 goals will be calculated as if the margin was 10 goals. For example:

Final Score:	Team A	15 goals	10 behinds	100 points
	Team B	3 goals	4 behinds	22 points

will be recorded for the purposes of calculation of percentage as:

	Team A	13 goals	4 behinds	82 points
	Team B	3 goals	4 behinds	22 points

## **10.2 QWAFL & QWFA All Divisions**

### **10.2.1 Competition Mission Statements**

#### QWAFL

The Queensland Women's Australian Football League (QWAFL) is the Premier senior female football competition in Queensland, providing development pathways for both players and officials from junior, amateur and social competitions, into representative programs, high performance academies and the national competition.

#### QWFA

The Queensland Women's Football Association (QWFA) is South East Queensland's multi-dimensional senior female competition, providing competition and pathways for players and officials from youth to senior football, amateur to elite competitions and elite to amateur competitions, with the key focus areas being skill development, engagement and enjoyment.

### **10.2.2 Rule modifications**

- (a) A size 4 football is used
- (b) QWFA can play with a minimum of 12 a-side
- (c) Each QWFA team must supply a boundary and goal umpire for each game. The game cannot commence without boundary and goal umpires. In QWFA Division 1, AFL Queensland will appoint one field umpire. The home club must supply one accredited field umpire. In QWFA Division 2 and QWFA Northern Rivers, each club must provide a field, boundary and goal umpire. AFL Queensland will provide umpires for all QWAFL and QWFA finals games.
- (d) Gloves are not permitted to be worn unless approved by the Competition Manager. Umpires will check players' nails prior to the commencement of the match. Any long nails must be cut or taped. If the tape on a player's fingernails becomes loose or falls off, the player will be sent

from the ground until the tape is replaced securely. That player must leave the ground using the interchange and may be replaced by another player through the interchange. It is strongly recommended that players cut their nails rather than tape them.

### **10.2.3 Playing age**

The minimum age to play QWAFL and QWFA Divisions 1 & 2 is turning 17 years of age in the year of competition. However, teams are not permitted to list more than five (5) minimum age players per game on their team sheet.

### **10.2.4 Interchange players**

Up to six (6) interchange players in QWFA and QWAFL are permitted.

### **10.2.5 Player number equalisation**

#### QWAFL

There is no player equalisation rule for QWAFL (State League). Teams will be sixteen (16) a side with provision for six (6) interchange unless otherwise determined by the Competition Manager.

#### QWFA & Affiliate Leagues

- a) The minimum number of players to commence a game in QWFA (all divisions) or Affiliate Leagues is 12 per side. To ensure a game goes ahead where a team may not have 12 players, the opposing team can elect to permit players across on a Type 1 Match Permit.
- b) Player numbers shall be determined by the team that has the least number of players. As an example, if Team A has fourteen (14) players and Team B has seventeen (17) players, the game will be played, based on team A's player numbers, as indicated in the Table 'A' below.
- c) In all QWFA competitions teams can list 22 players on their team sheet. A team may start a game with a minimum of 12 players on the field, in which case the opposition can only have 12 on the field. Should a team be reduced to 10 players or less through injury or red cards, the game will cease immediately and be declared a forfeit. Should a team start with 12 players and be reduced to 11, the opposition are not required to reduce playing numbers below 12.
- d) The absolute minimum number of players for a game of QWFA football is 12 aside. Should player numbers go below eleven (11) through injuries (or red card), the game shall be forfeited, unless players are permitted across.

- c) The field dimensions are as prescribed in the Table 'A' below. Minimum field size allowed being  $\frac{3}{4}$  of the standard field.

**Table 'A'**

<b>Player numbers</b>	<b>Players on field</b>	<b>Interchange players</b>	<b>Field size</b>
12	12	0	$\frac{3}{4}$ field
13	12	1	$\frac{3}{4}$ field
14	12	2	$\frac{3}{4}$ field
15	12	3	$\frac{3}{4}$ field
16	14	2	full field
17 - 22	16	2 - 6	full field

- d) Any player who plays QWAFL is not permitted to play QWFA and vice versa on the same weekend.
- e) Up to six (6) interchange players maximum are permitted. For example, if Team A has fourteen (14) players and Team B has twenty two (22) players, the game will be 14 a-side, with Team B having six (6) bench players. The two players that miss out on the game can be match day permitted to team A.

### **10.2.6 Pregnancy in sport**

AFL Queensland is committed to equal opportunity and avoiding discrimination for all participants, particularly where pregnant women are concerned.

The policies relating to pregnancy in sport are continually updated according to current Federal and State anti-discrimination legislation, developments in medicine, changes to the insurance industry and ethical debate.

All players in the QWAFL and QWFA must sign a player registration form which includes the following information:

- Should the participant be pregnant at the time of registration or become pregnant during the season then the participant should, before making the decision about whether to continue to participate in sport, obtain expert medical advice and obtain a clear understanding of the risks, particularly in regard to AFL.

### 10.2.7 Gender regulation policy

In accordance with the Queensland Anti-Discrimination Act (1991):

- (a) A person may restrict participation in a competitive sporting activity to:
  - (i) either males or females, if the restriction is reasonable having regard to the strength, stamina or physique requirements of the activity; or
  - (ii) people who can effectively compete; or
  - (iii) people of a specified age or age group; or
  - (iv) people with a specific or general impairment.
- (b) Subsection (a) (i) does not apply to sporting activity for children who are less than 12 years of age.
- (c) Subsection (a) does not stop participation in a competitive sporting activity being restricted on the basis of gender identity, if the restriction is reasonable having regard to the strength, stamina or physique requirements of the activity.
- (d) In this section “competitive sporting activity” does not include:
  - (i) the coaching of people engaged in a sporting activity; or
  - (ii) the umpiring or refereeing of a sporting activity; or
  - (iii) the administration of a sporting activity; or
  - (iv) a sporting activity prescribed by regulation.

AFL Queensland will exclude females who reach fourteen (14) years of age as at 1 January in the year of play from playing in any competition that is not a ‘female competition’.

#### Transgender Policy

The legislations which apply to this policy are contained in the Commonwealth legislation entitled, ‘Sex Discrimination Act 1984’ and ‘Queensland Anti-Discrimination Act 1991’.

The regulation is that, whether or not a person is a recognised transgender person (that is, whether or not the person has altered their genitals or gender characteristics so that the person will be identified as a person of the opposite sex), it is not unlawful to prevent such a person playing in a competition which is only available to persons of the opposite sex and where the strength, stamina or physique of the person is relevant to participation in the activity.

There is little doubt that a transgender female would have a significant performance advantage in playing football as a result of previously being a male.

To be eligible to play in the AFL Queensland Women's competition the player must be female, which would not include a gender re-assigned person.

### **10.3 QFA Divisions 1, 2, 3, 4 & 5**

#### **10.3.1 Promotion and Relegation**

Each season the following rules shall apply to the premier and last placed team for each senior competition. The only time a variation will occur is when AFL Queensland believes its necessary in respect to the best interest of the competition/s. An example of this may be an imbalance of teams in one competition to another, in which case promotion or relegation may be withdrawn or amended as required.

Note: If a senior team changes competition its reserve grade team shall always participate in the same competition as its senior team, regardless of ladder position at season's end.

- (a) The premier of QFA D1 shall remain in the QFA D1. The team finishing bottom of the ladder in QFA D1 shall be relegated to QFA D2.
- (b) The premier of QFA D2 shall be promoted QFA D1. The team finishing bottom of the ladder in QFA D2 shall be relegated to QFA D3.
- (c) The premier of QFA D3 shall be promoted QFA D2. The team finishing bottom of the ladder in QFA D3 shall remain in QFA D3
- (d) The premier of QFA D4 shall be remain in QFA D4. The team finishing bottom of the ladder in QFA D4 shall be relegated to QFA D5
- e) The premier of QFA D5 shall be promoted QFA D4. The team finishing bottom of the ladder in QFA D5 shall remain in QFA D5.

In the event a team that is promoted or relegated at the end of the season (as outline above) disbands before the start of next season, AFL Queensland reserves the right to make any decisions on the makeup of competitions and the clubs that sit within each competition that it believes is in the best interest of the competition/s.

### **10.4 QFA Divisions 4 & 5**

#### **10.4.1 Player Eligibility**

Any player who has played a senior game (not reserves) in a higher division is ineligible to play in Division 4 or 5 for the remainder of the current season. Exemptions to this rule may be granted where

there are extenuating circumstances. Any exemption request must be made in writing to the Competition Manager and approval must be forthcoming in writing before the player can take the field.

## 11.0 QAFL PLAYER POINTS SYSTEM

At the commencement of the 2014 season AFL Queensland adopted the 'Player Points System' (appendix L) for the South-East Queensland QAFL competition. This will continue in 2018.

It will be the responsibility of to the Competition Manager to allocate the appropriate points (*Reference Documents – QAFL Player Points System*) to each player at the time of registration. AFL Queensland will review the point allocation for each club prior to the start of the season. Any player or club found to be giving false information to AFL Queensland will be sanctioned at the discretion of AFL Queensland.  
**(Penalty up to 300 units)**

There is no salary cap or other community club sustainability system for QAFL or any other AFL Queensland managed competition, however, AFL Queensland reserves the right to introduce a salary cap or other community club sustainability system prior to the commencement of any season. In the event of the introduction of a salary cap or other community club sustainability system AFL Queensland will amend its rules accordingly.

## 12.0 QWAFL List Management Rules

The following rules shall apply for all QWAFL clubs.

### 12.1.1 Team Lists Requirements / Player Movement Rules

- a) Each club can sign up to a maximum of 30 primary listed players and 6 rookie listed players.
- b) Clubs can only name players on their team sheet who are primary or rookie listed
- c) All teams must have a minimum of 1 rookie on their team sheet for every game (including finals)
- d) All rookie listed players must play a minimum of 2 games during the home and away season.
- e) To be eligible to play finals, rookies must have played three (3) regular season games
- f) Any player who plays QWAFL cannot play QWFA Division 1 or 2 on the same weekend
- g) Clubs who have exhausted all primary and rookie listed players and do not have sufficient players to field a team, may seek permission from AFL Queensland to utilise a QWFA Division 1 or 2 player on a Type 1 Match Day Permit.
- h) For clubs that have a QWAFL team and a QWFA Division 1 team, if on the same weekend the QWAFL club has a bye and QWFA D1 is playing, only a maximum of 4 primary listed players that played the week prior in QWAFL can play for the QWFA D1

team during the bye period. All other listed players can play QWFA during the bye. The bye period includes any competition byes.

- i) QWAFL listed players who are on a Type 2 Local Interchange Permit to another QWFA club, may play without restriction for their QWFA D1 club when their QWAFL club has a bye or there is competition bye.

#### 12.1.2 List Lodgements

- a) Ten business days prior to a team's first regular season game of the year, the club will be required to lodge their first list of primary and rookie listed players
- b) A club can make unlimited additions or deletions to their primary or rookie lists in their first 4 games. AFL Queensland must be advised in writing every time a list change is made during this period.
- c) Clubs must make their second list lodgement to AFL Queensland two (2) business days prior to their fifth regular season game. No further changes to the list can occur until final list lodgements, which are required between June 20<sup>th</sup> and June 22<sup>nd</sup>.

#### 12.1.3 Primary Listed Players

- a) A club can sign up to a maximum of thirty (30) primary listed players.
- b) The minimum age of a primary listed player is turning seventeen (17) in calendar year of competition
- c) Primary listed players can play QWFA Division 1 if not playing QWAFL – they cannot play QWAFL and QWFA on the same weekend
- d) Every primary listed player must nominate a club in QWFA Division 1 who they can play for when not selected to play QWAFL. The player will be on a Type 2 Local Interchange permit to the QWFA Division 1 club for the duration of the season
- e) Primary listed players cannot play QWFA Division 2
- f) A player who has their primary registration with a QWFA Division 1 club, can be primary listed by a QWAFL club (with the player's consent). Such players will be on a Type 2 Local Interchange Permit to the QWAFL club for the duration of the season
- g) All players must adhere to the relevant finals qualification rules to eligible to participate in finals

#### 12.1.4 Rookie Listed Players

- a) Each club must sign a minimum of three (3) rookie listed players and no more than six (6).
- b) The minimum age for a rookie listed player is turning 17 years of age in the calendar year of competition and the maximum age is 20 and under - they cannot turn 21 in the calendar year of competition
- c) A minimum of three (3) rookies must have their primary registration with the QWAFL club. Primary registered rookies must nominate a club in QWFA Division 1 or 2 and they will be on a Type 2 Local Interchange Permit to that club for the duration of the season. Such players can play with a QWFA Division 1 or 2 club when not playing QWAFL.
- d) Once a club has three (3) rookies primary registered, they may list a further three (3) rookies

who have their primary registration with a QWFA Division 1 or 2 club. Such players will be on a Type 2 Local Interchange Permit to the QWAFL club.

#### 12.1.5 Finals Eligibility QWAFL & QWFA

- a) Any QWAFL primary listed player who has played more than 50% of the regular season games at QWAFL level, must play a minimum of 5 games at QWFA to be eligible for QWFA finals.
- b) Any QWAFL primary listed player who has played less than 50% of the regular season games at QWAFL level, must play a minimum of 3 games at QWFA to be eligible for QWFA finals.
- c) Any QWAFL listed player who is not selected in the QWAFL team for a finals match, may play a QWFA Division 1 finals game on the same weekend regardless of whether they have met the qualification period. The player can continue to play QWFA whilst their QWAFL team is still playing finals.

#### 12.1.6 AFLW Primary Listed Players

- a) Any AFLW primary listed player who was registered with a QWAFL club in 2017 (**Prior Registered AFLW Listed Player**) is permitted to play with that club in the 2018 QWAFL.
- b) A club wishing to sign an AFLW listed player (new or cleared) that is not a Prior Registered AFLW Player of that club, may do if they meet the following criteria:
  - i. Have 0 to 2 Prior Registered AFLW Players = can sign up to 5 additional AFLW listed players
  - ii. Have 3 or 4 Prior Registered AFLW Player = can sign up to 3 additional AFLW listed players
  - iii. Have 5 or 6 Prior Registered AFLW Players = can sign up to 2 additional AFLW listed players
  - iv. Have 7 or more Prior Registered Players listed = can sign 1 new AFLW listed player
- c) If a club has a Prior Registered AFLW Listed Player but elects not to sign her to play in 2018 at the first list lodgement date, however chooses to sign her prior to the final list lodgement date, then:
  - i. that Prior Registered Player will be permitted to remain on the list; and
  - ii. if the club no longer meets the limits under clause (b), then new AFLW listed players must be removed from the list until the club is within the limited under clause (b).



## 13.0 FINES / PENALTY UNITS SYSTEM

### 13.1 Penalties

Listed below are details of fines that apply:

RULE / SECTION	PENALTY UNITS
<b>Affiliation (2.1)</b>	
Late lodgement of licence / affiliation agreements	20
Failure to provide new club with copy of League/AFL Queensland	20
Affiliation agreement	20
Failure by club to observe, obey or comply with the League constitution or rules and regulations	Up to 300
<b>Registration (2.0)</b>	
Unregistered player (2.1 & 2.1)	100 & sanction
Failure to submit contract for any contracted player (2.1)	30
Playing under age player in senior football (2.1)	100 & sanction
Any club found guilty of breaching the permit regulations 2.5)	Up to 100 & sanction
Playing player not cleared or permitted (2.6)	50 to 300 & sanction
Player playing or training for another club while awaiting clearance or permission not granted or giving false information (2.7)	50 to 300
Unregistered Colts player (2.9)	Up to 100 & sanction
<b>Stretcher Breaches (3.0)</b>	
Failing to leave the ground through most direct route (f) (iii)	20
Returning to the field early (g)	Up to 100 & sanction
<b>Forfeit (3.6)</b>	
All Senior Men's and QWAFL matches	200
All Reserve grade, QWFA Competitions, Colts & Affiliate League women <i>(For all comp forfeits - Or the cost of the umpires, whichever is greatest) (the above penalties decrease by 50% if notification of forfeits is received by the Competition Manager by 9am on the day prior to the game)</i>	100
<b>Late Start (3.6)</b>	
Delay exceeds 5 minutes but is less than 10 minutes	5
Delay is more than 10 minutes but less than 15 minutes	10

Delay is not less than 15 minutes and no more than 20 minutes	30
Club not ready to start after any break [section 3.8 (e) ii]	5
<b>Timekeepers (3.8)</b>	
Failure to provide a timekeeper (b)	20
<b>Team Sheet (section 3.9)</b>	
Player not on the team sheet	20
<b>Toss of coin (section 3.8 (d) i, ii)</b>	
Captain not at toss of coin after 2-minute warning	5
Players not in position after toss of coin	5
<b>Half time entertainment [section 3.8 (e) (ii)]</b>	
Failure to cease halftime entertainment as indicated	5
Not being ready to resume on time after half time break	5
<b>Interchange (section 3.10)</b>	
Interchange players identified on interchange sheet on field after first series of 3 sirens [section 3.10 (a)]	5
Changes to official team sheet after handed to field umpires prior to commencement of the match [section 3.10 (b)]	10
Incorrect interchange area (3.11)	10
Failure by home club to provide interchange steward or nominated club official to nominate interchange players (3.11)	20
Failure by interchange steward to carry out record keeping (3.11)	20
Interchange steward/s incorrectly attired (3.11)	10
Failure by club to provide interchange steward/s with team list	10
<b>Player Uniforms (section 3.13)</b>	
Uniforms purchased from non-approved AFL Queensland licensed suppliers	Up to 300
Incorrect uniform colours	5 per player breach
Incorrect number size	10
Coloured visible protective apparel, bandages & thermal supports other than light beige in colour	10 per player breach
<b>Runners (section 3.14)</b>	
Runner incorrectly attired / identified	10 per runner
Failure to immediately vacate playing arena once message is delivered	10

More than one runner on ground	20
A suspended player, coach or club official acting as the club runner	100 & sanction
<b>Water-Carriers, Trainers, Medical Officers &amp; Physiotherapists (3.15)</b>	
Incorrectly attired / identified	10
Water carriers situated within 15 metres of coaches' box	10
Trainer / water carrier remaining on playing arena after performing duties	10
Water Carrier throwing water bottle on the field during the game	10
<b>Club Appointed Umpires (3.17)</b>	
Failure to provide a club appointed field, goal or boundary umpire	Up to 100
<b>Club Criticism (3.18)</b>	
Club officials, players and coaches engaging in public criticism of umpires and/or AFL Queensland.	Up to 300
<b>Umpires Escorts (section 3.19)</b>	
Failure to provide an umpire escort / and who is a minimum age of 18	30
<b>Reported player / club requirement (section 3.20)</b>	
Failure to collect umpire reports / get "all clear"	20
<b>Practice Matches (3.27)</b>	
Conducting matches without AFLQ / Affiliate League approval	Up to 300
<b>Football Record / Publicity (4.1)</b>	
Failure to provide team list of 26 players	20
Playing a player not named in the team of 26 players	20
<b>Sponsorship (4.3/4 .4)</b>	
Any club who is in breach of a current agreement with the League's major sponsor in respect to promoting & using other companies' products	Up to 300
Clubs using a non-preferred supplier to reproduce the AFL Queensland logo	Up to 300
<b>Coach Accreditation (4.6)</b>	
Failure to ensure coach/es are appropriately accredited	100
<b>Attendance at meetings (4.8)</b>	
Failure to attend competition / Affiliate League meeting	10

<b>Melees (4.10)</b>	
Involvement in a melee	Up to 300
<b>Ground Requirements (section 5.1)</b>	
Failure to meet any of the ground / facility requirements	10 per breach
<b>Coaches' Box (5.2)</b>	
Water carrier / trainer within 15 metres of coaches' box during match	10
<b>Scoreboard (5.3)</b>	
Failure to provide scoreboard attendant / and of minimum age 14	10
<b>Ground Markings (5.5)</b>	
No ground markings or incorrect ground markings	10
<b>Finals (6.0)</b>	
Playing a player in finals who is ineligible (6.1)	Up to 300 & sanction
<b>SportsTG (9.0)</b>	
Failure to enter results on time	20
Failure by visiting team to undertake live scoring	20
<b>QAFL Player Points System (11.0)</b>	
Player or club guilty of giving false information	Up to 300
<b>Reports and Tribunals (20 – Reports and Tribunals Manual)</b>	
Failure to attend Tribunal at the appointed time (section 20.2)	20

### 13.2 Points Value

The unit value for all AFL Queensland managed competitions and Affiliated Leagues is **\$5 per unit**

## 14.0 REFERENCE DOCUMENTS

The documents listed below and as referenced in these Rules and Regulations, are available on the AFL Queensland website via <http://www.aflq.com.au/policies-rules-and-regulations/>

- Interchange Sheet and Gates (section 3.11)
- Club Official Uniform Order (section 3.13 / 4.4)
- Set Penalty/Report Sheet (section 3.25)
- Affiliates Practice Match Request Form (section 3.27)
- Coach Nomination Form (section 4.6)
- Clearances/Permits (section 2.2 - 2.4)
- Representative Football Code of Conduct (section 7.2)
- Affiliation Agreement (section 1.1)
- Licence Agreement (section 1.2)
- QAFL Player Points System (section 11)
- Direct Debit Request Service Agreement
- Direct Debit Request
- Recommended Criteria for Approving a New Club/Team

