



**2024**

**COMMUNITY COMPETITION RULES & PROCEDURES**

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## 1. GENERAL

### 1.1 Application of these AFLQ Rules and Procedures

- (a) These AFLQ Rules and Procedures apply to the administration of all Community Competitions managed by AFL Queensland or an Affiliate League unless specifically stated otherwise.
- (b) These AFLQ Rules and Procedures are to be read in conjunction with the National Community Football Policy Handbook.
- (c) These AFLQ Rules and Procedures are intended as a guideline for the administration of Australian rules football community competitions within Queensland and are not intended to be exhaustive. To the extent that these AFLQ Rules and Procedures are silent in relation to a particular matter, the Competitions Manager – QLD or nominee may determine the matter, at their absolute discretion.

### 1.2 Adoption by Affiliate Leagues

In accordance with the AFLQ Licence Agreements, these AFLQ Rules and Procedures must be formally adopted by each Affiliate League to apply to the administration of all Community Competitions administered by that Affiliate League.

### 1.3 Penalties

If AFLQ Rules and Procedures are not adhered to, a system of penalties will be invoked by the relevant Affiliate League or AFLQ. Infringements will incur monetary fines or Sanctions as deemed by AFLQ or the relevant Affiliate League.

### 1.4 Amendments to AFLQ Rules and Procedures

- (a) For each season of competition, a Regional Competition or Affiliate League may request an amendment to these AFLQ Rules and Procedures where the amendment is necessary to suit specific local conditions.
- (b) The request must be made in writing to the Competitions Manager – QLD at least six (6) weeks prior to the start of a particular season.
- (c) The Competitions Manager – QLD may approve, at their absolute discretion, rule amendments for a particular Regional or Affiliate League for that season only. Approved amendments are not carried over into the following season.

### 1.5 Application of AFL Rules, Regulations and Policies

- (a) The AFL is recognised by Sport Australia as the governing body responsible for the management and development of Australian Football.
- (b) AFLQ is affiliated to the AFL through an affiliation agreement which requires that AFLQ adhere to all relevant rules, regulations and policies of the AFL, as amended from time to time, including but not limited to the Member Protection Policy, National Community Football Policy Handbook and the Laws of Australian Football.

- (c) All clubs licenced to, or leagues affiliated with AFLQ must also adhere to all relevant rules, regulations and policies of the AFL, as amended from time to time, including but not limited to the Member Protection Policy and the Laws of Australian Football.

## 1.6 Definitions

In these AFLQ Rules and Procedures, unless otherwise stated:

**AFL** means Australian Football League ACN 004 155 211 being a Company limited by guarantee, incorporated in Victoria and previously known as Victorian Football League.

**Affiliate League** means a league licensed by AFLQ to administer Australian Football competitions.

**AFL Competitions** means any competition solely managed by AFLQ.

**AFLQ** means AFL (Queensland) Ltd ACN 090 629 342.

**Association** means the area or region as identified in Play HQ 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** is the second named team for a fixture.

**Board** means Affiliate League Board.

**Club** means any club that shall have been granted affiliation by AFL Queensland or its Affiliate League.

**Competition** refers to any Youth, Youth Girls or Senior competition administered by AFL Queensland or an Affiliate League.

**Competition Manager** is the person appointed to manage the day-to-day operations of a competition or AFL Affiliate League.

### **Competition Phases:**

**Introductory** – no tackling

**Development** – modified tackling

**Competition** – full tackling

**Junior Football** - Any competition which includes teams in Under 8 to Under 11 age groups

**Home Team** is the first named team for a fixture.

**Laws of Australian Football** means the AFL's Laws of Australian Football document, which is updated annually.

**Licence Agreement** means the licence agreement as defined in paragraph 2.4.

**MRP** is the Match Review Panel as defined in paragraph 5.2.

**Play HQ** refers to the online system used to assist in the administration of the Competition



**Regional** means all AFLQ managed competitions in Mackay, Townsville, Darling Downs, Wide Bay and Capricornia.

**Reporting Officer/s** is the person/s appointed by AFLQ or an Affiliate League to deal with all reports and referrals.

**Sanction** means a ruling or penalty handed down by an Affiliate League or AFLQ based upon their discretion.

**Senior Football** is 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

**Youth Age Group** is any age group from Under 13 to Under 17.

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## 2. ELIGIBILITY TO PLAY AUSTRALIAN RULES FOOTBALL IN QUEENSLAND

### 2.1 AFLQ is the State Governing Body

- (a) The game of Australian Rules football is governed by and patented to the AFL. AFLQ has entered into an affiliation agreement with the AFL to administer Australian rules football in the State of Queensland.
- (b) Persons or entities seeking to play the game within Queensland and benefit from the support provided by the AFL must enter into a Licence Agreement with AFLQ and comply with the relevant Rules, Regulations and Laws.

### 2.2 Club and Body Affiliation

- (a) AFLQ shall affiliate with the Australian Football League. All Australian Football Leagues in Queensland conducting AFL competitions shall affiliate with AFLQ annually. All Australian Football Clubs participating in AFL competitions shall sign a licence agreement with AFLQ or their respective Affiliate League, as the case may be.
- (b) Other than clubs and leagues, all other entities (e.g., Umpires Associations and AFLQ Masters), associated with the conduct of the game in Queensland, if requested to do so by AFLQ must also affiliate annually with AFLQ.

### 2.3 Multiple Teams in One Senior Competition

- (a) Subject to AFLQ approval, where a club has enough players to form two teams in any AFLQ or Affiliate League senior competition, these teams may participate together in the one competition as separate teams e.g., University Blue team and University Black team. In these situations, separate team lists for each team must be submitted prior to the season and players cannot transfer, other than via the permit system, from one team in a club to the other team in the same club during the season. AFLQ reserves the right to deny a club seeking to enter two teams in the same competition where it considers, at its absolute discretion, that it would be detrimental to the competition and its member clubs.
- (b) AFLQ reserves the right to amend the above rule at its absolute discretion, where greater flexibility is required for the movement of players between two teams from the same club.

### 2.4 Licence and Affiliation Agreements

- (a) [Affiliation/Licence agreements](#) must be signed by the League/club president and lodged with AFLQ upon the initial registration of that League/club and the League/club shall be bound by such licence terms until such time as they are amended. When amendments occur to the licence terms, the League/club shall be required to sign a new Licence Agreement thirty (30) days prior to the commencement of the upcoming season.

**(Late lodgement – Penalty 20 units)**

- (b) Prior to granting a club an initial licence, AFLQ and/or its Affiliate League, at their absolute discretion, will require submission of all the following documents:

- (i) audited finances
  - (ii) club constitution
  - (iii) incorporation certificate
  - (iv) Marsh insurance certificate of currency
  - (v) office bearers
  - (vi) current lighting audit
  - (vii) player contracts or registered players
- (c) At its absolute discretion AFLQ may at any time with thirty (30) days' notice, request the following documentation to be provided by a League/Club:
- (i) Office bearers
  - (ii) audited finances
  - (iii) club constitution
  - (iv) incorporation certificate
  - (v) current lighting audit
  - (vi) player contracts or registered players
- (d) All clubs must adhere to and abide by the conditions set out in the licence agreement, as well as these AFLQ Rules and Procedures.
- (Penalty up to 300 units)**
- (e) Each Affiliate League is required to pay an annual fee of one hundred dollars (\$100) per licenced senior club as a requirement to affiliate with the AFL and AFLQ.
- (f) Clubs shall be responsible for making sure all club volunteers/officials have been volunteer screened (Working With Children Check).
- (Penalty up to 300 units)**
- (g) No club shall be included in the fixture of home and away matches in any season unless it has a valid affiliation/licence agreement with AFLQ or its Affiliate League in a form approved by AFLQ.
- (h) Each League shall provide copies of the signed affiliation/licence agreements as follows:
- (i) Upon the first registration of a club with a League, a copy of the League's signed affiliation agreement with AFLQ shall be provided to that club prior to the commencement of the season.

**(Late lodgement – penalty 20 units)**

- (ii) Thirty (30) days prior to the commencement of each playing season a copy of any new signed club licence agreement for that year must be lodged with AFLQ.

(Late lodgement – penalty 20 units)

## 2.5 League Constitution, Office Bearers and AGM

- (a) Constitutions provide each League and club with protection against the consequences of liability. Affiliation/License agreements provide Leagues and clubs with the support of the AFL but, in so doing, require Leagues and clubs to comply with the AFL's expectations in relation to the management and playing of the game.
- (b) Each Affiliate League shall adopt and keep in force a proper constitution to be approved by AFLQ and shall be incorporated under the laws of the Commonwealth of Australia.
- (c) Such constitutions shall contain provisions for the holding of an Annual General Meeting on a date no later than 31 December prior to the forthcoming season.
- (d) Each League shall provide to AFLQ, upon the holding of each Annual General Meeting, a copy of the new office bearers of the League and of all the clubs affiliated with its League by no later than 15 January of the forthcoming playing season.

## 2.6 Club Constitution, Office Bearers and AGM

- (a) Each club shall adopt and keep in force a proper constitution to be approved by AFLQ or its Affiliate League for the regulation and control of such club and shall be incorporated under the provisions of the laws of the Commonwealth of Australia.
- (b) Club constitutions shall contain provisions for the holding of an Annual General Meeting on a date not later than fourteen (14) days before their League's Annual General Meeting of the season or 31 December whichever comes first.
- (c) Each club shall also forward to the Affiliate League or AFLQ, a copy of the new office bearers of the club within fourteen (14) days after the AGM is held.

## 2.7 Season

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

## 2.8 Competition Structure

- (a) A season of home and away matches shall be played in accordance with the fixture and competition structure determined by and at the absolute discretion of AFLQ or its Affiliate Leagues.
- (b) Four (4) premiership points shall be awarded for a win or win by forfeit, and two (2) points shall be awarded for a draw. No points shall be awarded for a loss. No premiership points or player qualification shall apply when a Club has a bye.

- (c) In the event of two (2) or more clubs finishing level on points at the end of the home and away season, the relevant rule within the Laws of Australian Football shall apply in determining which clubs advance to the finals, subject to 2.8 (d) below.
- (d) For competitions where teams have an uneven number of matches, the final ladder position of a team shall be determined by the percentage of games won (wins against matches played). For clarity, a 'match played' includes any fixtured match where premiership points are awarded, regardless of whether the match was physically played (e.g. forfeits or cancelled matches).
- (e) Youth Football
  - (i) 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.

## 2.9 Admission of Clubs/Teams

### (a) AFLQ Managed Competitions

- (i) Clubs/Teams wishing to become a member of an AFLQ Competition under these rules, shall make application in writing to AFLQ.
- (ii) The application must be accompanied by payment for the application fees as determined by AFLQ, together with a copy of the club's constitution and a list of office-bearers of the club/team.
- (iii) AFLQ will review the application with regard to the Reference Document - Six Core Pillars and may refuse to admit any club/team at its absolute discretion.
- (iv) Youth Football – Clubs must 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.

### (b) Affiliate Leagues

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

- (i) Clubs/Teams wishing to become a member of an Affiliate League under these rules, shall make application in writing to AFLQ and the Affiliate League in which they are applying to participate.
- (ii) The application must be accompanied by payment for the application fees as determined by the relevant League, together with a copy of the club's constitution and a list of office bearers of the club/team.
- (iii) Such application shall be dealt with at the next general meeting of the relevant League.
- (iv) The relevant League will then seek acceptance from AFLQ for the club/team to be admitted as a member of the relevant League (Reference Document - Six Core Pillars)

- (v) Upon acceptance of a club's/team's application, the club/team and all members thereof shall immediately be, in all respects, bound by and conform to the relevant League's AFLQ Rules and Procedures/by-laws with which it is now Affiliate and where applicable with details outlined within this document.

## 2.10 Fees and Charges

### (a) AFLQ Managed Competitions

- (i) AFLQ shall each year have the power to levy each club for the costs to compete in a competition/s. Clubs will be advised of all fees and charges prior to the commencement of the season. Fees will include, but are not limited to, umpire payments as determined by AFLQ, insurance cover, footballs, team registration, competition levy, video levy and presentation night tickets (if applicable).
- (ii) In their first year of competition new clubs within a competition and / or clubs which have requested entry into a higher-grade competition must pay the half yearly fees prior to the commencement of the season. This does not apply where a club has been elevated through a promotion and relegation system or have moved to a different competition at the same or lower level.
- (iii) Any club that is not fully financial per the AFLQ's trading terms by 31 July of the current season will play the balance of the season (or until the debt is paid) for no match points. A maximum thirty (30) day credit period applies to all outstanding debt with AFLQ.
- (iv) Any club which is not compliant with AFLQ's trading terms (un-financial) after the last home and away game of the season may forfeit the position of any seniors, reserves, Colts, women's and/or youth teams in the finals. Their position in the finals will be filled by the club immediately below them on the ladder and other clubs will move up one position accordingly.
- (v) Unless approval is provided in writing by the Community Football Manager QLD, all debts must be cleared by 31 October. Should any debt carried over without approval as of 1 November, for each month the debt is not cleared four (4) points will be deducted from the following season's match points total. Such deductions will apply to all male and female teams that the club has participating in AFLQ youth or senior competitions.
- (vi) Should the club remain un-financial at the start of the regular season, the club can seek permission from the Competitions Manager – QLD to continue in the competition. If such approval is forthcoming and provided in writing, unless determined otherwise by the Competitions Manager – QLD the club will play for no premiership points until the club's financial situation is compliant with the requirements of AFLQ. Games played under these conditions will be treated as a forfeit as per the Laws of Australian Football, however, to ensure the opposing club is not disadvantaged, votes and goal kickers for the opposing team shall still count towards end of season results.

- (vii) At the discretion of the Competitions Manager – QLD un-financial clubs may be permitted to enter a 'debt payment plan'. To enter a 'debt payment plan' a minimum of 50% of the debt must be paid up front. Any such arrangement must be in place prior to 30 June or the commencement of the season, depending on the circumstances as defined above, and completed by 31 October.
  - (viii) Youth Football - Player registration fees levies individually at the point of registration, and will be related to their date of birth, regardless of whether they are approved to play in a higher or lower age group.
- (b) Affiliate Leagues
- (i) Every AFLQ Affiliate League shall determine the fee structure for the upcoming season in every level of competition that it administers. Such fee structure must be passed as a motion at general meeting of the League inclusive of delegates from each competing club.
  - (ii) In their first year of competition, new clubs within a competition and / or clubs which have requested entry into a higher-grade competition must pay the half yearly fees prior to the commencement of the season. This does not apply where a club has been elevated through a promotion and relegation system.
  - (iii) Any club that is not fully financial (all costs) by 31 July of the current season will play the balance of the season (or until the debt is paid) for no match points. A maximum thirty (30) day credit period applies to all outstanding debt with the relevant Affiliate League.
  - (iv) Any club which is not compliant with the Affiliate League's trading terms (un-financial) after the last home and away game of the season may forfeit the position of any seniors, reserves, Colts and/or women's teams in the finals. Their position in the finals will be filled by the club immediately below them on the ladder and other clubs will move up one position accordingly.
  - (v) Unless approval is provided in writing by the League President, all debts must be cleared by 31 October. Should any debt carried over without approval as of 1 November, for each month the debt is not cleared four (4) points will be deducted from the following season's match points total. Such deductions will apply to all male and female teams that the club has participating in that League's senior competitions, inclusive of Colts.
  - (vi) Should the club remain un-financial at the start of the regular season, the club can seek permission from the League President to continue in the competition. If such approval is forthcoming and provided in writing, unless determined otherwise by the League President, the club will play for no premierships points until the club's financial situation is compliant with the requirements of the Affiliate League. Games played under these conditions will be treated as a forfeit as per the Laws of Australian Football, however, to ensure the opposing club is not disadvantaged, votes and goal kickers for the opposing team shall still count towards end of season results.

- (vii) Un-financial clubs may be permitted to enter a 'debt payment plan' with the Affiliate League. To enter a 'debt payment plan' a minimum of 50% of the debt must be paid up front. Any such arrangement must be in place prior to 30 June or the commencement of the season, depending on the circumstances as defined above, and completed by 31 October.



### 3. REGISTRATION, TRANSFERS, INELIGIBLE PLAYERS AND PLAYER MOVEMENT

#### 3.1 Registration / Permission to Play

- (a) This section must be read in conjunction with the National Community Football Policy Handbook.
- (b) Any person desiring to play with an AFLQ licensed club for any season of competition, must be registered on-line via the PlayHQ platform each year. If the application is granted, the registration to play shall remain in force until such time the player has been granted a clearance by the club with which they were registered with. Playing an unregistered, ineligible and/or suspended player will result in a severe penalty, as determined by AFLQ or Affiliate League, which may include the loss of premiership points for the game in which the unregistered/suspended player participated.  
  
**(Penalty 100 units and Sanction)**
- (c) A registration shall not be valid if a player is under the age of 18, unless the registration has been endorsed by a parent or legal guardian of the player, signifying consent to play.
- (d) Every club is responsible for citing a player's proof of age document to ensure their age eligibility for any player participating in a competition that has a minimum or maximum age requirement. The following documents are acceptable as proof of age:
  - (i) Birth certificate
  - (ii) Baptism certificate
  - (iii) Baby Health Centre Book
  - (iv) Drivers Licence or Permit
  - (v) Passport
  - (vi) School identification card
  - (vii) Statutory Declaration

#### 3.2 Contracted Players

At every level of senior competition throughout the state, a copy of Player Declarations of all players receiving a payment or a benefit in lieu of a payment, must be provided to AFLQ no later than seven (7) days prior to the club's first game of the season.

**(Penalty 30 Units)**

#### 3.3 Payment of Players – Youth Competitions

- (a) Payment of players playing in Youth competition matches under the control of AFLQ or its Affiliate League will not be permitted.

- (b) Normal match day awards, trophy awards or assistance towards the purchase of playing equipment where financial hardship exists will be permitted.

### 3.4 Poaching of Players – Youth Competitions

- (a) Poaching of players is not permitted in Youth competitions. Any club found to be infringing this rule will incur a sanction.

### 3.5 Age Eligibility – Senior Competitions

- (a) No male can play in an AFLQ or Affiliate League senior competition unless they have turned 15. No female player can play in an AFLQ or Affiliate League senior competition unless they are turning 17 in the year of competition. The Competitions Manager – QLD may, at their discretion, provide an exemption for under age players to play senior football.
- (b) Such exemption must be provided for in writing to the club and directed to the Competitions Manager – QLD or relevant competition manager.

Playing an underage player will result in a severe penalty as determined by AFLQ or Affiliate League, which may include the loss of premiership points for the game in which the underage player participated.

**(Penalty 100 units and Sanction)**

- (c) In the absence of a Youth competition, Regional and Affiliate Leagues may, for each year of the competition, seek permission from AFLQ's Competitions Manager – QLD to lower the eligible age. Such requests should be made in writing and any approval must be in writing.
- (d) It is the sole responsibility of competing Clubs to ensure all players are of-age prior to taking the field.
- (e) Youth/Junior Competition age groups will be confirmed by the Affiliate League/Competition Manager prior to November 1 for the following season.

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

### 3.6 Dual Registrations

Dual registrations are not permitted in Queensland.

### 3.7 Player Movement Between Competitions

- (a) Subject to the Bond University QAFLW List Management Rules any player eligible to move between the Bond University QAFLW and QFAW Division 1 for the duration of the season, may do so through an approved Season Permit. However, the relevant finals eligibility requirements will always prevail.

- (b) For the movement of players between VFL and QAFL clubs, refer to the [VFL & QAFL Free Agency and Player Interchange Agreement](#).
- (c) Age eligible Youth players can play Senior football for the entire season under a Season permit. However, players and clubs are advised to review and satisfy the respective AFLQ Youth Football eligibility requirements for which they are participating in. A Season permit will not be required where a Youth age player is playing for a Senior Team in the same club that shares a common PlayHQ database. Please refer to the QAFLW List Management Rules for specific QAFLW considerations.

### 3.8 Club Disbandment

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

### 3.9 Deregistration

- (a) Players and officials may be deregistered in accordance with the conditions for deregistration contained in the National Community Football Policy Handbook. The sixteen (16) matches, in total, suspension criteria for deregistration only applies to suspensions resulting from reportable offences as per the Laws of Australian Football. Any suspensions received prior to turning the age of sixteen (16) will not count toward the suspension criteria for deregistration in senior competitions.

### 3.10 Cancelled player registration (Junior/Youth Players Only)

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

**(Penalty up to 100 units per match and Sanction)**

### 3.11 Amalgamation / Merger Club Clearances

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

### 3.12 Transfers

- (a) Transfer Procedure
  - (i) Unless nationally determined and communicated otherwise, the Player transfer periods are between 1 November and 30 November and 1 February and 30 June of each year.

- (ii) The procedure for transfers and permits should be in accordance with the AFL National Community Football Policy Handbook
- (iii) Any player who has played football with an Affiliate club at any time must obtain a clearance/transfer from the club and League with which he/she last played before playing with their new club. Any player not having played during the previous twenty-four (24) calendar months shall receive an automatic clearance provided they are not under disqualification or bound by contract to their former club and this clearance may be granted at any time during the season. Whilst the clearance is automatic the normal 'Online Request' must be completed and presented.
- (iv) AFLQ or its Affiliate League shall not refuse to endorse an application for transfer which has been approved by the transferor club except if the player making the application is:
  - (A) under suspension.
  - (B) financially indebted to AFLQ or its Affiliate League; and/or
  - (C) under eighteen (18) years of age and does not have the supporting signature of their parent/guardian.
- (v) Once a player or their destination club has lodged an 'application for transfer' with the transferee League, the League shall record such application and endorse the dates of application and forward it to the transferor League by the first available means of communication (PlayHQ) for immediate action and reply. If such application remains unanswered within six (6) calendar days of despatch for an interstate or intrastate clearance, it shall be deemed to have been answered in the affirmative and AFLQ or its Affiliate League shall advise the transferor body that a clearance to play has been granted.
  - (A) Clubs cannot refuse a player transfer because the player is a 'required player'. A transfer may only be refused by providing clear written evidence under one of the following four (4) criteria, the player:
    - (i) is a Declared Player whose current player arrangement requires the Player to continue to play for the Source Club
    - (ii) is financially indebted to the Source Club as evidenced by proper financial records; or
    - (iii) is in possession of Source Club property (for example, Source Club jumper or Source Club equipment) that must be returned; or
    - (iv) has withdrawn their transfer
- (vi) An internal club suspension is not grounds for a club to refuse a player's clearance application, unless it is directly related to one of the above four (4) criteria. However, the nature of an internal club sanction will be taken into consideration by the Competitions Manager - QLD, or 'Appeal' committee appointed to preside over a clearance dispute.

- (vii) Should negotiations break down between clubs within fourteen (14) days of the first clearance refusal based on the above four criteria and the matter is still not resolved, it will then be directed to the CARD (Clearances and Registrations Disputes) Committee.

(Fees are applicable – see rule 3.11, ‘Appealing Against a Refused Clearance’)

- (viii) A player may appeal to a Clearance and Registrations Dispute (CARD) committee appointed by AFLQ or its Affiliate body to have their application reviewed and a determination made. Where it is a local matter, i.e., between clubs within an individual League, such appeals shall be heard initially by that League’s CARD committee (the CARD committee may be the Tribunal in the case of Affiliate Leagues). In the event of a dispute concerning the transfer of players between Community Football Leagues in Queensland, AFLQ will convene an independent committee to make a determination.
- (ix) A Club refusing to Transfer a player must provide evidence (written documentation acknowledged by both parties) in order to substantiate the refusal upon request by its affiliate Football Body within three (3) business days of the request. Failure to provide such evidence may result in the Football Body re-opening and approving the Transfer. Failure to do so may be taken into consideration by the CARD committee in any relevant subsequent appeal.
- (x) A player who wishes to apply for a transfer from one club to another shall have the destination club lodge an application for such transfer no earlier than 1 November and no later than 30 November or no earlier than 1 February and no later than 30 June. For any “application for transfer” lodged on or before 30 June and subsequently refused after 30 June, the player has the right of appeal.

(b) Clearances Post June 30

- (i) Where a player or their partner, or in the case of youth football a parent or guardian, has genuinely transferred in their full-time employment with their current employer or for full-time study after 30 June, the player can make an “application for transfer” if there is still enough home and away games remaining that would allow the player to become eligible to play finals. The clearance application would be subject to a written statement from the relevant employer or education institution, verifying that the player or player’s partner has been legitimately transferred in their employment or relocated to commence or continue full time study.
- (ii) This provision shall apply equally to students whose parent/guardian has been genuinely transferred in their employment. The parent/guardian must provide confirmation of their employment transfer.
- (iii) For the purpose of these rules, the Affiliate League shall maintain the Play HQ database for:
  - (A) all registrations issued; and

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

### 3.13 Appeal Against a Refused Clearance

- (a) A player who has been refused a transfer application may appeal, to the relevant State body independent panel against such refusal, by notice in writing lodged with the State body within ten (10) days of such refused transfer being received by the ‘Destination Club’ Affiliate body.
- (b) A player may, if so desired, submit more than one transfer application during the current season and each application shall be dealt with separately although a player may submit one (1) appeal only in any season.
- (c) The clubs and players concerned shall each be entitled to representation at the hearing, the number of persons having representation to be limited to the player and their advocate who shall also be the club’s representative and the defendant club’s representative and its advocate.
- (d) Such representation may be by a person who is legally qualified.
- (e) No notice of appeal shall be acted upon if lodged after 31 July in any year.
- (f) Such appeal shall be heard within a period as determined by State body. The State body shall inform each affected Affiliate body of the appeal as soon as practical after lodgement by the player of the notice of appeal.
- (g) The appellant player/club must lodge a bond of \$550 (inc. GST) made payable to the State body and such bond may be forfeited should the appeal be considered frivolous. A \$275 (inc. GST) administrative fee will be retained from the appeal bond.
- (h) The appellant player/club must also lodge an intention to appeal in writing on club letterhead, together with the appeal bond and any other documentation required under the AFL National Player Transfer Regulations.
- (i) The defendant club must also lodge a bond of \$550 (inc. GST) and such bond may be forfeited should the defence be considered frivolous. A \$275 (inc. GST) administrative fee will be retained from the appeal bond.
- (j) Should the defendant club fail to lodge its:
  - (i) intention to appeal in writing and on club letterhead with the State body within four (4) days of being notified of the appeal details from the State body; and
  - (ii) bond of \$550 (inc. GST) with State body within six (6) days of being notified of the appeal details from State body, it shall be deemed to have granted the transfer.
- (k) In all cases, in reference to the applicable timelines, the State body shall determine the date and time for lodgement of the form/request and/or bond, as the case may be.
- (l) The independent panel may regulate the proceedings before it as it deems fit, and the decision of the independent panel shall be final and binding on all parties.

### 3.14 Permits

#### (a) Permit Eligibility

- (i) A player permit system will operate only for Leagues Affiliated with AFLQ (using the Play HQ system). Except for permits to the NTFL, the permit system does not apply between AFLQ and any other State League or their Affiliates. AFLQ Affiliate players seeking to transfer from or to another League in another State must obtain a clearance as per paragraph 3.1 of these AFLQ Rules and Procedures and/or in accordance with the requirements of the AFL National Player Transfer Regulations using the online PlayHQ transfer system.
- (ii) The permit system will allow for a player to transfer between clubs without obtaining a clearance from the commencement of the home and away season until the end of the home and away season in the year which the permit was signed. Permitting is not allowed in finals apart from AFLQ approved Season permits.

#### (b) Permit Types

There are two (2) types of permits: Game permit, and Season permit.

- (i) Game permit - The Game permit is used for a player to play with their direct opposition on a match day only to assist with team size imbalance. Game day permits are not permitted in finals.
- (ii) Season permit – The Season permit is used for a player to play with another club/team (other than the direct opponent on match day) for a period of time. This is commonly used for youth players to play in senior competitions. All Season permits require both clubs to approve and League approval in PlayHQ.

#### (c) Permit Conditions

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

- (i) For VFL players playing in the QAFL please refer to the VFL & QAFL Free Agency and Player Interchange Agreement.
- (ii) Season and Game permits between AFLQ clubs can be used as needed, however permission for a player to play in a competition that is more than one level below where they are primary registered requires Competition Manager approval (as per the below table). No player can play finals on a Game or Season permit unless approved by the Competition Manager. Approval would only occur for Youth players playing up into senior football with their approved aligned club on a Season permit; Masters to senior football on a Season permit and an approved merged team on a Season permit.
- (iii) A player whose primary registered club is that week on a club or competition bye weekend, will not (if the last game they played for their primary registered club prior to the bye weekend was in a more senior grade as per the table below) be permitted to

play in a competition that is more than one (1) level lower on a permit on the bye weekend.

<b>Level:</b>	<b>Primary Registered Club's Competition</b>
<b>1</b>	QAFI Seniors/Reserves
<b>2</b>	QFA Division 1 Seniors/ AFL Cairns Seniors
<b>3</b>	QFA Division 2 Seniors/Reserves QAFI Colts QFA Division 1 Res. AFL Cairns Dev/Div 3 AFL Darling Downs AFL Capricornia AFL Townsville AFL Mt Isa AFL Mackay AFL Wide Bay
<b>4</b>	QFA Division 3, QFA Division 4

Example: A player registered to a club in a Level 2 competition (QFA Division 1) cannot, without prior approval of their respective Competition Manager, play in a Level 4 (QFA Division 3).

- (v) A player who transfers to another club to attend an educational institution on a full- time and continuous basis or is subject to a 'fly-in, fly-out' work situation may, during official semester vacations/school holidays or when 'at home', receive a Season permit to play with their immediate former club ('interchange club'), subject to written endorsement from the 'current club', the former club and their respective Leagues.
  - (vi) For a Season permit the 'interchange club' requires approval via PlayHQ from the 'current club' and League for each match that the player participates with the 'interchange club'.
  - (vii) Under the Season permit, the League to which the 'current club' is a member, issues the permit.
  - (viii) The Season permit period lasts until the player ceases their commitments at the educational institution or 'fly-in, fly-out' commitments and is subject to any relevant regulations of any of the parties, including participation in finals. A player on a Season permit who has qualified to play finals with two different competitions, cannot play in different competition finals series on the same weekend.
- (d) Application
- These permit regulations also apply for player movement between Affiliate Leagues and for player movement from junior to senior clubs.
- (e) Penalties



Any club found guilty of breaching the permit regulations will be subject to the procedures and penalties contained in paragraph 3.14 below.

- (f) Youth Football
  - (i) Players are required to pay only one AFLQ registration fee per year. This fee should be the registration fee for the lowest grade of competition in which the player plays. In the one season, should an U17.5 registered player also register and play with a Colts team, then the U17.5 registration fee is the only fee payable to AFLQ by the player in that season of football. In the one season, should a Colts registered player also register and play with a senior team, then the Colts registration fee is the only fee payable to AFLQ by the player in that season of football
  - (ii) Provided a players meets the competition's finals eligibility, players playing under Season Permit are eligible to play finals. Subject to the Season Permit request being submitted and approved before the completion of the Home and Away season.
  - (iii) Clubs who form merged teams may enter into a written 'Permit Agreement' detailing requirement such as match venues, player uniforms, provision of club officials and other matters related to the team conduct.
  - (iv) Under no circumstances will a player registered with a Senior Football club be permitted to play on any form of permit in a Youth or Youth Girls competition.

### 3.15 Providing False or Misleading Information in relation to a Clearance or Permit

- (a) A player who gives false or misleading information when applying for a transfer and/or on completing a registration, either online or in hardcopy, may be subject to suspension and/or disqualification as determined by AFLQ or the relevant Affiliate League, depending to whom such application was made.
- (b) Any application granted as a result of providing false or misleading information shall be void.
- (c) If a player obtains a permit through providing false or misleading information or plays in any way contrary to the permit regulations, a charge may be laid against them by the relevant competition administration.
- (d) It's the permitting club's responsibility to ensure that a permitted player is registered in the current season. Playing an unregistered and/or suspended player may result in a severe penalty.
- (e) Where a club plays a player, who is in breach of these rules such club may be liable to lose premiership points gained and such further penalties as AFLQ or its Affiliate League shall determine.
- (f) If a club who knowingly plays a player when the appropriate permit and eligibility approvals have not been met, such club may be liable to lose premiership points gained and such further penalties as AFLQ or its Affiliate League shall determine.

- (g) If a club who knowingly falsifies a team sheet or plays a player under a false or different name, such club may be liable to lose premiership points gained and such further penalties as AFLQ or its Affiliate League shall determine.

(Penalty 50 to 300 units and Sanction)

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## 4. MATCH DAYS

### 4.1 Laws of Australian Football

Unless stated otherwise within these Rules and Procedures, all matches shall be played in accordance with the current Laws of Australian Football as determined by the Australian Football League.

### 4.2 Footballs

#### (a) General

Senior Football - As a minimum, unless specified by the respective Competition Manager at the start of the season, clubs have an obligation to provide two (2) Sherrin footballs and one (1) spare Sherrin football for all matches in accordance with competition or League specific rules. Each season the Competition Manager or Affiliate League will advise of any specific rules relating to football requirements (e.g., Where new and/or old footballs are required / the use of red and yellow footballs).

SEQ Youth Football – as a minimum, clubs must supply one (1) McDonalds branded football for each youth match throughout the season

#### (b) Football Sizes

- (i) Senior Men – Size 5
- (ii) Senior Women – Size 4
- (iii) Under 15 boys, Under 17 Boys – Size 5
- (iv) Under 17 Girls, Under 15 Girls – Size 4
- (v) U13 Mixed – Size 4. S
- (vi) Under 13 Girls - Size 3 Under 13 Girls

#### (c) Finals

During the finals' series, the respective AFLQ Competition or Affiliate League will provide footballs for each match.

#### (d) Branded Footballs

Clubs must seek the approval of their respective Competition Manager prior to using a football that is not supplied by AFLQ; is a different colour to the competition standard; or has sponsor branding applied.

### 4.3 Stretchers

Application of the Laws of Australian Football

The Laws of Australian Football apply to all AFLQ Competitions and Affiliate Leagues, unless specifically stated otherwise.

(Penalty up to 100 Penalty Units and Sanction)

#### 4.4 Match Referrals

Any AFLQ or Affiliate League official or employee attending a game may advise the relevant Competition Manager of any matters occurring during the game which they reasonably believe requires further investigation or follow up.

#### 4.5 Match Start Times

- (a) Any club not ready to commence a match within twenty (20) minutes of the time set down for such commencement, shall forfeit the match unless an alternative agreement is reached between the competing clubs and AFLQ or its Affiliate League.
- (b) If the commencement of the match is delayed by reason of one or both teams failing to enter the arena by the prescribed starting time, in addition to any other penalties contained in these regulations, such club(s) which fails to enter the arena by the prescribed starting time shall pay to AFLQ or its affiliate the following amount:
  - (i) If the delay exceeds 5 minutes but is less than 10 minutes - penalty of up to 5 units.
  - (ii) If the delay is more than 10 minutes, but less than 15 minutes - penalty of up to 10 units; or
  - (iii) If the delay is more than 15 minutes, but less than 20 minutes - penalty of up to 30 units.

#### 4.6 Late Starts and Match Forfeit

- (a) Any club, during the season, forfeiting a combined total of three (3) games in the same competition (seniors and reserves constitutes the same competition), may at the absolute discretion of AFLQ be excluded immediately from that competition for the remainder of the current season., AFLQ will also review the club's licence to play in all competitions.
- (b) The forfeiting team, for a forfeited game, receives no match points, cannot submit a team sheet and cannot count the game as time served for a player currently under suspension.
- (c) If a team receives a forfeit, that team will be awarded the points for the match and shall submit a team sheet for the purpose of finals qualifications prior to the scheduled start time of the game or as per rule 4.9(a)(ii).
- (d) For and Against Calculations
  - (i) Senior Football - Percentages will be calculated at the end of the home and away season as per the Laws of Australian Football.
  - (ii) Youth Football - For percentage, the team that does not forfeit the match is awarded a score of 60 points 'for' and the team that does forfeit the match is awarded a score of 60 points 'against'
- (e) Should a club advise AFLQ, or an Affiliate League, of a forfeit prior to 9:00am of the Friday preceding the match the fine shall be halved.

- (f) Should a team forfeit a game during the finals' series, that team will forfeit their position in the remainder of the finals' series. Forfeit Penalties:
- (i) Men's Senior Match, QAFLW Seniors & QFAW D1 Seniors - 200 units.
  - (ii) QFA Div 3 & 4, All Reserve Grade - 100 units.
  - (iii) QAFL Colts, QFAW D2 & Affiliate League Women - 100 units or the cost of the umpires, whichever is greatest value.
  - (iv) Youth Matches - 20 Units

#### 4.7 Cancellation or Suspension of Matches

- (a) Cancellation, postponement or suspension of any match must be done in consultation with the relevant Competition Manager. AFLQ and or the Affiliate League reserve the right to re-schedule cancelled, postponed or suspended matches in consultation with the competing clubs.
- (b) Games must be rescheduled within two (2) weeks of the cancelled game and by agreement between AFLQ and the two (2) competing clubs. In the event that the competing clubs cannot reach agreement on rescheduling a match, AFLQ or the relevant Affiliate League will either re-schedule the game as they deem appropriate in the circumstances or declare the game a draw. For clarity, the game is not required to be played within two (2) weeks but must be rescheduled in that period.
- (c) For the rules governing incomplete matches refer to 11.1.2 of the Laws of Australian Football, with respect given to 4.7(c)(i) below.
- (i) AFL Queensland's philosophy is for all parties to pursue all possibilities for a match to be completed under its natural conditions. Only when circumstances become unreasonable or untenable should a match become incomplete. Consideration should be given to;
    - (A) Playing conditions including weather, suitable ground lighting, playing surface quality
    - (B) Time of day, expected finish time and the schedule of other matches at the venue
    - (C) Officials, players and staff availability, travel constraints
    - (D) Overall wellbeing and welfare of the players and officials
- (d) If AFLQ or the Affiliate League determines that it is not possible to re-schedule a match, due to circumstances beyond the control of all parties involved, the result will be a draw with two match points being awarded to each team. Clubs will be permitted to enter a team sheet for matches that cannot be re-scheduled under the direction of the relevant Competition Manager. Team sheets must be submitted within 14 days of the original scheduled match.
- (e) Where a game or games are affected by COVID, the AFLQ COVID Guidelines (Reference Documents) shall prevail in determining whether the game is replayed or not and how match points are awarded.

## 4.8 Timekeepers' Duties

### (a) Timekeeping Boxes

- (i) Timekeepers' boxes are to be suitably situated to ensure that timekeepers have an unimpeded view of the entire playing area.
- (ii) Duties and powers of timekeepers – refer to the Laws of Australian Football.
- (iii) Home clubs must provide a timekeeper for all matches in which its teams participate. If the home club cannot provide a timekeeper and the away club agrees to provide a timekeeper no penalty will be applied to the home club.

**(Penalty 20 units)**

- (iv) Some Affiliate Leagues may appoint the home timekeeper only or appoint their own League timekeeper.
- (v) Away teams are strongly encouraged to provide a timekeeper who must be in place prior to the commencement of the game.

### (b) Equipment

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

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

- (i) It is the responsibility of each club to ensure that its captain is at the centre circle prior to the two-minute warning siren.

**(Penalty 5 units)**

- (ii) Clubs shall be permitted to warm up until the two-minute warning sirens are sounded. Players must move into their field positions immediately following the toss.

**(Penalty 5 units)**

### (d) Noting Times

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

- (i) The time when the umpires enter the field – before the match and at half time. The time to be recorded shall be the time an umpire holds up the ball to the timekeepers and shall be recorded to the nearest second.

- (ii) The time when the home team and the visiting team enter the field – before the match and at half time. The time to be recorded shall be the time the first player of the team crosses the boundary line, provided there is a continuous stream of players entering the field, and shall be recorded to the nearest second.
  - (iii) The time at the start of each quarter – the quarter shall start at the bounce of the ball. If the umpire awards a free kick before bouncing the ball at the start of the quarter, the quarter shall start when a player kicks or plays the ball or when the umpire signals to the timekeepers to cease adding time-on whichever shall first occur. The time at the start of the quarter shall be recorded to the nearest second.
  - (iv) The time at the end of each quarter – at the completion of each quarter the timekeepers shall sound the siren or bell and shall keep it sounding until a field umpire signals, he or she has heard it by blowing their whistle and holding both arms above their head. The time to be recorded as the finish of each quarter shall be the time which a field umpire signals to the timekeepers that he or she has heard the siren or bell. The time at the end of the quarter shall be recorded to the nearest second.
  - (v) The time and quarter of any White or Red cards issued to a team’s coaching box.
- (e) Sounding the Siren or Bell
- (i) The home timekeeper shall have control of the siren or bell, and they shall sound the siren or bell at the appropriate times with the approval of both timekeepers. Before the start of each quarter, the umpire shall consult the timekeepers as to their readiness by holding up the ball. As soon as the timekeepers are ready with their clock, they shall signal to the umpire by sounding a long blast on the siren or bell. The field umpire shall then blow his or her whistle and commence the game.
  - (ii) Play in each quarter shall come to an end when any one of the field umpires or emergency umpire hear the siren.
  - (iii) At the completion of each quarter the timekeepers shall sound the siren or bell and shall keep sounding it until a field umpire signals, he or she has heard it by blowing his or her whistle and holding both arms above their head.
  - (iv) Note carefully that timekeepers shall not sound the siren to end the quarter while adding time-on.
- (f) Adding Time-on
- (i) Unless stipulated otherwise for specific competitions, time on shall be added as per the Laws of Australian Football.
  - (ii) Regional competitions, by approval from the Community Football Manager QLD, may adopt the following time on procedures.

Time on will only be applied in the following circumstances.

- (A) After a goal is scored

- (I) Time is stopped once the Goal Umpire begins to wave their flags.
  - (II) Time is stopped when a behind is scored
  - (III) Time is restarted once the ball is bounced/thrown up to recommence the game.
- (B) When signaled by the Field Umpire.
- (I) Time is stopped when signaled by the controlling Central Umpire by raising their hand and blowing their whistle.
  - (II) Time is restarted when the ball is thrown in by Boundary Umpire, bounced/thrown up by Field Umpire or indicated by Controlling umpire by again raising arm and blowing their whistle to resume play.
- (C) Field Umpire - Time on shall be signaled when the controlling Umpire deems a significant delay in the match. A significant delay may include:
- (I) The ball leaves the field of play over the boundary line that would cause a delay of more than 30 seconds.
  - (II) An injured player is being attended to by a trainer and is in the vicinity of play
  - (III) An injured player requires a stretcher.
  - (IV) Umpires are issuing a White, Red or Yellow Card.
  - (V) A player is deemed to be deliberately slowing the play, e.g., returning the ball to kick out from behind.

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(g) Match Duration (Time of Quarters)

(i) Time of Quarters:

Competition	Time of Quarters	Time of Breaks (quarter time / half time / three quarter time)
QAFL	20 minutes plus time on	6/20/6
QAFL Reserves	25 minutes no time on Finals 17 minutes plus time on	5/15/5
QFA Division 1 Seniors	20 minutes plus time on	5/15/5
QFA Division 2 Seniors	17 plus time on	5/15/5
QFA Division 1 & 2 Reserves	20 minutes no time on Finals 15 minutes plus time on	5/15/5
QFA Division 3 & 4	20 minutes no time on (clock stops for yellow / red cards and stretchers). Finals 15 minutes plus time on	5/15/5
QAFL Colts	20 Minutes no time on Finals 15 minutes plus time on	5/15/5
QAFLW	20 Minutes no time on Finals 15 minutes plus time on	5/15/5
QFAW D1 Seniors & QAFLW Reserves	17 minutes no time on Finals 14 minutes plus time on	5/10/5
QFAW D1 Reserves & QFAW D2	15 minutes no time on Finals 12 minutes plus time on	5/10/5
U13M, U13G, U15B, U15G, U17G	15 minutes no time on 13 plus time	5/10/5
Under 17 Boys	20 minutes no time on 17 plus time on	5/10/5
<b>Regional &amp; Affiliate Leagues – Recommended only</b>		
Senior Men	17 minutes plus time on	5/15/5
Reserves Men	17 minutes no time on Finals 15 minutes plus time on	5/15/5
Women	15 minutes no time on Finals 13 minutes plus time on	5/10/5

- (i) When there are circumstances that result in prolonged delays in matches preceding another match, time greater than 5 minutes should not be added as senior matches may be following. Timekeepers should consult with team managers and umpires. They should also consult with the team managers and umpires if there are prolonged delays in stand-alone matches.
- (ii) In situations where teams travelling long distances to games are delayed due to traffic conditions or other exceptional circumstances then the Competition Manager should be contacted and, if needed, the game re-scheduled.

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

##### (a) Official Team Sheet – Players and Officials Listing

- (i) Each club or team shall:
  - (A) complete an official team sheet on the PlayHQ system for each and every match in which the club or team participates; and
  - (B) hand the completed official team sheet to the field umpires in the umpire’s room no later than 30 minutes prior to the scheduled commencement of a match.
- (ii) In the case of the QAFL Seniors (maximum of 26 players) & QAFLW (maximum of 25 players) competitions, submit team sheets via PlayHQ by no later than 10.00am on the Friday immediately prior to a match round. For QAFL Seniors/QAFLW mid-week or Sunday games, the team sheets must be submitted via PlayHQ no later than 24 hours prior to the scheduled match time (in-line with rule & 6.1(b)(i)).
- (iii) Any player listed on the team sheet must be at the ground, dressed in football playing attire, located within the field of play and ready to take the field if called upon.
- (iv) Any person undertaking a role that requires them to enter the playing field during play, must be recorded on the official team sheet.
- (vii) Falsifying team sheets will incur a fine at the discretion of the Competition Manager and may also result in player de-registration.
- (iv) The official team sheet from each club/team, once submitted to the field umpires, shall be distributed to the team manager of the opposition team.
- (v) Youth Football
  - (A) All players must sign the official team sheet submitted to the umpires
  - (B) 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.
  - (C) Any player arriving after the commencement of the third quarter cannot participate in the fixture match.
- (vi) Unless specified otherwise by AFLQ or Affiliate League, the official team sheets for all clubs can have up to twenty-two (22) players, with the exception of;
  - (A) QAFLW, QFAW and Regional/Affiliate Senior Women’s Competitions Senior Women’s Competitions where the maximum number of players is Twenty One (21)
  - (B) Youth Competitions as defined in 12.1 (c).
- (vii) Team sheets must have the full name of all players participating in the match and the names of all other participants in the match for that team, including

coaches, trainers, runners, doctors, physiotherapists, water carriers etc. The official team sheet must also indicate the team captain.

- (viii) Teams operating under the AFLQ Player Points Value Policy must submit a team sheet that contains a minimum of 22 players that have a sum total on or below the stipulated competition points cap. Teams are prohibited from fielding less than 22 players to play under the points cap.
  - (ix) The Competition Manager and/or match Umpires can remove a player's name from a team sheet if they believe the player and club were not compliant with the rules as outlined in 4.9,
- (b) Youth Team Sheet
- (i) A team sheet must be completed for all teams in all age groups before the commencement of each match using the Play HQ system.
  - (ii) 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:
    - (A) Player Names & Player Numbers
    - (B) Coach
    - (C) Assistant Coach
    - (D) Runner
    - (F) Ground Marshall (name & signature)
    - (G) first Aid Officer (name & signature)
  - (iii) 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 in the quarter or half-time breaks.
  - (iv) Any player arriving after the commencement of the third quarter cannot participate in the fixture match.
  - (v) 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.
  - (vi) 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.
- (c) Finals

In the case of the finals, every team in all competitions must submit team sheets (listing the standard number of players required for that competition plus 4 emergencies) via PlayHQ by no later than 10.00 am on the Friday immediately prior to a match round. For finals played on a

Friday night (or any other week night), teams must submit team sheets no later than 24 hours prior to the scheduled start time.

(Penalty for any breaches of this paragraph 4.9 - 20 units)

#### 4.10 Interchange Players

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

(Penalty 5 Units)

- (b) A club or team may amend the official team sheet up to two (2) minutes prior to the scheduled start of the match, provided the listed player to be replaced is injured or medically unfit to play. The Umpires and opposition team must be informed immediately of the change and the changes should be made to the Team Sheet on PlayHQ.
- (c) Where an emergency player replaces a player initially listed on the official team sheet, the amendment to the official team sheet shall be made through the AFLQ or Affiliate League field umpires. The opposition team manager shall also be informed of any change, as well as timekeepers and ground announcers.

#### 4.11 Interchange Operation and Breaches

##### (a) Interchange Procedure

- (i) The interchanging of players shall be in accordance with Rule 7.2 and 7.3 of the Laws of Australian Football and as outlined below.
- (ii) The interchange area shall be clearly marked in white or yellow paint as illustrated in the [AFL Preferred Facility Guidelines](#).
- (iii) The respective Team Managers are responsible for advising the Timekeeper/s (to record) of the following:
- (A) any jumper changes during a match.
  - (B) players sent off under the white, yellow or red card system.
  - (C) players leaving the ground under the blood rule; and
  - (D) players leaving ground on a stretcher or as a result of a stretcher being called in accordance with Rule 7.3 of the Laws of Australian Football.
- (iv) Where a player does not enter the playing surface as per the Laws of Australian Football,
- (A) the field Umpire shall stop play at the first available opportunity;
  - (B) a field Umpire shall award a Free Kick to the nearest Player of the opposing Team; and

- (C) a Fifty Metre Penalty shall then be imposed from the position where the Free Kick was awarded. For the avoidance of doubt, Law 7.2 operates in conjunction with Law 5.5 where a Team has more than the permitted number of Players on the Playing Surface.
- (v) The Field Umpire, as the case may be, shall advise the Controlling Body of any breach of this Law 7.4.
- (vi) The League may determine the matter by way of fine, reversal of match result or other sanction as it deems appropriate.
- (vii) A player who does not exit the playing surface through the interchange area is unable to re-enter the playing surface for the remainder of the match, unless the player left the field on a stretcher (per rule 7.3 'Use of Stretcher' of the Laws of Australian Football).

(Penalty 20 units and sanction)

#### 4.12 Match Day Paperwork & PlayHQ Results

- (a) At the end of a match, it is the home club's responsibility to update PlayHQ with all the relevant match results, which must include the following:
  - (i) the final quarter by quarter scores; and,
  - (ii) For all Senior Football competitions, both clubs' goal kickers and best players.
- (b) For all senior men's (excluding QFA D3/4) and Senior Women's matches, the home team is responsible for undertaking Live Scoring.
- (c) Away teams must provide all required results information to the home club team manager prior to leaving the venue. Away teams must still ensure all data entered online is true and accurate following the match. Any discrepancies should be followed up with the relevant Competition Manager.
- (d) These results should be entered as early as possible after the completion of the match into PlayHQ, and full goal kickers and best players to be entered by no later than 10.00am the following day. If there are extenuating circumstances that don't allow adherence to these timelines, the home team must immediately notify their respective Competition Manager.
- (e) Match Day Paperwork for matches officiated by Club Umpires must be submitted online no later than 10.00am the following day of the completion of the match by the Home Club Field Umpire.

(Penalty 20 Units)

#### 4.13 Playing Uniforms

- (a) Purchase of Uniforms
  - (i) All player uniforms are to be purchased from officially approved AFLQ licensed suppliers as per the Licensed Supplier Guidelines. (The AFLQ logo is the intellectual property of the AFL and cannot be reproduced by any unlicensed supplier. Any club breaching these

regulations by purchasing any AFLQ or Affiliate League branded apparel though unlicensed suppliers will be penalised and not permitted to wear this apparel.

**(Penalty up to 300 units)**

(ii) Any club desiring to alter or vary its colours, uniform, or design and club emblem must obtain the permission of AFLQ and its Affiliate League before making any variation or alteration. Affiliate Leagues must advise AFLQ of any logo, emblem, or colour change by any affiliated club.

**(b) Colour of Shorts**

(i) The colour of shorts to be worn by each competing team in AFLQ competition matches will be determined by AFLQ and/or its Affiliate League.

(ii) White shorts are to be worn by the away team in all mixed and male gendered competitions unless approved by the Competition Manager or Affiliate League prior to the commencement of the season. If a club wishes to wear a particular colour of shorts all season, they must make application to the relevant League prior to the commencement of the season.

(iii) Female Competitions - White shorts are NOT permitted to be worn in female competitions. The Competition Manager or Affiliate League will work closely with teams to navigate all potential 'clash' uniform requirements.

**(c) Uniform Clashes**

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

**(d) Uniform Breach**

(i) It is imperative for the professional presentation of the sport that players are uniformed in AFLQ or Affiliate League apparel in the correct colours.

**(Penalty 5 units per player in breach)**

(ii) All players participating in a match as a registered player of AFLQ or its Affiliate League shall wear the number as listed on the official team sheet and as list in PlayHQ. Such number shall be of a minimum size of 240mm and to be of a type and attached as directed by AFLQ.

**(Penalty 10 units per player in breach)**

**(e) Undergarments, Strapping and Protective Equipment**

(i) All visible under garments, bandages, taping and thermal supports must be beige or skin tone of the wearer in colour.

**(Penalty 10 units per player in breach)**

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

#### 4.14 Runners

(a) Eligibility

- (i) The minimum age for a runner in senior men's and senior women's competitions is 14 years of age (must have turned 14).
- (ii) Any player, coach or club official that is suspended by an AFLQ or Affiliate League cannot act in the capacity as an official club runner, trainer, doctor, physio or water carrier or any other role that requires their name to be on the official team sheet.

**(Penalty 100 units and Sanction)**

(b) Attire

- (i) Senior Football
  - (A) Runners must wear pink runner shirt, and pink runner shorts or as otherwise advised or supplied by AFLQ or its Affiliate League.
- (ii) Youth Football
  - (A) Team Runner must wear a Pink Bib (approved by Competition Lead - SEQ Juniors and displaying an approved AFLQ logo) as well as either a club polo shirt or club hat
- (iii) The runner must wear appropriate footwear and socks (football socks are prohibited).
- (iv) If wearing a cap, runners must wear a club branded cap.

**(Penalty 20 units)**

(c) Number of Runners

- (i) Clubs shall be entitled to use one (1) runner for each grade in AFLQ competitions.
- (ii) The name of the runner must be shown on the team sheet in the appropriate place.
- (iii) Access to and from the playing arena for each team's runner is directly from their respective coaches' box area, they do not have to use the interchange area.

(Penalty 20 units)

- (d) Duties
- (i) The runner's sole role is to deliver messages from the coaching staff to players on the ground. The runner must immediately vacate the playing arena once the message has been delivered.
  - (ii) The runner is not permitted to stay on the field to coach, barrack or interfere or impede with play.
  - (iii) As per the AFL Laws of Australian Football, runners are not allowed inside the 50-metre arc at full back kick-ins or in the centre square at centre bounces.
  - (iv) A runner must not engage in physical contact that may cause or incite injury to any player, official or umpire or initiate physical contact of any nature while conducting his/her duties. This includes physically restraining their own players for any reason.
  - (v) A runner must not use foul or abusive language whether directed at umpires, officials or players of either side.
  - (vi) Runners will be permitted to carry water bottles in Senior Competitions whilst delivering messages to players in AFLQ competitions, other than the following:
    - (A) QAFL Seniors and Reserves.
    - (B) QAFLW and QAFLW Reserves; and
    - (C) Other competitions as stipulated by Affiliate Leagues.
- (e) Breaches of paragraph 4.14(d)
- (i) As per 18.14 of the Laws of Australian Football, A field Umpire shall award a Free Kick against an Official who:
    - (a) uses abusive, insulting, threatening or obscene language;
    - (b) uses an obscene gesture;
    - (c) interferes with the football, an opposition Player, an Umpire or general play; or
    - (d) is located within the Fifty Metre Arc during the time when a Player is preparing to bring or bringing the football back into play after a Behind is scored, unless attending to an injured Player or making every endeavour to immediately vacate the area
  - (ii) Runners may be reported by the umpires for infringements of paragraph 4.14(d) or may come under the scrutiny of AFL Queensland or Affiliate League official. Penalties will then be determined through the appropriate channels.
  - (iii) Any penalties incurred by a player acting as a runner shall be viewed as penalties against a player in respect to the AFLQ and Affiliates' best and fairest awards.



#### 4.15 Water Carriers, Trainers and First Aid (including Medical Officers & Physiotherapists)

(a) Application

- (i) All water carriers and trainers (including medical officers and physiotherapists) must comply with the rules as set out herein.
- (ii) Are not permitted in any Youth or Junior competition.

(b) Minimum Requirement

- (i) Each club must provide one (1) qualified/accredited sports trainer for all senior matches.
- (ii) Should any team be unable to provide such person they must advise AFLQ or the Affiliate League before midday on the Friday before the game.

(Penalty 20 units)

(c) Maximum Numbers - Unless advised otherwise in writing by the respective Competition Manager or Affiliate League, clubs are only permitted to have a combined total of six (6) water carriers and trainers for senior matches.

(d) Minimum Age

Senior Football - The minimum age for a person acting as a trainer or water carrier is fourteen (14) years of age.

(Penalty 20 units)

(e) Attire

(i) Senior Football

- (A) Water carriers and trainers must wear the attire supplied or directed by AFLQ or its Affiliate League. The attire must be clearly numbered. The number on the uniform must correspond with the number and name of the official as listed on the team sheet.
- (B) Any sponsorship advertising on any part of the club trainer/water carrier's uniform must be approved by the AFLQ or the Affiliate League.
- (ii) Water carriers should wear black shorts, black tights or black leggings.
- (iii) Water carriers must wear appropriate covered footwear and socks (football socks are prohibited).
- (iv) Water carriers who elect to wear a hat are encouraged to wear club brand hats.

- (f) In case of extreme heat, Runners are permitted to carry water in Youth Competitions. Please refer to AFL Queensland's [Extreme Heat Policy](#).

**(Penalty for each breach of this paragraph 4.15(e) – 10 units)**

- (g) Location of Water Carriers

- (i) Water carriers are not permitted to be situated in a defined area fifteen (15) metres on either side of the competing team's coach's box.
- (ii) When behind the boundary line it is imperative that the water carrier is up against the fence and preferably, in a crouch position.
- (iii) Unless refilling water bottles, water carriers cannot be located in the designated coaching box area.

**(Penalty for each breach of this paragraph 4.15(f) – 10 units)**

- (h) Duties of Trainers / Water Carriers

- (i) When not delivering water or attending to players, trainers / water carriers must remain outside of the boundary line.
- (ii) Trainers / water carriers must stay clear of all players directly involved in play and must not interfere with the course of play and must not impede a player in any way.
- (iii) Once the ball is back in the centre square, trainers / water carriers must leave the field of play by the most direct route.
- (iv) A trainer / water carrier must not engage in physical contact that may cause or incite injury to any player, official, or umpire or initiate any physical contact outside the realms of his/her duty of responsibilities. This includes physically restraining players from their own team.
- (v) Trainers / water carriers must not stand inside the 50m arc at full back kick-ins when they are treating a player.
- (vi) Should treatment be necessary during the full back kick-in, the trainer / water carrier should notify the controlling umpire before the kick-in process occurs. A free kick may be given if permission is not received, and the trainer/water carrier is deemed to be interfering with play. At all times the common-sense rule should apply to all parties.
- (vii) Water carriers must not throw water bottles to players.
- (viii) Trainers / water carriers must not use foul or abusive language whether directed at umpires, officials or players of either side.

**(Penalty for each breach of this paragraph 4.15(g) (ii) and (iii) – up to 100 units. Penalty for any other breach of this paragraph 4.15(g) – 10 units.)**

(h) Breaches – Water Carriers

As per 18.14 of the Laws of Australian Football, A field Umpire shall award a Free Kick against an Official who:

- (a) uses abusive, insulting, threatening or obscene language;
- (b) uses an obscene gesture;
- (c) interferes with the football, an opposition Player, an Umpire or general play; or
- (d) is located within the Fifty Metre Arc during the time when a Player is preparing to bring or bringing the football back into play after a Behind is scored, unless attending to an injured Player or making every endeavour to immediately vacate the area
- (e) Any penalties incurred by a player acting as a trainer / water carrier shall be viewed as penalties against a player in respect to the AFLQ or affiliates' awards for fair play.

(i) First Aid Officer – Junior/Youth Football

- (i) The home team is responsible for providing a qualified First Aid Officer, properly stocked first aid kit and a stretcher on each oval.
- (ii) 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.
- (iii) 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 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. The First Aid Officer's name and signature must be on the team sheet.
- (iv) 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.

(j) Responsibility and Jurisdiction of the First Aid Officer – Junior/Youth Football

- (i) 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.

- (ii) The officially appointed First Aid Officer is the only match official that is permitted to request a stretcher.
- (iii) 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) Must provide a level of care consistent with the limits of their qualifications.
  - (D) 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;
- (k) QUALIFICATIONS OF FIRST AID OFFICERS
  - (i) Nurse
  - (ii) Qualified Sports Trainer
  - (iii) St John Ambulance Australia Members
  - (iv) Senior First Aid Certificate Holder
  - (v) Ambulance Officer
  - (vi) Doctor

#### 4.16 AFLQ Appointed Umpires

- (a) Requirements
  - (i) In any match under the control of AFLQ or an Affiliate League, where there are adequate numbers of registered/qualified umpires, the field, boundary and goal umpires will be appointed by the AFLQ Umpiring Department or Regional Umpiring Manager in Affiliate Leagues.
  - (ii) The Regional Umpiring Manager will report to their respective Affiliate League and the AFLQ Community Umpiring Development Manager.
- (b) Registration and Accreditation
  - (i) Only those umpires who have been registered and accredited or who are undertaking accreditation with AFLQ or an Affiliate League shall be eligible to officiate in matches under the control of AFLQ or Affiliate Leagues.
  - (ii) No match should commence with field umpires who are not accredited or undertaking an accreditation course.

(c) Remuneration

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

(d) Tribunal Attendance

Any umpire who neglects or refuses to attend any meeting of the independent Tribunal of AFLQ or an Affiliate League, to which they may have been requested to attend, shall be dealt with in a manner as determined by AFLQ or the Affiliate League Regional Umpiring Manager.

(e) Disciplinary Matters

- (i) Any other disciplinary action in relation to umpires will be dealt with by AFLQ and/or the Regional Umpiring Manager.
- (ii) AFLQ and/or the Regional Umpiring Manager may choose to refer any matter to the League Tribunal or Compliance Lead - QLD to be dealt with in accordance with the relevant Tribunal Guidelines.

#### 4.17 Club Appointed Umpires

(a) Minimum Age

- (i) Unless a written age exemption is provided by the State Umpiring Manager, the minimum age for a club field umpire in a senior competition is sixteen (16)).
- (ii) The minimum age for a club goal and boundary umpire in a senior competition is fourteen (14).

(b) Requirements

- (i) Club umpires will only be appointed should there be insufficient numbers of registered and accredited umpires available, or it has been predetermined before the start of the season that club umpires will always be used.
- (ii) Where it has been determined that club umpires are required, each club is responsible for providing a field, goal and boundary umpire.
- (iii) As a minimum, a game will only commence if both teams supply a club field and goal umpire. A team that doesn't provide a field and goal umpire when required to do so shall forfeit the match.
- (iv) If a club fails to provide either a field, goal or boundary umpire they will incur a penalty.
- (v) No person under a suspension issued by AFLQ, an Affiliate League, a Tribunal or through the AFLQ set penalty system, is permitted to act as a club umpire.

**(Penalty up to 100 units)**

(c) Reporting and Red and Yellow Card System

- (i) Club appointed field umpires (not club boundary and goal umpires) have full power to report any breaches that are contrary to the Laws of Australian Football.
- (ii) Club umpires (field only) can only send players from the playing arena under the yellow and red card system if both club field umpires agree. Where matches are officiated by only one (1) club umpire, they are entitled to use the Yellow and Red card system where required.
- (iii) In the event one umpire wishes to send a player off and the other umpire does not agree, the player shall remain on the field and the matter referred to AFLQ or the Affiliate League for investigation post game.
- (iv) Club appointed boundary or goal umpires can advise the field umpire/s if they believe a reportable incident has occurred.
- (v) The field umpire/s should advise AFLQ or the Affiliate League of any such advice under paragraph 4.17(c)(iv) above and the appropriate investigation shall occur in accordance with applicable rules.

(d) Coaching Box (White) Card System

Club Appointed Umpires are required to adhere the [Coaching Box Card System](#).

(e) Attire

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

(f) Accreditation

- (i) Unless otherwise approved by their respective Competition Manager, Club appointed umpires must have completed a club umpire's course provided by AFLQ.
- (ii) Prior to the commencement of the season, each club must have a minimum of two (2) accredited club umpires per competition entered.

#### 4.18 Club Criticism

- (a) AFLQ and Affiliate League club officials, players and coaches shall not engage in public criticism of umpires and/or AFLQ or its Affiliate League. For the purposes of including in the definition of defining public criticism, all social media platforms shall be deemed public.

**(Penalty up to 300 units)**

- (b) Should any club have concerns regarding umpires, such concerns are to be communicated in writing (online) on club letterhead or email, and addressed to the relevant Competition Manager. No verbal discussion in relation to the umpires performance will be entered into on a match day.

#### 4.19 Ground Marshall

- (a) The Home club is responsible for providing one suitably capable Ground Marshall each for all home matches and for all home finals games other than Grand Finals. The League will provide an

umpire escort for all Grand Final games. Ground Marshalls must wear the approved Orange AFLQ Ground Marshall vest.

- (b) Ground Marshalls must be eighteen (18) years of age or older and capable of undertaking the duties required.
- (c) The Ground Marshall must escort the umpires onto the ground for match commencement, from the ground at half time, onto the ground to commence the second half and from the ground at the completion of the game and visit the umpires during quarter time and 3 quarter time breaks in the middle of the ground. They must escort the umpires to the door of the Umpire change rooms.
- (d) The duty of the escort is to protect the umpires from abuse and deter fellow club members and members of the public from possible unnecessary actions.
- (e) It is imperative that a competent person is appointed in this important role. Failure to provide an umpire escort is considered a serious breach.

**(Penalty 30 units)**

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

#### 4.20 Report Notifications

##### (a) Club Requirement

Team Managers from both teams MUST always attend the Umpires room no later than fifteen (15) minutes after the game to receive the 'All Clear' or be notified of any umpire reports or referrals. Clubs who fail to attend the umpire rooms post match will automatically accept any set penalties as proposed by umpires, unless the Club has advised AFLQ via an alternative method by 10am Monday following the weekend's matches. **(Penalty 10 units)**

##### (b) Umpire Requirement

- (i) Where a player(s) has been reported, the umpire should communicate to the club representative (Team Manager) attending the umpire's room, within fifteen (15) minutes of the conclusion of the match.
- (ii) In extenuating circumstances, as determined by the umpire, notification shall be given by the umpire to the club's representative attending the umpire's room that further time is required to complete the report forms.
- (iii) As soon as possible, at the completion of the report process with clubs, the reporting umpire is to notify AFLQ or Affiliate League of the details of the report and of any matters that are to be referred to the Tribunal.

##### (c) Set Penalties

- (i) Confirmation of acceptance is by way of the player or club representative verbally notifying the umpire, who will record acceptance via OfficialsHQ. Should either

player/club reject the set penalty then the matter is referred to AFLQ or Affiliate League for further review and may result in a Tribunal hearing being constituted.

- (ii) In cases where the set penalty results from a breach against an opposition player then this player or their representative must attend the umpire's room to confirm that they accept or reject the set penalty. Should the aggrieved player reject the set penalty then the matter is referred to AFLQ or Affiliate League for review and may result in a Tribunal hearing being constituted, even if the offending player has accepted the set penalty.
- (iii) In the event that a player/club requests time to consider a response to the offer of a set penalty, the player/club has until 10.00 am on the next business day following the game in question to advise AFLQ or the Affiliate League of its response. AFLQ or the Affiliate League will invoke the set penalty if the player/club fails to advise of its intentions prior to the 10.00 am deadline. The same rule shall apply to the aggrieved player/club if they haven't notified the umpire or AFLQ or the Affiliate League.

#### 4.23 Order Off Rule

##### (a) Application

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

##### (b) Yellow Cards

###### (i) Process

- (A) A yellow card is issued should a player/official be found to have breached the Laws of Australian Football and given away a free kick in a deliberate, intentional, reckless, or undisciplined manner or behaved in a manner that the umpire believes is detrimental to the game.
- (B) Any player or official reported for an offence as listed under Law 22.2.2, of the Laws of Australian Football must be immediately issued with a yellow card. In a circumstance where the reporting umpire is not a field umpire, the Yellow Card should be issued at the next available opportunity. In this situation, the reporting umpire must notify the field umpire of the report prior to the reported person being notified.
- (C) The field umpire shall show the yellow card to the offending player, point to the interchange area and escort the player all the way to the interchange area, then show the yellow card to the timekeepers and team managers. The timekeepers will acknowledge the umpire's signal (via reciprocal showing of yellow card) and is in charge of ensuring that the "send off" period of elapsed time is fifteen (15) minutes. The timekeeper should make note of the player's number, time of send-off and time of return to ground on the provided timekeeper sheets. Where the timekeeper isn't located close or accessible to the team bench or on



the opposite side of the field to the team bench area, the team manager can be responsible for recording the time.

(D) A player/official that is sent off via a yellow card for fifteen (15) minutes of elapsed time (excludes breaks between quarters) must exit the ground through the interchange gates. If they fail to do so they are not permitted to return to the field of play for the remainder of the match, however, they may be replaced by another player.

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

(ii) Player to remain 'off the field'

Off the field means outside of the boundary line. In order to return to the field of play, players sent off must not cross the line through the interchange area until advised that their send off period has expired. A sent off player is not permitted to enter the field of play during breaks between quarters.

(iii) Team Runner

If a runner receives a yellow card, they cannot be replaced during the 15-minute period of elapsed time they are to remain off the ground.

(iv) Interchange Players

If a player on the interchange bench receives a yellow card, that player must remain off the field for a period of 15 minutes of elapsed time, excluding breaks between quarters.

(v) Postgame Review

An umpire has the right post game upon review of an incident to report a player whom they sent off using a yellow card.

(c) Red Cards

(i) Process

(A) At the discretion of the field umpire(s), any player/official reported under an offence as listed in Law 22.2.2 of the Laws of Australian Football may be issued with a red card and sent off for the remainder of the match if the officiating field umpire(s) are of the reasonable opinion the offence was serious in nature. If the reporting umpire is not a field umpire, the reporting umpire should advise the field umpire(s) of their reasons for wanting to issue a red card and the field umpire(s) shall decide as to whether a red or yellow card is issued. When there is doubt as to red or yellow, the yellow card should be issued.

(To provide clarity, serious in nature means an incident that would be more likely than not to be referred directly to a Tribunal – not a set penalty)

- (B) The umpire will show the offending player a red card and point them to the interchange area and escort the player all the way to the interchange, then show the red card to the timekeeper. The timekeeper must acknowledge the umpires signal (via reciprocal showing of red card), make notation on the timekeeper sheet of the players number and time of offence and begin to time the fifteen (15) minutes of elapsed time (excludes breaks between quarters) that must pass before the sent off player can be replaced by another player. Where the timekeeper isn't located in a proximity close or accessible to the team bench or on the opposite side of the field to the team bench area, the team manager can be responsible for recording the time.
- (C) Any player/official receiving a red card must be reported and a report sheet must be completed by the umpire post-match.
- (D) When a reportable incident occurs, the process for immediate action by the umpire is to apply the procedures contained in section 4.23 'Order-Off Rule' of these AFLQ Rules and Procedures. Note this section of the 'Order-Off Rule' does not apply to the QAFL senior and QAFLW competitions.

(ii) Other Matches

If a player is sent off under a red card, that red card does not apply to any other matches that day unless a player has accepted a Set Penalty prior to participating in another game that day or weekend. Accepting a Set Penalty and not participating in another game that weekend does not count as missing a game, as the penalty needs to be served in the grade in which the penalty was given.

(iii) Runners

If a runner receives a red card they cannot be replaced for the remainder of the game.

(iv) Interchange Players

- (A) If a player listed on the team sheet is located on the interchange bench and receives a red card, the team for which that player is playing for shall be required to immediately remove a player from the field for a period of 15 minutes of elapsed time, excluding breaks between quarters.
- (B) The removed player cannot be replaced during this period.
- (C) The red carded player cannot return to the field for the remainder of that game.

(v) Coaches

- (A) If a non-playing coach receives a red card, the coach must vacate the team bench area immediately and spend the remainder of the match in their designated change room or they can leave the venue.

- (B) If a playing coach receives a red card for a playing offence, they can spend the remainder of the match on the team bench and can give instructions to the runner, however they cannot enter the field of play at any of the breaks in play. If a playing coach receives a red card while located on the team bench, they shall be treated as a non-playing coach and clause (A) above shall apply.

#### 4.24 Coaching Box (White) Card System

##### (a) Application

- (i) Unacceptable coaching box behaviours can be managed by the umpires in real-time by the [Coaching Box \(White\) Card System](#).
- (ii) The system applies to all competitions in Queensland.

##### (b) Coach Reported

- (i) Receiving three white cards in a match will result in a coach being reported, given a red card and ejected from the game.
- (ii) Any coach reported under the Coaching Box Card System shall automatically be referred to the Match Review Panel.
- (iii) A reported coach may also receive a coaching citation.

#### 4.25 Set Penalties

##### (a) Application

- (i) Set penalties and the process associated with reportable offences is governed by the National Community Football Policy Handbook. To the extent of any inconsistency between the National Community Football Policy Handbook and these AFLQ Rules and Procedures or any other AFLQ or Affiliate League rules relating to reports or tribunals (unless specifically expressed otherwise), the provisions of the National Community Football Policy Handbook will prevail.
- (ii) AFLQ and its Affiliate Leagues provide players with an opportunity to accept a set penalty via OfficialsHQ or via the Match Review Panel for a reportable offence as opposed to having the matter heard by a Tribunal.

##### (b) Tribunal Referral

- (i) The policy to be implemented by all Tribunals is that if a player is offered a set penalty but refuses to accept the set penalty and takes the matter before a Tribunal and the reportable offence is sustained, then the Tribunal will be free to apply any sentence it sees fit under the circumstances.
- (ii) If the reported Player or their Club does not accept the Set Penalty and elects to have it heard by the Tribunal, there is a strong likelihood that if the charge is sustained the Tribunal will impose a sanction that exceeds the Set Penalty offered, as the Set Penalty was offered under the premise of an early guilty plea.

- (iii) There is always an opportunity for a player who is willing to admit to the conduct which constitutes the report, to come before a Tribunal and enter a plea of guilty and then make submissions as to why the set penalty would have been too harsh given the circumstances. Issues of significant provocation may be relevant to the determination of penalty.
  - (iv) Any player, who comes before the Tribunal and satisfies the Tribunal that the argument they put forward, so far as a reduction of the set penalty offered is concerned, is valid, will receive the benefit of a reduction in penalty. Those players who come before the Tribunal, plead guilty and put forward an argument that is without merit for a reduction in penalty, are subject to the condition that, the Tribunal will be free to apply any sentence it sees fit under the circumstances.
  - (v) Where a reported player and their club have accepted the offer of a set penalty, but it has been rejected by the opposing club, and therefore referred to the Tribunal, the Tribunal will take into consideration the reported player's admission of guilt and acceptance of the set penalty when deliberating on the matter.
- (c) Multiple Reprimands
- (i) Any player that receives a third (3<sup>rd</sup>) reprimand (through the set penalty system) within a 12- month period will automatically have the third reprimand upgraded to a one-week suspension.
  - (ii) If an umpire offers a player a Reprimand and the player accepts such a Reprimand on the day, AFLQ have the power to upgrade that reprimand to a 1-match suspension if the Reprimand offered was the Players third reprimand in a 12-month period.

#### 4.26 Change Room Allocation

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

#### 4.27 Neutral Venue

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

#### 4.28 Home Ground Responsibilities

- (a) Before game – ensure that:
- (i) Ground inspection via [Marsh Match Day Checklist](#)
  - (ii) All rooms (including umpires) are clean
  - (iii) Match footballs are given to umpires
  - (iv) Ground line marking is complete inclusive of interchange area

- (v) A stretcher (approved type – refer section 4.3) is clearly visible at the interchange area
  - (vi) Goal post padding is in place
  - (vii) An emergency siren/bell/air horn is on standby
  - (viii) Scoreboard attendants are in place
  - (ix) Correct club names are on the scoreboard
  - (x) Team sheets are filled out and handed to umpires, opposition team, and timekeepers
  - (xi) Umpires' rooms, visitor's rooms, scoreboard and coaches' boxes are open and ready for game
  - (xii) Timekeepers are in place
  - (xiii) Hot water service is on for showers (all change rooms)
- (b) During game – ensure that:
- (i) Drinks are provided for umpires at all breaks
  - (ii) Ice is available
  - (iii) Rooms are always secure
  - (iv) Spare footballs are available

#### 4.29 Practice Matches

- (a) To play a practice match, Clubs must make an application for permission to play and such application must be sanctioned by AFLQ or its Affiliate League. An official practice match request form must be lodged with AFLQ or its Affiliate League by midday Friday a week prior to the match (Reference Documents – Practice Match Request Form).
- (b) Conducting practice matches without prior approval from AFLQ or its Affiliate League will be considered a serious breach and will incur a significant penalty.  
  
**(Penalty up to 300 units)**
- (c) No club shall play a practice match on their ground unless a ground inspection has been conducted in accordance with the insurer's requirements. All normal match and ground standards/conditions apply in practice matches e.g., goal post padded, grass mowed, lines clearly marked, team sheets etc.
- (d) No club shall play a twilight or night practice match unless it has provided AFLQ or a relevant Affiliate League with an up-to-date lighting audit (as per paragraph 7.7 of these AFLQ Rules and Procedures).

#### 4.30 Match Day Checklist

[A match day checklist](#) as supplied by AFLQ's insurer (Marsh Insurance) must be completed using the online checklist prior to the commencement of the first game conducted at any venue, on any match day. Both competing clubs must sign off on the Match Day Checklist.

(Penalty 100 units)

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## 5. REPORTS, TRIBUNAL, APPEALS AND INVESTIGATIONS

### 5.1 Application

- (a) This section of Reports, Tribunals and Appeals regulations is to be read in conjunction with the Laws of Australian Football and the National Community Football Policy Handbook.
- (b) In the event of any inconsistency between these AFLQ Rules and Procedures and the Laws of Australian Football and the National Community Football Policy Handbook, the Laws of Australian Football and the National Community Football Policy Handbook will prevail, unless specifically stated otherwise in these AFLQ Rules and Procedures.
- (c) Each Player and Club Official understands and agrees to participate in Competition Matches in accordance with these Rules and Procedures as well as the Laws of Australian Football and the National Community Football Policy Handbook.
- (d) All Clubs, Club Officials, Administrators, Coaches, Players and other relevant Persons are subject to the National Community Football Policy Handbook as amended from time to time and notified to the Clubs by AFL Queensland and the Affiliate Leagues.

### 5.2 Match Review Panel (MRP)

- (a) The MRP comprises of a minimum of one (1) or a maximum of three (3) suitably experienced people as appointed by the Competitions Manager – QLD or Affiliate League from time to time. For clarity, the Competitions Manager - QLD - may be a member of the MRP.
- (b) One member of the panel will be appointed as the Chairperson.
- (c) In the event the panel cannot agree on an outcome of a matter, the Chair shall make a final determination.
- (d) The MRP have the authority to revoke or amend an umpire's set penalty determination if there is sufficient evidence or reason to do so.

### 5.3 Player Suspension

- (a) A Player suspension must be served in the competition in which the player was reported in. As an example, if a player moves between VFL & QAFL competitions, a suspension must be served in line with the competition it was received - and a player remains ineligible in the other competition until the suspension is completed, at the sole discretion of AFL Queensland.
- (b) A player suspension in practice game is to be served in the home & away season  
  
Should a player be suspended due to a report in a practice game, the suspension must be served in the home and away season of the grade in which the player received the suspension. Until such suspension is served, the player cannot play in any other fixture competition.
- (c) Prohibition on match day role  
  
Any player who receives a suspension cannot, during the period of suspension, undertake any official match day roles.

A Suspended player cannot be in the vicinity of the interchange area or coach's box but may enter the field of play at breaks.

(d) Practice games whilst suspended

A suspended player that has a penalty of three (3) matches or less may participate in any AFLQ or Affiliate League sanctioned practice matches at the sole discretion of AFLQ or the relevant Affiliate League. Such games do not count towards the period of suspension. Any player that has a suspension of four (4) matches or greater cannot participate in any AFLQ or Affiliate League sanctioned practice matches. (To the extent of any inconsistency, this rule overrides any rule in the National Community Football Policy Handbook).

(e) Interstate and representative games during Bye

Should there be a general bye in the competition and an Interstate / representative fixture is scheduled in the bye, the representative match does not count towards the period of suspension.

(f) Reported players playing in other games on same weekend

A player reported (set penalty and / or tribunal) during a game held on a weekend / round of fixtures may participate in other games on that same weekend / round of fixtures, unless the player accepts a set penalty which is greater than a reprimand. If the player accepts a set penalty which is greater than a reprimand, then the player cannot participate in any other grade during the same weekend / round of fixtures.

(g) Prohibition on playing for other grades

A player serving a suspension / disqualification in a grade during a weekend / round of fixtures cannot play in any other grade or competition on that weekend / round of fixtures.

(h) Forfeited matches

(i) Matches forfeited by the opposing team (of a suspended player's team), will count for the purposes of serving a period of suspension.

(ii) Matches which are scheduled but not played for any other reason (including cancellation due to wet weather) shall not be counted for the purpose of reckoning a period of suspension

## 5.4 Competition Appeal Rules

(a) Process

A player found guilty of a reportable offence by a Tribunal or Controlling Body, may only bring forward an appeal in accordance with the Competition Appeal Rules as outlined in the National Community Football Policy Handbook.

(b) Fee

The fee for all Appeals as outlined in the National Community Football Policy Handbook is five hundred dollars plus GST (\$500 + GST).



## 5.5 AFLQ Match Video Reviews

### (a) Application

AFL Queensland records match vision for all QAFL Senior, QAFLW Senior and QFA Division 1 Senior matches.

### (b) Reports and incident referrals

- (i) For all QAFL and QAFLW senior games, the match officials will complete a report identifying the specific time and place of any official report or incident referral.
- (ii) Both clubs will be notified of any reports or referrals by the umpires when the club official attends the umpire room after the game to get the 'all clear'.

### (c) No set penalty offered by umpires

No set penalty is offered by reporting umpires at QAFL and QAFLW senior matches.

### (d) No clear vision

If there is no clear vision of the incident on the video evidence, then the reporting umpire is contacted by the MRP to provide details for the MRP to assess the matter and the option of offering the reported player a set penalty. In the case of a set penalty being offered, the procedure for managing a set penalty is applied.

### (e) Review of footage by MRP

- (i) Reportable incidents, for which there is clear video evidence, will be reviewed by the MRP for a determination.
- (ii) The MRP will determine the appropriate penalty for the incident and will provide a charge notice to the offending players club. A club will have until 10am Tuesday to advise AFLQ if they are accepting or declining the set penalty.
- (iii) If the offender accepts the set penalty offered by the MRP, the matter will be closed.
- (iv) If the offender does not accept the set penalty offered by the MRP, the matter will be referred to an independent Tribunal.

## 5.6 Club Video Reviews (excludes QAFL Seniors, QAFLW Seniors & QFA Division 1 Seniors)

### (a) Admissibility

A club video of a reportable incident is only admissible in the following circumstances:

- (i) Incident report provided to Competition Manager
  - (A) Where a Competition Manager has received an incident report from either an umpire or other AFLQ official in attendance at the game and the incident has not been recorded on an AFL Queensland video of the game, the MRP may contact both clubs to ask if either club videoed the game.

- (B) Clubs must provide the MRP with the club video of the game.
  - (C) The MRP will review the video evidence and decide as to whether the video evidence is admissible as part of the assessment or investigation.
- (ii) Club Video referral
- (A) Where a club has clear video evidence of what they believe may be a reportable incident the club may formally refer an incident to the Competition Manager to be investigated. Such referral must be made prior to 5.00pm on the first business day after the game has been played and the referral must be in writing from either the club President or Football Manager (not team manager). The referral will incur a fee of \$125 as in accordance with rule 5.8(b)(i)(B) of these AFLQ Rules and Procedures. Where a club refers an incident for review and a charge for a Classifiable Offence is laid, the \$125 fee will not be payable.
  - (B) Where an incident has been referred to the Competition Manager to investigate, AFLQ may appoint an investigator or the MRP to review the video evidence and decide as to whether the video evidence is admissible as part of the investigation.
- (b) Use of admissible club video evidence
- (i) Should a club's video evidence be deemed to be admissible by AFLQ, MRP or Tribunal Chair, the video evidence submitted by the club must be made available to AFLQ or its Affiliate League by no later than 10:00am on the day of the Tribunal hearing.
  - (ii) All parties involved in the Tribunal hearing should receive a copy (at the earliest opportunity) of the video evidence prior to the hearing.

## 5.7 Umpire Reviews – QAFL, QFA Division 1 and QAFLW Seniors Only

### (a) Umpire review and referral to MRP

Where the umpiring department undertakes a review of the video footage of games or certain aspects of a game and considers that an incident may constitute a breach of these AFLQ Rules and Procedures or Laws of Australian Football and may be reportable, it may refer the incident to the MRP for further investigation.

### (b) Incident video referral form required

Where the umpiring department wishes to refer an incident to the MRP for further investigation, it must complete an 'Incident Video Referral Form' and submit it to the relevant Competition Manager – QLD by no later than 9:00am on the first working day after the end of the round/weekend of games played.

### (c) Determination by MRP

- (i) The MRP will review the video footage of the incident and if it considers that there may be a breach of these AFLQ Rules and Procedures or the Laws of Australian Football, the MRP will issue a 'Notice of Particulars of Charge' sheet which is to be signed by the

Competitions Manager – QLD or other AFLQ employee empowered to exercise such authority at the time.

- (ii) The MRP will provide a copy of the Notice of Particulars of Charge sheet to the charged player(s) of the charge and will notify all other parties involved in the incident.
- (d) Offer or set penalty and convening of Tribunal
  - (i) The MRP may offer a set penalty or refer the matter straight to a Tribunal to consider.
  - (ii) If no set penalty is offered or if the charged player or relevant official does not accept the set penalty, a Tribunal will be convened to hear the charge as soon as practicable.

## 5.8 QAFL, QFA Division 1 & QAFLW Seniors Requested Reviews

### (a) Club requested reviews

QAFL, QFA Division 1 and QAFLW clubs may request the MRP to review footage in relation to an incident in a match their club participated in, which the club believes may be reportable under these AFLQ Rules and Procedures or the Laws of Australian Football.

### (b) Process for making requests

- (i) The club referring an incident to be reviewed by the MRP must advise their Competition Manager in writing by no later than 9.00am on the first business day after a match.
- (ii) Requests may only be made by a club President or Football Manager, or a person nominated by the club President prior to the season as empowered to make such requests.
- (iii) The incident request must be made by email to the Competition Manager and must state:
  - (A) details of the match (i.e., time, date, location, teams involved).
  - (B) full details of the alleged incident; and
  - (C) full details of the quarter in which the alleged incident occurred and the time on the video footage when the alleged incident occurred. If the above information is not supplied in full, the MRP will not review the incident.
- (iv) There is no fee to the club to make this request.
- (v) If clear video evidence is not available of an incident, then it will not be reviewed under this rule.

### (c) AFLQ reporting of requests

By no later than the COB on Wednesday, AFLQ will circulate a list (not for public circulation) to all QAFL, QFA Division 1 and QAFLW clubs specifying every incident assessed by the MRP and the outcomes, noting in some instances the outcome may be that the matter has been referred to a Tribunal

- (d) Incidents not captured on video
  - (i) Incidents which are not captured on video cannot be investigated under paragraphs 5.8(a)-(c) above.
  - (ii) For incidents not captured on video, the normal investigation rules and process listed at paragraph 5.9 below shall apply, inclusive of a \$200 fee to have such matters investigated.

## 5.9 Investigations

The following Investigations AFLQ Rules and Procedures are to be read in conjunction with the AFL Community Football Policy Handbook.

The AFL's Integrity Reporting Portal is also available for any persons to make an anonymous complaint to the AFL relating to an allegation of behaviour that may contravene the AFL's:

- National Community Football Policy Handbook
- Safeguarding Children and Young People Policy
- Respect and Responsibility Policy
- Whistleblower Policy (Improper Conduct)

- (a) 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.

- (b) Process for instigating investigations

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

- (i) Request by clubs
  - (A) Registered clubs may make a request to AFLQ or the relevant Affiliate League to have an incident investigated, and must do so by lodging a Investigation Request Form.
  - (B) 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 such a request will incur a fee of two hundred dollars (\$200). Where a club refers an incident for investigation that results in a sanction being imposed, the \$200 fee will not be payable.
- (ii) Instigation by AFLQ or Affiliate League

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

(c) Late requests

In exceptional and compelling circumstances, AFLQ or its Affiliate Leagues may accept late lodgements (no greater than 5.00pm on the third working day after the match) of a request for investigation where it is deemed necessary. Such decision is at the sole discretion of AFLQ or the relevant Affiliate League.

(d) Conduct of investigations

- (i) Investigations will be conducted by the appropriate means available, as determined by the Competitions Manager – QLD or relevant Affiliate League, at the sole discretion of the Competitions Manager – QLD or relevant Affiliate League.
- (ii) Where available, witness statements and video review may form part of the investigation.
- (iii) AFLQ and each Affiliate League may elect to use an Independent Investigator to assist in the investigation process, at the absolute discretion of AFLQ or the relevant Affiliate League.
- (iv) 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.
- (v) Independent Investigators 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

(e) Outcome of Investigation

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

- (i) breached these AFLQ Rules and Procedures; or
- (ii) breached the Laws of Australian Football; or
- (iii) 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
  - (iii) refer the matter to the MRP to consider the investigator's recommendations, which the MRP may fully implement or modify, at its absolute discretion; or
  - (iv) refer the allegation to a Tribunal to consider.

(f) Acceptance of sanctions

Where the MRP 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.

(g) Referral to Tribunal

- (i) Where the allegation is referred to a Tribunal, the Competitions Manager – QLD or their nominee or appointed officer of any Affiliate League, will fix a date, time and place for a hearing before the Tribunal.
- (ii) The date for such hearing must be no longer than twenty-one (21) days after lodgement of the request for investigation (including the \$200 fee).
- (iii) The Competitions Manager – QLD 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.

(h) Tribunal Process following an investigation

(i) Tribunal Discretion

The Tribunal may run the proceedings brought to it under this paragraph 5.8 as it deems fit and at its absolute discretion.

(ii) Legal or other representatives

Any party appearing before the Tribunal under this paragraph 5.8 is entitled to have legal or other representation to appear before the Tribunal on their behalf.

(iii) Tribunal determination

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

- (I) has breached these AFLQ 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 (A) 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 (A) above, the Tribunal may, at its absolute discretion, impose a penalty not exceeding 25 penalty units in relation to the following charges:
- (I) wilfully 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).

(i) Investigations relating to club officials and members

- (i) Where AFLQ or an Affiliate League reasonably believes that a director, office bearer, employee or committee member of a club:
  - (A) has breached these AFLQ Rules and Procedures.
  - (B) has breached the Laws of Australian Football; or
  - (C) 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.

- (ii) 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.
- (iii) 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.

## 5.10 Racial & Religious Vilification

Any racial or vilification complaint made shall be dealt with in accordance with Part C. 10. Vilification and discrimination of the National Community Football Policy Handbook.

## 5.11 Drug Disciplinary Tribunal

### (a) General

AFLQ and its Affiliate Leagues are bound by the guidelines and procedures of Sport Integrity Australia, which includes random testing of all participants across Queensland, and the AFL National Anti-Doping Code.

### (b) Composition of Drug Disciplinary Tribunal

AFLQ on behalf of all Affiliate Leagues may appoint from time to time a drug disciplinary Tribunal comprising of:

- (i) a legal practitioner.
- (ii) a medical practitioner experienced in sports medicine and matters relating to drugs in sport.
- (iii) a former club administrator.
- (iv) a retired player; and
- (v) other members at its discretion.

### (c) Quorum for hearings

At any hearing of the Tribunal a quorum will comprise of any three (3) members.

### (d) Powers of the Drug Disciplinary Tribunal

The Tribunal shall have the power to hear and determine any matter referred to it.

## 5.12 Charges / Disputes Against Clubs or Individuals

### (a) Prohibition on Inappropriate Behaviour

#### (i) Application

This paragraph 5.12 applies to the following persons/parties:

- (A) an officer, director, life member or servant of AFLQ or its Affiliate League.
- (B) a player, club president or registered club official.
- (C) an umpire registered by AFLQ or its Affiliate League under these AFLQ Rules and Procedures; or
- (D) any person who is acting in any official capacity at any match of football or official function authorised or approved by AFLQ or its Affiliate League,



- (E) Player Parents/Guardians, Spectators or any other persons associated with the club

(ii) Behaviours prohibited

The persons/parties specified in paragraph (i) above shall not at any time:

- (A) Use abusive, threatening or insulting language to umpires, officers of AFLQ or an Affiliate League, members of the Tribunal, club officials, other players or anyone engaged in any capacity at a ground of an AFLQ or Affiliate League fixtured game.
- (B) interfere with or assault umpires, officers of AFLQ or an Affiliate League, members of the Tribunal, club officials, other players or anyone engaged in any capacity at a ground of an AFLQ or Affiliate League fixtured game.
- (C) engage in conduct, which is unbecoming, detrimental or prejudicial to the welfare, image, spirit or best interests of football or AFLQ or its Affiliate Leagues.
- (D) refuse, neglect or fail to comply with these AFLQ Rules and Procedures and any relevant reference document, the Laws of Australian Football or any decision or direction of AFLQ or its Affiliate League.
- (E) make any comment in any publication, including all forms of social media, whether written, televised or broadcast which is detrimental or prejudicial to the welfare, image, spirit or best interests of the sport of AFL, AFLQ and its Affiliate League; or
- (F) make comment in any publication, including all forms of social media, whether written, televised or broadcast which is adversely critical of a registered umpire or a decision of any Match Review Panel or Tribunal appointed by AFLQ or its Affiliate League.

(b) Club observance

- (i) A club, including all officer(s), employee(s) and/or member(s), must observe, obey and comply with these AFLQ Rules and Procedures including any relevant reference documents and the Laws of Australian Football and must not engage in conduct, which is unbecoming, detrimental or prejudicial to the interests of Australian Football.
- (ii) Clubs are required to be familiar with and comply with the:
  - AFL National Child Protection Policy,
  - AFL National Social Media Engagement Policy,
  - AFL National Privacy Policy,
  - AFL National Sexuality and Pregnancy Guidelines,
  - AFL National Gambling Policy and,
  - AFL National Smoking and Alcohol Guidelines;

as well as all other national AFL policies and the associated AFLQ policies and guidelines located on the AFLQ website.

- (iii) Club officials and members, including players, must not engage in postings on social media sites which are deemed to be detrimental to the image of the game, insulting, humiliating, threatening and/or abusive towards League officials, umpires, other club officials and/or members, including players.

(c) Penalties

An individual as listed above, or a club found guilty of a breach of these AFLQ Rules and Procedures including any relevant reference documents, AFL Policies or the Laws of Australian Football, may be subject to any or all of the following:

- (i) censure.
- (ii) suspension or disqualification from playing or exercising any official function or attending any football match.
- (iii) the withdrawal of, or suspension or disqualification from exercising, any right or privilege which a person may have or to which they may be entitled by virtue of any office, position or class of membership held by them with AFLQ or its Affiliate League.
- (iv) a fine not exceeding 300 penalty units as the Tribunal determines.
- (v) in the case of a club, the reversal of the result of a match.
- (vi) the suspension or disqualification of a team or teams of that club; and / or
- (vii) the loss of premiership points.
- (viii) For minor breaches of social media an offender may be issued with a warning and required to remove the inappropriate 'post'.

(d) Charges / disputes against clubs, players, officials

- (i) All clubs referring disputes, protests or charges against clubs or players to AFLQ or its Affiliate League or reporting any infringements of these AFLQ Rules and Procedures including any relevant Reference Document, or the Laws of Australian Football shall forward particulars in writing together with a fee of one hundred and twenty-five (\$125) dollars to the Competitions Manager – QLD or the relevant Competition Manager.
- (ii) This must be lodged at the office of AFLQ or the relevant Affiliate League within two working days following the day on which the occurrence took place.
- (iii) Umpires referring charges against clubs or players must do so within the above time. Duties as to the reporting of players are set out in the Laws of Australian Football.
- (iv) Any player or other club official referring a charge against an official of AFLQ must do so through the committee of the club of which the player or club official concerned is a member.

### 5.13 AFL Queensland Tribunal Guidelines (All senior competitions in Queensland)

#### (a) Hearing Procedure

- (i) All Tribunal hearings should be conducted in accordance with the National Community Football Policy Handbook which are available on the AFLQ website.
- (ii) AFL Queensland Tribunal Resources provides a guideline for the order of proceedings.
- (iii) In the event of three (3) or more reports to be heard on the one (1) night, two (2) Tribunals may be convened. Failure to attend at the appointed time will incur a penalty.
- (iv) Should a reported person, aggrieved person or witness fail to attend a tribunal hearing when formally requested to do so, the Tribunal has the power to impose a suspension on such person until such time as the hearing has occurred.

(Penalty 20 units)

#### (b) Tribunal Penalties

Under no circumstances can a player guilty of committing a classifiable offence be given a suspended sentence or time served penalty.

#### (c) Proceedings in Reported Person's Absence

Where the reported person has consented to the Tribunal hearing a report in their absence, the following additional rules shall apply (where applicable):

- (i) the presiding member shall pronounce a plea on behalf of the reported player as the statutory declaration directs.
- (ii) the consent shall be read to the Tribunal; and
- (iii) any person who is referred to by the reported person in their statutory declaration, as a person whom they would have called to give evidence on their behalf, shall be called and allowed to give evidence, after which they may be questioned by the umpire or their advocate and by the Tribunal.

### 5.14 Youth/Junior – Complaints process

- (a) 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.
- (b) If the complaint cannot be resolved, the club may submit their complaint in writing as per section 5.9 outlined above.

### 5.15 Melees

- (a) 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. Players who are attempting to remove teammates from a melee will not be counted as being involved in a melee.

- (b) A melee could occur:
  - (i) prior to (including the quarter time, half time, and three-quarter time interval); or
  - (ii) following the completion of an AFLQ or Affiliate League match and if, in the opinion of AFLQ or its Affiliate League, such incident is likely to:
    - (A) Prejudice the interests or reputation of AFLQ or its Affiliate League; or;
    - (B) prejudice the interests or reputation of the AFLQ competition or its Affiliate League competition; or
    - (C) bring the game of Australian Football into disrepute, the club(s) involved in such incident shall be sanctioned by AFLQ or its Affiliate League by way of a monetary fine in accordance with the Melee Matrix grading system.

(refer **Melee Matrix Appendices**)

- (c) These incidents will be assessed by the MRP.
- (d) Any amount payable by a club, under this rule, shall be paid by the club to AFLQ or its Affiliate League within 30 days.
- (e) Individual players involved in a melee may still be reported under the Laws of Australian Football.

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## 6. COMPLIANCE

### 6.1 Football Record / Publicity – QAFL & QAFLW

- (a) When requested, all QAFL and QAFLW clubs must supply a team list and accompanying jumper numbers for the Football Record by no later than seven (7) days prior to the commencement of the season. Clubs should liaise regularly with their Competition Manager if changes to lists/numbers occur.
- (b) When requested, each club shall provide, via PlayHQ, by no later than 10:00 am on the Friday immediately preceding a fixture or finals round match in which the club is participating or such other day as AFLQ may determine, the names of all players selected and the senior team of:
  - (i) QAFL - twenty-two (22) players in position plus up to four (4) emergencies. If a club plays a player outside of the twenty-six (26) named, sanctions will apply.
  - (ii) QAFLW - twenty (21) players in position plus up to four (4) emergencies. No player, outside of the twenty-four (25) named, can participate in the senior grade team for that round.

(Penalty 20 units)

### 6.2 Admission to Grounds

- (a) Admission prices to the public sections of AFLQ or Affiliate League grounds will be advised by AFLQ or its Affiliate League prior to the commencement of the season.
- (b) For Senior competitions directly managed by AFLQ the maximum home and away games admission prices for 2024 and beyond are:
  - (i) Adults - six dollars (\$6).
  - (ii) Concession - three dollars (\$3).
  - (iii) Under 16 free.
- (c) For local Council managed grounds, where applicable (e.g., Gold Coast), approval must be gained from the local Council to charge an entry fee.
- (d) AFLQ will set all finals entry fees for competitions it directly manages. Affiliate Leagues shall set prices for their competitions.
- (e) For all SEQ competitions, all players and officials who are listed on a match day team sheet, as well as AFLQ and Affiliate League officials, umpires and umpire officials are exempt from paying entry fees to community ovals during the home and away, and Finals Series games.
- (f) Parking fees are subject to the respective venue's discretion.

### 6.3 Club Sponsorship

- (a) All Affiliate Leagues and Clubs are requested to respect existing AFL, AFLQ and Affiliate League corporate partners. Affiliate Leagues and Clubs cannot enter into arrangements or associate with organisations that conflict with the following sponsors:

- (i) LRF
  - (ii) Tribal Sports
  - (iii) Belgravia Sports Apparel
  - (iv) ISC
  - (v) Classic
  - (vi) McDonald's (SEQ Juniors)
  - (vii) Any other protected AFL or AFLQ sponsor
- (b) All Affiliate Leagues and Clubs are required to seek approval (prior to any new sponsorship agreement) from AFLQ if the Affiliate League/club anticipates there may be a conflict of interest.
  - (c) 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 as a conflict of interest.
  - (d) Junior and Youth 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.
  - (e) Any Affiliate League or club who is in breach of a current agreement with the AFLQ or an Affiliate League's major sponsor (as applicable) in respect to promoting and using a competitor companies' product or services may be liable to a penalty.

**(Penalty up to 300 units and/or Sanction)**

#### 6.4 Club Uniforms

- (a) Each club shall have the right to wear such colours approved by AFLQ or its Affiliate League from time to time. No club shall alter its colours without the approval of AFLQ or its Affiliate Leagues. All clubs are required to adhere to the 'AFLQ Licensed Suppliers Guidelines posted on the AFLQ website under Policies, AFLQ Rules and Procedures.
- (b) All coaches and officials who, in their roles, venture onto the field must be wearing club uniforms (polos and / or tracksuit tops with AFLQ IP). All player polo and tracksuit tops must bear the AFLQ logo, and the warmup tops that players wear on-field prior to the game must also include AFLQ logo.
- (c) Refer to the AFLQ Licensed Suppliers Guidelines for details regarding the size, placement etc. of logos for on and off-field apparel.
- (d) The licensed apparel suppliers for 2024 are:
  - (i) LRF

- (ii) Belgravia Sports Apparel
  - (iii) Classic
  - (iv) Tribal Sports
  - (v) ISC
- (e) The relevant Competition Manager or Affiliate League will determine all playing apparel for competing teams during finals series matches. Unless otherwise determined, one competing team shall wear a home uniform and one team shall wear an alternate uniform approved for away games. Club shorts shall be allocated to match player jumpers and shall not be necessarily determined as per the home and away season.
- (f) AFLQ or an Affiliate League may at times establish an agreement with a sponsor/partner that require a logo or corporate branding to be added to on-field apparel of players and officials. Clubs will be notified of these requirements by their respective Competition Managers and may be required to comply within a timely manner.

## 6.5 Committees / Appointed Officers

- (a) Independent Investigator
- (i) AFLQ or its Affiliate League may appoint an independent person to investigate any matters which AFLQ or the Affiliate League refers to them. This person will have the full backing and support of AFLQ and/or the Affiliate League. Their brief will be to gather all relevant facts regarding the matter and give a written report to the Competitions Manager – QLD or nominee of AFLQ, and/or President or nominee of the Affiliate League to help facilitate any further action that needs to be taken.
  - (ii) The investigator has no power to hand down fines or suspensions. However, the investigator can make recommendations to AFLQ or its Affiliate League in respect to appropriate sanctions.
- (b) Independent Tribunal
- An Independent Tribunal, consisting of a minimum of three members who shall not be officials or directors or registered playing members of a club or of an Affiliate League or association club, shall be appointed by AFLQ or its Affiliate League. Proxy members who shall not be officials or directors or registered playing members of an AFLQ club or an Affiliate League or Affiliate club shall be appointed to the Independent Tribunal and shall act on the Independent Tribunal in the absence of any of its members.
- (c) State Selection Committees
- (i) State Selection Committees will consist of a minimum of three appointed members.
  - (ii) The duties of the State Selection Committees shall be:
    - (A) To select relevant teams to represent AFLQ in all Interstate and Intrastate representative matches.

- (B) To supply in writing to the Competitions Manager – QLD, within the times set down from time to time by AFLQ, a list of the names and other relevant particulars of all players, including emergencies, selected for training squads, State teams and/or other representative AFLQ teams.

(d) Clearance and Registration Disputes (CARD) Committee

AFLQ or its Affiliate League will appoint an independent committee to determine any disputes regarding clearances and registration. This committee will be referred to as the “Clearance and Registration Disputes (CARD) Committee”.

## 6.6 Coaches and Trainers Accreditation

(a) Senior Football

- (i) All coaches across Queensland, at both junior and senior level, must be accredited in accordance with COACH.AFL and as a minimum hold a Foundation Level Accreditation.
- (ii) All clubs are required to complete a coach nomination form and lodge it with the League prior to the commencement of the season (Reference Documents – Coach Nomination Form).
- (iii) Non-accredited coaches are not permitted to have any official coaching role in AFLQ Affiliate competitions post 30 June of each year.
- (iv) Trainers must have the minimum of a Level 1 Sports Trainer qualification or equivalent and be able to present a copy of their accreditation to the competition manager at the beginning of each year.

(Penalty 100 units)

## 6.7 Umpiring

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

- (i) SEQ competitions – Umpiring Development Lead
- (ii) Regional & Affiliate League competitions – Regional Umpire Manager

- (b) Breaches of the umpire’s Code of Conduct by an umpire will be referred to the Umpiring Development Lead. If deemed necessary the Umpiring Development Lead, in consultation with the Competitions Manager – QLD will organise a disciplinary hearing.

## 6.8 Attendance at Meetings- Players, Coaches and Officials

Any player, coach or club member who neglects or refuses to attend any meeting of the competition to which their attendance has been requested by not less than twenty-four hours’ notice by the Competition Manager, may be liable to a sanction.

(Penalty up to 10 units)



## 6.9 Players Expelled or Disqualified

- (a) An AFLQ club or Affiliate League club expelling or disqualifying a player shall forward, within one week of such expulsion or disqualification, the name of such player and their address together with particulars of the offence for which they have been expelled or disqualified to the Competition Manager or their Affiliate League equivalent. On receipt of such notice the Competition Manager will inform the player in writing of their expulsion or disqualification and that if they wish to appeal against the decision, they must notify AFLQ, in writing, of their intention to do so within fourteen (14) days of the date of the said notice.
- (b) An Affiliate League disqualifying a player must refer such disqualifications to AFLQ for ratification. The player shall not be allowed to play with any AFLQ Affiliate club until such disqualification is removed by the body which enforced the disqualification or by appeal to AFLQ.
- (c) A record of ratified player expulsions and/or disqualifications will be entered on PlayHQ by AFLQ or the Affiliate League.

## 6.11 Anti-Doping

- (a) All Players participating in AFL Queensland and Affiliate League competitions are subject to the AFL Anti-Doping Code (as amended from time to time by the AFL).

## 6.12 Respect & Responsibility

- (a) All Persons must adhere to the AFL Respect and Responsibility Policy (as amended from time to time by the AFL).

## 6.13 Disrepute & Conduct Unbecoming

- (a) A Person must not engage in conduct which is unbecoming or likely to be prejudice the interests or reputation of Australian Football, the AFL, AFL Queensland, an Affiliate League or their respective competitions or any club into disrepute.
- (b) Without limiting the ordinary and legal meaning of any words in Rule 6.13(a), a Person shall be deemed to have engaged in conduct unbecoming or conduct likely to prejudice the reputation or interests of Australian Football, the AFL, AFL Queensland, an Affiliate League or their respective competitions or any club if;
  - (i) There is a finding by a Court or tribunal (including conviction) against the Person that they have committed Notifiable Conduct.
  - (ii) The Person pleads guilty to Notifiable Conduct before any Court or tribunal.
  - (iii) The Person responds inappropriately, unfairly or unreasonably to an allegation of Notifiable Conduct; or
  - (iv) The Person engages in behaviour associated with Notifiable Conduct, intended to place the alleged victim or victims at risk of harm.
- (c) In these Rules and Procedures, “Notifiable Conduct” means conduct which may constitute an offence for which the prescribed maximum penalty is a term of imprisonment.

#### 6.14 Social Media Policy

- (a) All Clubs, Club Officials, administrators, coaches and players are subject to the National Social Networking Site Policy (as amended from time to time by AFL Queensland) and/or the [AFL Social Media Policy](#).

#### 6.15 Gambling

Within the NCPH and under section 13, the rules around gambling & match fixing apply to all players registered to play with AFLQ or an Affiliate League.

(Penalty up to 200 units per breach, Sanction, deregistration of player, official or Club)

## 7. MATCH AND GROUND CONDITIONS

### 7.1 Ground Requirements

#### (a) Ground Requirements

- (i) AFLQ and its Affiliate League may, where relevant, carry out ground inspections prior to the commencement of the season (including practice matches) and detail a report, for appropriate action. Clubs are required to abide by the stipulated requirements of ground presentation as detailed by AFLQ or its Affiliate League. Any club not complying with the directions given will forfeit the right to have games played at their ground until the facility complies with the required standards.

(Penalty 10 units per breach)

- (ii) The following requirements are mandatory in accordance with the criteria set by AFLQ:

- (A) Timekeeper's box to be suitably positioned to ensure that timekeepers have an unimpeded view of the entire playing area.
- (B) The sounding device must be adequate to be audible at all points of the ground.
- (C) All goal and behind posts must be padded according to the current standards listed in the Laws of Australian Football.
- (D) Any other venue requirements relating to the playing area, perimeter fencing, infrastructure as outlined by the AFL's preferred facilities guidelines.

- (iii) Should any ground be declared unfit for play, as per the guidelines contained in the AFLQ Risk Management Policy, then the game will be transferred to an alternate club ground, the ground of the opposition or another appropriate venue.
- (iv) The declaration of a ground being unfit for play due to safety matters would not necessarily require consultation. AFLQ may inspect a ground at any time and determine whether or not the ground is fit for play.

#### (b) Ground Hardness

- (i) The acceptable Clegg Hammer levels for AFL Grounds are between 80 and 120 gMax. It is recommended that grounds with Clegg Hammer levels above 120 gMax receive remedial attention to reduce the level of ground hardness. A ground will be declared unfit for play if the Clegg Hammer level is 200 gMax or more. AFLQ will give a minimum of 3 days-notice prior to a scheduled fixture if a ground is deemed to be unfit for play because of Clegg Hammer level testing.
- (ii) AFLQ will notify a club(s) if it intends to test the suitability of the club's ground. Club officials are encouraged to attend the testing with the appointed AFLQ staff.

### 7.2 Coaches Box

- (a) Player interchange/Coaches boxes must be situated in an approved recessed position and be enclosed on the sides and back to prevent supporter viewing and to accommodate a minimum

of six (6) people. The closest portion of a coaches' box to the boundary line should be no closer than four (4) metres from the boundary line. Where there is no permanent coaches box, an area conforming to the dimensions and position of a coaches box should be clearly marked four (4) metres from the boundary line.

- (b) The coaches boxes for opposing teams should be separated by the interchange area plus an extra five (5) to ten (10) metres minimum on either side of the interchange area.
- (c) Only persons listed on the team sheet should be in the Player interchange/Coaches box and/or inside the perimeter fence. Water carriers (except those attending to an injured player or refilling water bottles) should not be within fifteen (15) metres of the Player/Coaches' box whilst the match is in progress.

**(Penalty 10 units)**

- (d) Players warming up/stretching inside the perimeter fence should do so as far away from the boundary line as possible. This will assist the boundary umpire to make adjudications as to whether the ball is in or out. Players should not stretch within two (2) metres of the boundary line.
- (e) During play coaches are to remain in the designated coaches box area which includes the coaching box, plus a distance of five (5) metres on either side of the coaching box, and no closer than within two (2) metres of the boundary line.

(f) Youth Football

(i) COACHES BOX

(A) The following officials only are permitted in the Coaches Box during a Youth or Youth Girls competition match: -

- (B) Coach x 1
- (C) Assistant Coach x 1
- (D) Team Manager x 1
- (E) Runner x 1

### 7.3 Scoreboard

- (a) The scoreboard must be located in a position to always enable players and spectators clear viewing. Numbers on the board must have a vertical size of at least 50cm. Clubs are responsible for the maintenance and upkeep of names and numbers used on their scoreboards.

**(Penalty 10 units)**

- (b) Each Club must provide a minimum of one (1) and no more than two (2) people to operate the scoreboard at any time. The minimum age requirement of a scoreboard attendant is fourteen (14) years of age.

**(Penalty 10 units)**

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

(Penalty 10 units)

#### 7.4 Boundary Fence Requirements

- (a) Unless otherwise approved by AFLQ, the perimeter of the playing surface must be enclosed with an approved fence.
- (b) Where signs are erected, there should be no protruding edges and/or no loose flapping materials.
- (c) All fences must be in good repair and no pipes or objects are to protrude from any part of the fence.
- (d) Appropriate padding should be added to any areas considered to be a risk to participant health and safety.

#### 7.5 Ground Markings

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

(Penalty 10 units)

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

#### 7.6 Boundary Line

The minimum distance between the fence and boundary line will be no less than four (4) metres. It is recommended (if possible) that five (5) metres be used. Any concerns regarding this regulation should be referred to the relevant AFLQ Competition Manager or Affiliate League.

#### 7.7 Ground Lighting

- (a) For all Senior and Youth Competitions, AFLQ, in accordance with the Australian Standards relating to sports lighting, requires a minimum of an average of 100 lux illumination and that at no point on the playing surface is the illumination to be less than 50% of the average illumination, this is a uniformity of 0.5 or higher. For example, if the average illumination across the entire playing surface is 120 lux, then at no point on the playing surface can the illumination be less than 60 lux (50% of 120 lux).
- (b) For insurance purposes, AFLQ requires each club wishing to play fixtures under lights to undertake a lighting audit after 1 November every second year and submitted to AFLQ by no later 30 January the following year. Clubs require a minimum of 50 lux for training purposes and 100 lux for sanctioned night fixtures. Failure to provide a formal lighting audit will result in clubs not having twilight or evening games scheduled for that year.

- (i) QAFI and QAFLW wishing to play sanctioned night fixtures must ensure their lighting is at a minimum average of 150 lux.
- (c) Clubs must also take into consideration the lighting of adjacent areas such as change rooms and car parking facilities, with particular attention to public safety.
- (d) Clubs require a minimum of 50 lux for training purposes and Junior Competitions.

## 7.8 Extreme Weather

For match management guidelines in relation to extreme weather refer to AFL National Extreme Weather Policy.

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## 8. FINALS

### 8.1 Finals Eligibility

#### (a) General Requirements

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

**(Penalty up to 300 units and sanction)**

- (ii) When a club has its Senior grade and Reserve grade teams participating in finals on the same weekend, the selection of players in the finals shall be unrestricted, provided a player has participated in at least four (4) home and away matches with any team in their club during the season. Should a club also have a Colts team playing finals on the same weekend, this rule will extend to the Colts competition for age eligible players. This rule does not apply to the QFA Division 3&4 or QFAW Division 2 competitions.
- (iii) Matches played for Queensland U17s and U18s, Lions or Suns Academy teams or as a 'top up' player for an AFL reserves team on the same weekend as a scheduled club match will count, for the purpose of finals eligibility, as a Reserve grade match in their registered club, irrespective of which grade they normally play in. A player however must have played at least two (2) matches with their club throughout the season in order for games outlined in 8.1 (a) (iii) to be counted towards eligibility.
- (iv) On weekends in which both a senior representative match and home and away fixture are scheduled, representative matches will count as a qualifying match for finals eligibility. This is based on the understanding that representative players will not play in a home and away fixture that is on the same weekend as the representative match. The games will be credited to the grade in which the player was playing immediately prior to being selected for a representative fixture.

#### (b) AFLQ Managed Competitions

Note: These rules also apply at the discretion of the Competitions Manager - QLD.

Finals eligibility between VFL and QAFL clubs will be according to the VFL & QAFL Free Agency and Player Interchange Agreement posted on the AFLQ website.

#### (c) QAFL, QFA, QFAW D1, Regional and Affiliate League Seniors

A player must play a minimum of four (4) home and away games with any team (Seniors, Reserves or Colts) in their registered club to be eligible to play Senior grade finals.

#### (d) QAFL, QFA, QFAW D1, Regional and Affiliate League competitions with Reserves

- (i) A player must play a minimum of four (4) home and away games in the Reserves team, with their registered club to be eligible to play finals.

- (ii) If a player has played three (3) or more home and away games in the Senior team, they must have played in at least five (5) home and away games in the Reserves to be eligible to play finals.
  - (iii) QFAW Division 1 teams are not permitted to list more than three (3) senior primary registered minimum age players per game on their team sheet.
  - (iv) In the event a player plays in a Senior and Reserve grade game for their club on the same weekend, only the Senior grade game shall count towards finals eligibility.
  - (v) A QAFL Colts listed player must have played a minimum of four (4) home and away games in the Reserves team, with their registered club to be eligible to play Reserve grade finals.
- (e) QFA Division 3&4
- (i) A player must play a minimum of four (4) home and away games with the QFA Division 3/4 team in their registered club to be eligible to play finals.
  - (ii) If a player has played three (3) or more home and away games in a higher ranked team at the club (e.g. Reserves) they must play at least five (5) home and away games in the QFA 3/4 team to be eligible to play finals in this grade.
  - (iii) If a player has played ten (10) or more games in higher ranked teams in the club (e.g. Reserves), they are not eligible to play finals in Division 3/4 grade.
  - (iv) Unless otherwise approved by AFLQ, a player who has played a Senior grade game (not Reserves) in a higher division is ineligible to play in Division 3/4 for the remainder of the current season including finals.
- (f) QAFLW Seniors & Reserves
- (i) Excluding Youth eligible players, only Listed Players are eligible to play in QAFLW Senior or Reserves grade finals.
  - (ii) As a minimum, a player must have participated in a total of four (4) home and away season Club games to be eligible to play QAFLW finals.
  - (iii) In addition to paragraph (ii) above, a player must have participated in a minimum of four (4) home and away Reserves games to be eligible to play Reserve grade finals.
  - (iv) If a player has played three (3) or more home and away games in the QAFLW Senior team, they must have played at least five (5) home and away games in the Reserves team to be eligible to play finals in that competition.
  - (v) In the event a Club has both of its teams playing finals on the same weekend, rule 8.1(f)(iv) above shall not apply. However, as a minimum a player must have participated in a combined total of four (4) home and away Club games to play in either team without restriction.
- (g) QFAW Division 2



- (i) To play QFAW Division 2 finals, a player must have played a minimum of four (4) home and away games with their registered club.
  - (ii) If a player has played three (3) or more home and away games in a higher division, they must play at least five (5) home and away games in Division 2 to be eligible to play finals.
  - (iii) QFAW Division 2 teams are not permitted to list more than three (3) senior primary registered minimum age players per game on their team sheet.
  - (iv) If a youth eligible player is primary registered with her U17s club, then that player can play in both U17s and senior women's with very few restrictions (on a Season permit). The only requirement to be eligible for both finals is that the player has participated in at least four (4) regular season matches in each competition, and that they have not played in more than ten (10) senior matches, as any player who plays in more than ten (10) senior games will be ineligible to play in any Youth competitions, including finals.
- (h) Regional & Affiliate League Senior Female Competitions
- A player must have played at least four (4) home and away games with their registered club to be eligible to play finals.
- (i) QAFL Colts
- (i) A player must play a minimum of four (4) home and away games in the Colts team in their registered club to be eligible to play finals.
  - (ii) If a player has played three (3) or more home and away games in a higher ranked team in their club (i.e. Seniors or Reserves), they must play at least five (5) home and away games in the Colts to be eligible to play finals in this grade.
  - (iii) In the event a player participates in a Colts game and a Senior or Reserve grade game for their club on the same weekend, all games shall count towards finals eligibility for all grades played.
- (j) Youth Competitions
- (i) A player must play four (4) matches per team in a competition to be eligible for finals.
  - (ii) 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.
  - (iii) 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.
  - (iv) A player is eligible to play finals in multiple age groups providing they meet the required criteria.
  - (v) A player is not eligible to play finals in multiple teams within the same age group,

- (vi) Where a Club has multiple teams playing finals in the same age group, a player may be eligible to play finals in a higher division despite having already played a finals match in a lower division team, if the following criteria is met:
  - (A) They are not displacing a player from the division above.
  - (B) They cannot play for multiple teams in the same age group on the same weekend.
  - (C) Request has been submitted to the Competition Manager and approved prior to the round of matches commencing.
- (vii) Any player registering in the competition after June 30 must play a minimum of three (3) matches.
- (k) Long Term Injury Clause
  - (i) A player who has played a minimum of two (2) games for a club but has missed six (6) or more consecutive games through injury may, provided appropriate documentation from a medical professional is forwarded to AFLQ, be permitted to play in the finals despite not having qualified for that grade of competition based on games played. All applications for the use of this rule must be directed through the Competition Manager and will be at the discretion of the Competitions Manager – QLD or the Affiliate League. There is no provision for players who miss consecutive matches due to suspension and/or unavailability.
  - (ii) Consideration will only be given to a player with long term injuries when
    - (A) a medical certificate is supplied from a medical professional
    - (B) the player was registered with that club at the time the injury was sustained
    - (C) the player has participated in two (2) games that season for the club they wish to participate in finals with, and
    - (D) the application is lodged in writing for AFLQ approval at least fourteen (14) days before the commencement of that competition’s finals series
  - (iii) Consideration will always be given to the competition (e.g. Senior or Reserves) in which the player was injured whilst playing or the competition last played in before sustaining the injury.
  - (iv) In the event a club can qualify a player for finals on their return from a long-term injury, consideration will not be given to allowing the long-term injury clause to be used.
  - (v) For Youth competitions, exemptions under the long term injury clause will only be granted, provided the player is not displacing an eligible or available player in a team.

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

In the event of a tied Finals Series Match, the following procedure shall apply:

- (a) Goal umpires confirm scores are identical.
- (b) There is a six-minute break.
- (c) Teams change ends.
- (d) Three minutes of additional time shall be played, plus time-on.
- (e) At the end of the first additional time period, the siren will sound, and teams will immediately change ends without a break.
- (f) The ball will be bounced (or thrown up) in the centre and a further three minutes of play (plus time-on) will commence.
- (g) At the conclusion of this period, the siren will sound and the team with the highest score is declared the winner.
- (h) If scores are still tied, steps (c) – (h) are repeated until a result is determined.

### 8.3 Arrangement of Grounds for Finals Series Matches

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

### 8.4 Hosting of Finals – Southeast Queensland- All Divisions

#### (a) Senior Finals

- (i) At the end of the home and away season, the highest ranked “Senior” grade teams with the approval of the Competition Manager, host finals during the preliminary weeks of the finals’ series at their home venue, subject to fulfilling AFLQ ‘hosting rights’ criteria. However, AFLQ reserves the right to nominate venues for finals matches at its absolute discretion.
- (ii) Reserves (and QAFL Colts) finals will follow the senior finals venue according to the respective ladder placing, irrespective of which clubs may be hosting finals based on 8.4 (a). AFLQ at its absolute discretion may change the venue of reserves finals.

#### (b) Youth Finals

- (i) 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.
- (c) Un-financial clubs will not be considered for hosting finals. If an un-financial club forfeits its right to host a final, AFLQ reserves the right to play the game at a neutral venue or at a club venue from within the League provided the venue fulfils AFLQ finals ‘hosting rights’ criteria.

### 8.5 Dressing Room Allocation

The higher ranked team (at the end of the home & away season) is allocated the home club’s dressing room and the lower ranked team will utilise the visitor’s dressing room during the finals’ series. If a club has both Seniors and Reserves playing on the same day, the teams will share the rooms that would be

allocated to the Seniors. The allocation of changerooms for Colts will be guided by the placement of Senior and Reserve grade teams.

#### 8.6 Team Uniforms

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

#### 8.7 Umpires

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

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## 9. REPRESENTATIVE FOOTBALL

### 9.1 All AFLQ Competitions / Queensland Underage Teams

- (a) AFLQ shall have first call on the services of players for its representative matches. In the event of any selected player not being able to play, such player may not be permitted to play with their club in that particular round. AFLQ will make every endeavour to ensure representative football has minimal impact on season fixturing.
- (b) In the event of a VFL fixture and a State representative game being played on the same weekend, AFLQ will negotiate with the VFL clubs, fixtured to play, for the right to include elected players in the State representative team.
- (c) If a Senior State representative game is played on the same weekend as a player's club fixtured game, the player's participation in the representative team game counts as a regular season Senior game towards finals eligibility. Where the representative commitment may involve more than one game over a single weekend, then only one game is counted toward club finals eligibility.

### 9.2 Code of Conduct

All representative players, coaches and officials participating in AFLQ sanctioned representative fixtures will be required to adhere to a [Code of Conduct](#). Any breach of this Code of Conduct (, or any other codes of conduct specific to the level of representative football and as modified from time to time, may result in disciplinary action.

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## 10. AWARDS

### 10.1 AFL Merit Awards

An AFL Merit Award may be awarded on the recommendation of affiliated bodies to persons who have rendered outstanding service in the interest and development of Australian Football.

Nominations should be sent to the Head of AFL Queensland by 30 June of any football season.

### 10.2 Life Membership

Life membership can be granted as per the constitutions of AFLQ and the Affiliate Leagues.

### 10.3 Best and Fairest Awards

- (a) In any football season, a player found guilty and suspended for a reportable offence under the Laws of Australian Football shall be ineligible to win the best and fairest award for any competition.
- (b) A player found guilty and later determined not guilty on appeal shall be eligible for best and fairest awards.
- (c) Any player who is reported and issued with a Reprimand under the Set Penalty system shall remain eligible to win the best and fairest award for any competition.
- (d) Best and fairest votes, in all grades, are based on home and away matches and should a player be reported and found guilty in subsequent matches (including finals) of the same season they shall not be deprived of their award but shall be ruled ineligible for any such awards for the following season.
- (e) The AFLQ best & fairest medal awards are not to be determined on a count-back in the case of tied voting. Medals will be presented to all eligible winners.

## 11. PLAYHQ

- (a) PlayHQ is an AFL managed platform, encompassing the match day management IT system that is used in the AFLQ and Affiliated competitions.
- (b) The major functions of PlayHQ are to:
  - (i) Enable clubs to register and transfer players online,
  - (ii) Provide clubs a platform for publishing of team selection, and
  - (iii) Enable clubs to record and disseminate match results and associated information online.
- (c) It is the responsibility of clubs to manage all lodgement of clearances and registrations on PlayHQ.  
**(Penalty 20 units)**
- (e) It is the responsibility of the home team to ensure the final score for the game is entered correctly. The away team should always check the information entered for accuracy.
- (f) PlayHQ entry tasks (Best Players and Goal Kickers) need to be completed by the home team by no later than 10.00am on the day following the game  
**(Penalty: Up to 20 units)**
- (g) Match Day Team Sheets, Results Sheets and Player Game Counts should all be generated using the PlayHQ system.

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## 12. COMPETITION SPECIFIC RULES & REQUIREMENTS

### 12.1 YOUTH FOOTBALL

#### (a) PLAYING UP

- (i) 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 their Registered Age Group and only plays in the higher age group.
- (ii) 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.
- (iii) The Competition Manager has the discretion to review the player if they deem it necessary.
  - (A) 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. Matches played in the QAFLW Seniors & Reserves are excluded from this number.

#### (b) AGE DISPENSATION

- (i) Players may be provided dispensation to play in a Competition below their applicable age group in accordance with the ‘National Community Football Policy Handbook’.
- (ii) Applications for dispensation must be submitted to the Competition Manager on an [‘Age Dispensation Application’](#) form, accompanied by relevant documented evidence.
- (iii) Once an Age Dispensation application has been received, the Competition Manager will confirm in writing to the club that the application has been received.
- (iv) 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 Community Football Policy Handbook’. Where the Competition Manager grants ‘Preliminary Approval’ of the application the Competition Manager will arrange an assessment of the player by a person, nominated by the Competition Lead - SEQ Youth & Regional, who is suitably experienced in assessing the age group the player is capable of playing.
- (v) 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.



- (vi) In addition to the Effects of an Approved Application (Section 4 of the ‘National Community Football Policy Handbook’), 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.
  - (C) A maximum of three (3) players with Approved Age Dispensation applications per team will be allowed.
  - (D) Applications for Age Dispensations will close on 30 April.

(b) TEAM NOMINATIONS

- (i) Player numbers to nominate a team in a youth competition or youth girls competition will be the maximum number of players on the field.
- (ii) Nominations for teams in a youth competition or youth girls competition must be submitted in the prescribed format as advised by the Competition Manager.
- (iii) The Competition Manager, in conjunction with the Competition Lead - SEQ Youth & Regional, has the final discretion to accept or reject team nominations.
- (iv) 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.

(c) NUMBER OF PLAYERS IN A MATCH

- (i) The below table outlines the maximum number of players allowed on a team sheet, and maximum number of players allowed on the playing surface at any one time;

<b>Competition</b>	<b>Max Numbers On Team Sheet</b>	<b>Max Numbers On Field</b>	<b>Min Numbers On Field to start a match</b>
Under 8 Mixed	Unlimited	9	6*
Under 9 Mixed	Unlimited	12	9*
Under 9 Girls	Unlimited	9	6*
Under 10 Mixed	Unlimited	12	9*
Under 11 Mixed	Unlimited	15	12*
Under 11 Girls	Unlimited	12	9*
Under 13 Mixed	20	18	12
Under 13 Girls	14	12	9
Under 15 Boys	22	18	14
Under 15 Girls	19	16	12
Under 17 Boys	22	18	14
Under 17 Girls	19	16	12

\* minimum recommendations only – games may proceed with less players if both teams agree in non-competitive (Junior) age groups. Clubs are expected to lend players to opposition teams in this circumstance.

(d) PLAYER NUMBER EQUALISATION

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

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

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.

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

(e) GAME DAY PLAYER EVEN UP

- (i) 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.
- (ii) 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.
- (iii) Players provided by the team with the greater number of players must be listed on the opposition team sheet.
- (iv) In Youth Football players must be permitted to the opposition using a Game Day Permit. A Game 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.

(f) ENTERING MULTIPLE TEAMS IN AN AGE GROUP/COMPETITION

If a club nominates more than one team in the same competition within the same age group, then the following will apply: -

- (i) All teams nominated by the club in the same competition in the same age group must be graded equally.
  - (ii) Clubs will be required to submit a Restricted Player List for both teams.
  - (iii) 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.
  - (iv) If a club is directed to reallocate players, the club will resubmit their teams and will be subject to further review.
  - (v) If a club nominates more than one team in an age group, but in separate Divisions, then the following will apply:
  - (vi) 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
- (g) RESTRICTED PLAYER LISTS
- (i) Restricted player lists (where required) must be submitted to the Competition Manager on the prescribed form.
  - (ii) A minimum of twelve (12) players are required prior to the commencement of Round 1, with the exception of U13 Youth Girls which will be a minimum of nine (9) players.
  - (iii) A minimum of 14 (14) players are required prior to the commencement of Round 8, with the exception of U13 Youth Girls which will be a minimum of twelve (12) players.
- (h) PLAYER MOVEMENT BETWEEN COMPETITIONS
- 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 game 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 higher division within the same age group, or in an older age group, providing they meet the criteria in 4.1.7.1 a.(v) A Restricted List player cannot play in another team in the same or lower division, or with a team in a younger age group.
  - (vi) Where a club has 3 teams in one age group/competition, a player is ineligible to play across all teams.
- (i) RESCHEDULING OF FIXTURE MATCHES

- (i) 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.
  - (ii) 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.
  - (iii) 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.
  - (iv) Clubs may not under any circumstance change a scheduled match without the express permission of the Competition Manager
- (j) 10 GOAL RULE
- (i) 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.
  - (ii) 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.
  - (iii) If the margin equals or surpasses sixty (60) points after a goal at any stage throughout the match, the Field Umpire is required to enforce the following measure to assist with evening up the game:
    - (A) The trailing team will automatically start with the ball at the centre circle
    - (B) All players must be set up in their field positions until possession has been disposed of
    - (C) If the margin does become less than sixty (60) points after a goal at any stage throughout the match, then the Field Umpire will revert back to the ball starting in the centre for a ball up
  - (iv) 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.
  - (v) The maximum winning margin for all fixture matches is 10 goals (60 points).
- (vi) 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.

(k) JUNIOR & YOUTH GROUND SIZE RANGES

**Youth:**

Under 13 Mixed: 120m - 185m x 90m - 155m

Under 13 Girls: 130m - 140m x 90m - 100m

Under 15 Boys: 135m - 185m x 110m - 155m

Under 15 Girls: 135m - 185m x 110m - 155m

Under 17 Boys: 135m - 185m x 110m - 155m

Under 17 Girls: 135m - 185m x 110m - 155m

**Juniors:**

Under 8 Mixed: 70m - 80m x 50m - 60m

Under 9 Mixed: 85m - 100m x 65m - 80m

Under 9 Girls: 70m - 80m x 50m - 60m

Under 10 Mixed: 85m - 100m x 65m - 80m

Under 11 Mixed: 115m - 130m x 75m - 90m

Under 11 Girls: 85m - 100m x 65m - 80m

(l) LAST POSSESSION RULE

- (i) If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent.
- (ii) If a player runs the ball over the boundary line, a free kick is to be awarded to the nearest opponent.
- (iii) If the ball is off hands or a player's body, a ball-up is to occur 10 metres in from the boundary line.
- (iv) If there is any doubt as to whose free kick it is, a ball-up is to occur 10 metres in from the boundary line.
- (v) For the avoidance of doubt, this rule applies to the entire boundary line.

## 12.2 QAFL Colts (U19)

(a) List Management Policy

- (i) All QAFL Colts clubs are subject to the QAFL Colts List Management Policy.
- (ii) QAFL Colts clubs can only play a listed player (primary or supplementary listed player), or a primary registered player from their aligned youth club.
- (iii) Clubs playing an ineligible player will be treated under 3.1 (b).

(b) Player Equalisation

- (i) There is no player equalisation rule for QAFL Colts. Teams will be twenty-two (22) per side which includes four (4) interchange players unless otherwise determined by the Competition Manager.

## 12.3 QAFLW, Regional, Affiliate & All QFAW Divisions

(a) Rule modifications

- (i) A yellow size 4 football is used in all senior women's competitions.
  - (ii) In all Senior women's competitions, teams must adhere to a 5-6-5 playing formation at centre bounces, with five forwards (including one inside the goal square itself), six midfielders (including the ruck) and five defenders lining up in "traditional playing positions". In the event of a team/s playing with less than 16 players, the two coaches, in consultation with the field umpires, shall determine the appropriate starting positions.
  - (iii) Each QAFLW Reserves, QFAW Division 1 Reserves & QFW D2 team must supply one goal umpire for each game.
  - (iv) In QAFLW Reserves, each team must supply one boundary umpire for each game.
  - (v) In QFAW Division 1 & 2 there are no boundary umpires. When the ball goes out of bounds, a field umpire shall bring the ball in 10m from the boundary line and throw the ball up.
  - (vi) In QAFLW Reserves, QFAW Division 1 Seniors, AFLQ will appoint two field umpires.
  - (vii) In QFAW Division 2, each club must provide a field and goal umpire.
  - (viii) AFLQ will provide a full contingent of umpires for all QAFLW, and QFAW finals games. If there are any shortages in allocation, the Competition Manager will be in contact with the host Club.
  - (ix) Regional and Affiliate Leagues will determine the umpiring structure on an annual basis.
  - (x) Gloves are not permitted to be worn unless approved by the Competition Manager. Umpires will check players' nails prior to the commencement of the match. Any long nails must be cut or taped. If the tape on a player's fingernails becomes loose or falls off, the player will be sent from the ground until the tape is replaced securely.
- (b) Last Possession Rule (QFAW Competitions Only)
- (i) If the ball moves out of bounds from a kick or handball between the 50m arcs, a free kick is to be awarded to the nearest opponent.
  - (ii) If the ball moves out of bound from a kick or handpass within the 50m arcs, a ball-up is to occur 10 metres in from the boundary line.
  - (iii) If the ball is off hands or a player's body, a ball-up is to occur 10 metres in from the boundary line.
  - (iv) If there is any doubt as to whose free kick it is, a ball-up is to occur 10 metres in from the boundary line.
  - (v) For the avoidance of doubt, Law 18.10 of the Laws of Australian Football still applies.
- (c) Playing age

The minimum age to play QAFLW, all QFAW Divisions, Regional and Affiliates is turning 17 years of age in the year of competition. However, QFAW teams are not permitted to list more than three (3) senior primary registered minimum age players per game on their team sheet.

(d) Interchange players

- (i) Up to five (5) interchange players in QAFLW are permitted.
- (ii) Up to five (5) interchange players in QFAW, Regional and Affiliate Leagues are permitted.

(e) Player number equalisation

(i) QAFLW

There is no player equalisation rule for QAFLW (State League) or QAFLW Reserves. Teams will be sixteen (16) a side with provision for five (5) interchange players unless otherwise determined by the Competition Manager.

(ii) QFAW, Regional & Affiliate Leagues

- (A) The minimum number of players to commence a game in QFAW (all divisions), Regional or Affiliate Leagues is 14 per side. To ensure a game goes ahead where a team may not have 14 players, the opposing team can elect to permit players across on a Game Permit.
- (B) Player numbers shall be determined by the team that has the least number of players. As an example, if Team A has fourteen (14) players and Team B has seventeen (17) players, the game will be played, based on team A's player numbers, as indicated in the Table 'A' below.
- (C) In all QFAW competitions teams can list 21 players on their team sheet. A team may start a game with a minimum of 14 players on the field, in which case the opposition can only have 14 on the field. Should a team be reduced to less than twelve (12) through injury or red cards, the game will cease immediately and be declared a forfeit.
- (D) Where a teams playing numbers drop below 16, the team with the higher number of players will be required to match numbers on field to a point where numbers on field meet 14. Where a team numbers drop below 14, the opposition are not required to match team numbers on field.

(f) Any player who plays QAFLW Seniors or Reserves is not permitted to play QFAW and vice versa on the same weekend.

(g) In QFAW, Regional and Affiliate Leagues, as a maximum, up to seven (7) interchange players are permitted. For example, if Team A has fourteen (14) players and Team B has twenty-two (21) players, the game will be 14 a-side, with Team B having seven (7) bench players.

#### 12.4 Pregnancy in sport

- (a) AFLQ is committed to equal opportunity and avoiding discrimination for all participants, including where pregnant women are concerned.
- (b) The policies relating to pregnancy in sport are continually updated according to current Federal and State anti-discrimination legislation, developments in medicine, changes to the insurance industry and ethical debate.
- (c) All players in the QAFLW, Regional, Affiliate and QFAW must sign a player registration form which includes the following information:

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

#### 12.5 Gender Diversity

- (a) For all matters relating to gender diversity in respect to a player's eligibility to participate in any AFLQ or Affiliate League competition will be determined in accordance with the [AFL's Gender Diversity Policy](#).
- (b) All enquiries must be made by the individual or their nominated club to the relevant Competition Manager and dealt with on a case-by-case basis.

#### 12.6 QFA Divisions 3 & 4 – Promotion and Relegation

- (a) Each season the following rules shall apply to the premier and last placed team for each listed senior competition. The only time a variation will occur is when AFLQ believes its necessary in respect to the best interest of the competition/s. An example of this may be an imbalance of teams in one competition to another, in which case promotion or relegation may be withdrawn or amended as required.
- (b) The premier of QFA D3 (North and South) shall remain in their respective QFA D3 North or South Competition. The team finishing bottom of the ladder in QFA D3 North and South shall be relegated to QFA D4 North and South.
- (c) The premier of QFA D4 North and South shall be promoted QFA D3 North and South. The team finishing bottom of the ladder in QFA D4 North and South shall remain in QFA D4 North and South.
- (d) In the event a team that is promoted or relegated at the end of the season (as outline above) disbands before the start of next season, AFLQ reserves the right to make any decisions on the makeup of competitions and the clubs that sit within each competition that it believes is in the best interest of the competition/s.



### 12.7 QFA Divisions 3 & 4 – Player Eligibility

Any player who has played a Senior grade game (not Reserves) in a higher division is ineligible to play in Division 3 or 4 for the remainder of the current season. Exemptions to this rule may be granted where there are extenuating circumstances. Any exemption request must be made in writing to the Competition Manager and approval must be forthcoming in writing before the player can take the field.

## 13. QAFL & QFA Division's 1&2 PLAYER POINTS SYSTEM & SALARY CAP

- (a) QAFL and QFA D1 and D2 competitions are subject to the 'Player Points System'.
- (b) It will be the responsibility of the Competition Manager to allocate the appropriate points value to each player at the time of registration. AFLQ will review the point allocation for each club prior to the start of the season. Any player or club found to be giving false information to AFLQ will be sanctioned at the discretion of AFLQ.

(Sanctions as stated in paragraph 8 of Player Points System Policy)

- (c) The QAFL and QFA Division's 1 & 2 competitions are subject to the Player Payment Policy and must abide by the terms as outlined in the policy.

(Sanctions as stated in paragraph 15 of Player Payment Rule)

## 14. QAFLW CLUB LIST & PLAYER MOVEMENT RULES

The QAFLW Competition is subject to the QAFLW List Management Policy - [HYPERLINK](#)

(Any breach of rule 14 is subject to a Penalty up to 300 units and sanction)

## 15. Fines and Penalty Units System

### 15.1 Penalties

Listed below are details of penalties and fines that apply;

<b>RULE / SECTION</b>	<b>PENALTY UNITS</b>
<b>Affiliation (section 2)</b>	
Late lodgement of licence / affiliation agreements	20
Failure to provide new club with copy to League/AFLQ	20
Affiliation Agreement	20
Failure by club to observe, obey or comply with the League constitution or AFLQ Rules and Procedures	Up to 300
<b>Registration (section 3)</b>	
Unregistered player (3.1)	100 & sanction
Failure to submit contract for any contracted player (3.2)	30
Playing underage player in senior football (3.3)	100 & sanction
Ineligible Colts player (3.8)	Up to 100 & sanction
Playing player not cleared or permitted (3.13)	50 to 300 & sanction
Player playing for another club while awaiting clearance or permission not granted or giving false information (3.13)	50 to 300
Any club found guilty of breaching the permit regulations (3.13)	Up to 300 & sanction
<b>Stretcher Breaches (4.3)</b>	
Failing to leave the ground through most direct route	20
Returning to the field early	Up to 100 & sanction
<b>Late Start (4.6)</b>	
Delay exceeds 5 minutes but is less than 10 minutes	5
Delay is more than 10 minutes but less than 15 minutes	10
Delay is not less than 15 minutes and no more than 20 minutes	30
Club not ready to start after any break	5
<b>Forfeit (4.7)</b>	
All Senior Men's and QAFLW Senior matches	200
All other competitions (The above penalties decrease by 50% if notification of forfeits is received by the Competition Manager by 9:00am on the day prior to the game)	100 or umpire costs greater value
<b>Timekeepers (4.9)</b>	
Failure to provide a timekeeper	20
<b>Toss of coin (4.9)</b>	

<b>RULE / SECTION</b>	<b>PENALTY UNITS</b>
Captain not at toss of coin after 2-minute warning	5
Players not in position after toss of coin	5
<b>Half time entertainment (4.9)</b>	
Failure to cease halftime entertainment as indicated	5
Not being ready to resume on time after half time break	5
<b>Team Sheet (4.10)</b>	
Player not on the team sheet	20
<b>Interchange (4.11)</b>	
Interchange players identified on interchange sheet on field after first series of 3 sirens	5
Incorrect interchange area.	10
<b>Player Uniforms (4.14)</b>	
Uniforms purchased from non-approved AFLQ licensed suppliers.	Up to 300
Incorrect uniform colours	5 per player breach
Incorrect number size	
Coloured visible protective apparel, bandages & thermal supports other than light beige in colour.	10 per player breach
<b>Runners (4.15)</b>	
Runner incorrectly attired / identified	10 per runner
A suspended player, coach or club official acting as the club runner.	100 & sanction
<b>Water Carriers, Trainers, Medical Officers &amp; Physiotherapists (4.16)</b>	
Incorrectly attired / identified	10
Water carriers situated within 15 metres of coaches' box	10
Trainer / water carrier remaining on playing arena after performing duties	Up to 100
Water Carrier throwing water bottle on the field during the game	10
<b>Club Appointed Umpires (4.18)</b>	
Failure to provide a club appointed field, goal or boundary umpire	Up to 100
<b>Club Criticism (4.19)</b>	
Club officials, players and coaches engaging in public criticism of umpires and/or AFLQ	Up to 300
<b>Umpires Escorts (4.20)</b>	
Failure to provide an umpire escort / and who is a minimum age of 18	30
<b>Reported player / club requirement (4.21)</b>	
Failure to collect umpire reports / get "all clear"	20
<b>Practice Matches (4.29)</b>	

<b>RULE / SECTION</b>	<b>PENALTY UNITS</b>
Conducting matches without AFLQ / Affiliate League approval	Up to 300
<b>Tribunal Attendance (5.12)</b>	
Failure to attend Tribunal at the appointed time	20
<b>Tribunal Attendance (5.12)</b>	
Failure to attend Tribunal at the appointed time	20
<b>Football Record / Publicity (6.1)</b>	
Failure to provide team list by specified time.	20
Playing a player not named in the team of players	20
<b>Sponsorship (6.3)</b>	
Any club who is in breach of a current agreement with the League's major sponsor in respect to promoting & using other companies' products.	Up to 300 and Sanction
Clubs using a non-preferred supplier to reproduce the AFLQ logo.	Up to 300
<b>Coach &amp; Trainer Accreditation (6.6)</b>	
Failure to ensure coach/es are appropriately accredited	100
<b>Attendance at meetings (6.8)</b>	
Failure to attend competition / Affiliate League meeting	10
<b>Melees (6.10)</b>	
Involvement in a melee	Up to 300 & Sanction
<b>Ground Requirements (7.1)</b>	
Failure to meet any of the ground / facility requirements	10 per breach
<b>Coaches' Box (7.2)</b>	
Water carrier / trainer within 15 metres of coaches' box during match	10
<b>Scoreboard (7.3)</b>	
Failure to provide scoreboard attendant / and of minimum age 14	10
<b>Ground Markings (7.5)</b>	
No ground markings or incorrect ground markings	10
<b>Finals (8.1)</b>	
Playing a player in finals who is ineligible (6.1)	Up to 300 & sanction
<b>PlayHQ (11)</b>	
Failure to enter results on time	20
Failure by visiting team to undertake live scoring	20
<b>QAFL &amp; QFA Player Points System (13)</b>	

<b>RULE / SECTION</b>	<b>PENALTY UNITS</b>
Player or club guilty of giving false information	Up to 300
<b>QAFL &amp; QFA Salary Cap (13)</b>	
Breaches of Player Payments Policy	Refer to Policy
<b>QAFLW List Management &amp; Player Movement Rules (14)</b>	
Any breach of QAFLW List Management & Player Movement Rules	Up to 300 & sanction

## 15.2 Penalty Units Value

The unit value for all AFLQ managed competitions and Affiliate Leagues is \$5.00 per unit.

## 16. REFERENCE DOCUMENTS

The documents and policies listed throughout this document are linked to the relevant webpage. As referenced in these AFLQ Rules and Procedures, all policies, rules and other resources are available on the AFLQ website via <http://www.aflq.com.au/policies-rules-and-regulations/>

## Appendix 1 – Melee Matrix

<b>MELEE MATRIX</b>		
<b>Melee Details</b>	<b>Activation Points</b>	<b>Allocated Points</b>
<b>Players actively involved from ONE team</b>		
<b>6 or less</b>	5	
<b>7 - 9 players</b>	15	
<b>10 - 12 players</b>	40	
<b>13 or more players</b>	60	
<b>Duration of Melee</b>		
<b>0 - 30 seconds</b>	5	
<b>30 - 60 seconds</b>	15	
<b>60 - 120 seconds</b>	30	
<b>&gt;120 seconds</b>	60	
<b>Level of Aggression in Melee</b>		
<b>Low (minor wresting, push and shove)</b>	10	
<b>Medium (wrestling, jumper punches, headlocks)</b>	30	
<b>High (striking and/or reports)</b>	50	
<b>Umpires Intervention in Melee</b>		
<b>Not involved</b>	0	
<b>1 ump asking players to break it up</b>	5	
<b>2 ump asking players to break it up</b>	10	
<b>3 umps or more asking players to break it up</b>	15	
<b>Officials involved</b>		
<b>No officials involved</b>	0	
<b>2 or less manhandling own players</b>	10	
<b>3 or more manhandling own players</b>	20	
<b>2 or less manhandling opposition players</b>	40	
<b>3 or more manhandling opposition players</b>	60	

# Appendix 2 – Junior Rules Matrix

Age Group	Competition Type	Duration	Ground Size	Zones	Side	Scoring	Results	Rules	Penalties	Marking	Out of Bounds	Bouncing the Ball	Kicking Off Ground	Field Impres	Goal Impres	Coaches	
Mixed Under 11	Competition	13 MINS	130m x 90m	Size 3 LEATHER	15-A-SIDE	Scoring permitted No leaders or finals permitted	No recording of best players or goal kickers. No individual player awards.	<ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> </ul>	<ul style="list-style-type: none"> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> </ul>	10m, direct catch	25m penalty applied at the umpire's discretion Players can be ordered off at umpire's discretion	<ul style="list-style-type: none"> <li>NO DELIBERATE OUT OF BOUNDS</li> <li>NO DELIBERATE RUSHED BEHINDS</li> </ul>	2 max	Not permitted unless accidental	<ul style="list-style-type: none"> <li>Association (1)</li> <li>Club (2)</li> </ul>	<ul style="list-style-type: none"> <li>Club (2)</li> </ul>	<ul style="list-style-type: none"> <li>Sideline</li> </ul>
Girls Under 11	Development	10 MINS	100m x 80m	Size 2 SYNTHETIC	12-A-SIDE	Scoring permitted No leaders or finals permitted	No recording of best players or goal kickers. No individual player awards.	<ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> </ul>	<ul style="list-style-type: none"> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> </ul>	10m, direct catch	10m penalty can be applied at umpire's discretion Players can be ordered off at umpire's discretion	<ul style="list-style-type: none"> <li>NO DELIBERATE OUT OF BOUNDS</li> <li>NO DELIBERATE RUSHED BEHINDS</li> </ul>	1 max	Not permitted unless accidental	<ul style="list-style-type: none"> <li>Club (1)</li> <li>Club (2)</li> </ul>	<ul style="list-style-type: none"> <li>Club (2)</li> </ul>	<ul style="list-style-type: none"> <li>Sideline</li> </ul>
Mixed Under 9 & 10	Development	10 MINS	100m x 80m	Size 2 SYNTHETIC	Under 10* Under 9	No scores, leaders or finals	No recording of best players or goal kickers. No individual player awards.	<ul style="list-style-type: none"> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<ul style="list-style-type: none"> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	Any distance, shows control	10m penalty can be applied at umpire's discretion Players can be ordered off at umpire's discretion	<ul style="list-style-type: none"> <li>MODIFIED TACKLING</li> <li>BOUNCING THE BALL</li> <li>KICKING OFF GROUND</li> <li>OUT OF BOUNDS</li> </ul>	1 max	Not permitted unless accidental	<ul style="list-style-type: none"> <li>Club (1)</li> <li>Club (2)</li> </ul>	<ul style="list-style-type: none"> <li>On field</li> </ul>	<ul style="list-style-type: none"> <li>On field</li> </ul>
Girls Under 9	Development	10 MINS	80m x 60m	Size 1 SYNTHETIC	9-A-SIDE	No scores, leaders or finals	No recording of best players or goal kickers. No individual player awards.	<ul style="list-style-type: none"> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<ul style="list-style-type: none"> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	Any distance, shows control	10m penalty can be applied at umpire's discretion Players can be ordered off at umpire's discretion	<ul style="list-style-type: none"> <li>MODIFIED TACKLING</li> <li>BOUNCING THE BALL</li> <li>KICKING OFF GROUND</li> <li>OUT OF BOUNDS</li> </ul>	1 max	Not permitted unless accidental	<ul style="list-style-type: none"> <li>Club (1)</li> <li>Club (2)</li> </ul>	<ul style="list-style-type: none"> <li>On field</li> </ul>	<ul style="list-style-type: none"> <li>On field</li> </ul>
Mixed Under 8	Introductory	10 MINS	80m x 60m	Size 1 SYNTHETIC	9-A-SIDE	No scores, leaders or finals	No recording of best players or goal kickers. No individual player awards.	<ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<ul style="list-style-type: none"> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	Any distance, reasonable attempt	No distance penalty applies Players can be ordered off at the umpire's discretion	<ul style="list-style-type: none"> <li>BOUNCING THE BALL</li> <li>KICKING OFF GROUND</li> <li>OUT OF BOUNDS</li> <li>MARKING</li> <li>PENALTIES</li> </ul>	1 max	Not permitted unless accidental	<ul style="list-style-type: none"> <li>Club/Coach (1)</li> <li>Club (2)</li> </ul>	<ul style="list-style-type: none"> <li>On field</li> </ul>	<ul style="list-style-type: none"> <li>On field</li> </ul>

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# Appendix 3 – Youth Rules Matrix

Category	Competition	Duration	Ground Size	Scoring & Results	Players	Ball Size & Material	Key Rules	Penalties	Equipment
GIRLS	UNDER 15 & 17 COMPETITION (15.5 & 17.5)	15 MINS	135m - 185m x 110m - 155m	Scoring & Results	18 Max on ground	SIZE 4 LEATHER	<ul style="list-style-type: none"> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> </ul>	<ul style="list-style-type: none"> <li>BOUNDARY IMPRESSES Association (2)</li> <li>GOAL IMPRESSES Clubs to supply (1) each</li> <li>COACHES Sideline</li> </ul>
	UNDER 13 COMPETITION (13.5)	15 MINS	130m - 140m x 90m - 100m	Scoring & Results	12 Max on ground	SIZE 3 LEATHER	<ul style="list-style-type: none"> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> </ul>	<ul style="list-style-type: none"> <li>BOUNDARY IMPRESSES Association (1)</li> <li>GOAL IMPRESSES Clubs to supply (1) each</li> <li>COACHES Sideline</li> </ul>
BOYS	UNDER 17 COMPETITION (17.5)	20 MINS	135m - 185m x 110m - 155m	Scoring & Results	18 Max on ground	SIZE 5 LEATHER	<ul style="list-style-type: none"> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> </ul>	<ul style="list-style-type: none"> <li>BOUNDARY IMPRESSES Association (2)</li> <li>GOAL IMPRESSES Clubs to supply (1) each</li> <li>COACHES Sideline</li> </ul>
	UNDER 15 COMPETITION (15.5)	15 MINS	135m - 185m x 110m - 155m	Scoring & Results	18 Max on ground	SIZE 5 LEATHER	<ul style="list-style-type: none"> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> </ul>	<ul style="list-style-type: none"> <li>BOUNDARY IMPRESSES Association (2)</li> <li>GOAL IMPRESSES Clubs to supply (1) each</li> <li>COACHES Sideline</li> </ul>
MIXED	UNDER 13 COMPETITION (13.5)	15 MINS	120m - 185m x 90m - 155m	Scoring & Results	18 Max on ground	SIZE 4 LEATHER	<ul style="list-style-type: none"> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> </ul>	<ul style="list-style-type: none"> <li>BOUNDARY IMPRESSES Association (1)</li> <li>GOAL IMPRESSES Clubs to supply (1) each</li> <li>COACHES Sideline</li> </ul>