



AFL QUEENSLAND

FOOTY4FUN

RULES & REGULATIONS

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1. General

1.1 Definitions

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	Any Junior Football Competition which is administered directly by AFL Queensland
Association	The area or region as identified in PlayHQ 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 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

PlayHQ	Refers to the online system used to assist in the administration of the Competition.
Home Team	The first named team for a fixture
Interchange Area	The dedicated area marked on the boundary line through which players must enter or leave the playing surface
Footy4Fun Age Group	Any age group from Under 8.5 to Under 11.5
Footy4Fun Competition	Any competition which includes teams in Under 8.5 to Under 11.5 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 age group in which a player is permitted to play based on their date of birth
Round	The matches scheduled to be played as part of the season fixtures that are to be played within a designated period (generally one weekend)
Season	The period in each year determined by AFLQ in which the Matches set out in 2022 are played
Season Fixtures	The annual schedule of competition fixture matches played between teams in designated competitions issued by the Competition Manager
SEQ Juniors	South East Queensland (SEQ) Juniors refers to the combined regions of Brisbane, Moreton Bay, Ipswich, Redlands, Logan, Sunshine Coast, Gold Coast and Northern Rivers for junior and youth football
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

1.2 Spirit of Footy4Fun

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 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 participants.
- 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.

2. Footy4Fun Specific Rules & Requirements

2.1 Team Nominations

2.1.1

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

- Under 8 Mixed & Under 9 Girls – minimum of 6 registered players
- Under 9 Mixed & Under 10 Mixed – minimum of 9 registered players
- Under 11 Girls – minimum of 6 registered players
- Under 11 Mixed – minimum of 12 registered players

2.1.2

Nominations for teams in a Footy4Fun competition must be submitted in the prescribed format as advised by the Competition Manager and the Competition Manager has the final discretion to accept or reject team nominations.

2.2 Maximum Number of Players in a Match

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

- Under 8 Mixed, 9 per side – 3 Forwards, 3 Centres, 3 Backs (unlimited interchange)
- Under 9 Mixed, 12 per side – 4 Forwards, 4 Centres, 4 Backs (unlimited interchange)
- Under 9 Girls, 9 per side – 3 Forwards, 3 Centres, 3 Backs (unlimited interchange)
- Under 10 Mixed, 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, 12 per side – 4 Forwards, 4 Centres, 4 Backs (unlimited interchange)

2.3 Player Number Equalisation

2.3.1

Teams must have the same number of players on the field during a match. 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. All players are encouraged to rotate when being loaned to an opposing team. If a team is expecting to have an excess or shortage of numbers for a particular match, they should contact the opposition at the earliest opportunity.

2.3.2

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:

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

2.3.3

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

- in the instance of a player sent off with a yellow card and there is no replacement player available

3. Match & Ground Conditions

3.1 Playing Surface & Posts

Playing Surface and Posts shall be in accordance with Law 3 of the LOAF. In accordance with Law 3.7 of the LOAF, smaller dimensions have been approved for some competitions.

Please refer to appendix 7.2 for the competition matrix.

3.2 Match Duration

The match durations approved for each age group are detailed in the Footy4Fun Rules Matrix (appendix 7.2).

3.2.1

Any club that enables a match to start late shall incur a fine.

3.2.2

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 after already receiving a warning from the umpire and/or match officials, may incur a fine.

3.3 Footballs

3.3.1

Football sizes and types of footballs approved for each age group are detailed in the Playing Rules and Regulations Matrixes (appendix 7.2)

3.3.2

Football logos and suppliers are at the discretion of AFLQ.

3.4 Coaches Box

The following officials only are permitted in the Coaches Box during an Under 11 Mixed or Under 11 Girls competition match:

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

4. Match Day

4.1 Practice Matches

4.1.2

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.

4.1.3

Player's names must be listed on a team sheet and submitted to the umpire before the commencement of any Competition sanctioned practice match (Under 11 mixed only).

4.1.4

Unless advised otherwise, and at the discretion of the 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.

4.2 Match Day Checklist

4.2.1

A Marsh Match Day Checklist must be completed before the first match of the day for every home game. Fines may apply for host clubs who do not complete the checklist.

4.3 PlayHQ

4.3.1

The home club shall be responsible for ensuring Under 11 Mixed and Under 11 Girls competition scores are entered into the PlayHQ system within 24 hours of the completion of each match.

4.3.2

The scores of a match shall be recorded as per the Score Cards recorded by the Goal Umpires (Under 11s Mixed and Girls only).

4.3.3

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.

4.4 First Aid

4.4.1

The home team is responsible for providing a qualified First Aid Officer, including relevant equipment, and a stretcher per full-sized field of play.

4.4.3

If a qualified First Aid Officer is not present, the visiting team official can report to the ground marshal. 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 ground marshal will declare the match a forfeit and the host club must advise the Competition Manager as soon as possible.

4.4.4

Both the home and visiting Team Managers must inform the First Aid Officer, prior to the start of any match, the status of any players who have religious or ethnic concerns regarding treatment, whatever they may be, and a suitable action plan is to be devised and followed wherever possible.

4.4.5

The officially appointed First Aid Officer is the only official allowed onto the ground to treat an injured player, umpire or Team Official and have the final say on whether they can return to the field. A player stretchered from the playing surface is not permitted to return to the playing surface for a minimum of twenty (20) minutes from the time they left the playing surface on the stretcher.

4.4.6

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 signalled (e.g., splint, stretcher, cervical collar, oxygen, additional supplies etc.). The First Aid Officer is the only match official that is permitted to request a stretcher.

4.4.7

The First Aid Officer must:

- Wear a AFLQ Red Bib (approved by Competition Manager)
- Be at least 18 years of age

- Sit in the official first aid area for the match, within a central and easily accessible position.
- Be permitted to attend to an injured player in the coaches' box, however when not required must remain in the official first aid area.
- Remember that they can only provide a level of care consistent with the limits of their qualifications. All personnel must ensure that their duty of care to the patient, club, and AFLQ is always followed. If required, first aid officers may 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.

4.4.8

The following qualifications for First Aid Officers apply:

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

4.4.9

Footy4Fun Competition Matches – One Match Per Oval

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

4.4.10

Footy4Fun Competition Matches – Two Matches Per Oval

- 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.

4.5 Stretchers

- A stretcher must be available for all matches at the venue for the day. The stretcher, wherever possible, should be located with the qualified First Aid Officer.
- Failure of home team/club to provide a stretcher will incur a fine.

4.6 Concussion

AFLQ and its Affiliate Leagues adopt 'National Community Football Policy Handbook – concussion' guidelines. Clubs must strictly adhere to these guidelines. These guidelines can be found on the AFL Club Help website (<https://www.afl.com.au/clubhelp>).

4.7 Infectious Disease

The 'National Community Football Policy Handbook – Infectious Diseases' shall apply, with the exception that the Law applies to all incidents of bleeding. These guidelines can be found on the AFL Club Help website (<https://www.afl.com.au/clubhelp>).

4.8 Mouthguards

In accordance with the 'National Community Football Policy Handbook', it is recommended that all children participating in any form of the game should wear an appropriately fitted mouth guard. These guidelines can be found on the AFL Club Help website (<https://www.afl.com.au/clubhelp>).

4.10 Matches Unable to be Completed

4.10.1

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:

- Field Umpires and/or ground marshal are to stop play
- The timekeeper's clock does not stop
- Timekeeper to signal any end of quarter sirens and commencement of quarter sirens if applicable

4.10.2

If the match cannot be re-started after thirty (30) minutes real time, the match is to be abandoned and the host club must inform the competition manager within 24 hours.

4.11 Postponement and Cancellations of Matches

4.11.1

A fixtured match may be postponed or cancelled if the field of play is deemed as unfit by either participating club and/or would suffer further damage and/or there is risk to participants if play was to commence. Notification must be made to the competition manager by the host club within 24 hours.

4.11.2

In the event of inclement weather, any Footy4Fun competition matches may be cancelled at the discretion of the home club. The Competition Manager and the opposing club must be notified of any cancellations immediately once a decision has been made.

4.12 Rescheduling of Fixture Matches

4.12.1

In the event a club wishes to reschedule a fixture match the club must send their request, in writing, to the opposing team/club at least fourteen (14) days prior to the originally scheduled date.

4.12.2

The request may then be approved or rejection. The opposing club must respond within seventy-two (72) hours.

4.12.3

Once agreed by both clubs, the host club must notify the Competition Manager at least seven (7) days prior to the originally scheduled date.

4.12.3

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.

4.12.4

A scheduled match is not officially rescheduled without the final approval of the Competition Manager.

4.13 Forfeits

4.13.1

Should a team not be able to commence a match with the minimum number of players for a team, they must forfeit the match. Every effort should be made to ensure that the players can play.

4.13.2

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.

4.13.3

Any club unable to field a team in any given competition must advise the Competition Manager and the opposing relevant club officials at least twenty-four (24) hours before the scheduled starting time of such match. Failure to do so may result in a fine.

4.13.4

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.

4.13.5

Any team that forfeits prior to the commencement of a match on three (3) occasions in a season will be withdrawn from that competition at the discretion of the Competition Manager.

4.13.6

Any team which has been withdrawn from the competition because of forfeiting three (3) consecutive matches, and subsequently is readmitted to such competition, may incur a fine.

4.14 Team Sheets

4.14.1

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

4.14.2

Footy4Fun (excluding U11 Mixed) teams are required to submit a team sheet into PlayHQ only. The Team Managers must update the Team Sheet for their team in PlayHQ following the match within 24 hours.

4.14.3

Under 11 Mixed 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
- PlayHQ registration Number
- Coach
- Assistant Coach
- Runner (Under 11 Only)
- Water Carriers
- Ground Marshall (name & signature)
- First Aid Officer (name & signature)

4.14.4

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.

4.14.5

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.

4.14.6

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.

4.14.7

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

4.15 Interchange – Under 11 Mixed & Girls Competitions

4.15.1

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

4.15.2

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.

4.16 Umpires & Scoring

4.16.1

Competition umpires (where available) shall be appointed by AFLQ as per the Competition Umpire Allocations schedule (Under 11 Mixed Only).

4.16.2

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 the home team. The away team is also able to appoint a Club Umpire in this circumstance.

4.16.3

If an AFLQ appointed umpire or club umpire is not available, both participating coaches are permitted to co-umpire matches in their absence.

4.16.3

Club umpire responsibilities are as follows:

- **Club Field Umpire:**
 - Must be at least 2 years older than the maximum age of the age group being umpired (recommended 12+ years old minimum)
 - Must wear the applicable Umpire uniform
 - Where possible, must complete Club Umpire training, as directed by the Competition Manager, prior to taking the field
 - Is not permitted to order players from the field, however, may report any incident through the 'Referral of Incident' process
- **Club Goal Umpire:**
 - 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. (Under 11 Girls & Mixed only)

4.17 10 Goal Rule (Under 11 Girls & Mixed only)

4.17.1

The purpose of this rule is to ensure coaches, once a 10 goal (60 point) lead is reached during a match, 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 using player rotation or other methods.

4.17.2

The maximum winning margin for all fixture matches is 10 goals (60 points).

4.17.3

Scores 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.

4.17.4

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 formal warning or referral to the tribunal, particularly where there is recurrent non-compliance. Fines may also apply.

4.18 Order off Law – Under 11 Mixed (Yellow Card)

The order off law shall apply to all competition matches in Under 11 Mixed. Only Competition Field Umpires are permitted to order a player from the field.

A player ordered off the playing surface under a Yellow Card shall remain off the playing surface for 15 minutes of playing time. He/she can be replaced.

Once a player receives their second (2) yellow card in one season, the Competition Manager will contact the club that the player is registered to address the issue further.

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

The team manager of the team the player is registered to is responsible for timing the cool down period

4.19 Team Officials

4.19.1

Registration of Team Officials

- Team Officials must be registered and listed on team sheets on PlayHQ for each match officiated.
- All coaches and assistant coaches are also required to register using the Coach.AFL system and must be listed on all team sheets for each match coached
- Each club shall be responsible for ensuring they have volunteer screened (Working with Children Check) all team officials.

4.19.2

Team Officials During a Match

- 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.
- Each club shall be responsible for the conduct of their team officials.
- All team officials are required to wear closed in footwear.
- The following team officials are permitted (or where indicated, are required) to be supplied by each club for a match:
 - **Coach (1 Required), Assistant Coach (1 Permitted)**
 - Coaches must be able to provide proof of accreditation if asked by the Umpires or Ground Marshall
 - Coaches and Assistant Coaches must have official AFL Foundation Coach – Junior qualifications
 - 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.
 - Coaches and Assistant Coaches must remain in the designated Coach's Box (Under 11 Girls & Mixed only) and are only permitted on the playing surface during authorised breaks.

- Coaches may provide feedback about Umpires to the appointed ground marshal which can then be communicated through the club to the competition manager.
 - One Coach or Assistant Coach are permitted to remain on the playing surface (Under 8, 9, 9 Girls, 10 only) (1) Coach/Assistant Coach only at any one time)
 - On field coach must wear Footy4Fun Coaches bib (Pink)
- **Team Manager (1 Required)**
 - 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 abide by the AFLQ Administrator & Volunteer Code of Conduct
- **Team Runner (Under 11 Girls & Mixed only - 1 Permitted)**
 - 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 PlayHQ)
 - Team Runner must abide by the AFLQ Administrator & Volunteer Code of Conduct
- **Water Carriers (Under 11 Girls & Mixed only, 4 Permitted)**
 - Water Carriers must wear a White Bib (approved by 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 PlayHQ)
 - 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
 - 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

- **Goal Umpire (1 Required)**
 - Each team must supply one (1) Goal Umpire for each match
 - Goal Umpire must wear a Light Blue Bib (approved by SEQ Competition Manager and displaying an approved AFLQ logo)
 - 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 abide by the AFLQ Administrator & Volunteer Code of Conduct
 - Goal Flags should be used to signal scores by Goal Umpire
 - Goal Umpire must be supplied with a score card and flags (Under 11 Girls & Mixed)
 - 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 (Under 11 Girls & Mixed)
 - If a discrepancy occurs, the matter is to be referred to the Competition Manager. This procedure applies to all matches (Under 11 Girls & Mixed)
 - Goal Umpire must have their name entered on the team sheet (printed copies and in PlayHQ) and score card (Under 11 Girls & Mixed)

- **Timekeeper (1 Required – Home Team; 1 Permitted – Away Team)**
 - 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 abide by the AFLQ Administrator & Volunteer Code of Conduct

4.20 Home Club Match Day Requirements

4.20.1

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.

4.20.2

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

- The ground and playing surface are either marked or set-up as per the competition requirements and the LOAF.
- 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 umpire/s.
- Provide the correct match footballs to the field umpire/s.

- Provide, monitor, and maintain an alcohol and smoke free environment.

4.20.3

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:

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.

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.

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.

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

4.20.4

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.

Ground Marshall (minimum 1 required)

- Home/hosting clubs must supply a Ground Marshall

- Ground Marshall must wear a Fluro Orange Bib (approved by SEQ Competition Manager and displaying an approved AFLQ logo). Fluro Green bibs as permitted in prior years may be utilised in the 2023 season.
- 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 to be submitted by the club.

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.

First Aid Officer (minimum 1 required)

- Refer to First Aid requirements above.

Scoreboard Attendant (1 required, Under 11 Mixed & Girls only)

- Host club may appoint a Scoreboard Attendant to keep the score up to date on the scoreboard if desired

5. Complaints

5.1

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.

5.2

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'.

5.3

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.

6. Awards

6.1 Individual Awards

Players in Footy4Fun age groups are ineligible to receive individual player awards from AFLQ. Clubs are permitted to present limited awards to players in these age groups such as encouragement and/or participation awards, however, cannot issue skill or ability-based awards (i.e., best & fairest).

7. APPENDICES

7.1 APPENDIX A: FOOTY4FUN CONCEPTS – DEFINITIONS

7.1.1. Zones

Zones – General:

- 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. 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.
- 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.

Zones – Under 10 Mixed:

- Zones will be used as starting positions only.
- Zones will still be marked out on the ground the same as Under 9 Mixed.
- Once the umpire throws the ball up in the centre of the ground players can move in and out of all zones during the match.
- Players are required to reset to their starting zone of that quarter after a goal or behind has been scored.
- Umpire will not let play resume by kick in or centre ball up until all players are back in their starting positions.
- At the Umpires discretion, if the game becomes congested the Umpire can stop play at a ball up and send all players back to their starting zones.

Zones – Under 11 Mixed:

- Zones will be used as starting positions only.
- Once the umpire throws the ball up in the centre of the ground players can move in and out of all zones during the match.
- Players are required to reset to their starting zone of that quarter after a goal has been scored.

7.1.2. 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 (20m clearance from all other players). The umpire is to enforce a similar 20m clearance for field ball ups.
- No full possession is allowed in a ruck contest.
- 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.

7.1.3. 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 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

7.2. APPENDIX B: FOOTY4FUN MATRIX

GIRLS		
	Under 9	Under 11
PHASE	Development (9.5)	Development (11.5)
REGULATIONS		
Ground size	80m x 60m	100m x 80m
Zones	Yes	No
No of players on ground	9-A-Side	12-A-Side
Ball type	Synthetic	Synthetic
Ball size	1	2
Match Length & Quarters	4 x 10 min	4 x 10 min
Breaks	3 / 6 / 3 min	3 / 6 / 3 min
Scoring	No scores, ladders or finals permitted.	Scoring permitted. No ladders or finals permitted.
Results	No recording of best players or goal kickers.	No recording of best players or goal kickers.
LAWS		
Tackling	Modified Tackle	Yes
Bumping	No	Yes
Stealing the ball	No	Yes
Barging	No	Yes
Smothering	No	Yes
Fending off	No	Yes
Shepherding	No	Yes
Bouncing the ball	1 max	1 max
Kicking off the ground	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.	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, shows control	10m, direct catch
Distance and other penalties	10m penalty at umpire's discretion.	10m penalty at umpire's discretion.
Deliberate out of bounds	No	No
Deliberately rushed behind	No	No
UMPIRES AND COACHES		
No of field umpires	Club (1)	Club (1)
Goal umpires	Clubs to supply (1) each	Clubs to supply (1) each
Boundary umpires	No	No
Coaches	On Field	Sideline

MIXED

	Under 8	Under 9
PHASE	Introductory (8.5)	Development (9.5)
REGULATIONS		
Ground size	80m x 60m	100m x 80m
Zones	Yes	Yes
No of players on ground	9-A-Side	12-A-Side
Ball type	Synthetic	Synthetic
Ball size	1	2
Match Length & Quarters	4 x 10 min	4 x 10 min
Breaks	3 / 6 / 3 min	3 / 6 / 3 min
Scoring	No scores, ladders or finals permitted.	No scores, ladders or finals permitted.
Results	No recording of best players or goal kickers.	No recording of best players or goal kickers.
LAWS		
Tackling	No	Modified Tackle
Bumping	No	No
Stealing the ball	No	No
Barging	No	No
Smothering	No	No
Fending off	No	No
Shepherding	No	No
Bouncing the ball	1 max	1 max
Kicking off the ground	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 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 boundary.
Marking	Any distance, reasonable attempt.	Any distance, shows control.
Distance and other penalties	No distance penalty applies.	10m penalty at umpire's discretion.
Deliberate out of bounds	No	No
Deliberately rushed behind	No	No
UMPIRES AND COACHES		
No of field umpires	Club (1)	Club (1)
Goal umpires	Clubs to supply (1) each	Clubs to supply (1) each
Boundary umpires	No	No
Coaches	On field	On field

MIXED

	Under 10	Under 11
PHASE	Development (10.5)	Competition (11.5)
REGULATIONS		
Ground size	100m x 80m	130m x 90m
Zones	Refer to Appendix 7.1.1.	Refer to Appendix 7.1.1.
No of players on ground	12-A-Side	15-A-Side
Ball type	Synthetic	Leather
Ball size	2	3
Match Length & Quarters	4 x 10 min	4 x 15 min
Breaks	3 / 6 / 3 min	5 / 10 / 5 min
Scoring	No scores, ladders or finals permitted	Scoring permitted. No ladders or finals permitted
Results	No recording of best players or goal kickers.	No recording of best players or goal kickers.
LAWS		
Tackling	Modified Tackle	Yes
Bumping	No	Yes
Stealing the ball	No	Yes
Barging	No	Yes
Smothering	No	Yes
Fending off	No	Yes
Shepherding	No	Yes
Bouncing the ball	1 max	2 max
Kicking off the ground	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 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, shows control	10m, direct catch
Distance and Other Penalties	10m penalty at umpire's discretion.	25m penalty at umpire's discretion Players can be ordered off at the umpire's discretion.
Deliberate out of bounds	No	No
Deliberately rushed behind	No	No
UMPIRES AND COACHES		
No of field umpires	Club (1)	Association (1)
Goal umpires	Clubs to supply (1) each	Clubs to supply (1) each
Boundary umpires	No	No
Coaches	On field	Sideline

7.3. APPENDIX C: SCHEDULE OF RECOMMENDED MAXIMUM FINES

Rule/Regulation Breach	Fine
Failure to display appropriate logos on uniform	\$50 per match
Incorrect playing attire	\$20 per player
More than one player wearing the same number	\$100 per occurrence
Poaching of players	\$500
Playing an ineligible, suspended, unregistered and/or overage player	\$500 per player
Any three breaches of above in one season	\$1,000 (additional)
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
Failure to apply the 10-goal rule	\$200
Failure to submit a team sheet on PlayHQ within 24 hours of match completion	\$50 per occurrence
Placing or publishing Footy4Fun scores in any platform (Under 11s excepted)	\$200
Failure to enter scores on PlayHQ for Under 11s within 24 hours of match completion	\$100
Coach and/or assistant coach not accredited or falsifying of team sheets	\$200
Failure by team manager to meet umpires after match (Under 11s Only)	\$50
Failure by runner to leave the field of play when directed	\$200
Failure by water carrier to leave the field of play when directed	\$200
Failure to supply ground marshal	\$500
Failure to supply qualified first aid officer	\$500
Failure to complete the Marsh Match Day Checklist prior to the first game of the day	\$100
Non-attendance at compulsory meetings	\$100
Failure to exercise adequate control as per 4.20.1 – 1 st offence	\$500
Failure to exercise adequate control as per 4.20.1 – 2 nd offence	\$750
Failure to exercise adequate control as per 4.20.1 – 3 rd offence	\$1,000
Changing scheduled matches without following correct process	\$100
Forfeit match without notice	\$100
Any three breaches of above in one season	\$150 (additional)
Failure to provide a stretcher	\$100
Media statements without AFLQ consultation	\$500
Displacement of player for any reason	\$500



FOOTY 4 FUN