



2011 COMPETITION RULES & REGULATIONS

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2011 COMPETITION RULES & REGULATIONS

1. Board of Management Structure

The purpose of the Board of Management shall administer and organise the activities of the AFL Brisbane Juniors inc in accordance with the provisions of the Constitution, The Rules, Regulations and Policies.

The AFL BJ Board of Management is made up of the following members:

President
Vice President
Secretary
Treasurer
Director
Director
Director (AFL Queensland Representative)

Any person wishing to become a member of the AFL Brisbane Juniors Board of Management, is unable to hold any position at any club, this also includes coaching

Any member of the Board of Management shall have the same power and duty of reporting players as that conferred on Umpires under the AFL Laws.

2. Club Financial Status

2.1 Annual General Meetings

To be considered eligible to vote at the Annual General Meeting or the annual conferences, all accounts from AFL BJ to 30th September of the current financial year must be paid by 4.00pm on the last Friday in October.

Non Attendance at Meetings

Apology/Non attendance at Annual General Meetings, incurs Two Hundred Dollars (\$200.00).

Apology/Non attendance at a Club meetings, incurs One Hundred Dollars (\$100.00).

2.2 Competition Eligibility

To be eligible for inclusion into the AFL Brisbane Juniors current competition, all accounts from previous year must be paid.

2.3 Playing and Finals Eligibility

To be eligible to compete in fixtures and finals, all clubs must be financial by 1st July. Failure to comply results in forfeit to all teams within that said club until payment is received.

2.4 Club Auditor's Report

It is compulsory for all clubs to submit a copy of an auditor's financial report to the AFL BJ within two weeks after the Clubs Annual General Meeting (AGM).



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Outstanding Accounts - Non payment for outstanding accounts: Accounts outstanding for a period in excess of ninety (90) days shall incur a Fifty Dollar (\$50.00) on balances ninety (90) days and over.

Failure to effect payment of all accounts outstanding by 1st July results in forfeit to all teams within that said club until payments are received. Any registration being lodged after the 1st July must be accompanied with payment.

3. Fees - Membership, Team, Registration

3.1 Membership Fees

- a) Membership fees to the AFL Brisbane Juniors shall be by way of affiliation fee and shall be such sum as determined by the Board of Management.
- b) Membership fees shall be invoiced in November for the following year.

3.2 Team Fees

- a) Team fees shall be such sum as determined by the Board of Management.
- b) Team fees shall be invoiced prior to the commencement of the playing season.

3.3 Player Registration Fees

- a) Registration fees for players shall be such sum as determined by the Board of Management. Late registrations will be accepted after 30th June at a reduced rate.
- b) Player registration fees shall be paid with each player registration. No player registration will be entered and the player shall not be permitted to play until the player registration fee has been paid to the League.

3.4 Schedule of Fees (Sign On Fees)

All Clubs shall submit to the Board of Management a schedule of their fees/charges that are being levied on their players. The schedule shall be submitted to the League prior to Sign On Day each year.

4. Registrations

- 4.1** Any person desiring to play with an affiliated club in the AFL Brisbane Juniors must first make application on the prescribed form for registration prior to participating in any match.
- 4.2** No player/s can play in the AFL Brisbane Juniors competition until the registration form is lodged at the AFL Brisbane Juniors office.
- 4.3** The granting of each application for registration is at the discretion of the AFL Brisbane Juniors.
- 4.4** All new players must provide Proof of Age Documentation.



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5. Proof of Age for New Players

The following documentary proof of age shall be acceptable to the AFL Brisbane Juniors:

- Original Birth Certificate or Photocopy
- Passport Photocopy
- Original Extract of Birth or photocopy
- Original Baptism Certificate or photocopy
- Any Original Legal Document certifying proof of age of applicant
- Letter from School (must be signed by the school principal)

6. De-Registration

A Club may request that a player be de-registered under the following conditions:

- a) A player once having registered with the AFL Brisbane Juniors and does not play in any game in any age group.
- b) A player who has played up to three (3) matches

A request for de-registration will only be accepted on an official AFL BJ Form and signed an Official of the Club and must be made by 30th June.

7. Registering a New Player

All new players shall complete a Registration Form and submit same to the club. Clubs will forward all forms onto AFL Brisbane Juniors for approval.

Player's signature:

All players participating in the Youth Competitions (Under 12 – Under 16) must sign the registration Form.

All players participating in Junior Competitions (Under 8 – Under 11) do not need to sign the registration form.

Parent's signature:

All parents/guardian must sign the code of conduct and insurance section of the registration form.

The Registration Form shall be submitted to the AFL Brisbane Juniors with a photocopy document of Proof of Age

8. Re-Registering a Player

All re registering players shall sign and complete a Registration Renewal Form and submit same to the AFL Brisbane Juniors for approval.

Player's signature:

All players participating in the Youth Competitions (Under 12 – Under 16) must sign the registration form.

All players participating in Junior Competitions (Under 8 – Under 11) do not need to sign the registration form.

Parent's signature:

All parents/guardian must sign a Registration Renewal Form.



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9. Registering a Past Player (Lapsed Players)

Ensure that the last year the player was registered is clearly stated. If the player did not play in the last three (3) years proof of age is required.

10. Transfers

Junior Rules:

After the completion of any playing season, any player eligible to participate in grades Under 8 to Under 11 inclusive, in the forthcoming season, may transfer to a club of their choice without the need for a transfer, provided he or she has not re-registered for the forthcoming season

Youth Rules:

Once a player has registered to play Youth Football they must obtain a transfer to play with another club.

11. Club Uniform Design, Nickname and Logo

Every Club upon application for membership to the AFL Brisbane Juniors shall apply for and obtain the permission of the Board of Management to use the colours, uniform and design under which the Club proposes to play and the same when approved shall be registered with the AFL Brisbane Juniors.

Any Club desiring to alter or vary its colours, uniform or design shall first apply for and obtain the permission of the Board of Management to make such variation or alteration. When approved the same shall be registered with the AFL Brisbane Juniors.

Registrations of such colours, uniform and design by either the AFL Brisbane Juniors or Clubs in accordance with these regulations shall give such Clubs and the AFL Brisbane Juniors the exclusive right to colours, uniform and design against any other Club subsequently attempting to register the same colours, uniform and design.

12. Press Statements

Any officials, parents, players, or clubs making statements to the press or media that is considered to be injurious or prejudicial to the character or interests of another official, parents, players or the AFL Brisbane Juniors shall be subject to a Code of Conduct Investigation Committee hearing. A maximum fine of Five Hundred Dollars (\$500.00) may occur for any breaches of the above.

13. Volunteer Requirements

Under 8 - Under 10 (Compulsory):

Coach, Team Manager, Goal Umpires (please note no scores are to be recorded), Time Keeper (Home Team only), Field Umpire (Club Umpire supplied by Home Team), Ground Marshall (Home Team only), 1st Aid Officer (Home Team to supply).



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13. Volunteer Requirements (cont.)

Under 11 (Compulsory):

Coach, Team Manager, Runner, Water Carrier x 1, Goal Umpire (please note no scores are to be recorded), Time Keeper (Home Team only), Ground Marshall (Home Team to supply), 1st Aid Officer (Home Team to supply).

Under 12 - Under 16 (Compulsory)

Coach, Team Manager, Runner, Water Carriers x 2, Goal Umpire, Time Keeper (both Teams to supply), Boundary Umpire (if required Youth Girls), Trainer (if accredited) (if required Youth Girls), Ground Marshall (Home Team to supply), 1st Aid Officer (Home Team to supply).

Failure for all managers to attend the umpire's room at the conclusion of a match to receive "all clear" from the umpires shall incur a fine of Fifty Dollars (\$50.00).

14. Duties of Runners, Trainer and Water Carrier

All these positions require closed in Footwear

A. Water Carriers:

Only to carry water to player, then leave the field immediately.

Cannot give players messages.

Water Carriers for Under 11 Football – 11 years or over.

Water Carriers for Under 12 Football – 12 years or over.

Water Carriers for Under 13 Football – 13 years or over

Water Carriers for Under 14 & 16 Football – 14 years or over

B. Runners:

Only to deliver message/s to player/s, then leave the field immediately.

Must be 14 years or over to hold this position.

C. Trainers:

Only to attend to injured players and then leave the field immediately.

Must be 18 years or over to hold this position.

Qualifications are required to be lodged at AFL BJ and official verified.

AFL BJ ID Card must be worn and must be seated in the 1st Aid Area.

Runners, Water Carriers and Trainers deemed to be contravening their duties will be removed from the field of play after receiving one verbal warning from AFL Brisbane Juniors Board of Management, Umpires and AFL Brisbane Juniors General Manager. Failure to comply will incur a fine for the club of One Hundred Dollars (\$100.00).



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15. Cancellation of Fixtures

Only the Board of Management and/or the General Manager is empowered to call off games.

Should a Club's ground be un-playable, then the Secretary of that club or its delegate must notify the AFL Brisbane Juniors immediately.

Should any fixture match be cancelled, then the AFL BJ notifies the Umpire's Co-ordinator.

Junior Rules matches may be cancelled at the discretion of the home club or by agreement between the two coaches. In such cases the AFL BJ must be notified, contact 0400 006 859.

16. Football Size

Under 8 – Size One (1) Synthetic

Under 9 – Size Two (2) Synthetic

Under 10 – Size Two (2) Synthetic

Under 11 – Size Three (3) Leather

Under 12 – Size Three (3) Leather

Under 13 – Size Four (4) Leather

Under 14 – Size Four (4) Leather

Under 15 Girls – Size Three (3) Leather

Under 16 – Full Size/Size Five (5) Leather

Under 18 Girls – Size Four (4) Leather

17. Times of Matches

Under 8 – 10 Minute Quarters

2 Minutes Quarter Time, 5 Minutes Half Time, 2 Minutes Three Quarter Time

Under 9 – 10 Minute Quarters

2 Minutes Quarter Time, 5 Minutes Half Time, 2 Minutes Three Quarter Time

Under 10 – 10 Minute Quarters

2 Minutes Quarter Time, 5 Minutes Half Time, 2 Minutes Three Quarter Time

Under 11 – 15 Minute Quarters

3 Minutes Quarter Time, 10 Minutes Half Time, 3 Minutes Three Quarter Time

Under 12 – 15 Minute Quarters

3 Minutes Quarter Time, 10 Minutes Half Time, 5 Minutes Three Quarter Time

Under 13 – 15 Minute Quarters

3 Minutes Quarter Time, 10 Minutes Half Time, 5 Minutes Three Quarter Time

Under 14 – 15 Minute Quarters

3 Minutes Quarter Time, 10 Minutes Half Time, 5 Minutes Three Quarter Time

Under 15 Girls – 12 Minute Quarters

3 Minutes Quarter Time, 5 Minutes Half Time, 3 Minutes Three Quarter Time

Under 16 – 20 Minute Quarters

3 Minutes Quarter Time, 15 Minutes Half Time, 5 Minutes Three Quarter Time

Under 18 Girls – 15 Minute Quarters

3 Minutes Quarter Time, 5 Minutes Half Time, 3 Minutes Three Quarter Time



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18. Ground Sizes

- Under 8** – 75m x 50m, the Field is divided into three equal zones
Under 9 – 100m x 70m, the Field is divided into three equal zones
Under 10 – 100m x 70m, the Field is divided into three equal zones
Under 11 – 130m x 90m
Under 12 – Length 135m – 185m and Width 110m – 155m
Centre square – 45m, 3m circle with the square, 6.4m between all posts
Under 13 – Length 135m – 185m and Width 110m – 155m
Centre square – 45m, 3m circle with the square, 6.4m between all posts
Under 14 – Length 135m – 185m and Width 110m – 155m
Centre square – 45m, 3m circle with the square, 6.4m between all posts
Under 15 Girls – 130m x 80m
Under 16 – Length 135m – 185m and Width 110m – 155m
Centre square – 45m, 3m circle with the square, 6.4m between all posts
Under 18 Girls – Length 135m – 185m and Width 110m – 155m
Centre square – 45m, 3m circle with the square, 6.4m between all posts

19. Junior Rules Armbands Colours and scoring

- RED - Home Team BACKS, Away Team FORWARDS
YELLOW - Home Team FORWARD, Away Team BACKS
BLUE - Both Teams CENTRE Players

Players shall be rotated every quarter to experience the roles of various field positions.

Any team participating in AFL Junior Rules must wear the appropriate Arm Bands.

All Clubs must provide ground markers as defined in the AFL Junior Rules.

Scoring – In Junior Rules scoring is prohibited. Any club placing AFL Junior Rules scores in any print or electronic media shall incur a One Hundred Dollar (\$100.00) fine.



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20. Byes, Wash out, Ground closures or forfeits in Competitions – Youth Football

In the event that a team has a bye or receives a forfeit, that team may submit a team sheet to ensure that all players appearing upon the said team sheet shall be counted as a game played for the purpose of finals eligibility.

Byes – Teams receiving a Bye will be awarded 4 points

Forfeits – Any team forfeiting a match, the forfeiting team shall add thirty six (36) points to its against total. The opposing team shall be awarded four (4) premiership points plus thirty six (36) points to its For total.

Wash Out – If a fixture round is washout and cancelled by the AFL Brisbane Juniors the following points will be allocated:

- Byes - 4 points
- All other Youth Teams will be awarded - 2 points

Ground Closure - If Council close grounds due to wet weather, these matches will be re-played mid week as a catch up round.

Ground Closure - If a Club closes their ground due to wet weather, these matches will be deemed a forfeit and not re-played and points awarded to the opposition team.

Forfeiture Rule - Any team forfeiting a match, in a premiership competition; incurs a fine of One Hundred and Fifty Dollars (\$150.00).

Any team which, having commenced playing a match, refuses for any reason to continue the match to its natural conclusions shall incur a fine of One Hundred Dollars (\$100.00).

21. Team Sizes

Junior Rules

Under 8 – 9 a side (unlimited interchange)

Under 9 – 12 a side (unlimited interchange)

Under 10 – 12 a side (unlimited interchange)

Under 11 – 15 a side (unlimited interchange)

Youth Girls Competitions

Under 15 – 12 a side (plus 6 interchange players). To start the match the number of players on the field is determined by the team with the least amount of players:

12 or more players = 12 a side

11 players = 11 a side

10 players = 10 a side

9 players = 9 a side

8 players = 9 a side



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21. Team Sizes (cont.)

Youth Girls Competitions

Under 18 – To start the match the number of players on the field is determined by the team with the least amount of players, up to maximum of 22 players:

- 18 or more players = 18 a side
- 17 players = 17 a side
- 16 players = 16 a side
- 15 players = 15 a side
- 14 players = 14 a side
- 12/13 players = 12 a side

Youth Competitions

All Division One matches – 18 a side (plus 4 interchange players)

All other Divisions to start the matches the number of players on the field is determined by the team with the least amount of players, up to maximum of 22 players:

- 18 or more players = 18 a side
- 17 players = 17 a side
- 16 players = 16 a side
- 15 players = 16 a side
- 14 players = 16 a side

For situations where injuries to players reduce the on field playing numbers during a match, please refer to Appendix A “PLAYING NUMBERS WHEN INJUIRES OCCUR”.

22. Youth Team Structure for Players

- (a) Player movement can occur in the same age group during grading matches to assist clubs and coaches to select their teams.
- (b) Round One & Two – Clubs with multiple teams in the same age group need to provide a core list of 18 players for each team, these players can not play in lower division/s.
- (c) Round Three to the end of the season – All Youth Clubs in all age groups need to provide final team list.
 - ▶ One Team: All players to be listed
 - ▶ Two Teams: Team One – 20 players, Team Two – remaining players.
 - ▶ Three Teams: Team One – 20 players, Team Two – 20 Players, Team Three – remaining players.
 - ▶ Four Teams: Team One – 20 players, Team Two – 20 Players, Team Three – 20 players, Team Four – remaining players

23. Nominating Youth Teams

- (a) One Team: 17 players minimum
- (b) Two Teams: 40 players minimum



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24. Youth Player Finals Eligibility

- (a) 5 matches per team. Grading matches do not count towards finals eligibility.
- (b) Once a player nominates in a finals team, player/s remain in that team, even if player/s have qualified for more than one team.
- (c) Application for exemptions to Finals Eligibility must be sent to AFL Brisbane Juniors in writing. Applications will only be considered for the following:
 - A player has had a long term injury and a doctor's certificate must be supplied.

25. Youth Football – Player Send Off Rule

Under 12, Under 13, Under 14, Under 15 Girls, Under 16 and Under 18 Girls
Only Central Umpires officially appointed to control matches shall have the power to order a player from the field.

- (a) Yellow card – player is sent from the ground for the rest of the current quarter and all of the next quarter, no report.
- (b) Red card – player is sent from the ground for the remainder of the match, automatic report. The player is not permitted to enter the playing arena including coaches box/interchange bench.
- (c) Players sent from the ground with a yellow or red card may be replaced.
- (d) If a player receives three (3) yellow cards in one season an automatic one (1) match suspension will apply. Subsequently if a player receives a further three (3) yellow cards in the same season, the player will be sent to the Tribunal on a charge of "Misconduct".
- (e) Players can receive two (2) yellow cards in one match without being reported. However the two (2) yellow cards do count towards eligibility for Rule 25 (d).

26. Coaching Registrations

Failure by Clubs to lodge a registration form, for all coach's appointed by the Club each season, prior to the first fixture match each season or within seven (7) days of the appointment of any new coach should the new coach be appointed after the commencement of the season, incurs a fine of Two Hundred Dollars (\$200.00).

27. Coaching Accreditation

Failure by Club to ensure all Junior Coaches and Assistant Coaches are accredited by 30th June in any particular season, incurs a fine of Two Hundred Dollars (\$200.00) for each coach not so accredited plus One Hundred Dollars (\$100.00) for each match thereafter.

Coaches who are not accredited by the 30th June will render their team ineligible for Premiership Points.



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28. Competition Withdrawal

Any team, which has been withdrawn from the competition by the AFL Brisbane Juniors, as a result of forfeiting three (3) matches, will incur a fine of One Hundred Dollars (\$100.00).

29. Sponsors Logos

Any team that fails to display appropriate AFL Brisbane Juniors Inc logo and approved sponsors logo will incur a fine of Fifty Dollars \$50.00 per game.

30. Late Start

Any clubs allowing games to start late will incur a fine of One Hundred Dollars (\$100.00).

Any team not ready to commence a match within ten (10) minutes after the time appointed for such commencement shall forfeit the match, and shall incur a fine of One Hundred Dollars (\$100.00).

Quarter Time, Half Time and Three Quarter Time – Failure of a team to enter the playing field after receiving a warning from the Umpires will incur a fine of One Hundred Dollars (\$100.00).

31. Playing Attire

Each player must have a number on the jersey and such number must be listed on the team's Teamsheet. Should more than one player wear a jersey bearing the same number, or should more than one player be listed on the team sheet as wearing the same number the penalty shall be a fine of Twenty Dollars (\$20.00) for each infringement.

Any player taking part in a match, who is not attired in accordance with the registered uniform of his /her Club, the club shall be liable to a fine of Ten Dollars (\$10.00).

32. Unqualified Players

Playing an ineligible, suspended, unregistered and/or over-age players shall incur the following fines:

- a) Unregistered player, Five Hundred Dollars (\$500.00) plus loss of match points.
- b) Over-age player, ineligible or suspended, Five Hundred Dollars (\$500.00) plus loss of match points.
- c) Unregistered and over-age player, Five Hundred Dollars (\$500.00) plus loss of match points, and
- d) Should a team be found guilty of three of any of the above offences in any one season then a fine of One Thousand Dollars (\$1000.00) shall be incurred and the team withdrawn from the competition.

Any player playing under another name other than his/her own shall be deemed to be unregistered and the club will incur a fine of Five Hundred Dollars (\$500.00) plus loss of match points.



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32. Unqualified Players (cont.)

Any Player playing in a lower division shall incur a fine of Five Hundred Dollars (\$500.00) and loss of match points

Should a Club continue to play a player after receiving notice from the AFL Brisbane Juniors that a players permit to play has been withdrawn, then the Club shall lose all premiership points gained in matches in which such player participated after due notice had been given and the club shall incur a fine of Five Hundred Dollars (\$500.00)

33. Poaching

Any Club advertising or emailing outside defined school areas provided by AFL Brisbane Juniors and Games Development will be deemed Poaching and the club will incur a Five Hundred Dollars (\$500.00) fine.

Any Club or parent/guardian of a registered player wishing to interview or approach a player from another Club, with a view to having that player transfer to and play in one of its teams, must first advise the Club Secretary with which the player is registered, in writing, and a copy to the AFL Brisbane Juniors at least seven (7) days prior to any interview or approach. Any Club found to be infringing this rule shall be liable to a maximum fine of Five Hundred Dollars (\$500.00) for each offence.



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34. Ground Marshall

WHAT IS A GROUND MARSHALL?

1. Ground Marshall, clearly identified by a Yellow Bib.
2. The Ground Marshall is a representative of the home club and is the pivot point for information for Visiting Teams, Parents and Umpires.
3. The Ground Marshall oversees the Codes of Conduct on match day and reports to the AFL BJ any breaches of Codes of Conduct and is the first contact point for any disputes/indiscretions that may arise.
4. Introduce yourself and explain the problem and he/she will provide assistance

Ground Marshalls Responsibilities

1. Inspect the ground on match day to ensure it is prepared to acceptable standards eg:
 - (a) Ground marking done.
 - (b) Protection on goal/point posts.
 - (c) Sprinkler removed/lowered.
2. Ensure that games commence at designated times, in consultation with Umpires or if AFL Brisbane Juniors Board Member is present then length of quarters may be adjusted to keep timetable on track.
3. Ensure First Aid Attendant and stretcher is in place.
4. Be in attendance to the Umpires prior and after the game and ensure Umpires have an escort on and off the ground.
5. Be the pivot point for information for Visiting Teams and Umpires.
6. Oversee the Codes of Conduct on match day and report to AFL Brisbane Juniors of breaches of Code of Conduct. It is important that Ground Marshalls conduct themselves in a firm but polite manner and are not over officious when speaking to persons regarding breeches of Code of Conduct.

It is important to note that Ground Marshalls duties/responsibilities are to Assist/Contribute to the quality Management of Junior Football on Match Day. Ground Marshalls should reflect the positive aspects of our Code of Conduct., they should be able to provide a pro-active service to all participants of Juniors Football on Match Day.

35. Changing Official Game Times

Any clubs changing official game times or dates without receiving written permission from AFL Brisbane Juniors will incur a One Hundred Dollar (\$100) fine



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36. Banned Items

The following equipment is strictly prohibited:

- Metal tags in boots
- Non-Prescription Sunglasses
- Gloves
- Metal Plates
- Long Fingernails
- Jewellery
- Caps

Bike pants are only acceptable if they are “flesh” coloured only.

Padding of any sorts (e.g. shin pads, shoulder pads etc.) unless approved by the AFL BJ.

37. First Aid Officials

Policy

While it is the home teams responsibility to provide a First Aid Attendant, it will be the visiting team officials i.e. Coach/Manager responsibility to check with the home team that in fact such a person is on duty and qualified.

The persons name must be on the AFL Brisbane Juniors team sheet in the space provided.

If a qualified First Aid Attendant is not present then it is the duty of the visiting team officials to report to the Central Umpire.

A period of 15 minutes will take place for the home team to provide this person, if at this time the situation remains the same the visiting team can provide a qualified First Aid Attendant and the game can commence.

If no Qualified First Aid Attendant is available the game will not commence under any circumstances.

The Central Umpire will declare the game a forfeit and advise the AFL Brisbane Juniors.

Fines – First offence for one match \$100.00

If first aid is needed and the advice is that the player shall not continue playing, the Coach shall abide by the decision of the Qualified First Aid Official. Team Trainers can not overrule Ground First Aid Official.

Each oval must have a qualified 1st Aid Official, Properly stocked 1st Aid Kit and a stretcher.

All Club Trainers & First Aid Officials will be required to sit in the official First Aid Area for the match and not in the coaches' box. Club Trainers & First Aid Officials are permitted to attend to an injured player in the coaches box, however when not required must remain in the official First Aid Area.

The Officially appointed Ground 1st 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.

Club Trainers or First Aid Officers **do not** have the power to overrule a decision made by the Ground First aid official.



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37. First Aid Officials (cont.)

All personnel must remember that they can only provide a level of care consistent with the limits of their qualifications. All personnel must ensure that their duty of care to the patient, club, and association is followed at all times and that as perceived professionals to the public there is a liability to provide assistance to the highest level of care available at any time.

It is recommended that the Ground First Aid officer confidentially discuss any treatment or decision with higher qualified personnel if available to ascertain the best outcome for the health and safety of the injured person/s prior to announcing their decision.

Club First Aid/ Trainers will inform the Ground First Aid Attendant 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 wherever possible followed.

Where a club/s playing in the same match have suitably qualified First Aid attendants or Trainers these persons are to be the first responders to injured players from their team/s unless already busy treating an injury at which time the Ground First aider shall either respond or take over treatment allowing the club official to respond.

If assistance is required then the Club personnel will signal the Ground First Aid attendant who will then attend the site of injured person with the appropriate equipment required as signaled (eg splint, stretcher, cervical collar, oxygen, additional supplies etc).

In all serious cases the Clubs Officials will hand over the players care to the Ground Official when the player has been stabilized and removed from the playing field to the allotted First Aid Area, but will assist when and if required.

If required these persons will also assist the Ground First Aid attendant when and where required.

Qualifications of 1st Aid Attendants are below:

- (a) Nurse
- (b) Qualified Sports Trainer
- (c) St John Ambulance Australia Members
- (d) Senior First Aid Certificate Holder
- (e) Ambulance Officer
- (f) Doctor

1st Aid Officers – AFL Junior Matches - One Game per Oval

1st Aid Officers must be situated approximately half way beside the oval on the Clubhouse side where possible.

Ground Marshall is to advise both Coaches and Managers as to location of First Aid Officer for the day.



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37. First Aid Officials (cont.)

1st Aid Officers – AFL Junior Matches - Two Games per Oval

1st Aid Officers must be situated centrally located between two fields - half way.

Ground Marshall is to advise both Coaches and Managers as to location of First Aid Officer for the day.

1st Aid Officer – Youth Football Matches

1st Aid Officers must be situated between the coaches' boxes.

Ground Marshall is to advise both Coaches and Managers as to location of First Aid Officer for the day. Club Team Trainers must be seated in the First Aid area and not in the Coaches Box

Stretchers

The stretcher must be available to all junior games at the venue for the day. The stretcher wherever possible should be located adjacent to the interchange area of if two ovals are being used it should be located with the qualified First Aid Attendant who is in attendance.

It will be the responsibility of the visiting team officials i.e. Coach/ Manager to ensure that a stretcher is in place prior to any game commencing.

Failure of home team/club to provide a stretcher will incur a fine of \$100.00.

Injured Players

Policy

1. To ensure the safety of players participating in AFL Brisbane Juniors organised matches the following is adopted for players rendered unconscious:

- a) When there has been any period of unconsciousness however short, or any amnesia, the player should not continue with the game.
- b) When unconscious or amnesic for less than 5 minutes, the player should not resume sporting activity for two weeks.
- c) When unconscious or amnesic for more than 5 minutes and up to one hour the player should not resume sporting activity for 3 weeks.
- d) When unconscious or amnesic for over one hour and less than 24 hours, the player should not resume sporting activity for a period of 2-3 months.
- e) Following an operation for brain damage or blood clot, the player should not return to contact sport or where there is a likelihood of future head injury.
- f) Furthermore, the player in question will not be permitted to participate in further AFL Brisbane Junior organised matches, until they have obtained a written medical clearance from a qualified medical practitioner. The clearance is to be sighted by the coach and manager of the player's team.



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2. If team officials are unsure, or unable to decide if a player has been rendered unconscious during the match, it is considered preferable to err on the side of the player, and ensure that he/she does not compete again that day, and obtains a medical clearance before further play can be authorised.

3. INJURED PLAYERS MUST LEAVE THE FIELD OF PLAY THROUGH THE INTERCHANGE, UNLESS ON A STRETCHER

Mouthguard/Protective Headgear

Policy

1. Mouthguards

It is acknowledged that in a very small minority of players the wearing of a mouthguard will cause some distress due to “gagging” problems. The league will not penalise a player who for this reason will not be able to comply with its policy but expects the players club to ensure it is a genuine case.

The league strongly believes a properly fitted mouthguard, made by a dentist, dental technician has several advantages:

- It is effective in minimising dental and oral damage.
- It fits accurately, preventing dislodgement.
- It does not interfere with breathing under exertion.
- It does not interfere unnecessarily with speech.
- It does not alter the appearance drastically.

Cheap “GUARDS” designed to be fitted by the player themselves seldom fulfill any of these requirements. Their small saving in cost is a false economy.

2. Protective Headgear

The league has decided that the wearing of Protective Headgear will not be made compulsory and the decision of whether such a device should be worn will remain entirely with the parent or player.

Clubs should however, encourage the wearing of such devices for those players who are particularly small physically and those who have been known to have received previous head injuries. Club officials should discuss with both parents and players accordingly.



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HEALTH ISSUES – INFECTIOUS DISEASES PARTICIPATION IN MATCHES

Club/Team Obligation

No Club or Team shall allow any Player to participate in any Match or continue to participate in any Match for so long as such Player: -

- (a) is bleeding; or
- (b) has blood on any part of his or her body or uniform.

Player Obligation

A player shall not participate in any Match or Continue to participate in any Match for so long as such player: -

- (a) is bleeding; or
- (b) has blood on any part of his or her body or uniform.



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ROLE AND DIRECTIONS OF FIELD UMPIRE

Role of Umpire

When a Field Umpire is of the opinion that a Player is bleeding or has blood on any part of his or her uniform, the Field Umpire shall: -

- (a) stop play at the first available opportunity;
- (b) direct the Player concerned to immediately leave the Playing Surface;
- (c) wait a reasonable period to allow the replacement Player to take up position before re-commencing play; and
- (d) recommence play.

Player to follow directions of Field Umpire

A player shall immediately upon a direction by a Field Umpire leave the Playing Surface through the Interchange Area, where the Field Umpire is of the opinion that the Player shall not return or take any further part in any Match until and unless: -

- (a) the cause of any such bleeding has been abated;
- (b) the injury is securely covered to the extent that no blood emanates from the covered wound;
- (c) any blood stained article of uniform has been removed and replaced; and
- (d) any blood on any part of a Player's body has been thoroughly cleansed and removed.

Replacement Player

Another Player listed on the Team Sheet may replace a Player directed to leave the Playing surface. A replacement Player may enter the Playing Surface while the Player that he or she is replacing is leaving the Playing Surface. If a replacement Player does not enter the Playing Surface by the time the directed Player leaves the Playing Surface, the Field Umpire shall re-commence play immediately.

Refusal to leave Surface

Where a player refuses to or does not immediately leave the Playing Surface when directed to do so by a Field Umpire the following shall apply;

- (a) the Field Umpire shall warn the Player that a Free Kick will be awarded and that the Player may be reported if he or she does not leave the Playing Surface;
- (b) if the Player still refuses to leave the Playing Surface the Field Umpire shall award a Free Kick to the Player of the opposing team who is nearest to where the warning was given or where play was stopped whichever is the greatest penalty;
- (c) if the player still refuses to leave the Playing Surface:
 - 1. the Field Umpire shall report the Player for misconduct in failing to follow a direction of an Umpire;
 - 2. the Match shall immediately end and the reported Player's team shall forfeit the Match; and
 - 3. Law 10.7 shall apply to any match, which is forfeited.



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Failure to Obey Direction

(a) a Player's refusal to promptly obey a direction of a Field Umpire given under Law 22.2 is a Reportable Offence.

(b) Any fine, period of suspension or other sanction determined by a Tribunal or other body hearing the Reportable Offence shall be in addition to any sanction which may be imposed by a Controlling Body under Law 22.9

PROTECTIVE GLOVES

Each Club or Team shall ensure that any doctor, trainer and any other person treating Players of a Team wears protective gloves as may be approved from time to time by the relevant Controlling Body.

DISPOSAL OF BLOODIED CLOTHING AND OTHER MATERIAL

Each Club or Team shall ensure that:

(a) any bloodied item of uniform or clothing or a Player is placed as soon as possible in a hygienic sealed container and laundered to ensure the removal of all blood and;

(b) all towels, wipes, bandages, dressings and other materials used in the treatment for bleeding Players shall be placed in a hygienic sealed container and discarded or destroyed in a hygienic manner.

DRESSING ROOMS

Each Club or Team shall ensure that all dressing rooms and other areas occupied by the Team prior to, during or immediately following the competition of any Match are kept clean and that no blood shall remain on any surface, equipment and areas shall be cleansed and disinfected immediately after contact with blood.

HYGIENE

Each Club or Team shall ensure that: -

(a) Players do not urinate (other than in a toilet) in or about any dressing rooms or on the Playing Surface prior to, during or immediately following the completion of any Match; and

(b) Each of its Players observes a high standard of personal hygiene.

TRAINERS

A Trainer or other personnel responsible for the treatment of Players shall not provide treatment to a Player of the Playing Surface for any cut, abrasion or other injury involving the discharge of blood.

SANCTION – CONTROLLING BODY

A Controlling Body may impose a sanction upon a Player, Club or Team for a breach of any obligation imposed under this Law 22.

REFERENCE:

As per AFL Laws of Australian Football



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38. Finals Rulings

Extra Time in Finals

Extra time will apply to all finals **EXCEPT Grand Finals.**

If any Grand Final is tied at the end of the game, the match will be replayed the following week.

The procedure for extra time in the other finals is as follows: -

- a) Two halves each of five (5) minutes, with time-on, will be played, starting as soon as possible after the completion of ordinary time;
- b) Teams will kick to the same end as at the completion of ordinary time for the first five (5) minute period then change ends immediately after the first period of extra time;
- c) If scores are still level following extra time, subsequent periods will be played until a result is achieved, In this case, each additional period of time will consist of two (2) five (5) minute halves, with time-on;
- d) Coaches will no be permitted to address players during any period of extra time.
- e) Interchange can occur

TIME ON IN FINALS

Time is stopped:

When the field umpire in control of the play signals to the Timekeeper to stop the clock used for the timing of the Match by:

1. Blowing their whistle and raising one arm above his or his head.
2. Goal Umpire signals that a Goal has been scored.
3. Goal Umpire signals that a Behind has been scored

Recommencing Time:

When the field umpire in control of the play signals to the Timekeeper to start the clock used for the timing of the Match by:

1. Blowing their whistle and raising one arm above his or her head.
2. The football is bounced (or thrown up) in the Centre Square after a goal has been scored.
3. When the Goal Umpire has completed waving his or her flag after a behind has been scored

PLEASE NOTE:

TIME IS CONTINUED WHEN THE FOOTBALL IS OUT OF PLAY OVER THE BOUNDARY LINE UNLESS SIGNALLED OTHERWISE BY THE UMPIRE IN CONTROL OF THE PLAY.



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39. General Match Day Rules

UMPIRES: DUTIES AND INSTRUCTIONS

The appointment of Umpires shall be the sole responsibility of the controlling body or its delegate.

All Reports must be filled out in quadruple and distributed as follows: -

- (a) Original copy to the AFL BJ for Independent Tribunal;
- (b) Second copy to reported player or Team Official;
- (c) Third copy to opposing Team Official; and
- (d) Fourth copy retained by the Umpire.

All reports on players and Officials must be notified to the AFL BJ within two (2) working days after the match.

Only Umpires officially appointed by the controlling body or its delegate may report players and officials or apply the send off rule.

UMPIRE'S REPORTS – PROCEDURES

Responsibility

The responsibility for informing a Player(s) and/or official(s) that an Umpire has lodged a report is delegated to the Team Manager.

After Game Procedure

The Team Manager is to check with the Umpire at the conclusion of the game if any person or persons have been reported.

Reportable Offence – Player(s)

A Player will receive notification of Set Time, to attend their Tribunal Hearing. Notification is Telephone Call to Player(s) Club therefore it is the Club's responsibility to inform the Reported Player(s).

Reportable Offence – Officials

(a) Any Official reported by an Umpire will be required to attend a formal Tribunal Hearing.

(b) Report by an Official of the AFL BJ Board of Management or Steward that has been appointed by the AFL BJ must complete written form stating Name, Position, Date, Venue, Competing Teams, Witnesses and full details of offence and return completely filled out to the General Manager by 4.00pm on the 2nd working day following the match in which the report was made.

Stewards

Any member of the Board of Management, Umpires Staff, AFL BJ General Manager and/or AFL BJ Competition Co-ordinator shall have the same power and duty of reporting players as that conferred on Umpires under the laws.

All such reports must be in accordance with the requirements described in AFL Laws of Australian Football Rule Book.

Players Arriving Late

Any player arriving after the commencement of Third Quarter can not participate in the fixture match.



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40. AFL Brisbane Juniors Code of Ethics

Introduction

All AFL Brisbane Junior members, individually and collectively, aim to have a reputation for integrity, honesty, courtesy and fairness in its dealings with other clubs, members, parents and the public.

What is a Code of Ethics?

Ethics are a set of principles by which behaviour can be judged to be right or wrong. The AFL Brisbane Juniors Code of Ethics sets the minimum standards of behaviour expected of everyone associated with AFL Brisbane Juniors.

The Code of Ethics applies to all

AFL Brisbane Juniors directors, members and parents are each responsible for ensuring that their personal conduct is consistent with standards described. In the Code of terms "members" and "we" includes directors, clubs and their office bearers, players and parents.

In the event our standards are compromised by a member's behaviour which amount to a breach of the AFL/AFLBJ Rules, disciplinary action may result.

Membership

AFL Brisbane Juniors places the highest priority on its members. We commit to:-

- Providing our members with the opportunity to play AFL;
- Working together to ensure that equality of opportunity is provided to all members to play AFL;
- Providing access to qualified training to ensure the highest standard of coaching and supervision available to all members;
- Ensuring that members feel welcome and valued;
- Providing fair and workable administrative rules for the development of AFL in Queensland.

AFL Brisbane Junior Clubs Relationships

Our relationships and decisions are characterized by integrity and fairness and a desire to work together. We commit to:-

- Treating everyone with courtesy, patience and respect and not causing disadvantage, discomfort or embarrassment to fellow members;
- Developing a consultative atmosphere between the clubs in the recruitment and advertisement for members;
- Contributing to continuous improvement and development of all members by working with AFL Queensland;
- Contributing to an atmosphere in which diversity of constructive opinion, perspective and culture is valued and encouraged;
- Being adaptable and having a positive approach to change by supporting new ideas, programs and practices that benefit AFL;
- Ensuring that there is no direct or indirect discrimination or harassment



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Parents and/or Spectators

The need to provide a safe, healthy and fair environment is recognized. We commit to:-

- Encouraging participation in AFL;
- Encouraging members to participate within the rules of AFL;
- Treating everyone with courtesy, patience and respect, and not causing disadvantage, discomfort or embarrassment to any member participating and/or officiating in AFL;
- Ensuring that there is no direct or indirect discrimination or harassment;
- Encouraging support and recognition to all members who participate in AFL

Players

Honesty, fair play and high performance standards will prevail. We commit to:-

- Playing by the rules of AFL;
- Treating everyone with courtesy, patience and respect and not causing disadvantage, discomfort or embarrassment to any member participating and/or officiating in AFL;
- Acting and behaving in a manner that never intentionally intimidates, offends or causes personal injury to any member;
- Co-operating with the coach, umpire, team members and opponents;
- Consistently striving to be a "Good Sport"

Coaches

We are responsible for the guidance and safeguarding of the members under our control. We commit to:-

- Being equitable to all members of the team;
- Acting reasonably in the demands on members' time, energy and enthusiasm;
- Ensuring that equipment and facilities meet safety standards and are appropriate to the age and ability of the members;
- Treating everyone with courtesy, patience and respect and not causing disadvantage, discomfort or embarrassment to any member participating and/or officiating in AFL;
- Maintaining a high standard of knowledge required for coaching AFL;
- Working with AFL Brisbane Juniors and AFL Queensland for the continuous development of members;
- Developing an understanding by all members of what is fair and unfair play;
- Acting and behaving in a manner that never intentionally intimidates, offends or causes personal injury to any member;
- Encouraging all members to strive to be a "Good Sport"



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Improvement in Conduct

The objective of the AFL Brisbane Juniors in this section is to promptly draw to the attention of a member conduct which falls below the standards covered in the Code of Ethics, and to assist the member in changing/correcting that conduct.

There are three stages in the improvement in conduct process:-

Stage One:

If the complaint is determined to be a minor breach, the complaint will be registered at the AFL Brisbane Juniors and forwarded to the member's club for finalization. The club will respond back to the AFL Brisbane Juniors on action taken. The recommended action for this stage would be to speak with the member and make them aware of their conduct and the fact that it has been determined as falling below the standards covered in the Code of Ethics. The purpose is to draw inappropriate/unacceptable conduct to the attention of the member and assist them in correcting their conduct.

Stage Two:

If the complaint is determined to be a major breach, a repeat of unacceptable conduct or involves a club, the complaint will be registered at the AFL Brisbane Juniors. The member to whom the complaint is made and the person/club making the complaint will be invited to attend a meeting with the AFL Brisbane Juniors. If the person making the complaint does not wish to attend, the meeting will take place with the member and the AFL Brisbane Juniors. The purpose of this meeting is to draw inappropriate/unacceptable conduct to the attention of the member and assist them in correcting their conduct.

Stage Three:

When it is clear that the unacceptable conduct has occurred, an investigation should take place by the Code of Conduct Committee. The Committee, upon receiving evidence, will determine the outcome in accordance with the AFL Brisbane Juniors rules.

If these steps are not followed the potential consequences of ignoring unsatisfactory conduct or deferring taking action is:

- The perception that AFL Brisbane Juniors condones the conduct;
- Contributes to an undesirable sporting culture;
- Members being unaware that their conduct is a problem; and
- The matter developing into a major issue requiring intervention by parties other than AFL Brisbane Juniors



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APPENDIX A – PLAYING NUMBERS WHEN INJURIES OCCUR

SUMMARY

The following playing number conditions only apply when players have match ending injuries. When a player leaves the field due to injury a determination is required as to whether the player will be able to be treated and return to the field or it is a match ending injury. If it is determined to be a match ending injury, under no circumstances is the player allowed to return to the field.

These conditions do not apply for the following:

- When players leave the field to be treated and expect to return to the field;
- When players leave the field to go to another venue to fill in for another team;
- Normal conditions apply when a player is sent from the field by an umpire for an indiscretion.

Team A 22 players & Team B 18 players

Start of match – 18 v 18

Team B has 1 injury – 18 v 17

Team B has 2 injuries – 16 v 16

Team B has 3 injuries – 16 v 15

Team B has 4 injuries – 16 v 14

Team B has 5 injuries – end of match

Team A 22 players & Team B 17 players

Start of match - 17 v 17

Team B has 1 injury – 17 v 16

Team B has 2 injuries – 16 v 15

Team B has 3 injuries – 16 v 14

Team B has 4 injuries – end of match

Team A 22 players & Team B 16 players

Start of match – 16 v 16

Team B has 1 injury – 16 v 15

Team B has 2 injuries – 16 v 14

Team B has 3 injuries – end of match

Team A 22 players & Team B 15 players

Start of match – 16 v 15

Team B has 1 injury – 16 v 14

Team B has 2 injuries – end of match

Team A 22 players & Team B 14 players

Start of match – 16 v 14

Team B has 1 injury – end of match

PROCEDURE

In the event of second (or more) match ending injury, the following process should be followed:

- The Team Manager of the team with injured players notifies the opposition team manager;
- The Team Manager of the team without injured players advises the Coach that players **must** be taken from the field as soon as possible. *Note – the players taken from the field become part of the interchange and can be interchanged back on to the field at any stage;*
- Before the next quarter break, the Team Manager of the team with injured players advises the Ground Marshall of the new on field playing numbers;
- At the next quarter break the Ground Marshall notifies the Umpire of the new on field playing numbers.

DISPUTES

In the event of a team not taking players from the field the following process should be followed:

- The Team Manager of the team with injured players notifies the Ground Marshall;
- The Ground Marshall notifies the Umpire as soon as practicable;
- The Umpire instructs the Coach to take players from the field.

PENALTIES

If the team without injured players fails to comply:

- The Umpire will report the breach and the Coach will face disciplinary action for breach of Code of Conduct;
- AFL BJ will carry out an investigation which could result in possible loss of premiership points.



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APPENDIX B – UNDER 16 McDONALD'S CUP 2011

12 Team Competition

- All clubs may nominate
- If 12 nominations not received teams will be selected based on 2010 system

Finals – 8 team format as per 2010

Rounds – 16 plus possible 2 crossover rounds with Gold Coast & Sunshine Coast Juniors

Grading

- Pre-season Lightning Cup to rank the final 12 teams
- 2 x 20 minute halves
- Umpire training

Team Lists

- 18 by 1st December
- 22 by Sign On (10th February – to be confirmed)
- 25 by Lightning Cup
- 2010 AFL BJ List rules & regulations apply
 - Representative players must be on list
 - Representative players include: Bushies, Raiders, Taipans, Colts, Power, Stingrays, Kookaburras & PNG

Multi-Team Clubs

- An Under 16 multi-team club is full at 50 unless players are Club of Origin
 - **Club of Origin players**
 - 2010 current listed player or
 - Player has played at club in past 4 years (2007, 2008, 2009 & 2010)

Transfers

- All McDonalds Cup transfers must be lodged directly with AFL BJ by the player
- Approved players will be placed at the nearest available McDonalds Cup club by the AFL BJ discretion based 2010 figures & club of origin rule
- McDonalds Cup Club transfers close on 1st March, 2011
- Restriction on AFLBJ club to AFLBJ club only

SPECIAL CONDITIONS:

17 year olds (McDONALD'S CUP COMPETITION ONLY)

- Born in October, November & December only
- Maximum of 3
- Single team clubs only
- Assessment on application
- Representative players not eligible
- Rookie search players exempt

Permits

- Single team clubs only
- Application approval from AFLBJ
- Players from lower division only
- For reason of lack of player numbers only, for when teams do not have 22 players available
- Supplementary list – lower division clubs nominate 3 players
- Maximum of 4 permits per player for the season



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APPENDIX C – 2011 FEES STRUCTURE (all fees GST inclusive)

Player Registration Fee ~ includes Umpire fees for Under 11 – 16

Under 8	\$33.00 (maximum clubs can charge is \$77.00)
Under 9-10	\$77.00
Youth Girls	\$99.00
Under 11	\$99.00
Under 12-16	\$110.00

Player registration fees shall be paid with each player registration. No player registration will be entered and the player shall not be permitted to play until the player registration fee has been paid to the League.

Late Player Registration Fee ~ after June/July School Holidays

Under 8	\$22.00
Under 9-10	\$55.00
Youth Girls	\$66.00
Under 11	\$66.00
Under 12-16	\$77.00

Late player registration fees shall be paid with each player registration. No late player registration will be entered and the player shall not be permitted to play until the player registration fee has been paid to the League.

Team Fees ~ includes Football

Under 8-10	\$40.00 (synthetic Red)
Under 11	\$100.00 (leather Red)
Under 12	\$100.00 (leather Red)
Youth Girls	\$100.00 (leather Red)
Under 13	\$125.00 (leather Red)
Under 14	\$125.00 (leather Red)
Under 16	\$140.00 (leather Red)

Affiliation Fees

2010 Club Fees for Affiliation	\$99.00
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Conference

Levy	\$300.00 All Clubs
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