



**AFL QUEENSLAND
STATE JUNIOR &
YOUTH FOOTBALL
RULES AND REGULATIONS**

2021



Philosophy of AFL Queensland Junior & Youth Football

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

AFL Queensland and its Affiliate Leagues will regulate their competitions through the provisions contained herein; these unified rules and regulations, the AFL Australian Football Match Policy for 5 to 18 year olds, AFL Queensland policies, AFL national policies, and AFL and AFL Queensland codes of conduct.

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

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

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

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

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



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1 GENERAL

1.1 SPIRIT OF JUNIOR & YOUTH FOOTBALL

Every participant understands that Football in Queensland is delivered to the Community with the Spirit of the Game in mind.

It is incumbent on every participant irrespective of their place in the game, to ensure that they will:

- (a) Not focus on winning at all costs and understand that the role of Footy4Fun & Youth Football is to foster the development of players, volunteers, umpires, coaches and officials. Learning to win and lose is part of the developmental journey of a participant but must remain secondary to the primary focus of player development.
- (b) Maximise the enjoyment and development of Footy4Fun & Youth footballers.
- (c) Provide our children with a match environment that is safe, fun and fair.
- (d) Ensure that the values which add to the spirit of our game, which include fairness, equality, respect and teamwork are encouraged and celebrated.
- (e) Uphold, promote and protect the Rules, Laws, Codes, Policies and Spirit of the game.
- (f) Not accept poor behaviours around our game and deter practices that undermine our match environments (coaching, playing, volunteering, spectating and umpiring).
- (g) Adhere to any directive issued by the games controlling bodies in the best interests of achieving the above.
- (h) Coaches should adopt an athlete centred coaching philosophy.

1.2 APPLICATION AND INTERPRETATION OF RULES AND REGULATIONS

- 1.2.1** The AFL is recognised by the Australian Sports Commission as the governing body responsible for the management and development of Australian Football. AFL Queensland through its affiliation with AFL must adhere to all relevant rules, regulations and policies of the AFL, as amended from time to time, including but not limited to Laws of Australian Football.
- 1.2.2** All Leagues and Clubs affiliated with AFL Queensland, including their players, officials, parents/guardians and spectators shall be bound by these AFL Queensland State Junior & Youth Football Rules and Regulations, the Laws of Australian Football, the Australian Football Match Policy and the AFL & AFL Queensland policies, rules and regulations. Where these AFL Queensland State Junior Football Rules and Regulations vary from that of the Laws of Australian Football and the AFL & AFL Queensland policies, these AFL Queensland State Junior Football Rules and Regulations apply. On all matters where the AFL Queensland State Junior Football Rules and Regulations are silent, at the discretion of AFL Queensland and its Affiliate Leagues, the AFL rules, regulations and policies and the AFL Queensland policies apply.
- 1.2.3** Affiliate Leagues may, in writing to the Community Football Manager, request for “local rules and regulations” to supersede the rules and regulations in the main body of this document.
- 1.2.4** Where Affiliate Leagues or AFLQ Administered Competitions (excluding SEQ Juniors) have ‘local rules and regulations’ that supersede the rules and regulations in the main body of this document, these will be known as Association By-Laws. Where the Affiliate League or AFLQ Administered Competition Association By-Laws vary from these rules and regulations the Association By-Laws apply. Only Association By-Laws submitted to the Community Football Manager in writing are valid.
- 1.2.5** AFL Queensland may elect to resolve any matter, which is not provided for in these Rules & Regulations and any such resolution shall immediately become an amendment to the Rules & Regulations and shall automatically be included herein.



1.3 DEFINITIONS

1.3.1 In these Rules and Regulations, unless there is something in the subject or context inconsistent therewith, the following expressions will have the following meanings: -

Affiliate League	An incorporated association which is affiliated with AFL Queensland to administer Junior Football competitions
AFLQ	AFL Queensland
AFMP	The “Australian Football Match Policy”
AFLQ Preferred Supplier	A supplier of playing and general apparel that features an AFL Logo in any form that has entered into an agreement with AFLQ
AFLQ Administered Competition	Any Junior Football Competition which is administered directly by AFL Queensland
Association	The area or region as identified in Footyweb with which a player is registered
Association By-Laws	Refers to AFLQ Administered Competition (excluding SEQ Juniors) or Affiliate League amendments or additions to the AFL Queensland State Junior Football Rules and Regulations
Away Team	The second named team for a fixture
Board	Means Affiliate League Board
Bye	A result of having no team to play against in a round of fixture matches due to an uneven number of teams in the competition
Club	Means any club that shall have been granted affiliation by AFL Queensland or its Affiliate League
Competition	Refers to any Footy4Fun, Youth or Youth Girls competition administered by AFL Queensland or an Affiliate League
Competition Manager	The person appointed by AFL Queensland or an Affiliate League to administer competitions
Competition Phases	Introductory – no tackling Development – modified tackling Competition – full tackling
Competition Umpires	Refers to umpires officially appointed by AFL Queensland or its Affiliate League delegate
Finals Match	Means the competition matches that are played at the end of the season home and away fixture to determine the premiership. ‘Finals’ and ‘Final’ shall have the same meaning. Applies to Youth and Youth Girls age groups only
Footyweb	Refers to the online system used to assist in the administration of the Competition. Footyweb is a component of SportsTG
Home Team	The first named team for a fixture
Interchange Area	The area marked on the boundary line through which players must enter or leave the playing surface
Footy4Fun Age Group	Any age group from Under 8 to Under 11
Footy4Fun Competition	Any competition which includes teams in Under 8 to Under 11 age groups
Junior Football	Any Australian Football competition in Queensland for eligible players in Under 8 to Under 17 age groups (male and female)
LOAF	The Laws of Australian Football



Match	The contest of Australian Football played between two teams.
Player	A person who is registered with a club and who trains with or is selected to play with a team
Practice Match	The contest sanctioned by AFL Queensland of Australian Football played between two teams which does not form part of the Season Competition Fixtures or Finals
Registered Age Group	The lowest age group in which a player is permitted to play based on their date of birth
Representative Team	An Australian Football team selected independently of any club to play against a team or teams from another Region, League or State. For the avoidance of doubt, for school football this means Queensland State School teams only.
Representative Player	A player that was selected in the final squad of an Australian Football representative team and listed on an official match team sheet
Round	The matches scheduled to be played as part of the season fixtures that are to be played within a designated time period (generally one weekend)
Season	The period in each year determined by AFLQ in which the Matches set out in 2020 are played
Season Fixtures	The annual schedule of competition fixture matches played between teams in designated competitions issued by the Competition Manager
Senior Football	Any Seniors, Reserves, Colts, or Womens competition
SEQ Juniors	South East Queensland (SEQ) Juniors refers to the combined regions of Brisbane, Sunshine Coast, Gold Coast and Northern Rivers for junior and youth football
Set Penalty	The early plea suspension or disqualification penalty offered to a Person charged with a Reportable Offence.
Team	A group of players that competes against another group of players in sanctioned matches of Australian Football
Team Sheet	The list of players and permitted officials participating in any match
Youth Age Group	Any age group from Under 12 to Under 17
Youth Competition	Any competition which includes mixed and/or male only teams in Under 12 to Under 16 Age Groups
Youth Girls Competition	Any competition which includes female only teams in Under 12 to Under 17 Age Groups



1.4 DISPUTES & APPEALS

- 1.4.1** Should any dispute or objection arise as to the meaning or interpretation of any of these Rules & Regulations, AFLQ or its Affiliate League shall settle such dispute or objection.
- 1.4.2** Clubs are entitled to appeal penalties for a breach of the AFL Queensland State Junior & Youth Football Rules & Regulations or Policies, on the grounds that the penalty provided was not fair and reasonable given the circumstances.
- 1.4.3** REQUEST TO APPEAL
 - 1.4.3.1** A club shall submit a Notice of Appeal form addressed to the Competition Manager requesting to appeal a financial or other penalty within 48 hours of receiving notification of the penalty, accompanied by a \$250 bond. The club must outline why the grounds for the penalty were not fair and reasonable.
- 1.4.4** APPEAL PANEL
 - 1.4.4.1** AFLQ or its Affiliate League will convene an appeal panel to determine whether the penalty was fair and reasonable based on the evidence provided and any new additional evidence provided by the club.
 - 1.4.4.2** AFLQ or Affiliate League Board Members may sit on the appeals panel however they must be independent to the case.
- 1.4.5** APPEAL HEARING
 - 1.4.5.1** If circumstances prevail whereby a hearing must be heard prior to the clubs next match, AFLQ or its Affiliate League will make a reasonable attempt for this to occur.
 - 1.4.5.2** The Appeal Panel may use its full discretion to gather and take into account any relevant evidence in making its determination.
 - 1.4.5.3** A club attending an appeal hearing may be represented by an advocate. An advocate may not be a barrister, solicitor, an agent with a legal qualification, or the relative of the club representative.
- 1.4.6** APPEAL DECISION
 - 1.4.6.1** The appeal panel shall not dismiss any case on grounds of technicality.
 - 1.4.6.2** The decision of the appeal panel must be communicated back to the club within a reasonable period of time after the decision has been made.



2 COMPETITION REGULATIONS

2.1 AFFILIATION

- 2.1.1 All Australian Football Leagues in Queensland conducting AFL competitions shall affiliate with AFLQ annually.
- 2.1.2 All Australian Football Clubs in Queensland and Northern Rivers participating in AFL competitions shall sign a licence agreement with AFLQ or their respective Affiliate League prior to the commencement of every season. This agreement is completed on an 'Application for Licence' form. No Club shall be included in the fixture of a competition until it has entered into a licence agreement with AFLQ or their respective Affiliate League.
- 2.1.3 All other entities associated with the conduct of Australian Football in Queensland (eg. Umpires Association) must also affiliate annually with AFLQ or its Affiliate League by completing an 'Application for Licence' form.
- 2.1.4 Each Affiliate League and Club shall be an incorporated association, unless determined otherwise by the Community Football Manager, and shall adopt, keep current and keep in force a constitution in accordance with relevant State Associations Incorporation Regulations. Each club must provide a current copy of its Constitution and Certificate of Incorporation, if amended, to AFLQ or its Affiliate League.
- 2.1.5 A Club must provide AFLQ or its Affiliate League with the following information as directed: -
- Office Bearer details – Within fourteen (14) days of a Club's Annual General Meeting the club must update the names, e-mail addresses and telephone numbers of the persons appointed to their committee after such positions have been filled, in the 'Club Contacts' section of Sports TG.
 - Annual financial statements and associated reports – If requested by AFLQ the club must provide copies as lodged/to be lodged in accordance with relevant State Associations Incorporation Regulations.
 - Public Liability Certificate of Currency – Following renewal of insurance each year the club must provide a copy of its Certificate of Currency.
 - Ground Availability - Each club must submit their ground allocation & availability on request from the Competition Manager to be used to assist with fixturing. This must be done through the 'Ground Allocation and Availability' online form by the date required by the Competition Manager.
 - Lighting Lux Audit Report – Each club wishing to play fixtures under lights must provide an audit report completed within the previous 24 months of the current season end date, no later than 31st January that year or prior to the commencement of a competition, whichever is the sooner.
 - (a) AFLQ, in accordance with the Australian Standards relating to sports lighting, requires a minimum of an average of 100 lux illumination for competitions 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).
 - (b) Clubs require a minimum of 50 lux for training purposes and Footy4Fun Competitions.

2.2 FOOTBALL SEASON & COMPETITION STRUCTURE

- 2.2.1 The football season shall commence and conclude on such dates in each year as AFLQ or its Affiliate League determines.
- 2.2.2 A season shall be played in accordance with the fixture and competition structure as determined by and at the absolute discretion of AFLQ or its Affiliate League.



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

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

2.2.4 The final position of a team on the Competition Ladder for competitions varies dependent on whether an uneven number of byes exists in the competition.

2.2.4.1 For competitions without a Bye, or with an equal number of byes for all teams in a competition, final position of a team shall be determined by:

1. Premiership Points
2. Percentage For and Against – percentage calculated as the percentage ratio of the cumulative totals of points scored by a team to the cumulative total of points scored against that team as recorded. (NB. Throughout the season if a winning team’s margin exceeds 60 points (10 goals) the team will only be credited with a maximum of 60 points (10 goals) winning margin.)

2.2.4.2 For competitions where teams have an uneven number of Byes, the final position of a team shall be determined by:

1. Percentage Won – Wins against matches played
2. Percentage For and Against – percentage calculated as the percentage ratio of the cumulative totals of points scored by a team to the cumulative total of points scored against that team as recorded. (NB. Throughout the season if a winning team’s margin exceeds 60 points (10 goals) the team will only be credited with a maximum of 60 points (10 goals) winning margin.)

2.3 ADMISSION OF NEW CLUBS

2.3.1 Any new club wishing to become affiliated with AFLQ or its Affiliate League shall:

- (a) Send an application, in writing to the Competition Manager; and
- (b) Accompany the written application with payment of an application fee as determined by AFLQ or the Affiliate League, together with a copy of the Club’s Constitution (or draft Constitution if not yet lodged) and a list of Club Office Bearers.
- (c) Have at least the minimum number of players required to field three (3) teams in three (3) different Footy4Fun age groups, being the age groups stipulated for the season which is to be the new club’s first season.

NB. Exemption maybe sought from the SEQ Competition Manager or Affiliate League to reduce the required number of players/teams needed upon application.

2.3.2 The application shall be reviewed by the SEQ Competition Manager or Affiliate League Board, who may refuse or admit a club at their absolute discretion.



2.4 CLUB RESPONSIBILITY

- 2.4.1 Clubs shall be responsible for the conduct of their office bearers, officials, players, player parents/guardians, members and the spectators who support the club.
- 2.4.2 Any club official, player, player parent/guardian or other person associated with the club making statements to the press or media that are considered to be injurious or prejudicial to the character or interests of other officials, players, player parents/guardians, the AFL, AFLQ or its Affiliate Leagues shall be subject to an investigation.
- 2.4.3 Clubs, including club officials, players, player parents/guardians and other persons associated with the club shall not at any time engage in conduct, which is unbecoming, detrimental or prejudicial to the welfare, image, spirit or best interests of, the AFL, AFLQ or its Affiliate Leagues.
- 2.4.4 AFLQ and Affiliate League club officials, players, player parents/guardians and other persons associated with the club shall not engage in public criticism of umpires and/or AFLQ or its Affiliate League. For the avoidance of doubt, this includes criticism on all social media platforms.
- 2.4.5 Clubs, including club officials and office bearers, shall not at any time, either directly or indirectly, disclose, divulge, communicate to another person, or use outside of their capacity as a Club official/Office Bearer, any AFLQ/Club member information or documents received, provided or accessed in their capacity with the Club, which are not publicly available.
- 2.4.6 It is the responsibility of each club every season to ensure that all officials and office bearers are provided with a copy of the AFLQ Administrator & Volunteer Code of Conduct. All officials and office bearers must abide by the AFLQ Administrator & Volunteer Code of Conduct.
- 2.4.7 Where an official or office bearer fails to abide by the AFLQ Administrator & Volunteer Code of Conduct they shall be subject to disciplinary action.
- 2.4.8 Clubs shall be responsible for making sure all club volunteers/officials have been volunteer screened (Working With Children Check). Clubs must ensure that all club volunteers/officials are entered into the 'AFLQ Working with Children Registry' located in the Junior Competition Hub on the AFLQ website.

2.5 CLUB COLOURS & UNIFORMS

- 2.5.1 Every club, upon admission into a competition, shall apply for and obtain the permission of AFLQ or its Affiliate League to use the colour, playing uniform, design and logo under which the club proposes to play.
- 2.5.2 Each club's playing uniforms shall only be purchased from AFLQ Preferred suppliers.
- 2.5.3 All clubs are required to adhere to the current AFL Queensland Preferred Supplier Apparel Guidelines. Please refer to the current AFL Queensland Preferred Supplier Apparel Guidelines for details regarding the requirements for logos such as when they are to be used on 'on-field' apparel including, but not limited to, shorts and playing jumpers.
- 2.5.4 Any club desiring to alter or vary its colours, playing uniform, design or logo, shall first apply for and obtain the permission of AFLQ or its Affiliate League to make such variation or alteration. Clubs must submit the AFLQ supplier's artwork to the Competition Manager, to be sent for approval.
- 2.5.5 The teams of each club shall wear their registered club coloured playing uniform, bearing the competition's logo, at all matches.
- 2.5.6 No player will be permitted to compete in any match without a number on the back of the playing jumper. The following shall apply: -
 - (a) No two players in the one team shall have the same number.
 - (b) Each number shall be a whole number greater than zero (0).
 - (c) Each jumper number will have a maximum of two digits.
- 2.5.7 Every club in a youth competition and youth girl's competition will register a home team shorts colour and away team shorts will be white.



2.5.8 Registration of such colours, playing uniforms and design, by the clubs in accordance with these rules and regulations shall give such club the exclusive right to such colours, playing uniform and design against any other club subsequently attempting to register the same colours, playing uniform and design.

2.5.9 It will be the responsibility of AFLQ or its Affiliate League to approve their clubs' colours, logos and designs and it is each club's responsibility to ensure their colours, logos and designs do not infringe the copyright or marketing rights of any other clubs.

2.5.10 BANNED ITEMS

The attire of players taking part in all matches shall be the attire that is officially approved by AFLQ.

Banned items include:

- Gloves
- Metal tags
- Long fingernails
- Caps
- Sunglasses
- Padding of any sort (includes but not limited to - shin pads and shoulder pads)
- Jewellery (includes but not limited to-earrings, body piercing jewellery, chains, watches & rings)
- Bike pants and compression shorts that are not beige coloured

Exemptions to banned items may be granted on application to the Competition Manager where special circumstances exist.

Players who wish to wear spectacles during matches and training sessions should wear spectacles with PLASTIC FRAMES and PLASTIC LENSES. A band must also hold the spectacles on securely. This will minimise the risk of injury to the player, teammates and opposition players. Approval to wear spectacles that do not have plastic frames and plastic lenses should be sought in writing from the Competition Manager.

2.6 CLUB SPONSORSHIP

2.6.1 All Affiliate Leagues and Clubs are required to respect existing AFL, AFLQ and Affiliate League corporate partners, and to comply with current AFL Queensland Preferred Supplier Apparel guidelines.

2.6.2 Affiliate Leagues and Clubs cannot enter into arrangements or associate with organisations that are in conflict with existing AFL, AFLQ and Affiliate League corporate partners.

2.6.3 All Affiliate Leagues and Clubs are required to seek written approval (prior to any new sponsorship agreement) from AFLQ if the Affiliate League/club anticipates there may be a conflict with existing AFL, AFLQ and Affiliate League corporate partners.

2.6.4 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 AFLQ have no agreements with major sponsors restricting such advertising.

2.6.5 Clubs are not permitted to display smoking or alcohol related sponsors on apparel (on-field and off-field apparel). This includes alcoholic beverages, pubs and nightclubs.

2.7 FEES & CHARGES

2.7.1 Clubs will be advised of fees and charges as levied prior to the commencement of the season as levied by AFLQ or its Affiliate League.

2.7.2 Clubs must be financial by 31 January each year to be included in season fixtures. All monies owing to AFLQ or its Affiliate League must be paid prior to 31 January unless other arrangements have been made with the Competition Manager, in consultation with the SEQ Competition Manager.



- 2.7.3** Clubs must be financial for any of their teams to be eligible to take part in Finals. All monies owing to AFLQ or its Affiliate League must be paid prior to the first weekend of finals unless other arrangements have been made with the Competition Manager in consultation with the SEQ Competition Manager.

2.8 FINES & PENALTIES

- 2.8.1** It is the responsibility of clubs to pay all fines imposed on the club, its players, teams, officials, club members, parents/carers of players and spectators.
- 2.8.2** Should a club President or any other club official fail to attend required meetings without a proxy or apology, the offending club will be liable for a fine.
- 2.8.3** Any club that may have breached any of the rules and regulations or that does not exercise adequate control over any of its members, parents/carers of players, players, coaches, officials and spectators, may be called upon by the Competition Manager, to accept responsibility for any breach of these rules and regulations and/or the codes of conduct, and may be liable for a fine.
- 2.8.4** The Competition Manager will issue a 'Notice of Rules & Regulations Breach' to notify a club of the details of any breach.
- 2.8.5** Refer to Appendix B for a Schedule of Recommended Maximum Fines.



3 REGISTRATION, TRANSFERS AND PLAYER MOVEMENT

3.1 PLAYER REGISTRATION

- 3.1.1 Parents/guardians and the player agree to be bound by the relevant Code of Conduct at the time of registration of the player in Footyweb.
- 3.1.1.1 Failure by a parent/guardian to adhere to the Parent/Guardian Code of Conduct may result in their child being suspended or de-registered.
- 3.1.2 To be eligible to register and participate in a Footy4Fun competition a player must turn 7 years of age on or before 30 June in the year they wish to participate in.
- 3.1.3 All players must be registered prior to participating in any training session or match.
- 3.1.3.1 A player who is not registered is not covered by the club's player insurance policy, with the exception of a player who meets the criteria of, and has submitted, a 'Permission to Train' form to the Competition Manager.
- 3.1.4 Player Registration Fees shall be determined by AFLQ or its Affiliate League. Late registrations will be accepted after 30 June. This may be at a reduced rate.
- 3.1.4.1 Player registration fees will be related to their date of birth, regardless of whether they are approved to play in a higher or lower age group.
- 3.1.4.2 All Clubs shall submit a schedule of their player registration fees each year.
- 3.1.5 The registration of all players shall be recorded in the Footyweb system.
- 3.1.6 Proof of age documents for players who are new to Junior Football need to be uploaded into Footyweb and the club must notify the Competition Manager. A player is not eligible to play Junior Football until the player appears as active in the Club's Member List in Footyweb.
- 3.1.6.1 The following documents are acceptable as proof of age (photocopies acceptable): -
- | | | |
|----------------------------|------------------------------|-------------------------|
| Birth Certificate | Baptism Certificate | Baby Health Centre Book |
| Drivers Licence or Permit | Letter from School Principal | Passport |
| School Identification Card | Statutory Declaration | |
- 3.1.7 In the case of a dispute over a player's age, the Competition Manager may call for proof of age at any time and this must be provided within five (5) days. If proof of age is not provided then the player's registration will be withdrawn until such time as the proof of age is provided.

3.2 PAYMENT OF PLAYERS

- 3.2.1 Payment of players playing in Footy4Fun, Youth or Youth Girls competition matches under the control of AFLQ or its Affiliate League, whether as match payments, sign on payments or incentives of any kind whatsoever, either to the player, parent or agent other than normal match day awards, trophy awards or assistance towards the purchase of playing equipment where financial hardship exists, will not be permitted.
- 3.2.2 Payments referred to above do not include such items that are considered "off field" uniforms (e.g. t-shirts, caps, bags etc.).

3.3 POACHING OF PLAYERS

- 3.3.1 Poaching of players is not acceptable. Any club found to be infringing this rule will incur a fine for each infringement.



3.4 AGE POLICY

- 3.4.1 A player must turn 7 years of age on or before the 30 June of the current season to be eligible to play in a competition.
- 3.4.2 The age group allocations for Age Groups in which competitions may be offered are as follows: -

Age Group	Age Group Allocation
Under 8 Mixed	1 st July 2012 to 30 th June 2014
Under 9 Mixed	1 st July 2011 to 30 th June 2012
Under 10 Mixed	1 st July 2010 to 30 th June 2011
Under 11 Mixed	1 st July 2009 to 30 th June 2010
Under 11 Girls	1 st July 2009 to 30 th June 2009
Under 12 Mixed	1 st July 2008 to 30 th June 2009
Under 13 Girls	1 st July 2007 to 30 th June 2009
Under 14 Mixed	1 st July 2006 to 30 th June 2008
Under 15 Girls	1 st July 2005 to 30 th June 2007
Under 16 Boys	1 st July 2004 to 30 th June 2006
Under 17 Girls	1 st July 2003 to 30 th June 2005

- 3.4.3 Whilst Age Groups include half years they will be referred to as listed above. Eg. Under 8.5 Age Group will be referred to as Under 8.
- 3.4.4 To offer an age group not listed, application must be made in writing to the SEQ Competition Manager.

3.5 PLAYER DE-REGISTRATION

- 3.5.1 A player may be de-registered after being on a team sheet for no more than three (3) matches.
- 3.5.2 For players to be de-registered, a player must be listed on a 'Player De-registration' form which must be submitted to the Competition Manager. Clubs may submit one form each month.
- 3.5.3 'Player De-registration' forms will not be accepted after 30 June.
- 3.5.4 Player de-registrations will be processed on the last working day of March, April, May & June only.

3.6 TRANSFERS

- 3.6.1 All players must be transferred in accordance with the current 'AFL National Player Registration & Transfer Regulations'.
- 3.6.2 Any club that requests a transfer on behalf of a player without his/her consent and the consent of the player's parent/guardian shall incur a fine.

3.7 APPEAL AGAINST TRANSFER REFUSAL

- 3.7.1 To appeal a transfer refusal a player must lodge a request with the Competition Manager within ten (10) days of the notification of the transfer being refused.
- 3.7.2 The appeal will be submitted to the SEQ Competition Manager for a final decision.
- 3.7.3 A final decision will be made at the earliest available date after lodgement of an appeal.



3.8 PERMITS

3.8.1 MATCH DAY PERMITS (TYPE 1)

3.8.1.1 Match Day Permits shall only be permitted in relation to the 'Game Day Even Up' rule for Youth and Youth Girls competitions.

3.8.1.2 Match day permits are not permitted in finals.

3.8.2 LOCAL INTERCHANGE PERMITS (TYPE 2)

3.8.2.1 Any player registered with a club in a competition administered by AFLQ or its Affiliate League shall be permitted to play on Local Interchange Permit with another club in the same or another Association provided that: -

- (a) before the first match a player plays with another club, a Local Interchange Permit is entered in Footyweb and the Overall Transfer Status is approved; and
- (b) the player on a Local Interchange Permit to another club has/does not participate/d in a Footy4Fun, Youth or Youth Girls competition match in their own Association on the same weekend.

3.8.2.2 Clubs who are unable to field a team in an age group may grant a Local Interchange Permit to players from that age group to another member club to form a merged team for a maximum period of one season.

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

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

3.8.2.3.1 Subject to the Local Interchange Permit request being submitted and approved before the completion of the Home and Away season.

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

3.8.3 PERMIT AGREEMENTS

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

3.8.3.2 Clubs who form merged teams may enter into a written 'Permit Agreement' detailing requirements such as match venues, player uniforms, provision of club officials and other matters related to the team conduct.

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

3.8.4 ALL PERMITS

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

3.8.4.2 Under no circumstances will a player registered with a Senior Football club be permitted to play on any form of permit in a Footy4Fun, Youth or Youth Girls competition.



- 3.8.4.3** Players who are playing on permits in other competitions and are reported for an offence shall have the charge heard by the tribunal for the competition in which the offence occurs. In the event the player is found guilty the penalty shall apply to matches in the competition where the offence occurred. Players are unable to play for any team if suspended.
- 3.8.4.4** Except in special circumstances approved by the SEQ Competition Manager from both relevant States: -
- (a) Players from outside Queensland will not be able to play with a Queensland club on a permit; and
 - (b) Players from Queensland will not be able to play with another club from another State on permit.

3.9 PLAYING UNREGISTERED OR INELIGIBLE PLAYERS

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

3.10 PLAYING UP

- 3.10.1** Players are permitted to play up, as long as they are not displacing a Registered Age Group player in the higher age group. This rule does not apply to a player who has been selected in an Age Group above his/her Registered Age Group and only plays in the higher age group.
- 3.10.1.1** Where a player is selected in an Age Group above his/her Registered Age Group and only plays in the higher age group, the Club must notify the Competition Manager in writing prior to the player's first match.
- 3.10.2** Players wishing to play up two (2) or more age groups offered at their Club will be required to complete a 'Playing Up Consent' form which must be sent to the Competition Manager prior to the player playing their first match for the age group.
- 3.10.3** The responsibility for the decision to play players above their registered age group rests with the players' club. The decision is to be made after discussions between the club, coaches, player involved, his/her parent/s or guardian/s and is to be made solely based on what is best for that player.
- 3.10.4** The Competition Manager has the discretion to review the player if they deem it necessary.
- 3.10.5** If a player plays more than ten (10) home & away fixture matches in Senior Football they will be ineligible to continue to play in a youth or youth girls' competition for the remainder of the season, including finals.
- 3.10.5.1** Matches played in the QAFLW and Development League are excluded from this number.



3.11 AGE DISPENSATION

- 3.11.1** Players may be provided dispensation to play in a Competition below their applicable age group in accordance with the *'AFL National Age Dispensation Policy'*.
- 3.11.2** Applications for dispensation must be submitted to the Competition Manager on an *'Age Dispensation Application'* form, accompanied by relevant documented evidence.
- 3.11.3** Once an Age Dispensation application has been received, the Competition Manager will confirm in writing to the club that the application has been received.
- 3.11.4** The Competition Manager will assess an Age Dispensation application as they see fit on full consideration of the circumstances presented, and in accordance with the *'National Age Dispensation Policy'*. Where the Competition Manager grants *'Preliminary Approval'* of the application the Competition Manager will arrange an assessment of the player by a person, nominated by the SEQ Competition Manager, who is suitably experienced in assessing the age group the player is capable of playing.
- 3.11.4.1** Any other relevant circumstances in considering an Application for Age Dispensation may include, but are not limited to, a player's previous playing history, recognition (eg. awards, best and fairest votes) of player's playing ability, and level of competition previously played.
- 3.11.5** In addition to the Effects of an Approved Application (Section 5 of the *'National Age Dispensation Policy'*), the following conditions will apply: -
- (a) A player with an Approved Age Dispensation application will be eligible to play finals, provided they meet the Competition's finals eligibility rules.
 - (b) A player with an Approved Age Dispensation application will not be eligible to win any Competition Award.
- 3.11.6** A maximum of three (3) players with Approved Age Dispensation applications per team will be allowed.
- 3.11.7** Applications for Age Dispensation in SEQ Juniors competitions will close on 30 April.



4 COMPETITION SPECIFIC RULES & REQUIREMENTS

4.1 FOOTY4FUN

4.1.1 TEAM NOMINATIONS

4.1.1.1 Player numbers to nominate a team in a Footy4Fun competition will be as follows: -

- Under 8 & Under 9 Girls - 6
- Under 9 & Under 10 - 9
- Under 11 Girls - 6
- Under 11 Mixed - 12

4.1.1.2 Nominations for teams in a Footy4Fun competition must be submitted in the prescribed format as advised by the Competition Manager.

4.1.1.3 The Competition Manager, in conjunction with the SEQ Competition Manager, has the final discretion to accept or reject team nominations.

4.1.2 NUMBER OF PLAYERS IN A MATCH

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

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

4.1.3 PLAYER NUMBER EQUALISATION

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

4.1.4 GAME DAY EVEN UP

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

4.1.4.2 All players may rotate when being loaned to an opposing team.

4.1.4.3 All players must play the majority of each match in which they play regardless of whether they are “loaned” or not.

4.2 YOUTH FOOTBALL – GENERAL

4.2.1 TEAM NOMINATIONS

4.2.1.1 Player numbers to nominate a team in a youth competition or youth girls competition will be the maximum number of players on the field.

4.2.1.2 Nominations for teams in a youth competition or youth girls competition must be submitted in the prescribed format as advised by the Competition Manager.

4.2.1.3 The Competition Manager, in conjunction with the SEQ Competition Manager, has the final discretion to accept or reject team nominations.

4.2.1.4 AFLQ and its Affiliate Leagues reserve the right to review and move teams to another competition as required, including but not limited to, clubs nominate multiple teams in a competition.

4.2.2 NUMBER OF PLAYERS IN A MATCH

4.2.2.1 The maximum number of players permitted to be entered on the team sheet is:

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



- 4.2.2.2** The maximum number of players allowed on the playing surface at any time is as follows: -
- All Youth Boys Competitions – 18
 - Under 15 Youth Girls and Under 17 Youth Girls – 16
 - Under 13 Youth Girls – 12

- 4.2.2.3** The minimum number of players in a team is as follows: -
- All Youth Competitions – 14
 - Under 15 Youth Girls and Under 17 Youth Girls – 12
 - Under 13 Youth Girls – 9

4.2.3 PLAYER NUMBER EQUALISATION

- 4.2.3.1** Teams must have the same number of players on the field during a match.

4.2.3.1.1 If there is an injury during the match that reduces the number of on-field players, then the opposing team must continue to match player numbers. The following process to be overseen by the Ground Marshall must be followed: -

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

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

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

- 4.2.3.3** For the avoidance of doubt, this also applies to finals matches.

4.2.4 GAME DAY PLAYER EVEN UP

- 4.2.4.1** If a team cannot field the maximum number of players allowed on the playing surface for that competition, the team with the greater number of players is encouraged to offer additional players to the lesser numbered team until team numbers are even or differ by one only.

- 4.2.4.2** If a team is expecting to have an excess or shortage of numbers for a particular match, they should contact the opposition in the week prior.

- 4.2.4.3** Players provided by the team with the greater number of players must be listed on the opposition team sheet.

- 4.2.4.4** In Youth Football players must be permitted to the opposition using a Type 1: Match Day Permit. A Match Day Permit may be entered after the completion of the match and is only required for players that play the entire match with the opposing team.

4.2.5 ENTERING MULTIPLE TEAMS IN AN AGE GROUP/COMPETITION

- 4.2.5.1** If a club nominates more than one team in the same competition within an same age group, then the following will apply: -
- All teams nominated by the club in the same competition in the same age group must be graded equally.
 - Clubs will be required to submit a Restricted Player List for both teams.
 - AFLQ and its Affiliate Leagues have the power to direct a club to reallocate players where it deems that the teams have not been graded equally.
 - If a club is directed to reallocate players, the club will resubmit their teams and will be subject to further review.



- 4.2.5.2** If a club nominates more than one team in an age group, but in separate Divisions, then the following will apply:
- Clubs will be required to submit a Restricted Player List for any team where there is another team from the same Club in a lower division.

4.2.6 RESTRICTED PLAYER LISTS

- 4.2.6.1** Restricted player lists (where required) must be submitted to the Competition Manager on the prescribed form.
- A minimum of ten (10) players are required prior to the commencement of Round 1, with the exception of U13 Youth Girls which will be a minimum of seven (7) players.
 - A minimum of 14 players are required prior to the commencement of Round 8, with the exception of U13 Youth Girls which will be a minimum of ten (10) players.

4.2.7 PLAYER MOVEMENT BETWEEN COMPETITIONS

4.2.7.1 PLAYER MOVEMENT BETWEEN SEQ JUNIORS COMPETITIONS

- (a) Players are permitted to play in another team in another competition subject to the following conditions: -
- (i) Any permits from another Club must have obtained approval from the Competition Manager, except for players on a match day permit from the direct opposition.
 - (ii) A team is permitted to have a maximum of four (4) players from another Club in another competition in any single match.
 - (iii) A Footy4Fun player is permitted to play in a Youth team.
 - (iv) A Restricted List player is permitted to play in a team in an older age group providing that team is no more than one (1) division lower than the division they are playing in their correct age group.
- (b) A Restricted List player is permitted to play in a higher division within the same age group, or in an older age group, providing they meet the criteria in 4.2.7.1 a.
- (c) A Restricted List player cannot play in another team in the same or lower division, or with a team in a younger age group.



5 MATCH AND GROUND CONDITIONS

5.1 PLAYING SURFACE AND POSTS

- 5.1.1 Playing Surface and Posts shall be in accordance with Law 3 of the Laws of Australian Football. In accordance with Law 3.7 of the Laws of Australian Football, smaller dimensions have been approved for some competitions, as detailed below.

Age Group	Length	Width	Centre Square/Zones	Centre Circle	Distance Between Posts
Under 8 Mixed	80m	60m	3 equal zones	N/A	Approx. 5m
Under 9 Girls	80m	60m	3 equal zones	N/A	Approx. 5m
Under 9/10 Mixed	100m	80m	3 equal zones	N/A	Approx. 5m
Under 11 Mixed	130m	90m	As per Laws of Australian Football		Approx. 5m
Under 11 Girls	100m	80m	As per Laws of Australian Football		Approx. 5m
Under 12 Mixed	135-185m	110-155m	As per Laws of Australian Football		
Under 13 Girls	130-135m	90m			
Under 14 Mixed	135-185m	110-155m			
Under 15 Girls	135-185m	110-155m			
Under 16 Boys	135-185m	110-155m			
Under 17 Girls	135-185m	110-155m			

5.2 MATCH DURATION

- 5.2.1 The match durations approved for each age group are detailed in the Playing Rules and Regulations Matrixes.
- 5.2.2 Any club that allows a match to start late shall incur a fine.
- 5.2.3 Failure of a team to recommence their positions after the quarter time, half time or three-quarter time break or refusing to continue a match will incur a fine.

5.3 FOOTBALLS

- 5.3.1 Football sizes and types of footballs approved for each age group are detailed in the Playing Rules and Regulations Matrixes.
- 5.3.2 Football logos and suppliers are at the discretion of AFLQ or its Affiliate League.

5.4 COACHES BOX

- 5.4.1 The following officials only are permitted in the Coaches Box during an Under 11 Mixed, Youth or Youth Girls competition match: -
- Coach x 1
 - Assistant Coach x 1
 - Team Manager x 1
 - Runner x 1

5.5 GROUND MARKINGS

- 5.5.1 The ground shall be marked in accordance with the Laws of Australian Football.
- 5.5.2 Where a boundary fence is not in place, ground markings shall include a spectator line at least two metres outside the boundary line.
- 5.5.3 Where Coaches boxes are not provided, a clearly identified Coaches box shall be marked no less than five metres from either side of the interchange area. Where a boundary fence is not in place, the Coaches box cannot be marked in front of the spectator line.



6 MATCH DAY

6.1 PRACTICE MATCHES

- 6.1.1 Notification of a practice match or event outside of the scope of standard training or fixtures must be submitted to the Competition Manager on a 'Request for Sanction of Event' form.
- 6.1.2 Player's names must be listed on a team sheet and submitted to the umpire before the commencement of any Competition sanctioned practice match.
- 6.1.3 Unless advised otherwise, and at the discretion of the SEQ Competition Manager, any player suspended or disqualified may still participate in any sanctioned practice/training matches with his/her registered club, however such matches will not count as part of the player's suspension or disqualification.

6.2 MATCH DAY CHECKLIST

- 6.2.1 A Match Day Checklist must be completed before the first match of the day.
- 6.2.2 In the event that a Youth or Youth Girls competition match is played following a Footy4Fun match and/or the weather conditions change, then another ground check should occur prior to that match commencing and be documented.

6.3 PLAYING RULES & REGULATIONS

- 6.3.1 The 'AFL Queensland State Junior Football Playing Rules & Regulations' contained in Appendix A are to be read in conjunction with the Laws of Australian Football and the Australian Football Match Policy and where they vary, the 'AFL Queensland State Junior Football Playing Rules & Regulations' apply.
- 6.3.2 COUNTING OF PLAYERS – VARIATION TO LOAF 5.5
 - (a) The captain only, may at any time during a Match request that the field umpire count the number of players of the opposing team who are on the playing surface.
 - (b) Following receipt of the report from the field umpire, the Competition Manager shall investigate and determine the final result of the match.
 - (c) Clubs and other persons may not request a post-match review of a team exceeding the permitted number of players on the playing surface.
- 6.3.3 STARTING POSITIONS (6-6-6 RULE) – IN ADDITION TO LOAF 13.1
 - 6.3.3.1 Where on-field playing numbers are less than 18, subject to the minimum number of players permitted in a team, the following applies: -
 - 17 per side – 6/5/6 – 6 forwards, 5 centres, 6 backs (maximum 4 in centre square)
 - 16 per side – 5/6/5 – 5 forwards, 6 centres, 5 backs (maximum 4 in centre square)
 - 15 per side – 5/5/5 – 5 forwards, 5 centres, 5 backs (maximum 4 in centre square)
 - 14 per side – 5/4/5 – 5 forwards, 4 centres, 5 backs
 - 13 per side – 4/5/4 – 4 forwards, 5 centres, 4 backs (maximum 4 in centre square)
 - 12 per side – 4/4/4 – 4 forwards, 4 centres, 4 backs
 - 11 per side – 4/3/4 – 4 forwards, 3 centres, 4 backs
 - 10 per side – 3/4/3 – 3 forwards, 4 centres, 3 backs
 - 9 per side – 3/3/3 – 3 forwards, 3 centres, 3 backs



6.4 SPORTSTG (FOOTYWEB)

- 6.4.1 The home club shall be responsible for ensuring youth and youth girls competition scores are entered into the Footyweb system no later than 60 minutes after the completion of each match.
- 6.4.2 The scores of a match shall be recorded as per the Score Cards recorded by the Goal Umpires.
- 6.4.3 Scoring in U8, U9, U9 Girls, and U10 competitions is prohibited. Any club placing scores for U8, U9, U9 Girls or U10 competition matches in any print or electronic media will incur penalties at the discretion of the Competition Manager.

6.5 FIRST AID

6.5.1 RESPONSIBILITY FOR FIRST AID

- 6.5.1.1 The home team is responsible for providing a qualified First Aid Officer, properly stocked first aid kit and a stretcher on each oval.
- 6.5.1.2 The visiting team official (i.e. Coach/Team Manager) is responsible for checking with the home team that a First Aid Officer is on duty and duly qualified, and that a stretcher is in place prior to any match commencing.
- 6.5.1.3 If a qualified First Aid Officer is not present, the visiting team official must report to the central umpire. The following applies: -
 - (a) A period of fifteen (15) minutes will take place for the home team to provide a qualified First Aid Officer;
 - (b) If at this time the situation remains the same the visiting team can provide a qualified First Aid Officer and the match can commence; or
 - (c) If no qualified First Aid Officer is available, the match will not commence under any circumstance. The field umpire will declare the match a forfeit and advise the Competition Manager.
- 6.5.1.4 The First Aid Officer's name and signature must be on the team sheet.
- 6.5.1.5 Both the home and visiting Team Managers must inform the First Aid Officer, prior to the start of any match, the status of any players who have religious or ethnic concerns regarding treatment, whatever they may be, and a suitable action plan is to be devised and followed wherever possible.

6.5.2 RESPONSIBILITY AND JURISDICTION OF THE FIRST AID OFFICER

- 6.5.2.1 The officially appointed First Aid Officer on the day is in charge of all players on the playing field and shall have the final say as to the suitability of a player to resume playing the current match. The officially appointed First Aid Officer is the only official allowed onto the ground to treat an injured player, umpire or Team Official.
- 6.5.2.2 If the First Aid Officer requires assistance, they will signal to team officials who will then attend the site of the injured player with the appropriate equipment required as signaled (e.g. splint, stretcher, cervical collar, oxygen, additional supplies etc.).
- 6.5.2.3 The officially appointed First Aid Officer is the only match official that is permitted to request a stretcher.
- 6.5.2.4 The First Aid Officer shall:
 - (a) Sit in the official first aid area for the match and not in the coaches' box;
 - (b) Be permitted to attend to an injured player in the coaches box, however when not required must remain in the official first aid area;
 - (c) Remember that they can only provide a level of care consistent with the limits of their qualifications. All personnel must ensure that their duty of care to the patient, club, and AFLQ or its Affiliate League is followed at all times and that, as perceived professionals to the public, there is a liability to provide the highest level of care available at any time;



- (d) If required, confidentially discuss any treatment or decision with higher qualified personnel, if available, to ascertain the best outcome for the health and safety of the injured person(s) prior to announcing their decision;

6.5.3 QUALIFICATIONS OF FIRST AID OFFICERS

6.5.3.1 The following qualifications apply: -

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

6.5.4 FIRST AID OFFICERS – FOOTY4FUN COMPETITION MATCHES – ONE MATCH PER OVAL

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

6.5.5 FIRST AID OFFICERS – FOOTY4FUN COMPETITION MATCHES – TWO MATCHES PER OVAL

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

6.5.6 FIRST AID OFFICERS – YOUTH & YOUTH GIRLS COMPETITION MATCHES

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

6.5.7 STRETCHERS

- 6.5.7.1 A stretcher must be available for all matches at the venue for the day. The stretcher, wherever possible, should be located adjacent to the interchange area or, if two matches per oval are being played, it should be located with the qualified First Aid Officer.
- 6.5.7.2 Failure of home team/club to provide a stretcher will incur a fine.
- 6.5.7.3 A player stretchered from the playing surface: -
- (a) is not permitted to return to the playing surface for a minimum of twenty (20) minutes actual time from the time they left the playing surface on the stretcher; and
 - (b) is only permitted to re-enter the field when cleared by the First Aid Officer;

6.5.8 CONCUSSION

- 6.5.8.1 AFLQ and its Affiliate Leagues adopt 'The Management of Concussion in Australian Football' guidelines. Clubs must strictly adhere to these guidelines.

6.5.9 INFECTIOUS DISEASES

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

6.5.10 MOUTHGUARDS

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



6.5.11 PROTECTIVE HEADGEAR

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

6.6 MATCHES UNABLE TO BE COMPLETED

- 6.6.1** If a match is unable to commence or continue within the time scheduled for the match for reasons beyond the control of either team, such as in the instance of serious injury, undue delay or hazardous weather (including circumstance where it is unsafe for the match to proceed) the following shall apply:
- (i) Field Umpires are to stop play
 - (ii) The timekeeper's clock DOES NOT stop
 - (iii) Timekeeper to signal any end of quarter sirens and commencement of quarter sirens if applicable
 - (iv) If the match cannot be re-started after thirty (30) minutes real time, the match is to be abandoned.
- 6.6.2** In addition to all of the normal paperwork, including the team sheets from the competing teams, the umpires will provide a full report to the Competition Manager who shall determine the status of the match in accordance with LOAF – Incomplete Match.



6.7 POSTPONEMENT AND CANCELLATION OF MATCHES

- 6.7.1 A fixture match may be postponed or cancelled if the ground where the fixture match is scheduled to be played is in an unfit state and would suffer further damage and/or there is risk to participants if play was to commence.
- 6.7.2 In the event of inclement weather, the following Footy4Fun competition matches may be cancelled at the discretion of the home club: - U8, U9, U9 Girls, U10 & U11 Girls. The Competition Manager and the opposing club must be notified of any cancellations immediately once a decision has been made. These matches may be re-scheduled at the discretion of the two competing teams in consultation with the Competition Manager.
- 6.7.3 The home club/umpire may not postpone or cancel Under 11 Mixed, youth competition or youth girls competition matches without consultation with the Competition Manager. Failure to do so will result in a forfeit.
- 6.7.4 In the event of a ground closure due to council/school/private owner, or an extenuating circumstance approved by the Competition Manager, the following will apply: -
- (i) The home club will supply to the Competition Manager, by no later than 12:00 noon on the Monday following the original date for the fixture match, two (2) alternative dates and times to play the fixture match.
 - (ii) Both dates supplied must in the opinion of the Competition Manager be reasonable and be within 14 days of the original date of the fixture match unless agreed otherwise by the Competition Manager.
 - (iii) The two alternative dates and times will be advised to the opposing club by the Competition Manager.
 - (iv) The opposing club shall respond to the Competition Manager by 12:00 noon on the Wednesday following the original date for the fixture match advising which of the two times and dates is suitable to play the match.
 - (v) The suitable date will be advised to the home club and will be confirmed as the time and date of the postponed fixture match.
 - (vi) If the opposing club does not agree to one of the nominated dates and times they shall forfeit the fixture match.
- 6.7.5 In exceptional circumstances and despite the best endeavours of both clubs, the Competition Manager, in consultation with SEQ Competition Manager, may decide that a postponed fixture match cannot be played within a reasonable time and that it should be cancelled. In such circumstances both teams will receive two (2) competition points.
- 6.7.6 If an entire round of season fixtures is washed out and cancelled, the following points will be allocated for youth competitions and youth girls competitions:
- Byes will be awarded zero (0) points
 - All other teams will be awarded two (2) points

6.8 RESCHEDULING OF FIXTURE MATCHES

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



6.9 FORFEITS

- 6.9.1** Should a team not be able to commence a match with the minimum number of players for a team, they must forfeit the match. Both teams playing in a match are required to make every effort to ensure that the players have the opportunity to play a match. The teams are obligated to apply the provisions of the regulation for Match Day Permits in endeavouring to ensure that a match can commence.
- 6.9.2** Any team not ready to commence or recommence their match within fifteen (15) minutes after the time set down for such commencement/recommencement, shall forfeit the match.
- (a) A forfeit must be called at this time by the field umpire.
 - (b) Teams are permitted to play a “scratch match”, however the Competition Umpire must not under any circumstances officiate.
- 6.9.3** Any club unable to field a team in any given competition must advise the Competition Manager and either the President or Secretary of the opposing club at least twenty-four (24) hours before the scheduled starting time of such match. Failure to do so will result in a fine.
- 6.9.4** If a match has commenced and a team’s player numbers fall below the minimum required for a team, the match will be deemed a forfeit.
- 6.9.5** In the event of a forfeit, the team that did not forfeit shall submit a team sheet. The players of the team that forfeited the match are not eligible to submit a team sheet.
- 6.9.6** Competition points and percentage will be awarded as follows: -
- (i) The team that did not forfeit the match will be awarded four (4) competition points for the match
 - (ii) For percentage, the team that does not forfeit the match is awarded a score of 60 points ‘for’
 - (iii) For percentage, the team that does forfeit the match is awarded a score of 60 points ‘against’
 - (vii) The team that forfeited the match will lose four (4) e-points from the match
- 6.9.7** Any team that forfeits prior to the commencement of a match on three (3) occasions in a season will be withdrawn from that competition at the discretion of the SEQ Competition Manager.
- 6.9.8** Any team which has been withdrawn from the competition as a result of forfeiting three (3) consecutive matches, and subsequently is readmitted to such competition, will incur a fine.
- 6.9.9** Any team that forfeits a match in finals, shall forfeit all rights to continue in the finals series.



6.10 TEAM SHEETS

- 6.10.1** A team sheet must be completed for all teams in all age groups before the commencement of each match using the Footyweb system.
- 6.10.2** **Footy4Fun (excluding U11 Mixed)** teams are required to submit a team sheet into Footyweb only. The Team Managers must update the Team Sheet for their team in Footyweb following the match.
- 6.10.3** **Under 11 Mixed and Youth teams** must print three (3) team sheets (one each for own team, opposition, umpire). A team sheet signed by all the players playing in the match must be submitted to the field umpire(s) before the commencement of a match team sheets must have the following listed:
- Player Names & Player Numbers
 - Footyweb Number
 - Coach
 - Assistant Coach
 - Runner
 - Water Carriers
 - Ground Marshall (name & signature)
 - First Aid Officer (name & signature)
- 6.10.4** Players arriving late will not be permitted to participate in the match until they have been checked by the field umpire and signed the team sheet. This can only be done at the quarter or half-time breaks.
- 6.10.5** Any player arriving after the commencement of the third quarter cannot participate in the fixture match.
- 6.10.6** Where a team sheet, submitted to the umpires, lists a player's name with a signature beside the player's name, the player will be recorded as having played the match.
- 6.10.7** Any player listed on the team sheet must be at the ground, dressed in football playing attire and ready to take the field if called upon.
- 6.10.8** Falsifying team sheets will incur a fine at the discretion of the Competition Manager and may also result in player de-registration.

6.11 INTERCHANGE

- 6.11.1** All players must enter the playing surface via the designated interchange area.
- 6.11.2** If a player that leaves the playing surface, unless on a stretcher, at any place other than through the interchange area and is replaced, the player cannot return to the playing surface.
- 6.11.3** If Interchange Stewards are required in finals this will be detailed in the Competition's Finals Booklet.

6.12 UMPIRES AND SCORING

- 6.12.1** Competition umpires shall be appointed by a person delegated by AFLQ or its Affiliate League as per the Competition Umpire Allocations schedule.
- 6.12.2** If for reasons beyond their control a competition umpire is unable to fulfill their appointment and the controlling body is unable to replace the umpire, the match will be able to proceed with a Club Umpire from each of the competing teams.
- 6.12.3** Where competition umpires are not available clubs will be required to supply Club Umpires as advised by the Competition Manager. If a club fails to provide a Club Umpire as directed by the Competition Manager penalties will apply. Club umpire responsibilities are as follows: -
- (a) Club Field Umpire: -
 - Must be of a suitable age for the particular age group
 - Must wear a Club Umpire uniform (approved by SEQ Competition Manager and displaying an approved AFLQ logo)



- Must complete Club Umpire training, as directed by the Competition Manager, prior to taking the field for the first time in the season
- Is not permitted to order players from the field, however may report a player/official through the 'Referral of Incident' process.

(b) Club Goal Umpire

- Refer to Rule 6.15.2.4 (e)

- 6.12.4** Scores recorded on Score Cards by the goal umpires shall constitute the official result of a match. If a discrepancy occurs, the matter is to be referred to the Competition Manager.
- 6.12.5** Only Competition Umpires may report players and officials in accordance with the Laws of Australian Football, however a Club Field Umpire may report a player/official through the 'Referral of Incident' process as outlined in the AFLQ State Junior Football Tribunal Guidelines.
- 6.12.6** All reports of players and officials must be filled out in quadruple and distributed as indicated on the report.
- 6.12.7** All reports of players and officials must be notified to the Competition Manager within one (1) working day after the match.

6.13 10 GOAL RULE

- 6.13.1** The purpose of this rule is to encourage coaches, once a 10 goal (60 point) lead is reached during a match, to appreciate that it serves no purpose to inflict massive losses on their opposition but rather at that point in time to revert to experimenting with Players playing in different positions and to even-up the skill levels of the teams.
- 6.13.2** If a team leads by 10 goals or more at any time, it is the obligation of both coaches to equalise the on-field competitive balance of the match, using measures including but not limited to team position experimentation and player rotation.
- 6.13.3** The maximum winning margin for all fixture matches is 10 goals (60 points).
- 6.13.4** Scores and percentage from any fixture matches where the margin is greater than sixty (60) points at the end of the match will be adjusted as if the margin was sixty (60) points using the losing team's score as the base score.
- 6.13.5** Non-compliance with the spirit and application of the 10 Goal Rule is an act of misconduct under the Laws of Australian Football and non-compliance may lead to a loss of E-points, and additionally may also lead to a formal warning or referral to the tribunal, particularly where there is recurrent non-compliance.

6.14 ORDER OFF LAW

- 6.14.1** The order off law shall apply to all competition matches from U12 to U17. Only Competition Field Umpires are permitted to order a player from the field.
- 6.14.2** A player ordered off the playing surface under a Yellow Card shall remain off the playing surface for the remainder of that quarter and all of the next quarter. A report is not required. He/she can be replaced.



- 6.14.3** A player ordered off the playing surface under a Red Card shall remain off the playing surface for the remainder of the match and shall be reported in accordance with the Laws of Australian Football. He/she cannot be replaced for the remainder of that quarter and the whole of the next quarter.
- 6.14.3.1** The player is not permitted to enter the playing surface for the remainder of that match.
- 6.14.4** Once a player receives their third (3) yellow card in one season, an automatic one (1) match suspension will apply from the conclusion of the match in which the third card was issued. Subsequently, if a player receives a fourth (4th) yellow card in a season, he/she will be sent to the Tribunal under the charge of 'Misconduct' and any sanction applied shall be at the sole discretion of the Tribunal.
- 6.14.5** For the avoidance of doubt, a player can receive two yellow cards in a match without being reported.
- 6.14.5.1** A Competition Emergency, Boundary or Goal Umpire has the power to report however they do not have the power to order players from the ground. A Competition Emergency, Boundary or Goal Umpire shall advise the Competition Field Umpire of their report at the next appropriate break in play and the Competition Field Umpire shall, with the other Competition Umpire making the report, advise the player he/she has been reported and that player will be ordered off.
- 6.14.6** Clubs shall ensure Team Managers are provided with a copy of Appendix D – Yellow and Red Cards.

6.15 TEAM OFFICIALS

6.15.1 REGISTRATION OF TEAM OFFICIALS

6.15.1.1 Team Officials must be registered to a team as follows: -

- (a) Team Nominations through Footyweb – Where a Club is requested to nominate teams through Footyweb, Team Officials must be detailed in the Online Team Nomination form; or
- (b) Manual Team Nominations - Where Team Nominations are requested manually, a 'Team Officials Registration' form must be completed and returned to the Competition Manager before the first match in which they participate.

6.15.1.2 All coaches and assistant coaches are also required to register with the club using the Coach.AFL system.

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

6.15.1.4 Each club shall be responsible for ensuring they have volunteer screened (Working with Children Check) all team officials. Details of checks for all team officials must be submitted on the AFLQ Working with Children Registry (E.g. QLD – Blue Card No; NSW – WWC No).

6.15.2 TEAM OFFICIALS DURING MATCH

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

6.15.2.2 Each club shall be responsible for the conduct of their team officials.

6.15.2.3 All team officials are required to wear closed in footwear.



6.15.2.4 The following team officials are permitted (or where indicated, are required) to be supplied by each club for a match.

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

Applies: All Age Groups

- Coaches must be able to provide proof of accreditation if asked by the Umpires of Ground Marshall
- Coaches and Assistant Coaches must be registered and accredited in accordance with the AFL National Coaching Accreditation Policy
- Coaches and Assistant Coaches must have official accreditation as follows: -
 - Youth Age Group: AFL Foundation Coach – Youth
 - Footy4Fun Age Group: AFL Foundation Coach – Junior
- Coaches and Assistant Coaches must abide by the AFL Coaches Code of Conduct
- Coaches and Assistant Coaches must abide by the decision of the officially appointed First Aid Officer, if the advice from the First Aid Officer is that a player needing first aid must not continue playing

Applies: Under 11 Mixed and Youth Age Groups

- Coaches and Assistant Coaches must remain in the designated Coach's Box, and are only permitted on the playing surface during authorised breaks
- Coaches may provide feedback about Umpires through the Umpires 'Coach Feedback on Umpire' online form

Applies: Under 8, Under 9, Under 10 and Under 11 Girls

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

(b) TEAM MANAGER (1 Required)

Applies: All Age Groups

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

(c) TEAM RUNNER (1 Permitted)

Applies: Under 11 Mixed and Youth Age Groups

- Team Runner must wear a Pink Bib (approved by SEQ Competition Manager and displaying an approved AFLQ logo) as well as either a club polo shirt or club hat
- Team Runner may only proceed on to the playing surface to deliver messages from the Coach
- Team Runner shall run directly to the player(s) in question, then proceed directly from the field and shall return to the coach's box
- At no time is a Team Runner permitted to perform the duties of a Water Carrier
- Team Runner must have their name entered on the team sheet (printed copies and in Footyweb)
- Team Runner must abide by the AFLQ Administrator & Volunteer Code of Conduct



(d) WATER CARRIERS (4 Permitted)

Applies: Under 11 Mixed and Youth Age Groups

- Water Carriers must wear a White Bib (approved by SEQ Competition Manager and displaying an approved AFLQ logo) as well as either a club polo shirt or club hat
- A maximum of four (4) names must be entered on the team sheet (printed copies and in Footyweb)
- Water Carriers may only enter the playing surface when there is a shot for goal, a goal or behind is kicked, or when there is a break in play and not while the match is in progress
- After delivering water, Water Carriers must leave the field of play by the most direct route and remain behind the boundary line
- If not delivering water, Water Carriers must stay off the playing surface and behind the boundary line
- Water Carriers be of a suitable age for the particular age group
- At no time are Water Carriers to deliver messages to players, barrack, provide instruction or coach
- Water Carriers are not permitted to enter the coach's box at any time during play
- Water Carriers must abide by the AFLQ Administrator & Volunteer Code of Conduct

(e) GOAL UMPIRE

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

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

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

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



- (f) TIMEKEEPER (1 Required – Home Team; 1 Permitted – Away Team)

Applies: All Age Groups

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

6.16 HOME CLUB MATCH DAY REQUIREMENTS

- 6.16.1** The home club shall be responsible for crowd control through their Ground Marshall at all official matches. However, the visiting club must also assist with crowd control when requested by the home club.
- 6.16.2** Each club shall be responsible for ensuring they have volunteer screened (Working with Children Check) all club officials. Details of checks for all club officials must be submitted on the AFLQ Working with Children Registry (Eg. QLD – Blue Card No; NSW – WWC No).
- 6.16.3** The following club officials are required to be in place for all fixtures unless otherwise specified. All officials must abide by the AFLQ Administrator & Volunteer Code of Conduct.

- (a) GROUND MARSHALL (minimum 1 required)

- Home/hosting clubs must supply a Ground Marshall
- Ground Marshall must wear a Fluro Green Bib (approved by SEQ Competition Manager and displaying an approved AFLQ logo)
- Ground Marshall must remain outside the playing arena patrolling crowd behaviour, unless they are attending to an incident involving the two coach's boxes
- Act as an umpire escort - responsible for escorting umpires on and off the ground at the start, half time and end of match
- Ground Marshall must sign both team sheets
- Must be a minimum 18 years of age
- Ensure that matches commence at designated times, in consultation with umpires.
- Ensure First Aid Officer and stretcher is in place.
- Be the contact point for information for visiting teams and umpires.
- Oversee the Codes of Conduct on match day and report breaches of the Code of Conduct. It is important that Ground Marshalls conduct themselves in a firm and polite manner and are not overly officious when speaking to people regarding breaches of the Code of Conduct.
- Notify or refer any incidents to the Competition Manager by completing a 'Ground Marshall Incident' form

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



- (b) FIRST AID OFFICER (minimum 1 required)
- Home/hosting clubs must provide a First Aid Officer
 - First Aid Officer must wear a Red Bib (approved by SEQ Competition Manager)
 - First Aid Officer MUST be in the match day area whilst a match is in progress
 - Matches are not to commence without a First Aid Officer in place
 - The First Aid Officer will provide own medical kit, unless supplied by home club
 - Under no circumstances is an injured player to be moved by any person until they have been assessed by the First Aid Officer
 - The home club must provide a stretcher accessible to the First Aid Officer
 - First Aid Officer must be of a suitable age
 - If more than one oval is in use, a First Aid Officer MUST be provided for each oval
 - For First Aid Officer Qualifications refer to First Aid Policy
- (c) SCOREBOARD ATTENDANT (at least 1 required)
- Applies: Under 11 Mixed, Youth Age Groups only
- Home/host club must appoint a Scoreboard Attendant to keep the score up-to-date on the scoreboard
 - Scoreboard Attendant must be of a suitable age

- 6.16.4** The home/hosting club must also ensure the following requirements are in place before the commencement of any match:
- The ground and playing surface are marked as per the competition requirements and the Laws of Australian Football;
 - The playing surface is free of debris and hazards;
 - All permanent goal posts and obstacles in and around the playing surface have protective pads in place;
 - Where applicable, the necessary match day paperwork is provided to the field umpires;
 - Provide the correct match footballs to the field umpires;
 - Provide, monitor and maintain an alcohol and smoke free environment.
- 6.16.5** The Competition Manager, or person appointed by the Competition Manager, may conduct an audit of the match day environment to assist clubs in ensuring they meet the requirements of the rules and regulations. The results of an audit will be recorded on a 'Game Day Audit Checklist'.
- 6.16.6** If it is determined by the Competition Manager that a club has failed to exercise adequate control over any of their members, parents/carers of players, players, coaches, officials and/or spectators then that club may be penalised as follows:
- (i) For the first (1st) offence:
- Reprimand, and/or
 - a fine, and/or
 - loss of competition points (even if it shall mean putting the team into a negative position) and e-points, and/or
 - suspension of the offending person(s) from participating in matches, and/or
 - in the case of a coach, in conjunction with AFLQ Coaching and Education Manager, suspension of his/her coaching accreditation.
- (ii) For a second (2nd) offence:
- a fine, and/or
 - loss of competition points (even if it shall mean putting the team into a negative position) and e-points, and/or
 - suspension of the offending person(s) from participating in matches, and/or
 - suspension of the team and/or the club from the competition, and/or
 - in the case of a coach, in conjunction with AFLQ Coaching and Education Manager, suspension of his/her coaching accreditation.



(iii) For a third (3rd) offence:

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

6.16.7 Where otherwise not specified, the value of a fine for a breach of the rules and regulations will be at the discretion of the SEQ Competition Manager.

6.17 MELEES

6.17.1 DEFINITION

6.17.1.1 A melee is an incident involving three (3) or more players from each team who are involved in behaviour which is in breach of the Laws of Australian Football including verbally abusing, grabbing, pushing and/or wrestling opposition players.

6.17.2 INCIDENT AND REPORTING PROCEDURE

6.17.2.1 In the event that a melee continues after umpire(s) have issued two (2) instructions to break up the melee, the umpire(s) shall report the incident to the Competition Manager. The competition umpire(s) shall, at the conclusion of the match, record the details of the melee including the quarter, the position on the ground and the number of players from each team and report them to the Competition Manager.

6.17.2.2 All melees will be referred directly to the SEQ Competition Manager by the Competition Manager.

6.17.3 PENALTIES

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

(i) For the first (1st) offence:

- a fine in accordance with the Melee Matrix

(ii) For a second (2nd) offence:

- a fine in accordance with the Melee Matrix, and
- Coach referred to State Coaching Manager for disciplinary action.

(iii) For a third (3rd) offence:

- a fine in accordance with the Melee Matrix, and
- Coach referred to State Coaching Manager for disciplinary action, and
- loss of four competition points (even if it shall mean putting the team into a negative position), and
- compulsory attendance by team and coach to AFLQ education session.

(iv) For a fourth (4th) offence:

- a fine in accordance with the Melee Matrix, and
- Coach referred to State Coaching Manager for disciplinary action, and
- team referred to SEQ Competition Manager.



7 REPORTS, TRIBUNALS AND INVESTIGATIONS

7.1 REPORTS

7.1.1 REPORTING PROCEDURES

7.1.1.1 The 'AFL State and Territory Tribunal Guidelines' shall apply.

7.1.2 PLAYING AFTER REPORT ISSUED

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

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

7.2 TRIBUNALS

7.2.1 TRIBUNAL GUIDELINES

7.2.1.1 The 'AFL State and Territory Tribunal Guidelines' shall apply.

7.3 COMPLAINTS & INVESTIGATIONS

7.3.1 COMPLAINTS

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

7.3.1.2 If the complaint cannot be resolved, the club may submit their complaint in writing to the Competition Manager. If the Competition Manager is further unable to resolve the problem, the Competition Manager may refer the club to the 'National Investigation Guidelines'.

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

7.3.2 INVESTIGATIONS

7.3.2.1 The following investigations procedures are to be read in conjunction with the AFL National Complaints & Investigations Guidelines (located on the AFL Queensland website – AFLQ Rules and Procedures).

(i) AFLQ / Affiliate League may launch an investigation

AFLQ and each Affiliate Leagues may launch an investigation of any incident which it deems warrants investigation to ensure the proper management and conduct of all participants of the competition, at the sole discretion of AFLQ or the relevant Affiliate League.

(ii) Process for instigating investigations

AFLQ or Affiliate Leagues may investigate incidents brought to their attention via the following processes:

(a) Request by clubs

(i) Registered clubs may make a request to AFLQ or the relevant Affiliate League to have an incident investigated.



(ii) The complaint must be made by email to the relevant Competition Manager by no later than 5:00pm on the first working day after the match and is to be accompanied by a fee of two hundred and fifty dollars (\$250). Where a club refers an incident for investigation that results in a sanction being imposed, the \$250 fee will be refunded in full.

(b) Instigation by AFLQ or Affiliate League

(i) AFLQ or an Affiliate League may investigate any incident which it deems necessary, at the absolute discretion of AFLQ or relevant Affiliate League.

(iii) Late requests

AFLQ or its Affiliate Leagues may accept late lodgements of a request for investigation where deemed necessary, at the sole discretion of AFLQ or the relevant Affiliate League.

(iv) Conduct of investigations

(a) Investigations will be conducted by the appropriate means available, as determined by the Community Football Manager or relevant Affiliate League, at the sole discretion of the Community Football Manager or relevant Affiliate League.

(b) Where available, witness statements and video review may form part of the investigation.

(c) AFLQ and each Affiliate League may elect to use an Independent Investigator to assist in the investigation process, however this is at the absolute discretion of AFLQ or the relevant Affiliate League.

(d) AFLQ and each Affiliate League may appoint an Independent Investigation Officer(s) prior to the commencement of each season or as deemed necessary, at the absolute discretion of AFLQ or the relevant Affiliate League.

(e) Independent Investigations do not have the power to fine or suspend anyone or any club but can make sanction recommendations to AFLQ or the relevant Affiliate League.

(v) Outcome of Investigation

Where AFLQ or its Affiliate League has investigated the incident and is of the reasonable belief that the coach, player, trainer, water carrier, runner, club official or umpire has:

(a) breached these Rules and Procedures; or

(b) breached the Laws of Australian Football; or

(c) been found guilty of conduct which is reasonably likely to bring the game of Australian Football into disrepute or which is prejudicial to the reputation or interests of AFLQ or an Affiliate League, AFLQ or the relevant Affiliate League may either:

(i) make a determination as to the appropriate sanction, at its absolute discretion; or

(ii) refer the matter to the Community Football Manager to consider the investigator's recommendations, which the Community Football Manager may fully implement or modify, at its absolute discretion; or

(iii) refer the allegation to a Tribunal to consider.

(vi) Acceptance of sanctions

Where the Community Football Manager imposes a sanction and/or penalty on any person or club, that person or club has forty-eight (48) hours from the time of notification to accept the sanction and/or penalty or request the matter be referred to a Tribunal.



(vii) Referral to Tribunal

- (a) Where the allegation is referred to a Tribunal, the Community Football Manager or their nominee or appointed officer of any Affiliate League, will fix a date, time and place for a hearing before the Tribunal.
- (b) The date for such hearing must be no longer than twenty-one (21) days after lodgement of the request for investigation (including the \$250 fee).
- (c) The Community Football Manager or their nominee or relevant appointed officer of any Affiliate League will advise the party of the date, time and place for hearing and forward a copy of the request for investigation as soon as reasonably practicable.

(viii) Tribunal Process following an investigation

(a) Tribunal Discretion

The Tribunal may run the proceedings brought to it under this paragraph 7.3 as it deems fit and at its absolute discretion.

(b) Legal or other representatives

Any party appearing before the Tribunal under this paragraph 7.3 is entitled to have legal or other representation to appear before the Tribunal on their behalf.

(c) Tribunal determination

(i) If the Tribunal determines that the party in question:

- (a) has breached these Rules and Procedures;
- (ii) has breached the Laws of Australian Football; or
- (iii) is guilty of conduct which is reasonably likely to bring the game of Australian Football into disrepute or which is prejudicial to the reputation or interests of AFLQ or an Affiliate League, the Tribunal may, at its absolute discretion, make such orders and / or give such directions in the matter as it determines is reasonable in the circumstances.

(b) Without limiting the generality of paragraph above, the Tribunal may, at its absolute discretion, impose any or all of the following sanctions:

- (i) impose a fine of such amount as it reasonably deems fit on the party and / or upon the club for which the party plays;
- (ii) suspend the party in question for such period as it reasonably deems fit;
- (iii) remove premiership points from the club for which the party plays and / or award such points to another club or clubs;
- (iv) make adjustments to scores, percentages and results of any match;
- (v) in the case of an umpire, impose such fine or period of suspension as it reasonably deems fit;
- (vi) any other sanction the Tribunal deems reasonable in the circumstances.

(c) Without limiting the generality of paragraph above, the Tribunal may, at its absolute discretion, impose a penalty not exceeding \$125 in relation to the following charges:

- (i) willfully wasting time;



(ii) remaining on the playing arena not wearing proper uniform after being warned by the umpire; or

(iii) wearing unacceptable equipment (boot studs, rings, jewellery, surgical appliances or guards).

(d) Without limiting the generality of paragraph above, the Tribunal may, at its absolute discretion, direct a player found guilty of language related charges to umpire junior matches in a voluntary capacity, in lieu of a suspension or fine.

(ix) Investigations relating to club officials and members

(a) Where AFLQ or an Affiliate League reasonably believes that a director, office bearer, employee or committee member of a club:

(i) has breached these SEQJ Rules and Procedures;

(ii) has breached the Laws of Australian Football; or

(iii) is guilty of conduct which is reasonably likely to bring the game of Australian Football into disrepute or which is prejudicial to the reputation or interests of AFLQ or an Affiliate League, AFLQ or the relevant Affiliate League may make a determination as to the appropriate sanction, at its absolute discretion.

(b) AFLQ or the relevant Affiliate League will notify the club and relevant parties of the sanction and / or penalty and that person or club has forty-eight (48) hours from the time of notification to accept the sanction and/or penalty or request the matter be referred to a Tribunal.

(c) Where the matter is referred to a Tribunal, witnesses will be limited to those on the team sheet and club officials, unless otherwise determined by AFLQ or the Tribunal Chair, at their absolute discretion.



8 FINALS

8.1 FINALS ELIGIBILITY

- 8.1.1** A player must play four (4) matches per team in a competition to be eligible for finals.
- 8.1.2** Where a player has also played in a higher division or age group in the same season, they must have played more matches during the regular season in the team in the lower division or age group to qualify for finals for that team.
- 8.1.3** To be eligible for Youth Girls finals, any player that also plays matches in the QFAW competitions in the same season must have played more games in the Youth competitions than QFAW competitions.
- 8.1.4** A player is eligible to play finals in multiple age groups providing they meet the required criteria.
- 8.1.5** A player is not eligible to play finals in multiple teams within the same age group.
- 8.1.6** Dispensation will be given to players unable to fulfil club playing commitments due to Australian Football representative programs. Matches played for Australian Football representative teams on the same weekend as club fixture matches will count for the purpose of finals eligibility.
- 8.1.7** Applications for exemptions to finals eligibility will only be considered if a player has had a long-term injury during the home and away season confirmed with a medical report, or religious reasons prevent the player playing on certain days of the week. An application must be made on the 'Application for Finals Eligibility Exemption' form and submitted to the Competition Manager no later than 5pm on the Wednesday prior to the first finals match.
- 8.1.8** Applications will only be considered if:
 - (i) The application submitted is accompanied by supporting documentation - medical reports for long term injury.
 - (ii) A player is not displacing an eligible or available player in a team.
- 8.1.9** Any player registering in the competition after the mid-year school holiday break of the home and away season must play a minimum of three (3) matches.

8.2 FINALS SERIES STRUCTURE

- 8.2.1** The final series structure shall be determined depending on the number of teams within each competition.
- 8.2.2** Once the final series structure has been determined the structure shall be communicated to clubs.

8.3 FINALS VENUES

- 8.3.1** Finals venues will be allocated at the discretion of AFLQ or its Affiliate Leagues. Additional finals venues may be allocated dependent upon the finals structure.



8.4 TIME ON IN FINALS

- 8.4.1** For use of time on in finals, refer to Association By-Laws and/or Competition's Finals Booklet.
- 8.4.2** If time on is to be used the following will apply: -
- Competitions that play 15 minute quarters during the home and away season will play 13 minutes plus time on
 - Competitions that play 20 minute quarters during the home and away season will play 17 minutes plus time on
- 8.4.3** Time is stopped when: -
- (i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head
 - (ii) the goal umpire signals that a goal has been scored
 - (iii) the goal umpire signals that a behind has been scored
- 8.4.4** Time is restarted when: -
- (i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head
 - (ii) the football is thrown up in the centre circle after a goal has been scored
 - (iii) the football has been brought back into play after a behind has been scored
- 8.4.5** Please note – time continues when the football is out of play over the boundary line unless signalled otherwise by the field umpire.

8.5 DRAWN MATCHES AT FULL TIME

- 8.5.1** Should a draw occur in any of the finals matches, the following procedures shall apply:
- 8.5.1.1** Goal umpires confirm scores are identical;
 - 8.5.1.2** There is a five (5) minute break;
 - 8.5.1.3** Teams change ends;
 - 8.5.1.4** Three (3) minutes of additional time will be played, plus time-on;
 - 8.5.1.5** At the end of the first additional time period the siren will sound and teams will immediately change ends without a break;
 - 8.5.1.6** The ball will be bounced (or thrown up) in the centre and a further three (3) minutes of play (plus time-on) will commence;
 - 8.5.1.7** At the conclusion of this period, the siren will sound and the team with the highest score is declared the winner;
 - 8.5.1.8** If scores are still tied, steps (c) – (h) are repeated until a result is determined



9 AWARDS

9.1 BEST AND FAIREST VOTES

- 9.1.1** The Competition Manager shall ensure umpires votes for the best and fairest players are recorded in the Footyweb system for each youth and youth girls competition season fixtures.
- 9.1.2** Such votes shall be recorded in the Footyweb system on the basis of a three (3) votes for the best and fairest player, two (2) votes for the second best and fairest player and one (1) vote for the third best and fairest player taking part in each fixture match.
- 9.1.3** The following conditions apply to awards: -
- (a) Any player who accepts a set penalty or is found guilty of an offence in a season fixture that results in a suspension of at least one (1) match shall be ineligible to receive any award.
 - (b) Any player granted permission to play in a lower age group will be ineligible to receive any award in that lower age group.
 - (c) A player that participates in multiple teams is eligible for votes in each match played, however the votes are allocated to each team and are not cumulative across teams.
- 9.1.4** Awards will be presented at the discretion of the SEQ Competition Manager.

9.2 INDIVIDUAL AWARDS – FOOTY4FUN

- 9.2.1** Players in Footy4Fun Age Groups are ineligible to receive individual player awards. NB. This includes Club Awards.

9.3 CLUB OF THE YEAR

- 9.3.1** The criteria and voting for the award is to be determined by the SEQ Competition Manager and may be varied by them from time to time.

9.4 RECOGNITION OF PLAYER MILESTONES

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



APPENDIX A – AFLQ STATE JUNIOR FOOTBALL PLAYING RULES & REGULATIONS

FOOTY4FUN PLAYING RULES & REGULATIONS DEFINITIONS

(A) ZONES

- Players will be instructed by the Umpire to stay in their correct position.
- The field is divided into three (3) zones: forwards, centres and backs. The Players are rotated through the zones in each Match to ensure that all Players experience the different field positions. Four (4) distinguishable markers (low domes) are placed on the sideline and across the ground to mark the zones.
- The forwards are the only Players who can kick a score. These Players are clearly identified by a yellow arm band indicating that they are the forwards. Should a centre-zone or backs Player kick the ball through the goal posts, it is treated like any other out of bounds.
- It is important to realise that the marking of zones is to help both the Players and the Umpire understand where Players should be. It is not a 'taboo' marker but an indication that a Player is close to the end of the zone. In essence there is a little 'grey area' where a Player may dispose of a ball just over the zone line. The Umpire will communicate with the Players and attempt to ensure that the use of the 'grey area' is kept to a minimum. The use of armbands on all Players also helps the umpire identify where a Player is intended to be.
- Players are unable to take full possession of the ball at the start of play (ball up) or the recommencement of play around the ground. The Umpire will use different Players from the zone where the play is in, to contest the bounce.
- The interchange gate for these age groups is marked by smaller witch's hats or cones and is the area that the Team will use to move Players from and onto the ground.

(B) STARTING AND RESTARTING PLAY

- A ball up is conducted between 2 centre Players of similar height as nominated by the Umpire. The Umpire should nominate different pairs of Players for subsequent ball ups after goals are scored.
- Only 3 centre line Players attend centre bounces (20 m clearance from all other Players). The Umpire is to enforce a similar 20 m clearance for field ball ups.
- No full possession is allowed.
- The full possession rule is applied as follows:
 - A Player contesting the ball up may not grab the ball and play on; and
 - The Player must knock, palm or punch the ball to a teammate or open ground, and may not play the ball again until it has been touched by another Player or hit the ground.

(C) MODIFIED TACKLING

A Player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees. The tackle may be from either side or from behind providing the tackle from behind does not thrust forward the Player with the ball (That is, push the Player in the back).

- If the Player in possession of the ball is taken to the ground in the act of tackling, they will receive a free kick. If the Umpire feels the Player drops to the ground deliberately in order to receive a free kick, they will be penalized for holding the ball.
- A Player in possession of the ball, when held by an opponent applying the wrap around tackle, should be given a reasonable chance to dispose of the ball by kick or by handball, or by attempting to kick or handball, otherwise a free kick shall be awarded to the tackler for holding the ball.
- The Umpire shall conduct a ball-up when the Player with the ball has the ball held to the body by an opponent, unless the Player has had a reasonable time to dispose of the ball prior to being tackled, in which case a free kick shall be awarded to the tackler for holding the ball.
- The Umpire shall allow play to continue if the ball is knocked out of a Player's hands by an opponent.
- A Player not in possession of the ball, when held by an opponent, shall be awarded a free kick.
- There is strictly no bumping, slinging or deliberately bringing the opposition Player in possession of the ball to the ground.

Players cannot:

- knock the ball out of an opponent's hands
- push the Player in the side
- steal the ball from another Player
- smother an opponent's kick or shepherd an opponent
- deliberately pull or grab the hair of an opponent

FOOTY4FUN PLAYING RULES & REGULATIONS MATRIX

JUNIOR RULES MATRIX	Mixed			
	Under 8 Introductory	Under 9 GIRLS Development	Under 9 & 10 Development	Under 11 GIRLS Development
PHASE	Under 8 Introductory	Under 9 GIRLS Development	Under 9 & 10 Development	Under 11 GIRLS Development
REGULATIONS				
Ground size	80m x 60m ✓	80m x 60m ✓	100m x 80m ✓	100m x 80m x
Zones				130m x 90m x
No. of players on ground	9-a-side Synthetic 1	9-a-side Synthetic 1	12-a-side Synthetic 2	15-a-side Leather 3
Ball type				
Ball size				
Match Length	4 x 10 min (3-6-3)	4 x 10 min (3-6-3)	4 x 10 min (3-6-3)	4 x 15 min (5-10-5)
Scoring	No scores, ladders or finals permitted	No scores, ladders or finals permitted	No scores, ladders or finals permitted	Scoring permitted. No ladders or finals
Results	No recording of best players or goal kickers	No recording of best players or goal kickers	No recording of best players or goal kickers	No recording of best players or goal kickers
Representative teams	x	x	x	x
LAWS				
Tackling	x	Modified Tackle	Modified Tackle	✓
Bumping	x	x	x	✓
Stealing the ball	x	x	x	✓
Barging	x	x	x	✓
Smothering	x	x	x	✓
Fending off	x	x	x	✓
Shepherding	x	x	x	✓
Bouncing the ball	1 max	1 max	1 max	2 max
Kicking off the ground	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental
Out of bounds	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	When a ball goes out of bounds, the field umpire shall ball up 10 metres in from the boundary line to restart play
Marking	Any distance, reasonable attempt	Any distance, shows control	Any distance, shows control	10m, direct catch
Penalties	No distance penalty applies. Players can be ordered off at the umpire's discretion	10m penalty at umpires discretion. Players can be ordered off at the umpire's discretion	10m penalty at umpires discretion. Players can be ordered off at the umpire's discretion	25m penalty at umpires discretion. Players can be ordered off at the umpire's discretion
Deliberate out of bounds	x	x	x	x
Deliberately rushed behind	x	x	x	x
UMPIRES AND COACHES				
No. of field umpires	Club (1)	Club (1)	Club (1)	Association (1)
Goal Umpires	Clubs to supply (1) each	Clubs to supply (1) each	Clubs to supply (1) each	Clubs to supply (1) each
Boundary umpires	x	x	x	x
Coaches	On field	On field	On field	Sideline



YOUTH PLAYING RULES & REGULATIONS MATRIX

YOUTH	Mixed		Boys		Girls	
	Under 12 Competition (12.5)	Under 14 Competition (14.5)	Under 16 Competition (16.5)	Under 13 Competition (13.5)	Under 15 & 17 Competition (15.5 & 17.5)	
REGULATIONS						
Ground size	135m - 185m x 110m - 155m	135m - 185m x 110m - 155m	135m - 185m x 110m - 155m	130m - 135m x 90m	135m - 185m x 110m - 155m	
Zones		Refer to AFLQ SJFR&R 4.2.2	Refer to AFLQ SJFR&R 4.2.2			
No of players on ground						
Ball type	Leather	Leather	Leather	Leather	Leather	
Ball size	3	4	5	3	4	
Match Length & Quarters	4 x 15 min 5 / 10 / 5	4 x 15 min 5 / 10 / 5	4 x 20 min 5 / 10 / 5	4 x 15 min 5 / 10 / 5	4 x 15 min 5 / 10 / 5	
Scoring	✓	✓	✓	✓	✓	
Results	✓	✓	✓	✓	✓	
LAWS						
Tackling	✓	✓	✓	✓	✓	
Bumping	✓	✓	✓	✓	✓	
Stealing the ball	✓	✓	✓	✓	✓	
Barging	✓	✓	✓	✓	✓	
Smothering	✓	✓	✓	✓	✓	
Fencing off	✓	✓	✓	✓	✓	
Shepherding	✓	✓	✓	✓	✓	
Bouncing the ball	Unlimited	Unlimited	Unlimited	2 max	Unlimited	
Kicking off the ground	✓	✓	✓	✓	✓	
Out of bounds	When a ball goes out of bounds, the field umpire shall throw the ball up 10 metres in from the boundary line to restart play	When a ball goes out of bounds, the field umpire shall throw the ball up 10 metres in from the boundary line to restart play	When a ball goes out of bounds, the field umpire shall throw the ball up 10 metres in from the boundary line to restart play	When a ball goes out of bounds, the field umpire shall throw the ball up 10 metres in from the boundary line to restart play	When a ball goes out of bounds, the field umpire shall throw the ball up 10 metres in from the boundary line to restart play	
Marking	Any distance, reasonable attempt	Any distance, shows control	10m, direct catch		Any distance, shows control	
Distance and Other Penalties	50m penalty can be applied at umpires discretion.	50m penalty can be applied at umpires discretion.	50m penalty can be applied at umpires discretion.	15m penalty can be applied at umpires discretion.	50m penalty can be applied at umpires discretion.	
Deliberate out of bounds	Players can be ordered off at the umpire's discretion	Players can be ordered off at the umpire's discretion	Players can be ordered off at the umpire's discretion	Players can be ordered off at the umpire's discretion	Players can be ordered off at the umpire's discretion	
Deliberately rushed behind	✓	✓	✓	✓	✓	
UMPIRES AND COACHES						
No of field umpires	Association (1)	Association (2)	Association (2)	Association (1)	Association (1)	
Goal umpires	Clubs to supply (1) each	Clubs to supply (1) each	Clubs to supply (1) each	Clubs to supply (1) each	Clubs to supply (1) each	
Boundary umpires	x	x	x	x	x	
Coaches	Sideline	Sideline	Sideline	Sideline	Sideline	



APPENDIX B – SCHEDULE OF RECOMMENDED MAXIMUM FINES

Rule/Regulation Breach	Fine
Failure to display appropriate logos	\$50 per match
Incorrect playing attire	\$20 each
More than one player wearing the same number	\$100
Failure to lodge Working with Children Check details	\$200
Poaching of Players	\$500
Playing an ineligible, suspended, unregistered and/or overage player	\$500 per player
Any three of above in one season	\$1,000
Failure to use the correct match football	\$100
Clubs allowing match to start late	\$100
Failure of team to re-commence their playing positions after receiving warning	\$100
Team refuses to continue match	\$200
Placing or publishing Footy4Fun scores in any platform	\$200
Coach or Assistant Coach not accredited	\$200
Failure by Team Manager to meet umpires after match	\$50
Failure by Runner to leave the field of play when directed	\$500
Failure by Water Carrier to leave the field of play when directed	\$500
Failure to supply Ground Marshall	\$500
Failure to supply Assistant Ground Marshall	\$500
Failure to supply Qualified First Aid Officer	\$500
Apology/Non-attendance at Meetings	\$100
Failure to exercise adequate control as per 6.16.6 – 1 st offence	\$500
Failure to exercise adequate control as per 6.16.6 – 2 nd offence	\$750
Failure to exercise adequate control as per 6.16.6 – 3 rd offence	\$1,000
Changing scheduled matches without permission	\$100
Forfeit match without notice	\$100
Team forfeiting 3 matches	\$150
Failure to provide a stretcher	\$100
Press statements	\$500
Displacement of player for any reason	\$500

All other fines will be at the discretion of the Competition Manager or SEQ Competition Manager.



APPENDIX C – MELEE MATRIX



MELEE MATRIX



Club in Breach: _____

Match Date: _____

Age Group/Division: _____

Opposing Club: _____

No of Previous Melee Offences: _____

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



APPENDIX D – YELLOW & RED CARDS

YELLOW CARD

Meaning

Player is sent off for a period of time.

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

Duration

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

Player can be replaced immediately.

NB. Umpire may issue a report if he/she deems it necessary.

RED CARD

Meaning

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

Duration

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

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

PLAYING AFTER REPORT ISSUED

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

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



APPENDIX E – FORMS

Form No	Form Title	Type	Use
AFLQJ-23	Age Dispensation Application	Manual	Club
AFLQJ-22	Age Dispensation Assessment	Manual	AFLQ/Affiliated League
AFLQJ-01	Application for Finals Eligibility Exemption	Manual	Club
AFLQJ-02	Application for Licence	Manual	Club
AFLQJ-09	Footy4Fun & Youth Team Nominations (Exc SEQJ)	Manual	Club
AFLQJ-05	Game Day Audit Checklist	Online	AFLQ/Affiliated League
AFLQJ-06	Ground Availability & Allocation	Online	Club
AFLQJ-07	Ground Marshall Incident Report	Online	Club
AFLQJ-08	Incident Referral Form	Manual	All
AFLQJ-10	Notice of Appeal	Manual	Club
AFLQJ-11	Notice of Charge	Manual	AFLQ/Affiliated League
AFLQJ-12	Notice of Rules & Regulations Breach	Manual	AFLQ/Affiliated League
AFLQJ-13	Notice of Set Penalty	Manual	AFLQ/Affiliated League
AFLQJ-14	Notice of Tribunal Outcome	Manual	AFLQ/Affiliated League
AFLQJ-17	Permission to Train	Manual	Club
AFLQJ-18	Player De-registration	Manual	Club
AFLQJ-19	Player Milestone Request	Manual	Club
AFLQJ-21	Player Withdrawal of Transfer	Manual	Club
AFLQJ-16	Playing Up Consent	Manual	Club
AFLQJ-27	Team Officials Registration (Exc SEQJ)	Manual	Club



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