

Q | StreetSmartsQLD



2024 HANDBOOK

StreetSmarts AFLQ Schools Cup – 2024 Handbook

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Section 1

COMPETITION MANAGEMENT

1.1 Competition Management

The AFL Queensland (AFLQ) 'Schools Cup' competition (**the Competition**) is managed and led by (**Competition Management**):

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The Competition Management duties, in conjunction with that of the development staff, include:

- overseeing the running of the Competition;
- the professional administration of the Competition;
- liaising with school co-ordinators and AFLQ staff (including umpires and other related members of the competition);
- circulating information on the Competition and keeping participants informed;
- marketing the Competition via social media;
- distributing nomination information for the Competition;
- constructing the draws for the Competition;
- ascertaining draw requirements for schools;
- allocating match/venue managers;
- ascertaining ground availability from clubs and schools;

- handling any problems arising in the Competition; and
- evaluating the success of the Competition.

Section 2

COMPETITION FORMAT

2.1 Regional Games

The Competition format will be as determined by the host region (for example, knockout competition and/or round robin competition etc).

Teams to play a minimum minutes of match play in line with one full match in their respective division.

Competition dates and venues can be found in the competition schedules on the AFLQ website - www.aflq.com.au/schools.

2.2 Progression – Finals & Play Offs

The first placed team from regional gala days will progress.

In the event a team cannot participate, the second placed team will be invited to participate. Should the second place team be unable to attend, the match will be forfeited.

Progression matches for the SEQ Finals may include modified pool matches and finals to determine teams that qualify for progression.

Next best placed teams from the SEQ Finals are given a chance to continue to play at the 'Wild Card Gala Days' (retention and engagement initiative). The Wild Card Gala is for teams eliminated from SEQ Finals and teams that did not qualify from the Queensland Schools of Excellence competition or determined by Competition Management.

Quarter finals and semi finals will be a knockout format which will see teams eliminated progressively.

2.3 Preliminary Finals & Grand Finals

Venue: Maroochydore Multi Sports Complex, Fishermans Road.

All Secondary preliminary finals will be held on Friday, 11 October, in the below format.

PLF1: Winner SF2 v Winner SF3

PLF2: Winner SF1 v North Queensland Winner

All Primary teams that qualify for the State Finals will play in preliminary pool games on Friday, 11 October.

Grand Finals and Minor placing playoff games will take place on Saturday, 12 October.

Secondary Grand finals and third place playoffs will be held on Sunday, 13 October.

Grand Final: Winner PL1 v Winner PL2

Playoff 3rd/4th: Loser PL1 v Loser PL2

Section 3

UMPIRING

3.1 Umpiring Policy

Umpire appointments will be provided by the following:

Regional pool games:

- AFLQ: 1-2 field umpires (depending on division)
- Schools: Each team will provide 1 goal umpire

Qualifying Finals:

- AFLQ: 1-2 field umpires (depending on division)
- Schools: Each team will provide 1 goal umpire

Semi Finals:

- AFLQ: 1-2 field umpires (depending on division) and 2 goal umpires senior divisions
- Schools: Each team will provide 1 goal umpire for junior divisions

Preliminary and Grand Finals:

- AFLQ: 1, 2 or 3 field (depending on division) and 2 goal umpires

Section 4

MATCH MANAGER DUTIES

4.1 Match/Venue Manager's duties

AFLQ will provide a Match/Venue Manager for each venue. They will wear an AFLQ staff polo for easy recognition and it will be their responsibility to ensure that:

- umpires' flags, whistles, scoresheets, and match results sheets are taken to the grounds;
- a scoreboard is operational;
- a timekeeper is in place with siren;
- a stretcher is available with Medical/Sports First Aid Officer or host club;
- two footballs are available (yellow for games post 4:00pm);
- they meet with umpires & school coordinators before matches commence;
- matches are run on time;
- during matches, scores are monitored and communicated;
- match results' sheets are compiled after matches; and
- they meet with umpires after match and discuss any Reportable Offences.

Section 5

SCHOOL DUTIES

5.1 Duties

All School Co-ordinators are to be conversant with this publication and aware of their duties, which include:

- requirement to fill out a StreetSmarts AFLQ Schools Cup team sheet, listing the students' full names, year level, dates of birth and guernsey numbers, prior to the commencement of their first scheduled match (click [HERE](#) for the online form);
- ensuring their school observes all covid guidelines, along with the directions of any AFLQ staff;
- ensuring all their school's teams are accompanied by a staff member who is responsible for that team. Schools shall adhere to the requirements for day excursions as set down by their respective education bodies;
- ensuring all players are correctly attired (i.e., AFL guernseys (preferably with the AFLQ Schools Cup shield branding), shorts and socks), and officials (runners, water carrier and goal umpires). AFLQ can assist with loan playing uniforms at the cost of cleaning. Match officials' attire will be available from the match/venue manager on the day;
- if a school intends to forfeit/withdraw, they must notify a Competition Manager, at least seven (7) days before the scheduled commencement of the gala day. Within seven (7) days the school will incur an administration fine of a maximum of \$500;
- that each team manager has verified all it's players are enrolled in the appropriate year level aligned to their respective competitive divisions; and
- ensuring that coaches, officials, and players are participating in the spirit of true sportsmanship, ensuring that the Competition is a credit to the game of Australian Football and those participating in it.

5.2 Medical / First Aid

AFLQ will provide a qualified first aid officer at Competitions. AFLQ supplied first aid will not include strapping or strapping tape.

Participating schools are required to travel with a well-resourced first aid kit ensuring that reasonable provision is made for the treatment of injuries outside of scheduled games (i.e., travelling to and from games etc.).

Injury reports will be emailed to the School Coordinator post event by Competition Management. Participating schools, players and officials abide by the AFL Community policy for concussion management and will abide by the return to play protocols as outlined by the AFL. The AFL has developed a comprehensive concussion management policy ensuring the safety and well-being of players through comprehensive guidelines and resources for managing sport-related concussions in Australian Football.

5.3 Personal Injury / Accident Insurance

Students participate in the Competition at their own risk. They are responsible for their own personal injury/accident insurance.

The AFL has arranged Public Liability Insurance for a sum Insured of \$20,000,000 to cover its legal liabilities. The AFL expects each school involved in Australian Football programs to maintain public liability insurance to sufficiently cover its legal liabilities. At its own discretion, each school or individual may want to consider purchasing personal accident insurance to protect it against claims for non-Medicare medical expenses arising from this Australian Football program, or any other school program.

Section 6

MATCH CONDITIONS AND REGULATIONS

6.1 Primary Female Division

- **Age:** for female students enrolled in grades 4, 5 and 6 ONLY (no mixed teams)
- **Team Size:** teams may consist of up to 15 players (i.e., 12 on-field and 3 interchange).
- **For Gala Day Formats:** Teams may bring 2 Emergency players who are able to be rotated through fixtures. No more than 15 players may participate in any one fixture. Gala Day formats where modified matches are played, students will play a minimum of 40 minutes of match play.
- **Timings:** 4 x 10-minute quarters - ($\frac{1}{4}$ time = 3 minutes, $\frac{1}{2}$ time = 4 minutes, $\frac{3}{4}$ time = 3 minutes)
 - **Exception:** Games may be shortened to accommodate competition scheduling requirements.
- **In the event of a draw:** 5 minutes each way with a straight swap over. Should there be a further draw, this process shall continue until there is a winner to determine the team that progresses. Some gala day formats will be determined by a “first past the post” progression model, this will be communicated at the time the fixture is communicated/published.
- **Field size:** maximum of 100m x 80m. Smaller fields may be used at regional pool qualifiers and finals.

All matches will be played under the Laws of the Game promulgated by the AFL and aligned to the national participation framework.

PLAYERS	12 a side (3 interchange)
MAX GROUND SIZE	100m x 80m
USE OF ZONES	No zones
MATCH LENGTH	4 x 10 min quarters
CONTACT	Tackling is permitted. As per the Laws of Australian Football (no sling tackle permitted)
BALL	Synthetic size 3
UMPIRING	1 field umpire 2 goal umpires
BOUNCES	2 bounces
MARKING	A mark is awarded when a player catches the ball directly from another player’s kick that has travelled at least 10 metres.
OUT OF BOUNDS	Last touch rule, a free is awarded against the player who last touched the ball. If there is doubt the umpire shall call

	a ball up 10m in from the boundary.
KICK OFF THE GROUND	Not permitted unless accidental
STEALING, SMOTHERING, SHEPHERDING, BARGING	Permitted as per Laws of the Game
PENALTIES	10m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way. Players can be ordered off at the umpire's discretion.

6.2 Primary Male Division

- **Age:** for male students enrolled in grades 4, 5 and 6 ONLY
- **Team Size:** teams may consist of up to 18 players (i.e. 15 on-field and 3 interchange).
 - **Exception:** For Gala Day formats teams may bring 2 emergency players who can rotate into fixtures. A maximum of 18 players can participate in any one fixture. Gala Day formats where modified matches are played, students will play a minimum of 48 minutes of match play.
- **Timings:** 4 x 12-minute quarters - ($\frac{1}{4}$ time = 3 minutes, $\frac{1}{2}$ time = 4 minutes, $\frac{3}{4}$ time = 3 minutes)
 - **Exception:** Games may be shortened to accommodate competition scheduling requirements.
- **In the event of a draw:** 5 minutes each way with a straight swap over. Should there be a further draw, this process shall continue until there is a winner. Some gala day formats will be determined by a “first past the post” progression model, this will be communicated at the time the fixture is communicated/published.
- **Field size:** approximately 130m x 90m. Smaller fields may be used at regional pool qualifiers and finals.

All matches will be played under the Laws of the Game promulgated by the AFL.

PLAYERS	15 a side (3 interchange)
MAX GROUND SIZE	130m x 90m
USE OF ZONES	No zones: centre square for starting positions (markers)
MATCH LENGTH	4 x 12 min quarters
CONTACT	Tackling is permitted. As per the Laws of Australian Football (no sling tackle permitted)
BALL	Leather size 3
UMPIRING	1 field umpire 2 goal umpires
BOUNCES	2 bounces
MARKING	A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 10

	metres.
OUT OF BOUNDS	Last touch rule, a free is awarded against the player who last touched the ball. If there is doubt the umpire shall call a ball up 10m in from the boundary.
KICK OFF THE GROUND	Not permitted unless accidental
STEALING, SMOTHERING, SHEPHERDING, BARGING	Permitted as per Laws of the Game
PENALTIES	25m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way. Players can be ordered off at the umpire's discretion.

6.3 **Primary Female Participation:**

- Schools that are co-educational should make every endeavour to enter a female team into the competition. A School that has entered a primary female team in one year, are required to follow the 1:1 rule to enter a male and female team in the primary divisions – AFLQ will support and assist with the development and promotion.
- Where a school is unable to enter a primary female team, they may request permission from Competition Management for a female student to participate in the Primary Male Division.
- A female student cannot play in the Primary Male Division if they have played in a female team that is either currently still in the Competition or has been eliminated.
- To request permission, please email Competition Management with a signed letter from the student's parent/guardian and head of school/principal. Approval must be granted 1 week prior to the date of the first gala day the school will participate in.

6.4 **Junior & Senior Male Divisions**

- **Junior Male Division:** for male students enrolled in grades 7, 8 and 9 ONLY (students are not permitted to play up into the Senior Male Division under any circumstances).
- **Senior Male Division:** for male students enrolled in grades 10, 11 and 12 ONLY (students are not permitted to play down into the Junior Male Division under any circumstances).
- **Team Size:** teams may consist of up to 24 players (i.e., 18 on-field and 6 interchange).

- **Timings:** 4 x 15-minute quarters - ($\frac{1}{4}$ time = 3 minutes, $\frac{1}{2}$ time = 5 minutes, $\frac{3}{4}$ time = 3 minutes)
 - **Exception:** Regional pool games may be shortened to accommodate local scheduling requirements. *Gala Day formats where modified matches are played, students will play a minimum 60 minutes of match play.*
- **In the event of a draw:** 5 minutes each way with a straight swap over. Should there be a further draw, this process shall continue until there is a winner. Some gala day formats will be determined by a “first past the post” progression model, this will be communicated at the time the fixture is communicated/published.
- **Field size:** Full field as per AFL standards.

6.5 Junior & Senior Female Divisions

- **Junior Female Division:** for female students enrolled in grades 7, 8 and 9 ONLY (students are not permitted to play up into the Senior Female Division under any circumstances).
- **Senior Female Division:** for female students enrolled in grades 10, 11 and 12 ONLY (students are not permitted to play down into the Junior Female Division under any circumstances).
- **Team Size:** teams may consist of up to 22 players (i.e., 16 on-field and 6 interchange).
- **Timings:** 4 x 15-minute quarters - ($\frac{1}{4}$ time = 3 minutes, $\frac{1}{2}$ time = 5 minutes, $\frac{3}{4}$ time = 3 minutes).
 - **Exception:** Regional pool games may be shortened to accommodate local scheduling requirements. *Gala Day formats where modified matches are played, students will play a minimum 60 minutes of match play.*
- **In the event of a draw:** 5 minutes each way with a straight swap over. Should there be a further draw, this process shall continue until there is a winner. Some gala day formats will be determined by a “first past the post” progression model, this will be communicated at the time the fixture is communicated/published.
- **Field size:** Full field as per AFL standards.

6.6 Junior & Senior Male Disability Inclusion Division

- **Junior Male Inclusion Division:** for male students enrolled in grades 7, 8 and 9 only.
- **Senior Male Inclusion Division:** for male students enrolled in grades 10, 11 & 12 only.
- **Students identified as having a disability under the Education Adjustment Program (EAP):** Eligible students must have a current verification in one or more of the following EAP disability categories:
 - Autism Spectrum Disorder (ASD)
 - Hearing Impairment (HI)
 - Intellectual Disability (ID)
 - Physical Impairment (PI)
 - Speech-Language Impairment (SLI)
 - Vision Impairment (VI)
 - Social Emotional Disorder
- **Team Size:** teams may consist of up to 16 players (i.e., 12 on-field and 4 interchange).
- **Timings:** 4 x 12-minute quarters - ($\frac{1}{4}$ time = 3 minutes, $\frac{1}{2}$ time = 4 minutes, $\frac{3}{4}$ time = 3 minutes)
 - **Exception:** Regional pool games may be shortened to accommodate local scheduling requirements.
- **In the event of a draw:** 5 minutes each way with a straight swap over. Should there be a further draw, this process shall continue until there is a winner. Some gala day formats will be determined by a “first past the post” progression model, this will be communicated at the time the fixture is communicated/published.
- **Field size:** Full field as per AFL standards.
- School merge criteria are available upon request.

6.7 Ineligible players

Playing an ineligible and/or over-age player will incur the loss of any Competition points (for the purposes of a ladder), prevent the team from progressing to the

next stage of the Competition or being awarded the State Championship title.

An ineligible player is:

- A student enrolled in the incorrect grade for the specified division.
- Playing extra student/s as an extended bench without prior approval from the Competition Manager.
- A student currently serving a school suspension.

6.8 Playing Uniforms

To ensure the best presentation of this Competition, it is expected that all players will wear matching AFL guernseys (preferably with the AFLQ Schools Cup shield branding), shorts and socks. Should schools decide not to wear traditional Australian Football style shorts and wear school sports shorts, it is important that all players wear the same style of shorts.

6.9 Trophies and Awards

A 'State Championship School Cup' will be awarded to the grand final winning school. 'Best on Ground' award will also be awarded in Grand Finals.

6.10 Footballs

AFLQ will supply the following footballs for matches:

- Primary female: size 3 synthetic
- Primary male: size 3 leather
- Junior female: size 4 leather
- Junior male: size 5 leather
- Junior male Inclusion: size 4 leather
- Senior female: size 4 leather
- Senior male: size 5 leather

- Senior male inclusion: size 5 leather

6.11 Officials

Each team is entitled to the following and have WWCC accreditation available for AFLQ staff to validate:

- One (1) coach, attired in appropriate school sport/staff uniform.
- Maximum three (3) assistant coaches, attired in appropriate school sport/staff uniform.
- One (1) manager, attired in appropriate school sport/staff uniform.
- One (1) official runner, attired in a pink labelled shirt and appropriate shorts and enclosed footwear.

All officials are to wear enclosed footwear. Water carriers are not permitted in the AFLQ Schools Cup, unless explicitly permitted by the Competition Management in circumstances of extreme heat.

6.12 Interchange

The interchange area for the Competition will be the marked area in the centre of the field, between the positioned coaches' boxes.

A player cannot enter the field as a replacement until the player they are replacing has left the field through the marked interchange area.

A player who does not leave the playing ground through the approved areas shall not be permitted to take further part in the match unless they are taken from the playing ground on a stretcher.

6.13 Multiple Teams

Schools are encouraged to enter multiple teams into the Competition. Should schools wish to enter more than one team, teams will be differentiated by the following:

- A Team – most competitive team
- B Team – developing team

6.14 Schools of Enrolment & Combined Teams

- All students must be formally enrolled within the school that lodges the team nomination (with the exception of students enrolled in distance education – see below).
- In the event a student changes their school of enrolment after already participating in an AFLQ Schools Cup match, they are no longer eligible to participate in their initial team (they are permitted to participate under their new school of enrolment).
- Should a Senior School (Grades 11 and 12) wish to enter they may draw upon Year 10 students from one of their official feeder schools. This must be approved by Competition Management prior to attending the scheduled gala day.
- With Competition Management approval, a student who is enrolled in distance education can join a local school and it will be considered as a single entry. This entry will remain eligible to progress through the Competition.

6.15 Conduct

Coaches, officials, and players must participate in the spirit of true sportsmanship, ensuring that the Competition is a credit to the game of Australian Football and those participating in it. This requires coaches/staff to emphasise to their players that they are to always compete in a sportsmanlike manner.

Undue rough play, blatant violence, abusive and offensive language, and unsportsmanlike behaviour will not be tolerated in anyway. Players displaying this type of behaviour will be sent from the field.

Schools are encouraged to impose disciplinary action appropriate to any such conduct as they see fit.

Teams deemed to be behaving in a manner contrary to the spirit of the game will be issued with a warning from an AFLQ staff member during the match. Should

this behaviour not be rectified, the team may be suspended from future games within the Competition and potential exclusion from future competition years.

6.16 Forfeits

In the case of a match forfeit, it is the offending school's responsibility to firstly notify Competition Management.

Schools who forfeit within 7 days of their scheduled match will be fined \$500.00 administration costs.

PLEASE NOTE: if a forfeit is necessary due to reasons or conditions beyond a school's control (extreme weather conditions, traffic etc.), this will be taken into consideration before a fine is issued.

AFLQ will notify all relevant parties such as umpires, Match Managers, opposition schools and the venues.

In the event of a forfeit, the team forfeited against shall progress through to the next stage of the competition.

6.17 MINIMUM team numbers for games to commence

- Primary male: 12 on-field
- Primary female: 8 on-field
- Junior & senior female: 12 on-field (full field)
- Junior & senior male: 14 on-field (full field)
- Junior & senior male Inclusion: 9 on-field

Where difficulty occurs fielding full team numbers, coaches must even up player numbers. Should one team have a full team, they may play an extended bench (i.e., in an 18 a-side match, should the opposition only have 14 on-field, the team with a full side may have an extended interchange of 11 players).

6.18 Wet Weather Policy

In the event of wet/inclement weather causing a venue to close, AFLQ will endeavor to source an alternative venue. If this is not possible within a reasonable timeframe, the match will be rescheduled.

6.19 Alcohol

The policy and action plan in relation to alcohol consumption at AFLQ School Cup Competition matches is as follows:

- Areas other than those designated as licensed are enforced as alcohol free.
- It is the Match Manager's duty to regulate any alcohol consumption.
- Where it is acknowledged that the spectators are supporting their school, the teacher in charge is requested to assist the Match Manager in directing offending spectators to refrain or move to the licensed area (if one exists).
- Contact Police if offending spectators choose to ignore directions.

6.20 Smoking

Smoking/vaping is prohibited at all AFLQ competitions.

Where it is acknowledged that the spectators are supporting their School, the teacher in charge is requested to assist the Match Manager in directing offending spectators to refrain.

6.21 10 Goal Rule

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.

- 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.
- If the margin equals or surpassed 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:

- The trailing team will automatically start with the ball at the centre circle;
 - All players must be set up in their field positions until possession has been disposed of;
 - 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.
- The maximum winning margin for all fixtured matches is 10 goals (60 points).
 - Scores and percentage from any fixture matches where the margin is greater than sixty 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.
 - 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, particularly where there is recurrent non-compliance.

6.23 Last Possession Rule

If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. If a player runs the ball over the boundary line, a free kick is to be awarded to the nearest opponent.

If the ball is off hands or a player's body, a ball-up is to occur 10 metres in from the boundary line. 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.

Section 7

COMPETITION PROGRESSION

7.1 Qualification from AFLQ run competitions.

Schools participating in other competitions will progress into the finals (SEQ, quarter finals or semi-finals) of AFLQ Schools Cup as determined by Competition Management. These competitions are, but not limited to, the following and do not participate in regional gala days.

- AFLQ Schools of Excellence (QSoE)
- Associated Independent College Competition (AIC)

Section 8

STATE FINALS

8.1 Competition format

The state finals consist of preliminary final and grand final for secondary. For primary, preliminary playoff matches in pool/modified format with Grand Final plus minor position playoffs.

8.2 Grand final

In the event of wet/inclement weather causing Maroochydore Multi Sports Complex to close, AFLQ will endeavor to source an alternative venue. If this is not possible within a reasonable timeframe, the state championship will be awarded to the team who won their preliminary final by the greatest score margin.

Section 9

ENTRY INTO THE AFL QUEENSLAND SCHOOLS CUP COMPETITION

9.1 **Bound to Regulations and Other Rules**

Each team entering the Competition shall be bound by and shall comply with:

- The regulations and duties outlined in this document, 'AFL Queensland Schools Cup Handbook'.
- The laws of Australian Football, and amendments made to these as outlined in this document.
- Any resolutions, determinations, rules, or regulations made by the AFLQ in relation thereto.
- Application for exemption from either the Rules and Regulations or Competition By-Laws is at the sole discretion of Competition Management.

9.2 **Nominations**

Each school wishing to participate in the 2024 AFLQ Schools Cup shall apply by lodging a team nomination via the online nomination form on the AFLQ website.

- Schools when nominating are required to select their aligned Queensland Representative School Sport (QRSS) zone as set out by the relevant education body.
- Schools require approval from Competition Management to play outside of their QRSS zone.

Nominations will remain open until venues reach capacity or the fixture is completed.

Section 10

NORTH QUEENSLAND SCHOOLS

10.1 North Queensland Schools Championships

Schools who successfully qualify for the StreetSmarts AFLQ Schools Cup North Queensland Championships will be offered financial assistance to reduce the costs to schools for travel. This will be discussed with each school and will be dependent on where they are traveling from and how many teams they have qualified.

Once the subsidy has been determined and the school has provided respective transport invoices/receipt, as proof of payment Competition Management will issue the school with an AFL Schools Grant – Queensland, post event.

10.2 Player/staff levies – North Queensland teams only

The North Queensland teams to progress to the state preliminary finals at Maroochydore on Friday, 11 October will be required to contribute a levy per person to subsidise expenses associated with the team's travel.

The school will be required to subsidise \$175.00 + GST for each member of the travelling party (based on the team sizes specified). AFLQ will cover the remainder of the cost for flights, accommodation, all meals and bus transfers. AFLQ will make all bookings/arrangements associated with the team's travel.

If teams would like to travel with more than two officials, this will be at the school's expense. AFLQ will not be responsible for the organisation or subsidisation of travel and associated expenses.

Schools will be invoiced prior to travelling to Maroochydore.

Section 11

REPORTABLE OFFENCES

11.1 Notice of charge

If an umpire identifies a player has committed a 'Reportable offence' (as that term is defined under the Laws of Australian Football), the following process must be followed:

- the Match Manager will complete a notice of charge form and inform team managers or coaches of its lodgement;
- the Match Manager will review the information and work with the school of the offended player to work through the charge;
- the Match Manager will recommend the school impose a set penalty, in line with the Set Penalty Guide for Reportable Offences (excluding references to the Tribunal) – see Appendix 1;
- if the offending player is enrolled in community football, AFLQ may notify their registered club; and
- AFLQ reserves the right to refer any incidents to AFLQ's Partnerships & Compliance Lead and/or Participation and Programs Manager – Schools, Inclusion and Diversity, to deal with the matter as they deem appropriate.

Please note, players registered with an affiliated AFLQ Club should be aware that they must not engage in conduct which is unbecoming or likely to prejudice the interests or reputation of Australian Football, the AFL, AFL Queensland, any other league licensed by AFLQ to administer Australian Football competitions, their respective competition or their club, and bring those into disrepute (see rule 6.13 of the AFL Queensland Community Rules and Procedures).

Appendix 1

CLASSIFICATION TABLE

Conduct	Impact	Contact	Base Sanction	
Intentional	Severe	High/Groin/Chest	5+ Matches (Tribunal)	
		Body	4+ Matches (Tribunal)	
	High	High/Groin/Chest	4 Matches	
		Body	3 Matches	
	Medium	High/Groin/Chest	3 Matches	
		Body	2 Matches	
	Low	High/Groin/Chest	2 Matches	
		Body	1 Match	
	Careless	Severe	High/Groin/Chest	4+ Matches (Tribunal)
			Body	3+ Matches (Tribunal)
High		High/Groin/Chest	3 Matches	
		Body	2 Matches	
Medium		High/Groin/Chest	2 Matches	
		Body	1 Match	
Low		High/Groin/Chest	1 Match	
		Body	1 Match	

Appendix 2

UNDERSTANDING CLASSIFICATION TABLE

CONDUCT (INTENTIONAL, CARELESS)

Intentional conduct

A Player intentionally commits a Classifiable Offence if the Player engages in the conduct constituting the Reportable Offence with the intention of committing that offence.

Careless conduct

A Player's conduct will be regarded as 'Careless' where it constitutes a breach of the duty of care owed by the Player to all other Players. Each Player owes a duty of care to all other Players, Umpires and other persons (as applicable) not to engage in conduct which will constitute a Reportable Offence being committed against that other Player, Umpire or other person (as applicable).

IMPACT (LOW, MEDIUM, HIGH OR SEVERE)

In determining the level of impact, regard will be had to several factors.

Firstly, consideration will be given to the extent of force and, in particular, any injury sustained by the Player who was offended against (note, the absence of injury does not preclude the classification of impact as low, medium, high or severe). Secondly, strong consideration will be given to the potential to cause injury, particularly in the following cases:

- intentional head-high strikes, such as those with a swinging clenched fist, raised forearm or elbow;
- high bumps, particularly with significant head contact and/or Player momentum;
- any head-high contact with a Player who has his head over the ball, particularly when contact is made from an opponent approaching from a front-on position;
- **forceful round-arm swings that make head-high contact to a Player in a marking contest, ruck contest or when tackling;**
- any contact that occurs when the other Player should not reasonably be expecting or is not reasonably prepared for contact (i.e. contact off the ball);
- any dangerous tackle.

Impact Guidelines

- **Severe** – Major impact and serious injury to the Player and/or likely to miss significant number of games.
- **High** – major impact on the Player and was not able to participate in the remainder of the game and/or major ongoing issues that require medical intervention and/or may miss some games.
- **Medium** – Clearly some impact on the Player and the Player left the field for a lengthy period of time and/or some possible lower level ongoing treatment(s) required.
- **Low** – Minimal or no impact on the game and the Player continued to play the majority of the game and suffered no or minimal ongoing issues.

CONTACT (HIGH/GROIN, BODY)

- High contact is not limited to contact to the head and includes contact above the shoulders.
- A classification of high contact may apply to a careless or intentional dangerous tackle which has the potential for injury to be caused through dangerous high contact with the ground and where high contact does not actually occur.
- Contact to the groin includes contact to the crease or hollow at the junction of the inner part of each thigh with the trunk together with the adjacent region and including the testicles and vulva.
- Contact to the chest means contact to the breast(s) of the other person (females only).
- Where contact is both high and to the body, it will usually be classified as high contact.
- Where contact is both to the chest and to the body, it will be classified as contact to the chest (females only).
- Contact will be classified as high, to the groin or, in the case of females only, to the chest, where a player's head, groin or chest makes contact with another player or object such as the fence or the ground as a result of the actions of the offending player. By way of example, should a player tackle another player around the waist and as a result of the tackle, the tackled player's head makes forceful contact with the fence or the ground the contact in these circumstances would be classified as high, even though the tackle was to the

body.

- The Match Manager has the discretion to grade contact as body contact rather than high contact where the body impact would result in a more significant sanction.

Appendix 3

CARDING

YELLOW CARD

Meaning

Player is sent off for a near reportable offence. Can be used as a match management tool to lessen the chance of a player committing a reportable offence.

Duration

Player is to leave the playing surface for 15 minutes of playing time. **Player can be replaced** immediately.

Some instances where a yellow card may be used:

- Player is showing signs of aggression that could lead to a report;
- Late tackles;
- Provoking other players (pushing, threatening);
- Failing to adhere to an umpire's request/warning; or
- Umpire abuse.

RED CARD

Meaning

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

Duration

Player is to leave the ground for the rest of the match. Player is not allowed inside the playing area or the coaches box. **Player cannot be replaced** for 15 minutes of playing time.

Some instances where a red card is warranted:

- Any reportable offence such as Striking, Kicking, Excessive force in a tackle, Charging, Abusive language to an umpire using swearing or Misconduct

COACHING BOX CARD SYSTEM

Meaning

A system will apply where a field umpire can manage unacceptable coaching box behaviours in real time via the Coaching Box Card System (document on AFL website).

Duration

The three-strike system may result in a coach being reported, given a red card and ejected from a game.

The three phases are:

- 1st Phase - a warning (White card shown)
- 2nd Phase – another warning, free kick and 50m penalty (White card shown)
- 3rd Phase - Head Coach reported and removed from game, free kick and 50m penalty (Red card shown)

A reported coach may receive a coaching citation.

Code of Conduct

If any person involved in the AFLQ Schools Cup Competition is found to be in breach of the *National Community Football Policy Handbook*, the breach may be investigated by AFLQ.