



AFL QUEENSLAND

FOOTY4FUN

RULES AND REGULATIONS

Table of Contents

1. General	4
1.1 Spirit of Footy4Fun	4
1.2 Definitions	5
2. Footy4Fun Specific Rules & Requirements	7
2.1 Team Nominations	7
2.2 Playing Up	7
2.3 Numbers of Players in A Match	7
2.4 Player Number Equalisation	7
2.5 Game Day Even Up	8
2.6 Game Day Player Even Up	8
3. Match & Ground Conditions	9
3.1 Playing Surface and Posts	9
3.2 Match Duration	9
3.3 Footballs	9
3.4 Coaches Box	9
3.5 Banned Items	9
4. Match Day	11
4.1 Practice Matches	11
4.2 Match Day Checklist	11
4.3 PlayHQ	11
4.4 First Aid	11
4.5 Stretchers	12
4.6 Concussion	13
4.7 Infectious Disease	13
4.8 Mouthguards	13
4.9 Protective Headgear	13
4.10 Matches Unable to Be Completed	13
4.11 Postponement and Cancellation of Matches	13
4.12 Rescheduling of Fixtured Matches	13
4.13 Forfeits	14
4.14 Team Sheets	14
4.15 Interchange	15
4.16 Umpiring & Scoring	15
4.17 10 Goal Rule	16
4.18 Order Off Law	16
4.19 Team Officials	16
4.20 Home Club Match Day Requirements	19

5. Awards	20
5.1 Individual Awards.....	20
APPENDIX A – FOOTY4FUN PLAYING RULES & REGULATIONS DEFINITIONS.....	21
APPENDIX B – FOOTY4FUN RULE & REGULATIONS MATRIX.....	23
APPENDIX C – SCHEDULE OF RECOMMENDED MAXIMUM FINES.....	26

1. General

1.1 Spirit of Footy4Fun

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

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

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

1.2 Definitions

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

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

Match	The contest of Australian Football played between two teams.
Player	A person who is registered with a club and who trains with or is selected to play with a team
Practice Match	The contest sanctioned by AFL Queensland of Australian Football played between two teams which does not form part of the Season Competition Fixtures or Finals
Registered Age Group	The lowest age group in which a player is permitted to play based on their date of birth
Round	The matches scheduled to be played as part of the season fixtures that are to be played within a designated time period (generally one weekend)
Season	The period in each year determined by AFLQ in which the Matches set out in 2022 are played
Season Fixtures	The annual schedule of competition fixture matches played between teams in designated competitions issued by the Competition Manager
SEQ Juniors	South East Queensland (SEQ) Juniors refers to the combined regions of Brisbane, Sunshine Coast, Gold Coast and Northern Rivers for junior and youth football
Team	A group of players that competes against another group of players in sanctioned matches of Australian Football
Team Sheet	The list of players and permitted officials participating in any match

2. Footy4Fun Specific Rules & Requirements

2.1 Team Nominations

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

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

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

2.1.3 The Competition Manager has the final discretion to accept or reject team nominations.

2.2 Playing Up

Players wishing to play up two (2) or more age groups offered at their Club will be required to complete a 'Playing Up Consent' form which must be sent to the Competition Manager prior to the player playing their first match for the age group.

2.3 Number of Players in a Match

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

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

2.4 Player Number Equalisation

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

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

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

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

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

2.5 Game Day Even Up

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

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

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

2.6 Game Day Player Even Up

- If a team cannot field the maximum number of players allowed on the playing surface for that competition, the team with the greater number of players is encouraged to offer additional players to the lesser numbered team until team numbers are even or differ by one only.
- If a team is expecting to have an excess or shortage of numbers for a particular match, they should contact the opposition in the week prior.

3. Match & Ground Conditions

3.1 Playing Surface & Posts

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

Age Group	Length	Width	Centre Square/Zones	Centre Circle	Distance Between Posts
Under 8 Mixed	80m	60m	3 equal zones	N/A	Approx. 5m
Under 9 Girls	80m	60m	3 equal zones	N/A	Approx. 5m
Under 9/10 Mixed	100m	80m	3 equal zones	N/A	Approx. 5m
Under 11 Mixed	130m	90m	As per Laws of Australian Football		Approx. 5m
Under 11 Girls	100m	80m	As per Laws of Australian Football		Approx. 5m

3.2 Match Duration

The match durations approved for each age group are detailed in the Playing Rules & Regulations Footy4Fun Matrix and also listed below along with breaks:

Under 8 Mixed:	4 x 10 min quarters	3 / 6 / 3 min break
Under 9 Girls:	4 x 10 min quarters	3 / 6 / 3 min break
Under 9 Mixed:	4 x 10 min quarters	3 / 6 / 3 min break
Under 10 Mixed:	4 x 10 min quarters	3 / 6 / 3 min break
Under 11 Girls:	4 x 10 min quarters	3 / 6 / 3 min break
Under 11 Mixed:	4 x 15 min quarters	5 / 10 / 5 min break

3.2.1 Any club that allows a match to start late may incur a fine.

3.2.2 Failure of a team to recommence their positions after the quarter time, half time or three-quarter timebreak or refusing to continue a match will incur a fine.

3.3 Footballs

3.3.1 Football sizes and types of footballs approved for each age group are detailed in APPENDIX B – FOOTY4FUN RULE AND REGULATIONS MATRIX

3.3.2 Football logos and suppliers are at the discretion of AFLQ or its Affiliate League.

3.4 Coaches Box

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

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

3.5 Banned Items

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

- Gloves
- Metal Tags
- Long Fingernails
- Caps
- Sunglasses
- Padding of any sort (includes but not limited to shin and shoulder pads)
- Jewellery (includes but not limited to earrings, body piercing jewellery, chains, watches and rings)

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

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

4. Match Day

4.1 Practice Matches

4.1.2 Notification of a practice match or event outside of the scope of standard training or fixtures must be submitted to the Competition Manager on a 'Request for Sanction of Event' form.

4.1.3 Player's names must be listed on a team sheet and submitted to the umpire before the commencement of any Competition sanctioned practice match.

4.2 Match Day Checklist

4.2.1 A Match Day Checklist must be completed before the first match of the day.

4.2.2 In the event that the weather conditions change, then another ground check should occur prior to that match commencing and be documented.

4.3 PlayHQ

4.3.1 The home club shall be responsible for ensuring Under 11 Mixed and Under 11 Girls competition scores are entered into the PlayHQ system no later than 24 hours after the completion of each match.

4.3.2 The scores of a match shall be recorded as per the Score Cards recorded by the Goal Umpires.

4.3.3 Scoring in U8, U9, U9 Girls, and U10 competitions is prohibited. Any club placing scores for U8, U9, U9 Girls or U10 competition matches in any print or electronic media will incur penalties at the discretion of the Competition Manager.

4.4 First Aid

4.4.1 Responsibility for First Aid

4.4.1.1 The home team is responsible for providing a qualified First Aid Officer, properly stocked first aid kit and a stretcher on each oval.

4.4.1.2 The visiting team official (i.e. Coach/Team Manager) is responsible for checking with the home team that a First Aid Officer is on duty and duly qualified, and that a stretcher is in place prior to any match commencing.

4.4.1.3 If a qualified First Aid Officer is not present, the visiting team official must report to the Ground Marshall. The following applies: -

- (a) A period of fifteen (15) minutes will take place for the home team to provide a qualified First Aid Officer;
- (b) If at this time the situation remains the same the visiting team can provide a qualified First Aid Officer and the match can commence; or
- (c) If no qualified First Aid Officer is available, the match will not commence under any circumstance. The Ground Marshall will declare the match a forfeit and advise the Home Club President and AFL Competition Manager.

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

4.4.2 Responsibility and Jurisdiction of the First Aid Officer

4.4.2.1 The officially appointed First Aid Officer on the day is in charge of all players on the

playing field and shall have the final say as to the suitability of a player to resume playing the current match. The officially appointed First Aid Officer is the only official allowed onto the ground to treat an injured player, umpire or Team Official.

4.4.2.2 If the First Aid Officer requires assistance, they will signal to Ground Marshall and/or team officials who will then attend the site of the injured player with the appropriate equipment required as signaled (e.g. splint, stretcher, cervical collar, oxygen, additional supplies etc.).

4.4.2.3 The officially appointed First Aid Officer is the only match official that is permitted to request a stretcher.

The First Aid Officer shall:

- Sit in the official first aid area for the match
- Be permitted to attend to an injured player in the coaches box, however when not required must remain in the official first aid area;
- Remember that they can only provide a level of care consistent with the limits of their qualifications. All personnel must ensure that their duty of care to the patient, club, and AFLQ or its Affiliate League is followed at all times and that, as perceived professionals to the public, there is a liability to provide the highest level of care available at any time;
- If required, confidentially discuss any treatment or decision with higher qualified personnel, if available, to ascertain the best outcome for the health and safety of the injured person(s) prior to announcing their decision;

4.4.3 Qualifications of First Aid Officers

The following qualifications apply: -

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

4.4.4 Footy4Fun Competition Matches – One Match Per Oval

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

4.4.5 Footy4Fun Competition Matches – Two Matches Per Oval

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

4.5 Stretchers

- A stretcher must be available for all matches at the venue for the day. The stretcher, wherever possible, should be located adjacent to the interchange area or, if two matches per oval are being played, it should be located with the qualified First Aid Officer.
- Failure of home team/club to provide a stretcher will incur a fine.
- A player stretchered from the playing surface:
 - is not permitted to return to the playing surface for a minimum of twenty (20)

minutes actual time from the time they left the playing surface on the stretcher; and

- is only permitted to re-enter the field when cleared by the First Aid Officer

4.6 Concussion

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

4.7 Infectious Disease

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

4.8 Mouthguards

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

4.9 Protective Headgear

There is no strong evidence to suggest protective head gear is necessary in junior football. Any head gear that is worn must be of a completely soft structure with no metal or hard structure included in the makeup of the item.

4.10 Matches Unable to be Completed

4.10.1 If a match is unable to commence or continue within the time scheduled for the match for reasons beyond the control of either team, such as in the instance of serious injury, undue delay or hazardous weather (including circumstance where it is unsafe for the match to proceed) the following shall apply:

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

4.10.2 If the match cannot be re-started after thirty (30) minutes real time, the match is to be abandoned

4.11 Postponement and Cancellations of Matches

4.11.1 A fixture match may be postponed or cancelled if the ground where the fixtured match is scheduled to be played is in an unfit state and would suffer further damage and/or there is risk to participants if play was to commence.

4.11.2 In the event of inclement weather, the following Footy4Fun competition matches may be cancelled at the discretion of the home club: - U8, U9, U9 Girls, U10 & U11 Girls. The Competition Manager and the opposing club must be notified of any cancellations immediately once a decision has been made. These matches may be re-scheduled at the discretion of the two competing teams in consultation with the Competition Manager.

4.11.3 The home club/umpire may not postpone or cancel Under 11 Mixed competition matches without consultation with the Competition Manager. Failure to do so will result in a forfeit.

4.12 Rescheduling of Fixture Matches

4.12.1 In the event a club wishes to reschedule a fixtured match the club must send an email directly to the Secretary of the opposition Club requesting the change. If both clubs agree to the requested change an email must be sent to the Competition Manager for approval and to facilitate the change. All changes must be confirmed within 7 days of the original fixture.

4.12.2 The request will then be forwarded by the Competition Manager to the opposing club for their approval or rejection. The opposing club must respond within seventy-two (72) hours.

4.12.3 Failure to accept a rescheduling of a fixture match by an opposing club will result in no change to the original scheduled date and time.

4.12.4 Clubs may not under any circumstance change a scheduled match without the express permission of the Competition Manager.

4.13 Forfeits

4.13.1 Should a team not be able to commence a match with the minimum number of players for a team, they must forfeit the match. Both teams playing in a match are required to make every effort to ensure that the players have the opportunity to play a match. The teams are obligated to apply the provisions of the regulation for Match Day Permits in endeavouring to ensure that a match can commence.

4.13.2 Any team not ready to commence or recommence their match within fifteen (15) minutes after the time set down for such commencement/recommencement, shall forfeit the match.

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

4.13.4 In the event of a forfeit, the team that did not forfeit shall submit a team sheet. The players of the team that forfeited the match are not eligible to submit a team sheet.

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

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

4.14 Team Sheets

4.14.1 A team sheet must be completed for all teams in all age groups before the commencement of each match using the PlayHQ system. Failure to do so may incur a fine.

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

4.14.3 Under 11 Mixed must print three (3) team sheets (one each for own team, opposition, umpire). A team sheet signed by all the players playing in the match must be submitted to the field umpire(s) before the commencement of a match, team sheets must have the following listed:

- Player Names & Player Numbers
- PlayHQ registration Number
- Coach
- Assistant Coach
- Runner (Under 11 Girls & Mixed Only)
- Water Carriers
- Ground Marshall (name & signature)

- First Aid Officer (name & signature)

4.14.4 Players arriving late will not be permitted to participate in the match until they have been checked by the field umpire and signed the team sheet. This can only be done at the quarter or half-time breaks.

4.14.5 Where a team sheet, submitted to the umpires, lists a player's name with a signature beside the player's name, the player will be recorded as having played the match.

4.14.6 Any player listed on the team sheet must be at the ground, dressed in football playing attire and ready to take the field if called upon.

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

4.15 Interchange – Under 11 Mixed & Girls Competitions

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

4.15.2 If a player that leaves the playing surface, unless on a stretcher, at any place other than through the interchange area and is replaced, the player cannot return to the playing surface.

4.16 Umpires & Scoring

4.16.1 Competition umpires shall be appointed by a person delegated by AFLQ or its Affiliate League as per the Competition Umpire Allocations schedule. (Under 11 Mixed Only)

4.16.2 If for reasons beyond their control a competition umpire is unable to fulfill their appointment and the controlling body is unable to replace the umpire, the match will be able to proceed with a Club Umpire from the home team.

4.16.3 Where competition umpires are not available, clubs will be required to supply Club Umpires as advised by the Competition Manager. If a club fails to provide a Club Umpire as directed by the Competition Manager penalties may apply. Club umpire responsibilities are as follows: -

Club Field Umpire: -

- Must be of a suitable age for the particular age group
- Must wear a Umpire uniform (approved by Competition Manager and displaying an approved AFLQ logo)
- Must complete Club Umpire training, as directed by the Competition Manager, prior to taking the field for the first time in the season
- Is not permitted to order players from the field however, may report a player/official through the 'Referral of Incident' process.

Club Goal Umpire

- Scores recorded on Score Cards by the goal umpires shall constitute the official result of a match. If a discrepancy occurs, the matter is to be referred to the Competition Manager (Under 11 Girls & Mixed only).

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

4.17.1 The purpose of this rule is to 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.

4.17.2 If a team leads by 10 goals or more at any time, it is the obligation of both coaches to equalise the on-field competitive balance of the match, using measures including but not limited to team position experimentation and player rotation.

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

4.17.4 Scores from any fixtured matches where the margin is greater than sixty (60) points at the end of the match will be adjusted as if the margin was sixty (60) points using the losing team's score as the base score.

4.17.5 Non-compliance with the spirit and application of the 10 Goal Rule is an act of misconduct under the Laws of Australian Football and non-compliance may lead to a formal warning or referral to tribunal, particularly where there is recurrent non-compliance.

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

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

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

Once a player receives their third (3) yellow card in one season, the Competition Manager will contact the club that the player is registered to.

YELLOW CARD

Player is sent off for a 15-minute cool down period.

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

The team manager of the team the player is registered to is responsible for timing the 15-minute cool down period

4.19 Team Officials

4.19.1 Registration of Team Officials

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

Team Nominations through PlayHQ – Where a Club is requested to nominate teams through PlayHQ, Team Officials must be detailed in the Online Team Nomination form.

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

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

4.19.2 Team Officials During a Match

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

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

All team officials are required to wear closed in footwear.

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

Coach (1 Required), Assistant Coach (1 Permitted)

- Coaches must be able to provide proof of accreditation if asked by the Umpires to the Ground Marshall or AFL staff
- Coaches and Assistant Coaches must be registered and accredited in accordance with the AFL National Coaching Accreditation Policy
- Coaches and Assistant Coaches must have official accreditation as follows: -
 - Footy4Fun Age Group: AFL Foundation Coach – Junior
- Coaches must only select themselves on team sheets in PlayHQ. Selecting another Coach from within your Club from the drop-down option may result in a fine.
- Coaches and Assistant Coaches must abide by the AFL Coaches Code of Conduct
- Coaches and Assistant Coaches must abide by the decision of the officially appointed First Aid Officer, if the advice from the First Aid Officer is that a player needing first aid must not continue playing
- Coaches and Assistant Coaches must remain in the designated Coach's Box (Under 11 Girls & Mixed only), and are only permitted on the playing surface during authorised breaks
- Coaches may provide feedback about Umpires through the Umpires 'Coach Feedback on Umpire' online form
- One Coach or Assistant Coach are permitted to remain on the playing surface in Under 8, 9, 9 Girls, 10 only. One Coach/Assistant Coach only at any one time per team.
 - On field coach must wear Footy4Fun Coaches bib (Pink)

Team Manager (1 Required)

- Team Managers must have their name entered in PlayHQ
- Must remain within the designated coach's box or outside of the playing arena unless they are required to manage a player who has been ordered off
- Team Managers must abide by the AFLQ Administrator & Volunteer Code of Conduct

Team Runner (Under 11 Girls & Mixed only - 1 Permitted)

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

Water Carriers (Under 11 Girls & Mixed only, 4 Permitted)

- Water Carriers must wear a White Bib (approved by Competition Manager and displaying an approved AFLQ logo) as well as either a club polo shirt or club hat

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

Goal Umpire (1 Required)

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

Additional Goal Umpire Information for Under 11 Girls & Mixed Competitions:

- Goal Umpire must be supplied with a score card and flags (Under 11 Girls & Mixed)
- Goal Umpires are required to score on official score cards and must confer with each other at every break and wave the flags to the Scoreboard Attendant to confirm their concurrence with the scoreboard score (Under 11 Girls & Mixed)
- If a discrepancy occurs, the matter is to be referred to the Competition Manager. This procedure applies to all matches (Under 11 Girls & Mixed)
- Goal Umpire must have their name entered on the team sheet (printed copies and in PlayHQ) and score card (Under 11 Girls & Mixed)

Timekeeper (1 Required – Home Team; 1 Permitted – Away Team)

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

4.20 Home Club Match Day Requirements

4.20.1 The home club shall be responsible for crowd control through their Ground Marshall at all official matches. However, the visiting club Team Manager is also responsible to oversee and control their own spectators.

4.20.2 The following club officials are required to be in place for all fixtures unless otherwise specified. All officials must abide by the AFLQ Administrator & Volunteer Code of Conduct.

Ground Marshall (minimum 1 required)

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

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

First Aid Officer (minimum 1 required)

- Home/hosting clubs must provide a First Aid Officer, failure to provide may result in a fine.
- First Aid Officer must wear a Red Bib (approved by Competition Manager)
- First Aid Officer must be in the match day area whilst a match is in progress
- Matches are not to commence without a First Aid Officer in place
- The First Aid Officer will provide own medical kit, unless supplied by home club
- Under no circumstances is an injured player to be moved by any person until they have been assessed by the First Aid Officer
- The home club must provide a stretcher accessible to the First Aid Officer
- First Aid Officer must be of a suitable age
- If more than one oval is in use, a First Aid Officer **MUST** be provided for each oval
- Qualifications for First Aid Officers are:
 - Nurse

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

Scoreboard Attendant

(1 required, Under 11 Mixed & Girls only)

- Home/host club must appoint a Scoreboard Attendant to keep the score up-to-date on the scoreboard
- Scoreboard Attendant must be of a suitable age
- Scoreboard Attendant must abide by the AFL Queensland Administrators and Volunteer Code of Conduct

Club Requirements

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

- The ground and playing surface are marked as per the competition requirements and the Laws of Australian Football;
- The playing surface is free of debris and hazards;
- All permanent goal posts and obstacles in and around the playing surface have protective pads in place;
- Where applicable, the necessary match day paperwork is provided to the field umpires;
- Provide the correct match footballs to the field umpires;
- Provide, monitor and maintain an alcohol and smoke free environment.

4.20.3

Any complaint under this document should be referred to the competition manager for further assessment. For example; Where a club has failed to exercise control over their members. This can be escalated to the competition manager for assessment via the Club President.

5. Awards

5.1 Individual Awards

Players in Footy4Fun age groups are ineligible to receive **individual** player awards, this includes club awards.

APPENDIX A: FOOTY4FUN PLAYING RULES & REGULATIONS DEFINITIONS

Zones:

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

Under 10 Mixed – Zones

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

Under 11 Mixed – Zones

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

Starting and Restarting Play:

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

Modified Tackling

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

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

Players cannot:

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

APPENDIX B – FOOTY4FUN RULE AND REGULATIONS MATRIX

Girls		
	Under 9	Under 11
PHASE	Development (9.5)	Development (11.5)
REGULATIONS		
Ground size	80m x 60m	100m x 80m
Zones	✓	✓
No of players on ground	9-A-Side	12-A-Side
Ball type	Synthetic	Synthetic
Ball size	1	2
Match Length & Quarters	4 x 10 min	4 x 10 min
Breaks	3 / 6 / 3 min	3 / 6 / 3 min
Scoring	No scores, ladders or finals permitted	Scoring permitted. No ladders or finals permitted
Results	No recording of best players or goal kickers	No recording of best players or goal kickers
LAWS		
Tackling	Modified Tackle	✓
Bumping	✗	✓
Stealing the ball	✗	✓
Barging	✗	✓
Smothering	✗	✓
Fending off	✗	✓
Shepherding	✗	✓
Bouncing the ball	1 max	1 max
Kicking off the ground	Not permitted unless accidental	Not permitted unless accidental
Out of bounds	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	When a ball goes out of bounds, the field umpire shall ball up 10 metres in from the boundary line to restart play
Marking	Any distance, shows control	10m, direct catch
Distance and Other Penalties	10m penalty at umpires discretion	10m penalty at umpires discretion
Deliberate out of bounds	✗	✗
Deliberately rushed behind	✗	✗
UMPIRES AND COACHES		
No of field umpires	Club (1)	Club (1)
Goal umpires	Clubs to supply (1) each	Clubs to supply (1) each
Boundary umpires	✗	✗
Coaches	On Field	Sideline

Mixed		
	Under 8	Under 9
PHASE	Introductory (8.5)	Development (9.5)
REGULATIONS		
Ground size	80m x 60m	100m x 80m
Zones	✓	✓
No of players on ground	9-A-Side	12-A-Side
Ball type	Synthetic	Synthetic
Ball size	1	2
Match Length & Quarters	4 x 10 min	4 x 10 min
Breaks	3 / 6 / 3 min	3 / 6 / 3 min
Scoring	No scores, ladders or finals permitted	No scores, ladders or finals permitted
Results	No recording of best players or goal kickers	No recording of best players or goal kickers
LAWS		
Tackling	✘	Modified Tackle
Bumping	✘	✘
Stealing the ball	✘	✘
Barging	✘	✘
Smothering	✘	✘
Fending off	✘	✘
Shepherding	✘	✘
Bouncing the ball	1 max	1 max
Kicking off the ground	Not permitted unless accidental	Not permitted unless accidental
Out of bounds	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from boundary	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from boundary
Marking	Any distance, reasonable attempt	Any distance, shows control
Distance and Other Penalties	No distance penalty applies	10m penalty at umpires discretion
Deliberate out of bounds	✘	✘
Deliberately rushed behind	✘	✘
UMPIRES AND COACHES		
No of field umpires	Club (1)	Club (1)
Goal umpires	Clubs to supply (1) each	Clubs to supply (1) each
Boundary umpires	✘	✘
Coaches	On field	On field

Mixed		
	Under 10	Under 11
PHASE	Development (10.5)	Competition (11.5)
REGULATIONS		
Ground size	100m x 80m	130m x 90m
Zones	Refer to AFLQ F4FR&R APPENDIX A Zones	Refer to AFLQ F4FR&R APPENDIX A Zones
No of players on ground	12-A-Side	15-A-Side
Ball type	Synthetic	Leather
Ball size	2	3
Match Length & Quarters	4 x 10 min	4 x 15 min
Breaks	3 / 6 / 3 min	5 / 10 / 5 min
Scoring	No scores, ladders or finals permitted	Scoring permitted. No ladders or finals permitted
Results	No recording of best players or goal kickers	No recording of best players or goal kickers
LAWS		
Tackling	Modified Tackle	✓
Bumping	✗	✓
Stealing the ball	✗	✓
Barging	✗	✓
Smothering	✗	✓
Fending off	✗	✓
Shepherding	✗	✓
Bouncing the ball	1 max	2 max
Kicking off the ground	Not permitted unless accidental	Not permitted unless accidental
Out of bounds	From a kick, a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from boundary	When a ball goes out of bounds, the field umpire shall ball up 10 metres in from the boundary line to restart play
Marking	Any distance, shows control	10m, direct catch
Distance and Other Penalties	10m penalty at umpires discretion	25m penalty at umpires discretion Players can be ordered off at the umpire's discretion
Deliberate out of bounds	✗	✗
Deliberately rushed behind	✗	✗
UMPIRES AND COACHES		
No of field umpires	Club (1)	Association (1)
Goal umpires	Clubs to supply (1) each	Clubs to supply (1) each
Boundary umpires	✗	✗
Coaches	On field	Sideline

APPENDIX C – SCHEDULE OF RECOMMENDED MAXIMUM FINES

Rule/Regulation Breach	Fine
Failure to display appropriate logos	\$50 per match
Incorrect playing attire	\$20 each
More than one player wearing the same number	\$100
Poaching of Players	\$500
Playing an ineligible, suspended, unregistered and/or overage player	\$500 per player
Any three of above in one season	\$1,000
Failure to use the correct match football	\$100
Failure to submit a team sheet in PlayHQ ahead of game	\$50 per offence
Failure to provide a team sheet on game day to the Umpire and opposition team (Under 11 Girls & Under 11 Mixed Only)	\$50 per offence
Failure to select the correct Coach on a team sheet in PlayHQ due to lack of accreditation or selecting another Coach from within your Club	\$50 per offence
Clubs allowing match to start late	\$100
Failure of team to re-commence their playing positions after receiving warning	\$100
Team refuses to continue match	\$200
Placing or publishing Footy4Fun scores in any platform	\$200
Coach or Assistant Coach not accredited	\$200
Failure by Runner to leave the field of play when directed	\$500
Failure by Water Carrier to leave the field of play when directed	\$500
Failure to supply Ground Marshall	\$500
Failure to supply Assistant Ground Marshall	\$500
Failure to supply Qualified First Aid Officer	\$500
Failure to exercise adequate control as per 4.20.4 – 1 st offence	\$500
Failure to exercise adequate control as per 4.20.4 – 2 nd offence	\$750
Failure to exercise adequate control as per 4.20.4 – 3 rd offence	\$1,000
Changing scheduled matches without permission	\$100
Forfeit match without notice	\$100
Team forfeiting 3 matches	\$150
Failure to provide a stretcher	\$100
Unapproved Press statements	\$500
Displacement of player for any reason	\$500

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



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