



# **AFL GOLD COAST JUNIORS Inc. BY-LAWS FOR SEASON 2015**

## **INTRODUCTION**

These By-laws are issued for the internal management of the  
AFL GOLD COAST JUNIORS INC. (AFLGCJ)  
in accordance with Article 18 of the Constitution.

These By-laws may be altered or amended by resolution at any meeting  
of the Board of Directors in accordance with Article 18 of the Constitution.

**THIS VERSION PROMULGATED BY THE BOARD OF AFLGCJ INC ON  
16 JANUARY 2015**

These By-laws remain in effect from the date of promulgation until such time as they shall be  
amended and re-promulgated by the Board of AFL Gold Coast Juniors Inc.

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### PREAMBLE

AFL Gold Coast Juniors Inc. ("AFLGCJ"), affiliated with AFL Queensland and through that affiliation, the Australian Football League has the charter to arrange, administer, control and manage all matches of junior and youth AFL football played by its member Clubs.

We regulate our competition through the provisions contained in these By-laws, the AFL Laws Of Australian Football (as may be modified to suit different age groups), certain Codes of Conduct and resolutions of the Board of AFLGCJ made from time to time.

The Board of AFLGCJ and our member Clubs recognise that the continued growth and health of the AFL game depends on junior programs, practice and matches being conducted in a positive, encouraging and fun environment where all Players and teams can participate on an equal footing.

In so organising our competition comes a clear responsibility for all administrators, coaches, volunteers, parents, players and spectators to act in a constructive and encouraging manner at all times.

Coaches have the highest responsibility within their Clubs and to the children and young people in their care to be a strong, positive role model, teacher, mentor and friend who is able to teach fairness, sportsmanship, friendly competition, strong ethics and to apply conflict resolution techniques as and when required.

Parents need to set the right example at the sports ground, not just at home. They should be proud of their child's efforts irrespective of the result.

We recognise that:

- Sport for children is a vital part of their growing up and is important to their self esteem.
- Children like to win, but more importantly, they want to play and to have fun.
- Children develop at different rates, have varying abilities on the playing field and that all children must be given the best opportunity to play the game.

To ensure that the objectives of AFLGCJ are consistently met, integral within these By-laws are CODES OF CONDUCT for Coaches, Players, Spectators, Parents, Administrators and Officials that AFLGCJ takes particularly seriously.

The codes that AFLGCJ take most seriously are those that provide equal opportunities for participation in sports for all children, regardless of ability, size, shape, sex, age, disability or ethnic origin. To ensure that when selected in a team all the Players have the opportunity to participate actively and are given the opportunity to play at least 75% of each Match. To do otherwise is for the Coach and the Club to fail in one of its primary match day obligations to its Players and its overall responsibility to the sport of AFL and to bring them collectively into disrepute.

In conducting the AFLGCJ competition we signal to all member Clubs, that it is their responsibility to ensure all players, coaches and officials along with the parents and guardians who register their child to play are aware of their responsibilities and follow them at all times and in so doing create a quality club environment of which they can be proud.

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### **DEFINITIONS – Interpretation**

<b><u>TERM</u></b>	<b><u>Definition – Interpretation</u></b>
Administration Manager	Means the AFLGCJ Administration Manager or his/her delegate.
AFLGCJ	Means AFL Gold Coast Juniors Inc.
AFLQ	Means AFL Queensland.
AFLQ Licenced Supplier	Means a supplier of playing and general apparel that features an AFL logo in any form that has entered into a formal agreement with AFLQ.
Age Group	<p>Means in the case of:</p> <ul style="list-style-type: none"><li>• Juniors; competition between Players in Super 6, Super 7, Super 8, Under 9, Under 10 and Under 11 age groups;</li><li>• Youth: competition between Players in Under 12, Under 13, Under 14, Under 15, Under 16 and Under 17 age groups; and</li><li>• Girls: competition between Female Players in Under 13, Under 15 and Under 17 age groups.</li></ul> <p>as approved by the Board annually in accordance with by-law 6.1 wherein all Players unless otherwise permitted by AFLGCJ in accordance with these By-laws have not attained the age of that particular age group before the first day of January of the year in he/she desires to play.</p>
Away Team	Means the Team that is visiting another Club's ground to play in any Fixtured Match. In the case of Finals Matches it will be the Team that finished in the lower position on the Premiership table at the end of the Home and Away Season. In circumstances where both Teams are playing a Fixtured Match at a neutral venue, the Away Team will be the Team that is shown as the "Away Team" in Footyweb.
Board	Means AFLGCJ Board.
Bye	Means the situation in which a Team is awarded four (4) Competition Points as a result of having no team to play against in a round of Fixtured Matches as a result of having an uneven number of Teams in the Age Group/Division. A Bye is not considered to be a Fixtured Match and therefore is not counted towards the qualification for Finals nor as part of any suspension that may have been applied to any Player or official.
Club	Means any club that shall have been granted membership of AFLGCJ in accordance with By-Law 2.
Competition Points	Means the points awarded to a Team for winning a Fixtured Match, for a Bye or for a Forfeited Match.
Double Up	<p>Means a Player either:</p> <ul style="list-style-type: none"><li>• Playing up an age group while also playing in his or her True Age Group within the same Round of matches; or</li><li>• Playing in Matches in more than one Division within an Age Group within the same Round of Matches or Finals Matches.</li></ul>
Double Up Match	<p>Means the situation where either:</p> <ul style="list-style-type: none"><li>• A True Age Group Player plays up one Age Group and is also required to play in his or her True Age group within that same Round of Matches; or</li><li>• Where a Player in a Club that fields Teams in more than one (1) Division within the same Age Group and a Player or Players from the Teams are permitted to play in Matches for both Teams within the same Round of Matches or Finals Matches.</li><li>• When the plural is used within these By-laws it shall mean a multiple of this definition.</li></ul>
Finals Match	Means the AFLGCJ Youth Competition Matches that are played at the end of the Home and Away season to determine the Premiership. When the plural is used within these By-laws it shall mean a multiple of this definition.

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Footyweb System	Refers to the internet based system used by AFLGCJ and Clubs to assist in the administration of the League. Footyweb is a component of Fox Sports Pulse.
Fixtured Match	Means a match of Australian Football played between two Teams as part of the AFLGCJ Home and Away Season. When the plural is used within these By-laws it shall mean a multiple of this definition.
Forfeit	Means the loss of a Match in accordance with By-law 12.6.
Home and Away Season	Means the annual schedule of Fixtured Matches played between Teams in designated Age Groups and Divisions as ratified by the Board.
Home Team	Means the Team that is playing on its own ground in a Fixtured Match. In the case of a Finals Match it will be the Team that finished in the higher position on the Premiership table at the end of the Home and Away Season. In circumstances where both Teams are playing a Fixtured Match at a neutral venue, the Home Team will be the Team that is shown as the "Home Team" in Footyweb.
Interchange Area	Means the area marked on the Boundary Line through which Players may enter or leave the Playing Surface.
LOAF	Means the Laws Of Australian Football.
Match	Means the contest of Australian Football played between two Teams. For the avoidance of doubt this shall include Practice Matches, Fixtured Matches and/or Finals Matches. When the plural is used within these By-laws it shall mean a multiple of this definition.
Official	Means but is not limited to a Club Executive Officer, Committee Person, Coach, Assistant Coach, Coaching Co-ordinator, Team Manager, Runner, Trainer, Medical Person, Water Carrier, Boundary Umpire, Goal Umpire, Timekeeper, employee or any person performing any duties (paid or unpaid) for or on behalf of the Club or Team.
Player	Means a person who is registered with a Club and who trains with or is selected to play with a Team. When the plural is used within these By-laws it shall mean a multiple of this definition.
Practice Match	Means the contest of Australian Football played between two Teams that is sanctioned by AFLGCJ that is not played as part of the Home and Away Season.
Representative Team	Means a group of players selected independently of any Club to play against a representative team/s from another region/s, League/s or State/s.
Representative Player	Means a Player who was selected to play in one or more matches in a Representative Team during the preceding two Home and Away Seasons or a Player who was selected in the final squad of a Representative Team during the preceding two Home and Away Seasons even if he/she was omitted for any reason and failed to play a match.
Round	Means the Fixtured Matches scheduled to be played as part of the Home and Away Season that are to be played within a designated time period (generally one weekend).
Season	Means the annual schedule of Fixtured Matches that comprise the Home and Away Season plus all Finals Matches between Teams in designated Age Groups and Divisions as ratified by the Board.
Team	Means a group of Players that competes against another group of Players in Matches of Australian Football organised by or sanctioned by AFLGCJ.
Team Sheet	Means the list of Players and permitted Officials participating in any Match that must be entered into Footyweb in accordance with By-law 14.4.
Timekeeper(s)	Means the person(s) appointed by AFLGCJ, a Club or a Team to keep the time of a Match.
True Age Group	Means the lowest Age Group in which a Player is permitted to play.

**SECTION 1 ADMINISTRATION**

**1. AFLGCJ REGULATIONS**

- 1.1 Each Club of AFLGCJ shall be an Incorporated Association and shall adopt, keep current and keep in force a Constitution which is in keeping with the spirit of the Constitution of the AFLGCJ.
- 1.2 The Club must notify the AFLGCJ in writing of the names, addresses, e-mail addresses and telephone numbers of the persons appointed to be President, Vice President/s, Secretary, and Treasurer after such appointments have been made by the Club.
- 1.3 Each Club, when required by the AFLGCJ to do so, shall forward to the Administration Manager a copy of the Constitution then in force and the Certificate of Incorporation.
- 1.4 Each Club shall forward to the Administration Manager a copy of their annual financial statements and associated reports as lodged with the regulator within one (1) month of their Annual General Meeting.
- 1.5 Each Club must be financial by 31 January each year. All monies owing to AFLGCJ must be paid prior to 31 January unless other arrangements have been made with the Board.
- 1.6 Each Club must be financial to be eligible to take part in the finals. All monies owing to AFLGCJ must be paid prior to the first weekend of finals unless other arrangements have been made with the Administration Manager.

**2. ADMISSION OF MEMBERS**

- 2.1 The Board may require that any club which desires to become a member shall:
  - 2.1.1 Send an application, in writing to the Administration Manager together with a fee, if required by the Board, of Twenty Dollars (\$20.00).
  - 2.1.2 Have at least fourteen (14) registered Players with proof of age to play in each of three (3) Age Group / Divisions which are Age Group / Divisions stipulated by AFLGCJ for the Season which is to be the new Club's first season.
- 2.2 The admission or rejection of such applicant shall be decided in accordance with Article 8 of the Constitution.

**3. AFLGCJ AND CLUBS**

**3.1 APPLICATION OF THESE BY-LAWS, THE AFL QUEENSLAND COMMUNITY COMPETITION RULES AND REGULATIONS AND THE LAWS OF AUSTRALIAN FOOTBALL (LOAF)**

- 3.1.1 All Clubs shall be bound by these By-laws, the AFL Queensland Community Competition Rules and Regulations and the LOAF. If there are any inconsistencies these By-laws shall prevail.
- 3.1.2 All matches will be played in accordance with the LOAF as amended for Junior football and in accordance with these by-laws. If there are any inconsistencies these By-laws shall prevail.
- 3.1.3 The Appendices and Forms form part of these By-Laws.

**3.2 AFLGCJ COLOURS**

- 3.2.1 The colours of AFLGCJ shall be Royal Blue and Gold. The design of any league apparel will be decided by the Board as and when required.

**3.3 CLUB COLOURS**

- 3.3.1 Every Club, upon admission shall apply for and obtain the permission of the AFLGCJ to use the colour, playing uniform and design under which the Club proposes to play.
- 3.3.2 Each Club's playing uniforms shall only be purchased from AFL Queensland licensed suppliers.

- 3.3.3 All Clubs are required to adhere to the AFL Queensland Licensed Supplier Guidelines in force from time to time. Please refer to the Licensed Suppliers Guidelines on the AFL Queensland website under Rules and Regulations for details regarding the requirements for logos when they are to be used on on-field apparel including, but not limited to, shorts and playing jumpers.
- 3.3.4 Any Club desiring to alter or vary its colours, playing uniform or design, shall first apply for and obtain the permission of the AFLGCJ to make such variation or alteration. When approved the same shall be registered by the Administration Manager.
- 3.3.5 The Teams of each Club shall wear their registered club coloured playing uniform bearing the AFLGCJ logo at all matches.
- 3.3.6 No Player will be permitted to compete in any Match without a number on the back of the playing jumper.
- No two Players in the one Team shall have the same number.
  - Each number shall be a whole number greater than zero (0)
  - Each jumper will have a maximum of two digits.
- 3.3.7 Every Club in the Youth competition will register a Home Team shorts colour. Such colour will not be white.
- 3.3.8 Every Club in the Youth competition will be required to wear white shorts when playing as the Away Team.
- 3.3.9 Registration of such colours, playing uniforms and design, by the Clubs in accordance with these By-laws shall give such Clubs the exclusive right to such colours, playing uniform and design against any other Club consequently attempting to register the same colours, playing uniform and design.
- 3.3.10 It will be the responsibility of each Club to ensure that their Club's colours and design does not infringe any copyright or marketing rights of any other organisation.

### **3.4 CLUB SPONSORSHIP**

- 3.4.1 All Clubs are required to respect existing AFLGCJ corporate partners and to comply with the "AFL Queensland Preferred Suppliers Apparel Guidelines" in force from time to time.
- 3.4.2 No Club is permitted to confirm any sponsorship agreement in which the Sponsor will be identified on the playing attire who are in conflict with AFLGCJ sponsors until they have notified AFLGCJ in writing to request the Board to give them permission to confirm the sponsorship agreement.

### **4. REGISTRATIONS**

- 4.1 All Players must be registered prior to participating in any training session or Match. A Player that is not registered is uninsured through the Club's 'Player Insurance Policy'.
- 4.2 The registration of new Players shall be recorded in the Footyweb System.
- 4.3 When requested by the Administration Manager, copies of Bulk Registration Forms must be provided within five (5) days to the Administration Manager.
- 4.4 Coach/Team Manager Registration and Code of Conduct Forms must be completed and returned to the Administration Manager before the first Match in which they participate.
- 4.5 When a Coach/Team Manager is appointed or replaced after the first Fixtured Match an updated registration form must be completed and returned to the Administration Manager within seven (7) days of such new appointment.
- 4.6 Except as otherwise provided, each and every Player registering for the first time to compete in any AFLGCJ competition shall furnish documentary proof of age.
- 4.6.1 Such proof of age must be sighted by the President or Secretary of the Players' Club or the Administration Manager within fourteen (14) days of the Player registering.

- 4.6.2 The following documents are acceptable to the AFLGCJ as proof of age:-
- |                            |                              |
|----------------------------|------------------------------|
| Birth Certificate          | Baptism Certificate          |
| Baby Health Centre Book    | Letter from School Principal |
| Passport                   | Drivers Licence or Permit    |
| School Identification Card |                              |
- Photocopies of any of the above are acceptable.

**Statutory Declarations are not acceptable as proof of age.**

4.7 In the case of a dispute over a Player's age, the Administration Manager may call for proof of age at any time and this must be provided within five (5) days. If proof of age is not provided then the Player's registration will be withdrawn until such time as the proof of age is provided.

4.8 No Players are to be deleted after being on a team sheet for 3 matches without the approval of AFLGCJ. No Players are permitted to be deleted from Bulk Registration Forms after June 30th without the approval of AFLGCJ.

## 5. DRESS STANDARD

5.1 The attire of a Player taking part in a Match shall be that officially approved by AFLGCJ.

5.2 Banned items include:

- Gloves
- Metal tags
- Long fingernails
- Caps
- Sunglasses
- Padding of any sort (includes but is not limited to: shin pads and shoulder pads)
- Jewellery (includes but not restricted to: earrings, body piercing jewellery, chains, watches, and rings)
- Compression shorts that are not natural beige coloured.

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

## 6. AGE GROUPS

6.1 The Board shall determine the Age Groups / Divisions and their composition from year to year.

### 6.2 ALLOCATION OF TEAMS TO DIVISIONS IN YOUTH AGE GROUPS

The allocation of teams to divisions in Youth Age Groups will be assessed and advised to clubs four (4) weeks prior to the commencement of the season.

#### 6.2.1 Competitions with two (2) Divisions:

- Clubs must field a Division 1 Team before fielding a lower Division Team/s in any Age Group.

#### 6.2.2 Competitions with three (3) Divisions:

- Clubs with only sufficient players for one (1) Team shall be allocated to Division 2.
- Clubs with sufficient players for two (2) Teams shall be allocated to Division 1 and to Division 3.
- Clubs with sufficient players for three (3) Teams shall be allocated to Division 1, Division 2 and to Division 3.

6.2.3 Teams allocated to Division 2 and Division 3 may apply for promotion to a higher division within the Youth Age Group no later than two (2) weeks prior to the season commencing. The written application should address the points described in Appendix A.

- There is no opportunity that allows a Club to apply for a Team to be demoted to a lower division within the Youth Age Group.
- If a Club applies for a Team to be promoted and the application is successful the Club cannot apply for a demotion within the Youth Age Group later in the season.



- 6.2.4 After the completion of Round 2 if a Club has sufficient numbers to apply for an additional Team that Club may apply to do so to AFLGCJ for inclusion from Round 4.

Following Round 2 there will be no further opportunities for a Club to apply for a promotion or additional teams.

- 6.2.5 If a Team is demoted or promoted all competition points and, therefore, percentages will be erased. Accordingly, the team commences in the new division with zero competition points and zero percentage.
- 6.2.6 If a Club withdraws a Team from a Youth Age Group competition after Round 2 then a \$500 administrative fee will be imposed upon the Club for each Team withdrawn.

If a Club forfeits a match in a Youth Age Group competition after Round 4 then a \$200 administrative fee will be imposed upon the Club for each Match forfeited.

### 6.3 INWARD PLAYER TRANSFERS

- 6.3.1 From the time that the 50th Player is registered by a Club in any Age Group, the Club will only be permitted to register a maximum of two (2) further Players transferring from any other AFLGCJ Clubs.
- 6.3.2 Any Age Group of a Club is permitted to register an unlimited number of Players transferring from another League.
- 6.3.3 The Board may waive By-law 6.3.1 in exceptional circumstances such as, but not limited to, the withdrawal of a Team in an Age Group at another AFLGCJ Club.

### 6.4 REPRESENTATIVE PLAYERS (section deleted for 2015 season)

### 6.5 CORE PLAYERS – AGE GROUP

Clubs fielding more than one (1) team in a Youth Age Group must provide a list of fourteen (14) Core Players to the Administration Manager no later than 1 week prior to the start of the Home and Away season.

- 6.5.1 The fourteen (14) Core Players are only permitted to play in Division One of their True Age Group.
- 6.5.2 The list of Core Players put forward will be confirmed by the AFLQ Development Manager or another person delegated by the Administration Manager to ensure that they are the most appropriate Players to be recognised as Core Players.
- 6.5.3 When it is considered that the most appropriate Players have not been included in the Core Players List, the Administration Manager will advise the Club of the name of any such Player/s who must be included in the Core Player List before the next Match.
- 6.5.4 Core Players must be a current Registered Player in that age group.

### 6.6 CORE PLAYERS – TWO OR MORE TEAMS IN THE SAME DIVISION

Clubs fielding **more** than one (1) team in a Division within an Age Group must provide a list of ten (10) Core Players for each team in that Division to the Administration Manager. All the remaining Players are eligible to rotate between the Teams from that Club within that Division. The lists are to be confirmed and approved by the AFLQ Development Manager or another person delegated by the Administration Manager.

### 6.7 MINIMUM NUMBER OF FIXTURED MATCHES TO BE PLAYED

- 6.7.1 Clubs must ensure all Players play a minimum of 75% of Fixtured Matches within any division within their True Age Group for which they are available.
- 6.7.1.1 A Player's Match count commences immediately following their registration.
- 6.7.1.2 Minimum Match count excludes all Byes and Matches for which a Player has been suspended.
- 6.7.1.3 Minimum Match count includes forfeited and cancelled Matches (refer By-laws 12.6.4 and 14.6).
- 6.7.2 The onus is on the Club to ensure all Players meet the above criteria and can provide proof of compliance to the Administration Manager as and when required.

### 6.8 NUMBER OF PLAYERS IN A MATCH – YOUTH AGE GROUP

- 6.8.1 The maximum number of Players permitted to be entered on the Team Sheet is 22.
- 6.8.2 The minimum number of Players permitted to be entered on the Team Sheet at the commencement of each Match is:
- for Boys Competitions – 14; and
  - for Girls Competitions – 9.
- 6.8.3 Clubs must allocate a full complement of at least twenty-two (22) Players to Division One Matches when they have more than one team in the Youth Age Group.
- 6.8.4 Teams must match the same number of Players on the field at all times during Matches.
- If there is an injury during the match that reduces the on field number of Players then the opposing team must continue to match Player numbers. (The attention of Teams is drawn to the Day Permit provisions of By-law 11.1.3).
  - For the avoidance of doubt, this shall also apply to Finals Matches.
- 6.8.5 Once the Match has commenced, if the number of Players reduces to less than fourteen (14), the Match can be completed. For the avoidance of doubt, the Match is not forfeited by a Team unless they are not ready to recommence the Match within fifteen (15) minutes after the time set down for such recommencement in accordance with By-law 12.6.2.
- 6.8.6 The number of Players on the field may increase, prior to the commencement of the third (3<sup>rd</sup>) quarter to the maximum of eighteen (18) plus four (4) interchange players.
- Any increase on the field shall be the same for each team.
  - No Player is permitted to sign on to a team sheet after the end of the second (2nd) quarter.
- 6.8.7 Every Player must receive at least 75% of Match time in a Match. The Match time cannot be accumulated by playing in another Match played by such Player in that Round of Fixtured Matches or in another Finals Match played on the same weekend.
- 6.8.8 The onus is on the Club to ensure all Players meet the above criteria and can provide proof of compliance to the Administration Manager as and when required.

### 6.9 NUMBER OF PLAYERS IN A MATCH - JUNIOR AGE GROUP

- 6.9.1 If Player numbers are not equal, the Team Officials shall arrange the match so that each side has an equal number of Players.
- 6.9.2 Every Player must receive at least 75% of match time in a Match regardless of whether they are “loaned” or not. The Match time cannot be accumulated by playing in another Match played by such Player in that Round of Fixtured Matches.
- 6.9.3 The maximum number of Players on the field at any time is:
- |          |  |
|----------|--|
| Super 6  | 6 per side – 2 Forward, 2 Centres, 2 Backs             |
| Super 7  | 9 per side – 3 Forward, 3 Centres, 3 Backs             |
| Super 8  | 9 per side – 3 Forward, 3 Centres, 3 Backs             |
| Under 9  | 12 per side – 4 Forward, 4 Centres, 4 Backs            |
| Under 10 | 12 per side – 4 Forward, 4 Centres, 4 Backs            |
| Under 11 | 15 per side – 3 lines of 5 Players, no rucks or rovers |
- 6.9.4 All Players are to rotate when being loaned to an opposing team.
- 6.9.5 All Players up to and including Under 10 wear arm bands. Arm band colours are:
- Forwards – Blue;
  - Centres – Yellow; and
  - Backs – Red.
- 6.9.6 All Clubs are to supply a Junior Co-ordinator.
- 6.9.7 Scores are not to be recorded for any Junior Matches.
- 6.9.8 Junior goal umpires are not to keep a record of the score during the match. They are still permitted to display the appropriate signal and wave the flags.
- 6.9.9 The Club song is only permitted to be sung on the Playing Surface as long as it is sung by both teams; otherwise it is to be sung in an area away from the Playing Surface.

**AFL Junior Rules refer to the “Australian Football Match Policy Manual”**

[http://www.foxsportspulse.com/assoc\\_page.cgi?c=1-4608-0-0-0&SID=166926](http://www.foxsportspulse.com/assoc_page.cgi?c=1-4608-0-0-0&SID=166926)

### 7. PLAYER ELIGIBILITY

**Note: It is the intention of these By-laws that Players should play in their True Age Group before playing in a Higher Age Group.**

7.1 A Player will be eligible to play in an Age Group competition provided he/she has not attained the age of that particular Age Group before the first day of January of the year in which he/she desires to play.

7.2 If a Club lodges a protest to AFLGCJ alleging that another Club has played a Player in a competition match within an Age Group which is below his/her True Age Group, the Club with which the Player is registered shall be required to produce to the Administration Manager proof of age within five (5) days of the protest having been made.

7.3 Players are permitted to play up one (1) Age Group above their True Age Group so long as they are not displacing a True Age Group Player in the higher Age Group.

7.3.1 The decision to seek approval of AFLGCJ to 'permanently' play any Player above his/her True Age Group and to then have that Age Group as his "Deemed True Age Group" is to be made after discussions between the Club, Coaches, the Player involved, his/her parent/s or guardian/s and is to be made solely based on what is best for that Player.

7.3.2 The Club must apply to AFLGCJ using the form in Appendix F for approval for any Player to play as a Deemed True Age Group Player.

7.3.3 Clubs should be aware that in addition to the criteria assessment outlined in Appendix F, the player's application may be declined or revoked if approval in any way risks the viability of the Club fielding a team in that player's True Age Group. Similarly, where player numbers in the higher Age Group are such that the addition of a player from a lower Age Group in the view of AFLGCJ causes there to be an excess of players in the higher Age Group, the application may also be declined or revoked.

7.3.4 If approved by AFLGCJ, the Deemed True Age Group will be the permanent Age Group for that Player for the duration of that Season. (For the avoidance of doubt, this means that the Player will not be permitted to either play up any further Age Group, nor will they be permitted to play down in their True Age Group in any Match.)

7.4 If a Club fields Teams in more than one (1) Division within the same Age Group and any such Team is unable to field a full complement of Players in any Match, eligible Players from other Teams are permitted to "Double Up" Matches within that same Round of Matches so long as:

7.4.1 They are not a Division 1 listed Core Player; and

7.4.2 They are not displacing a regular Player in such Team.

### 8. PLAYING DOWN ONE AGE GROUP – ALL AGES

8.1 Playing down will not be permitted except with the provision of a medical certificate stating a medical condition and after assessment by a person nominated by the Administration Manager who is suitably experienced in assessing the Age Group the Player is capable of playing. If approval is given by AFLGCJ it will be for the remainder of the current season.

### 9. CLEARANCES / APPEALS

#### 9.1 CLEARANCES

9.1.1 Any Player who has at any time in the past two (2) years been registered with an AFLGCJ Club or any AFL club within Australia and desires to transfer to and play with another Club requires a clearance from the last club/League with which they were registered before being registered with their new Club as an AFLGCJ Player.

9.1.2 A Player wishing to obtain a clearance at any time of the year can only train or play in a Match with the new Club after the clearing Club has cleared the Player and the clearance process detailed in By-law 9.1.3 has been completed.

9.1.3 All applications for clearance between Clubs must be made on the prescribed AFLGCJ form or where the clearance is coming from any other League, it must come through the Footyweb system.

- 9.1.3.1 Any Player wishing to gain a clearance must first go to the Club he/she wishes to leave and apply to the President or Secretary for a clearance upon which time a copy of the completed and dated clearance form may be given to the Player.
- 9.1.3.2 The clearing Club has seven (7) days to sign the clearance. It is then issued to the Player to take to his/her new Club.
- 9.1.3.3 Clearance forms must be signed by either the President or Secretary of the clearing Club.
- 9.1.3.4 Completed clearance forms must be lodged by the Player's new Club with the Administration Manager within seven (7) days of the date of registering the Player.
- 9.1.4 If after seven (7) days of the date the clearance was given to the Club the Player wishes to leave, the Player has not received the signed, granted or refused clearance the Player is to contact the Administration Manager.
- 9.1.5 If the Player still wishes to proceed with the clearance the appeal process may commence.
- 9.1.6 Automatic clearances apply up to and including Under 11's.
- 9.1.7 All applications for intra-league clearances will close on the 30 April each year. No other applications for clearance will be accepted after this date. Clearances re-open on 1 October each year.
- 9.1.8 All applications for inter-league clearances will be open at all times. Note that By-laws 21.1 and 21.10.1 regarding eligibility for Finals Matches still apply.

### **9.2 APPEALS**

- 9.2.1 An appeal process is available for clearances. An application by the Player must be lodged with the Administration Manager within seven (7) days of the notification of the clearance being refused.
- 9.2.2 AFLGCJ will act on the appeal at the earliest available date after lodgement of the appeal by the Player.
- 9.2.3 The decision made by AFLGCJ will be final.

### **10. PRE-SEASON- PRACTICE MATCHES / TRAINING**

- 10.1 Any Player serving a suspension is unable to play in any sanctioned Practice Matches. These matches do not count towards a suspension.
- 10.2 Notification of the venue, times and Age Groups of Practice Matches and pre-season training sessions must be made to the Administration Manager. Players' names must be submitted to the Administration Manager for verification that they are registered Players. No Match counts are to be recorded.

### **11. SEASON PERMITS / DAY PERMITS**

- 11.1 Clubs who are unable to field a team in an Age Group / Division may grant permits to Players from that Age Group / Division to another member Club for a maximum period of one season.
- 11.2 Any Player under permit shall return to his/her Club of origin at the end of the permitted period.
- 11.3 Youth Teams unable to field a full complement of Players in a Team in any given round are permitted to Day Permit Players from an opposition Club.
  - 11.3.1 The Day Permit Players must be from the same Age Group and are only permitted for the designated Match.
  - 11.3.2 Player's information is to be completed on an official AFLGCJ Day Permit form which is to be sent to the Administration Manager by the first business day after that round of Matches.

### SECTION 2 MATCH DAY

#### 12. YOUTH COMPETITION

12.1 Competition Points will be awarded as follows in all Youth competition Fixtured Matches:

- Win, Forfeit, Bye – 4 Competition Points.
- Draw, cancellation of a postponed Match – 2 Competition Points to each competing Team.

12.2 If at the conclusion of the Home and Away Season any two (2) or more Teams competing in the same Division that have obtained an equal number of Competition Points, the position of such Team on the ladder shall be determined by a percentage calculated as the percentage ratio of the cumulative total of points scored by a Team to the cumulative total of points scored against that Team as recorded by AFLGCJ.

#### 12.3 INTERCHANGE

12.3.1 Interchange of Players is permitted whilst play is in progress:

- All Players must enter the Playing Surface via the designated Interchange Area,

12.3.2 Players must leave the Playing Surface via the designated Interchange Area unless injured, in which case they may be taken off the Playing Surface at any point of the Boundary Line. In this circumstance the Player will remain eligible to return to the Playing Surface during the remainder of the Match.

12.3.3 If a Player who is not injured leaves the Playing Surface at any place other than through the Interchange Area, that Player cannot return onto the Playing Surface for the duration of the Match.

#### 12.4 PLAYER COUNT

12.4.1 A Player count may only be requested by the Captain of a Team which believes that the opposing Team has more than the authorised number of Players on the Playing Surface.

12.4.2 If after an official count by the field umpire, the opposing Team is found to have more Players on the Playing Surface than authorised, the field umpire shall advise the goal umpires and the Timekeeper/s that the offending Team is to lose all score they have accumulated from the commencement of the current quarter until the time that the offence was discovered.

12.4.3 A report shall be made by the umpire and an official of the Club offended against to the Administration Manager who shall investigate and determine whether any further action and/or penalty is appropriate against the offending Team.

12.4.4 The Timekeepers shall stop the clock which is used for the timing of the Match when the field Umpire signals that a Player count is required.

#### 12.5 ORDER OFF LAW

12.5.1 The Order Off Law (LOAF 20 save for 20.6.2(b) (ii), 20.6.2(b) (iii) and 20.7(a)) shall apply to all AFLGCJ sanctioned matches.

12.5.1.1 A Player ordered off the Playing Surface under a **Yellow Card** shall remain off the Playing Surface for the equivalent of HALF A QUARTER OF MATCH TIME (the "Time Off Penalty").

- **He/she cannot be replaced.**

12.5.1.2 A Player Ordered Off the Playing Surface in accordance with these By-laws must leave the Playing Surface via the Interchange Area and;

- Shall proceed directly to the Timekeeper or Official designated for that duty, and
- Accompanied by a Team Official, he/she must give them his/her jumper number and name and
- May then return to his/her Interchange Bench.
- The Time Off Penalty does not commence until the offending Player reports to the Timekeeper or official designated for that duty.

- 12.5.1.3 On completion of a Player's Time Off Penalty, the Timekeeper or official designated for that duty will inform a Team Official that the Time Off Penalty has been served.
- The Player, if going back onto the Playing Surface, must enter the Playing Surface via the Interchange Area.
- 12.5.1.4 Any Player Ordered Off two (2) times during a Match shall be automatically on report for misconduct and
- Is not permitted to re-enter the Playing Surface for the remainder of the Match, and
  - Will receive notification from the Administration Manager that he/she is automatically suspended for one (1) Match in which his/her team plays for Competition Points (inclusive of finals).
- 12.5.1.5 A Player Ordered Off three (3) times during the season will receive notification from the Administration Manager that he/she is automatically on report for misconduct and shall be suspended for one (1) Match in which his/her team plays for Competition Points (inclusive of Finals Matches.) The Player then reverts back to one (1) "Order Off" being recorded against them.
- 12.5.1.6 In the event the Player records another Order Off offence during the Season he/she will receive notification from the Administration Manager that his/her next Order Off offence will result in a misconduct charge being laid which will require him/her to attend the Tribunal in accordance with the Tribunal procedures.
- 12.5.1.7 A Player Ordered Off the Playing Surface, under a **Red Card**, shall remain off the Playing Surface for the remainder of the Match and will take no further part in the Match.
- **He/she cannot be replaced until the equivalent of HALF A QUARTER OF MATCH TIME (the "Time Off Penalty") has elapsed** in accordance with By-law 12.5.1.2, and
  - Will be placed on report by the Umpire in accordance with the LOAF.

### 12.6 FORFEIT RULES

- 12.6.1 Should a Team not be able to commence a Match with at least fourteen (14) Players 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 By-law 11 in endeavouring to ensure that a match can commence.)
- 12.6.2 Any Team not ready to commence or recommence their Match within fifteen (15) minutes after the time set down for such commencement or recommencement shall Forfeit the Match.
- A Forfeit must be called at this time by the field Umpire and no Teams are permitted to take the field for a scheduled Match.
- 12.6.3 Any Club unable to field a Team in any given Age Group / Division must advise the Administration 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.
- 12.6.4 In the event of a Forfeit, the Team that did not Forfeit shall submit a Team Sheet and the Players there on shall be credited as having played the Match. For the avoidance of doubt, the Players of the Team that Forfeited the Match will not be credited as having Played the Match.
- 12.6.5 The Team that did not Forfeit the Match will be awarded four (4) Competition Points for the Match.
- 12.6.6 The Club whose team did Forfeit a Youth Age Group Match after Round 4 will have a \$200 administration fee imposed – refer By-law 6.2.6.

### 12.7 60 POINT DIFFERENCE

Percentage from any Fixtured Matches where the margin is greater than 60 points at the end of the Match will be calculated as if the margin was 60 points using the losing Team's score as the base. Refer to Appendix B.

## Season 2015 AFLGCJ Inc. By-laws

### 13 LAWS / GROUND SIZES

#### 13.1 LAWS OF AUSTRALIAN FOOTBALL

13.1.1 All Clubs shall comply with the "Laws Of Australian Football" as may be varied herein.

#### 13.2 GROUND SIZES

13.2.1 All matches in Age Group / Divisions up to Under 12 shall be played on ground sizes stipulated in the rules of **AFL Junior Rules**.

[http://www.foxsportspulse.com/assoc\\_page.cgi?c=1-4608-0-0-0&SID=166926](http://www.foxsportspulse.com/assoc_page.cgi?c=1-4608-0-0-0&SID=166926)

13.2.2 All other matches shall be played on playing grounds in accordance with the "Laws Of Australian Football".

13.2.3 Any protest or disputes regarding goal posts or ground sizes must be lodged with the Administration Manager.

### 14 MATCH CONDITIONS

#### 14.1 MATCH TIMES and FOOTBALLS

14.1.1 The Match durations, football sizes and types of footballs have been approved for each Age Group as follows:

##### Boys Competitions:

Age Group	Length of Quarters	Length of Breaks		Footballs	
		¼ & ¾ Time	½ Time	Size	Type
Super 6	Training plus 3 x 10 Minutes	3 Minutes	5 Minutes	1	Synthetic
Super 7	10 Minutes	3 Minutes	5 Minutes	1	Synthetic
Under 8	10 Minutes	3 Minutes	5 Minutes	1	Synthetic
Under 9	12 Minutes	3 Minutes	5 Minutes	2	Synthetic
Under 10	12 Minutes	3 Minutes	5 Minutes	2	Synthetic
Under 11	15 Minutes	5 Minutes	10 Minutes	3	Synthetic
Under 12	15 Minutes	5 Minutes	10 Minutes	3	Match Series
Under 13	15 Minutes	5 Minutes	10 Minutes	4	Match Series
Under 14	15 Minutes	5 Minutes	10 Minutes	4	Match Series
Under 15	20 Minutes	5 Minutes	10 Minutes	5	Match Series
Under 16	20 Minutes	5 Minutes	10 Minutes	5	Match Series
Under 17	20 Minutes	5 Minutes	10 Minutes	5	Match Series

##### Girls Competitions:

Under 13	12 Minutes	3 Minutes	5 Minutes	3	Match Series
Under 15	12 Minutes	3 Minutes	5 Minutes	3	Match Series
Under 17	15 Minutes	3 Minutes	5 Minutes	4	Match Series

14.1.2 Only Sherrin branded footballs featuring the AFLGCJ Logo and the McDonald's Gold Coast logo are permitted to be used in Matches. A \$100 fine will be imposed per Round when other footballs are used in a Match.

14.1.2.1 A Red football should be used for Matches played wholly in daylight hours.

14.1.2.2 A Yellow football must be used for the entire Match for Matches played wholly or partially after dusk.

14.1.3 Footballs for every Youth Match must be in good condition as determined by the Umpires.

14.1.4 The Timekeepers shall stop the clock which is used for the timing of the Match when directed to do so by the field Umpire in accordance with LOAF 10.5.3 only in the following instances:

14.1.4.1 The field Umpire stops the play for the purpose of a Player count; or

14.1.4.2 A stretcher is on the Playing Surface for use by an injured Player; or

14.1.4.3 A Player being injured who in the opinion of the Medical Overseer requires the services of a paramedic and/or an ambulance prior to being able to move the Player from the Playing Surface. If a stretcher is not already on the Playing Surface, the Medical Overseer will immediately inform the Umpire who will stop the match and signal Time Off.

14.1.5 In the case of By-law 14.1.4.2, the Timekeepers shall stop the clock used for the timing of the Match when the Timekeeper first notices that the field Umpire has signalled to stop time in accordance with LOAF 10.5.3 or notices that a stretcher is on the Playing Surface – whichever is the earlier.

14.1.6 The Timekeepers shall recommence the clock used for the timing of a match when:  
14.1.4.1 Directed to do so by the field Umpire in accordance with LOAF 10.5.3; or  
14.1.4.2 The football is obviously in play.

### 14.2 RESULTS

The Home Club shall be responsible for ensuring scores are entered into the Footyweb System immediately after the completion of each Match.

### 14.3 UMPIRES

14.3.1 In the absence of an official Umpire it shall be the responsibility of the two (2) participating Clubs to appoint a person from each Club to act in this capacity.

14.3.2 Umpires must be escorted to and from the ground by at least one Ground Marshall and met at all breaks in the middle of the ground by a Ground Marshall.

### 14.4 ENTERING OF PLAYERS (Team Sheets To be Submitted)

14.4.1 It is the responsibility of the Team Manager to ensure all Players and Officials have their name entered into the Footyweb System for every Match in which they participate.

14.4.2 Player numbers in the Footyweb System must correspond to Player jumper numbers.

14.4.3 All on field Officials must be entered into the Footyweb System.

14.4.4 With the exception of Finals Matches, Players and Officials must have their name entered into the Footyweb System prior to the end of the second (2nd) quarter of any Match. All Players so listed must be present and available to play at any time during the Match, to be accounted for if and when requested by a representative of AFLGCJ or a representative of the opposing Club.

14.4.5 By entering any Player's name in the Footyweb System, the Club attests that the Player will play in that Match and will play at least 75% of the Match unless they become injured, incapacitated or sick.

### 14.5 OFFICIALS DURING MATCHES

14.5.1 The following Officials are permitted (or where indicated below, are required) to be supplied by each Club for a Match. Additional Officials are required to be supplied by the Home Club as detailed in Appendix C. These Officials and those additional Officials listed in Appendix C are the only Officials allowed on to the Playing Surface during the conduct of a Match:

14.5.1.1 COACH (1 Permitted), ASSISTANT COACH (1 Permitted all Age Groups except Under 17 where two (2) are permitted)

Applies: All Age Groups

- All Coaches and Assistant Coaches MUST as a minimum hold current coaching accreditation issued by AFLQ as
- Auskick – level 0
- Junior – Level 1 Junior
- Youth – level 1 Youth

• It is a requirement of all Coaches that:

- By no later than 31 March each year they must be accredited.
- If a Coach is appointed after 31 March, they must attain accreditation at the next Level 1 Coaching Course conducted by AFLQ or a body acceptable to AFLGCJ. Failure to attend the next available course will warrant the Coach ineligible to coach for the remainder of the Season. Or if no further courses are being conducted during the remainder of the Playing Season, they must be supervised by an accredited Coach.



- Coaches are not permitted on the Playing Surface except during authorised breaks except for Junior Coaches who are permitted to remain on the Playing Surface in accordance with AFL Junior Rules.
  - They must remain in the designated Coaches Box or designated area. The only exception shall be in the event of a serious injury and the trainer needs assistance.
  - Coaches must be in AFLGCJ uniform.
  - Coaches must have their name entered in Footyweb.
  - Coaches must abide by the AFL Code of Conduct.
- 14.5.1.2 TEAM MANAGER (1 Permitted)  
Applies: All Age Groups
- Team Managers are not permitted on the Playing Surface except during authorised breaks except in the event of a serious injury and where the trainer requires assistance.
  - They must remain within the designated Coaches Box or designated area unless they are required to accompany a Player who has been Ordered Off to attend the Time Keeper or the official who has been designated with Order Off recording duties.
  - Team Managers must be in AFLGCJ uniform.
  - Team Managers must have their name entered in Footyweb.
  - Team Managers must abide by the AFL Code of Conduct.
- 14.5.1.3 TEAM RUNNER (1 Permitted)  
Applies: Under 11 and Youth Age Groups
- The Team Runner may only proceed on to the Playing Surface to deliver messages from the Coach.
  - He/she shall run directly to the Player(s) in question and then proceed directly from the field. He/she shall return to the Coaches Box or designated area.
  - At no time is a runner permitted to perform the duties of a water carrier.
  - Team Runners must be in AFLGCJ uniform.
  - Team Runners must have their name entered in Footyweb.
  - Team Runners must abide by the AFL Code of Conduct.
- 14.5.1.4 WATER CARRIERS (2 Permitted\*)  
Applies: Under 11 and Youth Age Groups
- Teams are permitted two (2) Water Carriers on the Playing Surface at any given time.
    - On days when the forecast maximum temperature is at least 27°C a third water carrier is permitted to be used but only 2 Water Carriers are permitted to be on the Playing Surface at any time.
  - A maximum of 3 names for Water Carriers must be entered into Footyweb.
  - They must stay out of the playing area.
  - They must be of a suitable age for the particular Age Group.
  - At no time are they to run messages.
  - Water Carriers must be in AFLGCJ uniform.
  - Water Carriers must abide by the AFL Code of Conduct.
  - Under 11 Water Carriers may only enter the Playing Surface following the scoring of a goal until the resumption of play.
  - Water Carriers are not permitted to enter the Coaches Box area at any time during play.
- 14.5.1.5 TRAINER or MEDICAL PERSON (1 Permitted)  
Applies all Age Groups.
- They are permitted on the field to attend to an injured Player.
  - At no time are they allowed to perform the duties of the Water Carrier or Team Runner.
  - Trainer/Medical Person must be in AFLGCJ uniform.
  - Trainer/Medical Person must have their name/s entered in Footyweb.
  - Trainer/Medical Person must abide by the AFL Code of Conduct. Trainers/Medical must be accredited and a copy of their accreditation must be held by their Club.

- 14.5.1.6 GROUND MARSHALL (1 Required)  
Applies all Age Groups.
- Is permitted on the ground to patrol between the fence and boundary line.
  - Must also be the umpires escort.
  - Ground Marshalls must be in AFLGCJ uniform.
  - Ground Marshalls must have their name/s entered in Footyweb.
  - Ground Marshalls must abide by the AFL Code of Conduct.
  - Ground Marshalls are not permitted to enter the Coaches Box area at any time during play.
- In addition, for Under 15 & 17 teams in all divisions
- The Away Team must also supply a Ground Marshall.
- 14.5.1.7 BOUNDARY UMPIRE (1 Required)  
Applies: Under 11 and Youth Age Groups
- If Boundary Umpires are not appointed by AFLGCJ, each Team must supply one (1) Boundary Umpire for each Match
  - They must be at least 14 years of age.
  - Boundary Umpires must be supplied with a whistle and must be in AFLGCJ uniform.
  - Boundary Umpires must have their name entered in Footyweb.
  - When an infringement of the centre square rule occurs and a Club boundary umpire signals the infringement, the Field Umpire will restart the match by another centre bounce.
  - If the Boundary umpires change during the Match the replacement umpire/s name/s must be entered in Footyweb..
  - Boundary umpires must abide by the AFL Code of conduct.
- 14.5.1.8 GOAL UMPIRE (1 Required)  
Applies: Youth Age Groups
- If Goal Umpires are not appointed by AFLGCJ, each Team must supply one (1) Goal Umpire for each Match.
  - They must be at least sixteen (16) years of age.
  - Goal Umpires must be supplied with a score card and flags.
  - Goal umpires must wait for the Central 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 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.
  - If a discrepancy occurs, the Timekeeper's card is to be checked to verify the score. If there is still a discrepancy that cannot be resolved by the two (2) competing Clubs the matter is to be referred to Administration Manager. This procedure applies to all Matches.
  - Goal Umpires must be in AFLGCJ uniform.
  - Goal Umpires must have their name entered in Footyweb.
  - Goal Umpires must abide by the AFL Code of Conduct.
- 14.5.1.9 TIME KEEPERS (1 Required – Home Team; 1 Permitted – Away Team)  
Applies: Youth Age Groups
- At any Fixtured 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.
  - Each Timekeeper is required to record the score of all matches on an official score card.
  - At the end of each quarter and at the end of the Match their score cards must agree.

- Timekeepers shall also keep a record of any Player Ordered Off during the Match. If the Player is Ordered Off three (3) times during the Match the Timekeeper must notify the Player and an Official of that Player's Team that the Player is not permitted to re-enter the Playing Surface for the completion of the match.
  - The Timekeeper must also notify the umpire at the next quarter break.
  - Timekeepers must be at least 18 years of age.
  - Timekeepers must abide by the AFL Code Of Conduct.
- 14.5.1.10 SCOREBOARD ATTENDANT (At least 1 Required from Host Club)  
Applies: Youth Age Groups
- The Host Club must appoint a person to keep the score up-to-date on the scoreboard.
  - The person appointed must be of a suitable age, preferably 14 years of age or older.
  - The Club must ensure that the person appointed understands the basics of scoring in an AFL match (that is, 1 goal = 6 points, 1 behind – 1 point).
  - The Club must provide instruction to the person appointed regarding when and how to apply the 60 Point Difference rule – refer Appendix B.
- 14.5.1.11 FOOTYWEB SYSTEM COORDINATOR (1 Required from Host Club)
- The Host Club must appoint a person to enter data and information into the Footyweb system.
  - This person must be set up in an easily accessible area.
  - This person cannot be a person that is required to also do other duties whilst they are doing this position as their full attention is needed.
  - The Club must ensure that this person has a copy of the most up to date Fixture of matches with them so that when they have completed entering Players/Officials in for each Match they can tick that the appropriate Teams has been completed.
  - This person must ensure that the final Team lists for each match are finalised prior to the commencement of the third (3<sup>rd</sup>) quarter.
  - This person must receive the Score Cards from each Team Manager following the completion of the Match.
  - This person must enter the final scores of each Match within one (1) hour of the last Match of the game day.

### 14.6 MATCHES UNABLE TO BE COMPLETED

- 14.6.1 If a Match is unable to commence or continue within the time scheduled for the Match for reasons beyond the control of either Team (including circumstance where it is unsafe for the Match to proceed) the following shall apply:
- 14.6.2 In the case of a Match that has already commenced, the Umpires will:
- Stop play and signal Time Off; and
  - Advise the Goal Umpires and the Timekeepers to note the scores of both teams at the time that Time Off was called; and
  - Advise the Timekeepers to note the actual time of day and the amount of time remaining in the quarter that Time Off was called, the quarter in which Time Off was called and also the amount of time remaining in that quarter; and
  - Permit the Players to leave the field of play under the control of their coaches; and
  - Determine when it is appropriate to re-start the Match or if the Match shall be called off in accordance LOAF 10.6.
- 14.6.3 In the case of a Match that has not commenced, the umpire shall act in accordance with LOAF 10.6.2(a).
- 14.6.4 In addition to all of the normal paperwork including the Team Sheets from the competing Teams the Umpires will provide a full report to the Administration Manager who shall determine the status of the match in accordance with LOAF 10.6.

### 14.7 POSTPONED MATCHES

- 14.7.1 A Fixtured Match can only be postponed 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 or any other force majeure condition prevails.
- 14.7.2 In the event a scheduled Fixtured Match is postponed, the following will occur:
- the Host Club will supply to the Administration Manager by no later than 12.00 noon on the Monday following the original date for the Fixtured Match two (2) alternative dates and times to play the Fixtured Match.
  - Both dates supplied must in the opinion of the Administration Manager be reasonable and be within 14 days of the original date of the Fixtured Match unless agreed otherwise by the Administration Manager.
  - The two alternative dates and times will be advised to the opposing Club by the Administration Manager.
  - The opposing Club shall respond to the Administration Manager by 12 noon on the Wednesday following the original date for the Fixtured Match advising which of the two times and dates is suitable to play the Match.
  - The suitable date will be advised to the Host Club and will be confirmed as the time and date of the postponed Fixtured Match.
  - If the opposing Club does not agree to one of the nominated dates and times they shall forfeit the Fixtured Match.
- 14.7.3 In exceptional circumstances and despite the best endeavours of both Clubs, the Administration Manager may decide that a postponed Fixtured Match cannot be played within a reasonable time and that it should be cancelled. In such circumstances both Teams will receive two (2) Competition Points.

### 14.8 RESCHEDULING OF FIXTURED MATCHES

- 14.8.1 In the event a Club wishes to reschedule a Fixtured Match the Club must send their request, in writing, to the Administration Manager at least 14 days prior to the original scheduled date.
- 14.8.2 The request will then be forwarded, by the Administration Manager, to the opposing Club for their approval or rejection. The opposing Club must respond within 72 hours.
- 14.8.3 Failure to accept a rescheduling of a Fixtured Match by an opposing Club will result in no change to the original scheduled date and time.

### 14.9 HOME CLUB – MATCH DAY REQUIREMENTS

- 14.9.1 The Home Club must ensure that all Officials and Home Club requirements detailed in Appendix C are in place and setup prior to the start of the first Match of the day and maintained for the duration of all matches played at the ground on that day. This includes ensuring that a Ground Marshall and a Medical Overseer are appointed and on duty until the last Match of the game day.
- 14.9.2 The Home Club shall ensure that the necessary paperwork is placed in the Umpire's room prior to the start of the first Match of the day. This includes:
- Umpires Report Book;
  - Set Penalties Sheets;
  - Summary of By-laws that amend the Laws Of Australian Football or that are specific for Junior and Youth football; and
  - Laws Of Australian Football.
- 14.9.3 Score Cards, Time Cards, Umpire Votes, Ground Marshall Breaches of Codes Sheets and Send off Sheets and any other reports must be submitted to the Administration Manager by noon on the first business day following the match day.

### 15 CANCELLATION OF FIXTURED ROUNDS

15.1 In the event unfavourable weather on the morning of the Round, or unfavourable weather prior to the date fixed for the Round, or such other events shall have so affected a ground or grounds that it is not practical in the estimation of the Administration Manager to play the Round, the Administration Manager will notify the Board and all Clubs. It will be the responsibility of the Administration Manager to officially sanction the cancellation of any fixtured Round(s).

15.2 If the weather or grounds are declared generally adverse by the Administration Manager all Fixtured Matches to be played as part of that Round will be cancelled. All Competition Points, percentages and votes will become null and void for these Matches. For the avoidance of doubt, this shall include any Match that may have taken place prior to the Round being cancelled.

### 16 INFECTIOUS DISEASE

Refer to LOAF 22.

### 17 INJURED PLAYERS / STRETCHERS

#### 17.1 PLAYERS RENDERED UNCONSCIOUS DURING A MATCH

17.1.1 Any Player who has been rendered unconscious during a Match is not permitted to return to the Playing Surface on that day.

17.1.2 The Player in question is not permitted to participate in any further Matches until he/she has obtained a written Medical Clearance from a qualified Medical Practitioner.

- The Medical Clearance is to be sighted by the President or Secretary of his/her Club.
- The Player is not permitted to train or play for a period of seven (7) days.

17.1.3 If Team officials are unsure if a Player has been rendered unconscious during a Match, they should act as if he/she has been rendered unconscious and ensure that he/she does not compete again that day. He/she should also obtain a Medical Clearance before further play can be authorised.

#### 17.2 STRETCHERS

17.2.1 A Player being stretchered off the Playing Surface is only permitted to re-enter the field when cleared by the Medical Overseer.

17.2.2 Any Player taken from the Playing Surface on a stretcher is not permitted to return to the Playing Surface for a minimum of twenty (20) minutes.

### 18 DUTY OF CARE

#### 18.1 MEDICAL OVERSEER

18.1.1 Each Home Club is required to provide a qualified Medical Overseer who is to be present at all Matches. The Medical Overseer must meet or exceed the "Minimum Requirements" standards detailed in the "[AFL Sports Trainer in Community Football Policy](#)".

[http://www.aflq.com.au/fileadmin/user\\_upload/PDF/Policies\\_Rules\\_and\\_Regulations/Sports\\_Trainers\\_in\\_Community\\_AFL\\_Football\\_Policy.pdf](http://www.aflq.com.au/fileadmin/user_upload/PDF/Policies_Rules_and_Regulations/Sports_Trainers_in_Community_AFL_Football_Policy.pdf)

18.1.2 It is the responsibility of Clubs to ensure that their Medical Overseer/s have current accreditation/s

18.1.3 Medical Overseers are not permitted to leave the playing area(s) whilst a Match is in progress.

- If 2 or more ovals are in use at the one ground;
  - The Medical Overseer must be visible from and be able to see the play on both ovals or
  - The Home Club must supply 2 or more Medical Overseers.

18.1.4 Each Club shall ensure that their Medical Overseer is wearing the AFLGCJ bib or be clearly identified as the Medical Overseer by wearing a uniform from a recognised sports medicine provider and be equipped with:

- an appropriate Medical Kit; and
- ice; and
- a stretcher.

18.1.5 Under no circumstances is a suspected seriously injured Player to be moved by any person until the Medical Overseer assesses the situation.

### **18.2 CLUB RESPONSIBILITY**

- 18.2.1 Each Club shall be responsible for the conduct of their own Officials, Players and spectators.
- 18.2.2 Each Club shall be responsible for making sure all volunteers/Officials have been Volunteer Screened (Blue Card).
- 18.2.3 The Home Club shall be responsible for crowd control through their Ground Marshalls at all official matches. However, the visiting Club must also assist with crowd control when requested by the Home Club.
- 18.2.4 Complaints from Clubs against another Club shall be made in writing to the Administration Manager. If the complaint cannot be resolved the Administration Manager is to determine if the matter needs further investigation and the appropriate course of action will be taken.
- 18.2.5 Complaints from parents/spectators must be made in writing to their own Club who may then forward the complaint to AFLGCJ.
- 18.2.6 Each Club is to ensure they have current public liability insurance and that a Certificate of Currency must be available.
- 18.2.7 Each Club is to ensure they have annual Light Lux readings in accordance with Insurance requirements.
- 18.2.8 The only water bottles that are permitted to be used are chin bottles for all Age Group / Divisions.
- 18.2.9 Clubs must provide adequate changeroom facilities for female Players/Officials.

### **19 PLAYER PAYMENTS**

- 19.1 Payment of people playing in matches under the control of AFLGCJ, whether as match payments, sign on payments or incentives of any kind whatsoever, either to the Player, parent or agent other than normal Match day awards, trophy awards or assistance towards the purchase of playing equipment where financial hardship exists, will not be permitted.
- 19.2 Payments referred to above do not include such items that are considered "off field" uniforms (eg. t-shirts, caps, bags etc).

### **SECTION 3 FINALS**

#### **20 YOUTH FINALS FORMAT**

##### **20.1 Finals Series Structure**

The Board shall determine structure of the Final Series depending upon the number of Teams within each Age Group/Division.

20.1.1 The first four (4) teams on the points and percentage table at the conclusion of the Home & Away Season in each Youth Age Group Division shall play off for the Premiership.

##### **20.2 Drawn Matches at Full Time**

Should a draw occur in any of the Finals Matches including the Grand Final the following procedures shall apply:

20.2.1 Two (2) additional periods of five (5) minutes will be played.

20.2.2 The coach of each team is allowed to address the Players for a period of two (2) minutes prior to the commencement of the first (1st) period of extra time.

20.2.3 At the commencement of the first (1st) period of five (5) minutes the teams are to change ends.

20.2.4 At the end of the first (1st) period of five (5) minutes the siren will sound and the Players will change ends immediately.

20.2.5 The coaches and officials will not be able to address Players.

20.2.6 If at the end of the second (2nd) period of five (5) minutes the score is still level the ball is taken to the centre of the ground and the Match is to recommence as soon as possible. Teams will not change ends and coaches and officials cannot address Players.

20.2.7 The first (1st) team to score will win.

##### **20.3 Finals Venues**

Finals venues will be allocated in accordance with the roster contained in Appendix D. Additional finals venues may be allocated dependent upon the Finals structure and this will be done on a tender basis managed by AFLGCJ.

##### **20.4 Finals Hosting Criteria**

To be eligible to host Finals, a Club must have competed for a minimum of 2 years in Youth Age Group competitions. The field measurements of the Club hosting Finals must be in accordance with AFL specifications for Youth Age Groups and must have acceptable facilities as determined by AFLGCJ.

##### **20.5 Host Clubs are to supply:**

- New Footballs
- Ground Marshalls
- Scoreboard Attendants
- Umpires Escorts
- Interchange/Order Off Steward
- Stretcher

#### **21 YOUTH FINALS ELIGIBILITY**

21.1 To be eligible to play in the Finals in their particular Age Group, Players must have played at least eight (8) Fixtured Matches in their Age Group.

21.2 In relation to Divisions, a Player is eligible to play Finals in a higher Division within their Age Group if they have played at least eight (8) Fixtured Matches within that Age Group during the Home and Away season.

21.2.1 A Player who played in a Team in the Finals Match in which that Team was eliminated from the Finals will only be permitted to play with the other Team within that Division in any subsequent Finals Matches as long as he/she does not displace a Player who played in the other Team on the previous occasion that the other Team played a Match.

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- 21.3** In relation to Divisions, a Player is ineligible to play Finals in a lower Division within an Age Group if they are listed as a Core Player in accordance with By-law 6.5 or have played eight (8) Fixtured Matches or more in a higher division within an Age Group during the Home and Away season unless they have also played at least eight (8) eligible Fixtured Matches in the lower Division within an Age Group.
- 21.4** In relation to a Club with two (2) Teams within the same Division.
- 21.4.1 A Player who is listed as a Division Core Player in accordance with By-law 6.6 is only permitted to play Finals with the Team with which he/she is listed as a Division Core Player; or
- 21.4.2 Once a Player has played eight (8) Fixtured Matches in one of the Teams this will be designated his/her Team during Finals unless they have also played at least eight (8) Matches in the other Team within that Division.
- 21.4.3 A Player who played in a Team in the Finals Match in which that Team was eliminated from the Finals will only be permitted to play with the other Team within that Division in any subsequent Finals Matches as long as he/she does not displace a Player who played in the other Team on the previous occasion that the other Team played a Match.
- 21.5** Players from a lower Age Group are eligible to play Finals in a higher Age Group although they cannot displace a Player who is eligible and available to play in the Finals. To qualify for Finals in the higher Age Group they must qualify in their True Age Group and have played a minimum of four (4) Fixtured Matches in the higher Age Group.
- There is no limit to the number of Players who can play in a higher Age Group.
- 21.6** No Player is to be displaced from a finals match by a Player who has or will be playing in another Finals Match on the same weekend.
- 21.7** A bye is not a Fixtured Match for an Age Group / Division which have byes as part of their fixture and are therefore not counted as qualifying Matches for Finals.
- 21.8** Any Player on the Team Sheet of any Fixtured Match cancelled in accordance with By-law 14.7.3 or that is unable to commence in accordance with By-law 14.6.1 will; upon entering of that Team Sheet into Footyweb have such Match counted as a Fixtured Match for the purpose of qualification for Finals.
- 21.9** Any Fixtured Match played while a Player is unavailable for selection into their True Age Group Team by his/her Club while playing for a Representative Team will be counted as a Fixtured Match for Finals.
- 21.10** The following exceptions to usual eligibility apply:-
- 21.10.1 Any Player registering in the competition during the second half of the home and away season must play a minimum of four (4) matches.
- 21.10.2 Any Player who can produce a medical certificate that states he/she has been unable to play due to injury or illness. The certificate must state the nature of the injury or illness, date of injury or illness, duration of injury or illness and clearance to resume playing.
- 21.10.3 The Matches played by the Player's Team during the certified duration of illness or injury will be counted as Matches played by the Player or the purpose of eligibility for Finals.
- 21.10.4 Any Player who is a registered player with any Under 19 (Colts) Club or in any senior AFL competition must have played at least eight (8) Fixtured Matches in their True Age Group.
- 21.10.5 Any Player who feels he/she has a valid reason for exemption from the Youth Finals eligibility requirements not dealt with in these By-Laws may make written application through his/her Club to the Administration Manager for a concession. The request will be referred to AFLGCJ for consideration.



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### **22 FINALS RULES**

- 22.1** All Players must qualify for Finals in accordance with By-law 21.
- 22.2** The completed Team Sheet for a Team must be given to AFLGCJ at least HALF AN HOUR prior to the stated starting time for each Finals Match so that Player eligibility can be verified. Any person's name not entered into the Footyweb System will not be permitted on the ground or in the Coaches Box during the Match.
- 22.3** No new names will be entered into the Footyweb System once the Match commences.
- 22.4** All Clubs must provide to the Administration Manager, no later than three (3) weeks prior to the first weekend of Finals, the names of Players registered in Teams that are in contention to play in the Finals.

### **SECTION 4 JUDICIAL**

#### **23 PLAYER REPORTS**

- 23.1** The following people shall be authorised to report any Player or Official who commits or engages in conduct which may constitute a Reportable Offence in accordance with LOAF 19.1:
- Any Umpire appointed by AFLGCJ to umpire a Match (such power is restricted to the actual Match to which the umpire is appointed),
  - Any member of the Board.
- 23.2** It is the responsibility of a Home Club Official to ascertain from the umpire(s) no later than 15 minutes after each Match whether there have been any Player reports.
- If there has been a report, he/she is to ensure that a copy of the report charge sheet and set penalty sheet for each charge is given to an Official of each Club playing in the Match.
- 23.3** The Home Club Official is to ensure that the Administration Manager is notified of any reports no later than one (1) hour after the completion of the last match on the day on which the report was made.

#### **24 INDEPENDENT TRIBUNAL PANEL**

- 24.1** The Independent Tribunal Panel shall consist of no less than a Chairperson and two (2) other panel members. AFLGCJ will provide a Tribunal Convener.
- 24.2** A permanent record of all Tribunal business shall be kept under the control of the Administration Manager.
- 24.3** The duties of the Independent Tribunal Panel shall be as follows:
- 24.3.1 To enquire into, hear and decide upon any charge made against any Player/ Official nominated on the team sheet which is pursuant to a report made in accordance with By-law 23.1 for an alleged breach of the Laws and rules of the Match and to determine the penalty, if any.
  - 24.3.2 Every decision and penalty of the Independent Tribunal Panel shall be reported to the Board at its next meeting or by email.
  - 24.3.3 Enquire into, hear, adjudicate upon and impose penalties relative to any charges or complaint made by an umpire in respect of the conduct of a Club.
  - 24.3.4 Enquire into, hear, adjudicate upon and impose penalties relative to any charge, dispute or complaint referred to the Independent Tribunal Panel by the Board.
- 24.4** The decision of the Independent Tribunal Panel will be final unless an appeal is lodged in accordance with the AFL Queensland Competition Reports and Tribunal Rules.

#### **25 INDEPENDENT TRIBUNAL PANEL HEARING PROCEDURES**

- 25.1** AFLGCJ Judicial matters including but not limited to the application of Set Penalties, Independent Tribunal Hearings, Rules and Appeals are conducted in accordance with the AFL Queensland Competition Reports and Tribunal Rules as varied herein and such rules form part of these By-laws.
- [http://www.aflq.com.au/fileadmin/user\\_upload/PDF/Policies\\_Rules\\_and\\_Regulations/2014/AFL\\_Queensland\\_Competitions\\_Reports\\_and\\_Tribunals\\_Jan\\_2014\\_1\\_.pdf](http://www.aflq.com.au/fileadmin/user_upload/PDF/Policies_Rules_and_Regulations/2014/AFL_Queensland_Competitions_Reports_and_Tribunals_Jan_2014_1_.pdf)

#### **26 FINES AND PENALTIES**

- 26.1** It is the responsibility of Clubs to pay all fines imposed on the Club itself, its Players, teams, officials, Club members, parents/carers of Players and spectators
- 26.2** Should a Club President or their nominee, a Tribunal Committee representative or any other official fail to attend required meetings without a proxy or apology, the offending Club will be liable for a fine of One Hundred Dollars (\$100.00).

### 26.3 Breach of By-laws or Code Of Conduct

Any Club that may have breached any of these By-laws or that does not exercise adequate control over any of their members, parents/carers of Players, Players, Coaches, Officials and spectators so as to ensure that the Duty Of Care provisions detailed in By-law 18 and/or the Codes of Conduct provisions detailed in By-law 29 are abided by at all times, may be called upon by AFLGCJ to accept responsibility for any breach of these By-laws and/or the Codes of Conduct.

If it is determined by the Board that a Club has failed to exercise adequate control over any of their members, parents/carers of Players, Players, Coaches, officials and/or spectators then that Club may be penalised as follows:

26.3.1 For the first (1st) offence:

- Reprimand and/or
- A fine not exceeding \$500.00 and/or,
- Loss of Competition Points (even if it shall mean putting the Team into a negative position) or reversal of a Finals Match Result and/or
- Suspension of the offending person(s) from participating in Matches and/or
- In the case of a Coach, in conjunction with AFLQ, suspension of his/her coaching accreditation

26.3.2 For a second (2nd) offence:

- A fine not exceeding \$750.00 and/or,
- Loss of Competition Points (even if it shall mean putting the Team into a negative position) or reversal of a Finals Match Result and/or,
- Suspension of the offending person(s) from participating in Matches and/or,
- Suspension of the team and/or the Club from the competition.
- In the case of a Coach, in conjunction with AFLQ, suspension of his/her coaching accreditation.

26.3.3 For a third (3rd ) offence:

- A fine not exceeding \$1,000.00 and/or,
- Loss of Competition Points (even if it shall mean putting the Team into a negative position) or reversal of a Finals Match Result and/or,
- Suspension of the offending person(s) from participating in Matches,
- Suspension of the team and/or the Club either from the remainder of the season or permanently from AFLGCJ
- In the case of a Coach, in conjunction with AFLQ, suspension of his/her coaching accreditation.

### 26.4 Unregistered or Ineligible Players

Penalties which may be applied by the Board for the playing of unregistered, over age, or ineligible Players or Players not scanned into Footyweb are as follows:-

26.4.1 Over Age Players:

- Fine of \$100.00 per Player for each Match that the Player played and/or
- The loss of Competition Points that the Team gained from each Match in which the Player played or reversal of a Finals Match Result and/or
- De-registration of the Player for a period of time.

26.4.2 Unregistered or Ineligible Players:

- Fine of \$100.00 per Player for each Match that the Player played and/or
- The loss of any Competition Points the Team gained from each Match in which the Player played or reversal of a Finals Match Result and/or
- De-registration of the Player for a period of time.

26.4.3 Players not scanned into Footyweb:

- Fine of \$100.00 per Player for each Match that the Player played and/or
- The loss of Competition Points.

26.4.4 Repeated Offences:

- Any repeated offence relating to the same Player will result in the monetary fine being double that of the previous offence and/or
- The loss of Competition Points.

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- 26.5** Penalties which may be applied by the Administration Manager for the breach of Duty Of Care provisions of By-law 18 are as follows:
- 26.5.2 Medical Overseer not being in position or leaving the playing area/s while a Match or Matches are in progress, a Fine of \$200.00.
- 26.5.3 Failing to provide a Medical Overseer with an appropriate medical kit, ice and stretcher, a fine of \$100.00.
- 26.6** In the event of a captain calling a Player Count and it reveals that the opposing Team has the permitted number of Players on the Playing Surface, Penalties in accordance with LOAF 5.5.4 (a) and (b) will be applied and in addition, his/her Club shall be fined One Hundred Dollars (\$100.00).
- 26.7** Any Club not giving the required notice of forfeit prescribed in By-Law 12.6.3 FORFEIT RULES shall be fined the sum of One Hundred Dollars (\$100.00) per offence.
- 26.8** Failure to abide by requirements contained in the Constitution or By-laws of AFLGCJ shall result in a fine of One Hundred Dollars (\$100.00) for each offence.
- 26.9** Failure to provide registration forms within seven (7) days of the due date or request being made will result in a fine of Ten Dollars (\$10.00) per form, per week overdue.
- 26.10** Any Club failing to notify any Player of a tribunal hearing shall be liable for a fine of One Hundred Dollars (\$100.00).
- 27 Investigations**
- 27.1** Investigations may be undertaken by AFLGCJ in accordance with the AFL National Complaints & Investigations Guidelines. These guidelines can also be found at:  
[http://www.aflq.com.au/fileadmin/user\\_upload/PDF/Policies\\_Rules\\_and\\_Regulations/2014/AF L Queensland Competitions Reports and Tribunals Jan 2014\\_1\\_.pdf](http://www.aflq.com.au/fileadmin/user_upload/PDF/Policies_Rules_and_Regulations/2014/AF_L_Queensland_Competitions_Reports_and_Tribunals_Jan_2014_1_.pdf)

### **SECTION 5                      GENERAL**

#### **28            BEST AND FAIREST VOTES**

- 28.1** The AFLGCJ shall ensure umpires votes for the Best and Fairest Players are recorded in the Footyweb System for each Youth Age Group / Division Home and Away Fixtured Match.
- 28.2** Such votes shall be recorded in the Footyweb System on the basis of a three (3) votes for the best and fairest Player, two (2) votes for the second best and fairest Player and one (1) vote for the third best and fairest Player taking part in each Fixtured Match.
- 28.3** The votes shall be recorded in the Footyweb System and kept by AFLGCJ for safe keeping until such time as AFLGCJ sees fit to hold a vote count and presentation.
- 28.4** The Player(s) polling the most votes shall be awarded the best and fairest Player, the Player(s) polling the second most number of votes shall be awarded the first runner up best and fairest Player and the Player(s) polling the third most number of votes, shall be awarded the second runner up best and fairest Player award for any particular Age Group / Division.
- 28.5** The AFLGCJ Player Of The Year award shall be presented to the Division One (1) Player polling the highest average votes in relation to number of Fixtured Matches which their Team played during the season excluding Byes, forfeited Matches and Matches cancelled in accordance with By-law 14.7.3.
- 28.6** Any Player who serves a suspension whether that suspension is issued by a Tribunal or upon the acceptance of a Set Penalty shall be ineligible to receive any award in any Age Group or Division.
- 28.7** Any Player found guilty of an offence at a Tribunal and receives either a reprimand or a suspended sentence is eligible to receive any award.
- 28.8** Any Player granted permission to play in a lower Age Group in accordance with By-law 8 will be ineligible to receive any award in that lower Age Group.
- 28.9** A Player that participates in multiple Youth Age Groups is eligible for votes in each Youth Age Group in which they play however the votes are allocated to each Youth Age Group and are not cumulative across Age Groups.

#### **29            CLUB OF THE YEAR**

- 29.1** The Club of the Year shall be awarded to the Club who, in the opinion of AFLGCJ is the Club that best upholds the values and objectives of AFLGCJ. The award shall be granted each year and shall be determined at the end of the Home and Away Season. The criteria and voting for the award is to be determined by the Board and may be varied by them from time to time.

#### **30            CODES OF CONDUCT**

- 30.1** All persons attending matches controlled by AFLGCJ do so with the permission and license of AFLGCJ and not otherwise.
- 30.2** At the time of registration or at some other time, it is the responsibility of each Club to ensure that all Players, parents/carers, Coaches, Team Managers, Trainers, Officials and other persons are to be provided with a copy of the relevant Code of Conduct.
- 30.3** All such parents/carers, Coaches, Team Managers, Trainers, Officials and other persons agree to be bound by the Code of Conduct upon acceptance of registration of their children or themselves.
- 30.4** Clubs are responsible for the conduct of their members, Players, parents/carers and the spectators who support them.

### 30.5 COACHES CODE OF CONDUCT

- I will respect the rights, dignity and worth of all individuals within the context of my involvement in Australian Football, including refraining from any discriminatory practices on the basis of race, religion, ethnic background or special ability/disability.
- I will abide by and teach the AFL Laws of Australian Football and the rules of my Club and League/Association.
- I will be reasonable in the demands I make in the time commitments of the Players in my care, having due consideration for their health and well-being.
- I will be supportive at all times and I will refrain from any form of personal abuse or unnecessary physical contact with the Players in my care.
- I will have due consideration for varying maturity and ability levels of my Players when designing practice schedules, practice activities and involvement in competition.
- I will avoid overplaying the talented Players aiming to maximize participation and enjoyment for all Players regardless of ability. Where I am responsible for Players in the 5-17 year old age group, I will strive to ensure that all Players gain equal playing time (all Players must receive a minimum of ¼ of a Match)
- I will stress and monitor safety always.
- In recognising the significance of injury and sickness, I will seek and follow the physician's advice concerning the return of injured or ill Players to training.
- I will endeavour to keep informed regarding sound principles of coaching and skill development and of factors relating to the welfare of my Players.
- I will at all times display and teach appropriate sporting behaviour, ensuring that Players understand and practice fair play.
- I will display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators.
- I will ensure that developing Players are involved in a positive environment where skill learning and development as priorities are not overshadowed by a desire to win.
- I reject the use of performance enhancing substances in sport and will abide by the guideline set forth in the AFL DRUG POLICY.

### 30.6 PLAYERS CODE OF CONDUCT

- Play for the "fun of it" and not just to please parents and coaches.
- Play by the rules.
- Never argue with an official. If you disagree, have your captain or coach approach the official during a break or after the match.
- Control your temper. Verbal abuse of officials or other Players, deliberately fouling or provoking an opponent and throwing equipment is not acceptable or permitted in any sport.
- Work equally hard for yourself and your team. Your team's performance will benefit and so will you.
- Be a good sport. Cheer all good plays whether by your team or the opposition.
- Treat all Players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another Player.
- Co-operate with your coach, team mates and opponents at all times.

### 30.7 SPECTATORS CODE OF CONDUCT

- Children play organised sports for fun. They are not playing for the entertainment of spectators only, nor are they miniature professionals.
- Applaud good performances and efforts by your team and their opponents. Congratulate both teams upon their performance regardless of the result.
- Respect official decisions. If there is a disagreement, follow the appropriate procedure in order to question the decision and teach children to do likewise.
- Never ridicule or scold a child for making a mistake during a match. Positive comments are motivational.
- Condemn the use of violence in any form, be it by spectators, coaches, officials or Players.
- Show respect for your team's opponents. Without them there would be no match.
- Encourage Players to play according to the rules and to obey official decisions.
- Demonstrate appropriate social behaviour by not using foul or abusive language, or harassing Players, coaches or officials.

### **30.8 PARENT'S CODE OF CONDUCT**

- Remember that children play sport for their enjoyment not yours.
- Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children to always participate according to the rules.
- Never ridicule or yell at a child for making a mistake or losing a Match.
- Remember that children learn best by example. Applaud good plays by all teams.
- Support all efforts to remove verbal and physical abuse for sporting activities.
- Show appreciation of volunteer coaches, officials and administrators. Without them your child could not participate.
- Respect umpires decisions and teach children to do likewise.
- The consumption of alcohol and smoking is inappropriate at all junior Matches.

### **30.9 ADMINISTRATION / OFFICIALS CODE OF CONDUCT**

- Ensure that equal opportunities for participation in sports are made available to all children, regardless of ability, size, shape, sex, age, disability or ethnic origin.
- Ensure that rules, equipment and length of Matches and training schedules take into consideration the age, ability and maturity level of participating children.
- Ensure that adequate supervision is provided by qualified and competent coaches and officials capable of developing appropriate sports behaviour and skill technique.
- Ensure that parents, coaches, sponsors, physicians and participants understand their responsibility regarding fair play.
- Modify rules and regulations to match the skill level of children and their needs.
- Condemn unsporting behaviour and promote respect for all opponents.
- Ensure that your behaviour is consistent with the principals of good sporting behaviour.

### APPENDICIES

#### Appendix A

##### **APPLICATION FOR PROMOTION TO A HIGHER DIVISION – BY-LAW 6.2.3**

If a Club resolves that one of their Youth Age Group team has been allocated to a division below where it would prefer to play, it may apply to be promoted.

This application for promotion must be lodged with seven (7) days of the club being advised by AFLGCJ of the team's allocation to a division.

The Board of AFLGCJ in assessing any such application and in reaching a determination may take into account any matters which they consider appropriate including but not limited to:

1. The written submission from the club
2. The number of re-registering players
3. The impact promoting a team will have on the balance of existing competitions.

Clubs should be aware that if the promotion is approved then there is no further opportunities for the club to re-apply to be demoted.

Clubs should be considering striving for the team to play in the competition where the team will be competitive but not winning all matches. A team, including the coach/es, that wins a large majority of their matches is not tested throughout the season and the players will not develop their skills and capabilities to play AFL in future years.

It is the responsibility of the Club committee and coaches to explain this to their players, parents and officials.



### Appendix B

#### **60 Point Difference - By-Law 12.7**

*Percentage on Matches with a margin of greater than 60 points will be calculated as if the margin at the end of the Match was 60 points only.*

Example

Final Score:	Team A	15 goals	10 behinds	100 points
	Team B	3 goals	4 behinds	22 points
will be recorded for the purposes of percentage as:				
	Team A	12 goals	10 behinds	82 points
	Team B	3 goals	4 behinds	22 points

For the avoidance of doubt, in all cases, the Team with the lower final score will not be adjusted, it is the Team with the higher final score that is adjusted to be no more than 60 points more than the team with the lower final score.

Once a 60 point difference in the scores is reached during a Match, the score board will cease recording all scores as they are scored and will be adjusted on advice from the goal umpires at each quarter break to reflect the actual score of the Match at that time up to a maximum difference in the scores of 60 points.

It fits with the AFLGCJ philosophy of fairness, sportsmanship and providing a constructive and encouraging environment for all players in which to play the game, while trying to encourage players at this level to continue on to play higher grades of football.

#### **Implementing the “60 Point Difference” By-law**

Team Managers are required to explain the operational requirements of By-law 12.7 to the Goal Umpires and score board attendants that they are using for their Matches.

It is as follows:

1. The Goal Umpires are to keep the actual scores for the full Match.
2. The score board operates as normal until such time as the differences in scores reaches 60 points or until the next quarter break if the scoreboard attendants are not applying the rule.
3. From the time that a 60 point difference in scores is reached, the score board attendants stop recording scores for the remainder of that quarter and will then take their instructions from the goal umpires at the end of each quarter.
4. At the end of that quarter, the goal umpires will confer as normal to verify the scores that they have recorded.
5. The goal umpires will then proceed to the scoreboard to advise the scoreboard attendants of the score (and the score difference) that is to be displayed.
  - If the score difference recorded by the goal umpires is less than 60 points they will instruct the scoreboard attendants of the actual scores to be displayed and that they should operate the scoreboard again until a 60 point difference is reached.
  - If the score difference recorded by the goal umpires is more than 60 points then the side with the lowest score is placed on the scoreboard and then the other team receives a score 60 points higher.

Once the 60 point difference has been established for the first time, this process will be followed at the ¼ time, half time and ¾ time breaks.

**Appendix C**

**Home Club Match Day Requirements**

The following is additional information for a Club that is hosting AFLGCJ Matches for either their Club or for two other Clubs allocated to their venue for a Match. Included in these requirements are extracts of By-laws for quick reference on Match day. Note: All By-laws are still required to be applied)

The Home Club is required to ensure that the following requirements are met before the starting time of the first Match of the day and thereafter all subsequent Matches played at the ground on that day:

**1. Ground and Playing Field Setup**

The ground and in particular the Playing Field must be set up correctly.

- This includes correct line marking of the oval, Coach’s boxes, 50 metre line, centre and goal squares and the Interchange Area.
- All permanent Goal Posts and any other obstacles in and around the Playing Surface must have protective pads in place.

**2. AFLGCJ No Alcohol Policy**

“Alcohol Signs” must be in place conspicuously around the field of play particularly where spectators congregate. Alcohol can only be sold and consumed in Licensed Clubs and alcohol designated areas.

**3. Paperwork**

By-law 14.9.2 The Home Club shall ensure that the necessary paperwork is placed in the Umpire’s room prior to the start of the first Match of the day. This includes:

- Umpires Report Book;
- Set Penalties Sheets;
- Summary of By-laws that amend the Laws Of Australian Football or that are specific for Junior and Youth football; and
- Laws Of Australian Football.

**4. Umpires (All Youth Age Matches [Under 12 to Under 17])**

By-law 14.3.1 In the absence of an official Umpire it shall be the responsibility of the two (2) participating Clubs to appoint a person from each Club to act in this capacity.

By-law 14.3.2 Umpires must be escorted to and from the ground by at least one Ground Marshall and met at all breaks in the middle of the ground by a Ground Marshall.

**5. Match Times and Footballs**

By-law 14.1.1 The Match durations, football sizes and types of footballs have been approved for each Age Group as follows:

**Boys Competitions:**

Age Group	Length of Quarters	Length of Breaks		Footballs	
		¼ & ¾ Time	½ Time	Size	Type
	(4)				
Super 6	Training plus 3 x 10 Minutes	3 Minutes	5 Minutes	1	Synthetic
Super 7	10 Minutes	3 Minutes	5 Minutes	1	Synthetic
Under 8	10 Minutes	3 Minutes	5 Minutes	1	Synthetic
Under 9	12 Minutes	3 Minutes	5 Minutes	2	Synthetic
Under 10	12 Minutes	3 Minutes	5 Minutes	2	Synthetic
Under 11	15 Minutes	5 Minutes	10 Minutes	3	Synthetic
Under 12	15 Minutes	5 Minutes	10 Minutes	3	Match Series
Under 13	15 Minutes	5 Minutes	10 Minutes	4	Match Series
Under 14	15 Minutes	5 Minutes	10 Minutes	4	Match Series
Under 15	20 Minutes	5 Minutes	10 Minutes	5	Match Series
Under 16	20 Minutes	5 Minutes	10 Minutes	5	Match Series
Under 17	20 Minutes	5 Minutes	10 Minutes	5	Match Series

**Girls Competitions:**

Age Group	Length of Quarters	Length of Breaks		Footballs	
		¼ & ¾ Time	½ Time	Size	Type
	(4)				
Under 13	12 Minutes	3 Minutes	5 Minutes	3	Match Series
Under 15	12 Minutes	3 Minutes	5 Minutes	3	Match Series
Under 17	15 Minutes	3 Minutes	5 Minutes	4	Match Series

By-law 14.1.2 Only Sherrin branded footballs featuring the AFLGCJ Logo and the McDonald’s Gold Coast logo are permitted to be used in Matches. A \$100 fine will be imposed per Round when other footballs are used in a Match.

By-law 14.1.2.1 A Red football should be used for Matches played wholly in daylight hours.

By-law 14.1.2.2 A Yellow football must be used for the entire Match for Matches played wholly or partially after dusk.

By-law 14.1.3 Footballs for every Youth Match must be in good condition as determined by the Umpires.

**6. Player Reports**

By-law 23.2 It is the responsibility of a Home Club Official to ascertain from the umpire(s) no later than 15 minutes after each Match whether there have been any Player reports.  
If there has been a report, he/she is to ensure that a copy of the report charge sheet and set penalty sheet for each charge is given to an Official of each Club playing in the Match.

By-law 23.3 The Home Club Official is to ensure that the Administration Manager is notified of any reports no later than one (1) hour after the completion of the last match on the day on which the report was made.

**7. Submission of Documents to Administration Manager**

By-law 14.9.3 Score Cards, Time Cards, Umpire Votes, Ground Marshall Breaches of Codes Sheets and Send off Sheets and any other reports must be submitted to the Administration Manager by noon on the first business day following the match day.

**8. Required Officials (Other than Team Officials)**

The Home Club is required to supply the following Officials who will be on duty for the full duration of each Match in which they are playing:

**8.1 By-law 14.5.1.6 Ground Marshall (For all Age Groups)**

- Is permitted on the ground and is required to patrol between the fence and boundary line; and
- May also be the Umpires escort.
- The Ground Marshall is required to maintain the orderly conduct of Officials and spectators at all times.
- Amongst other things, this person will ensure that:
  - Only persons on the Team Sheet are in the Coaches boxes.
  - Team Officials including the Coach, Assistant Coach, Team Manager, Runner, Trainer and medical personnel, Water Carriers, Goal Umpires, Boundary Umpires are wearing AFLGCJ uniform and closed footwear.
  - Ground Marshalls must be in AFLGCJ uniform and closed footwear.
  - Ground Marshalls must abide by the AFL Code of Conduct.
  - This person must provide a written report after each game, as required.

### 8.2 By-law 18.1 Medical Overseer (For the Entire Game Day)

This person:

- Must meet or exceed the “Minimum Requirements” standards detailed in the “AFL Sports Trainer in Community Football Policy”:  
[http://www.aflq.com.au/fileadmin/user\\_upload/PDF/Policies\\_Rules\\_and\\_Regulations/Sports\\_Trainers\\_in\\_Community\\_AFL\\_Football\\_Policy.pdf](http://www.aflq.com.au/fileadmin/user_upload/PDF/Policies_Rules_and_Regulations/Sports_Trainers_in_Community_AFL_Football_Policy.pdf)
  - Is not permitted to leave the playing area(s) whilst a Match is in progress.
  - If 2 or more ovals are in use at the one ground;
    - The person must be visible from and be able to see the play on both ovals or
    - The Home Club must supply 2 Medical Overseers.
  - Must be wearing the AFLGCJ uniform or be clearly identified as the Medical Overseer by wearing either a Sports Medicine Australia Trainer’s uniform or St Johns uniform and be equipped with:
    - an appropriate Medical Kit; and
    - ice; and
    - a stretcher.
- to enable them to carry out their duties.

**Note:** All Teams are required to have a medical person or Trainer in attendance at each Match. If exceptional circumstances prevail and a Team does not have a medical person or Trainer in attendance at a Match, the Team must have a medical kit supplied by the Club that is fully stocked with supplies needed for the day. **In addition, the Team Manager must advise the Medical Overseer as such immediately upon arrival at the ground so that the Medical Overseer is aware that there is no a medical person or Trainer in attendance with that team.**

### 8.3 By-law 14.5.1.9 Timekeeper

- This person:
  - Must be supplied with an accurate time clock, and
  - A device to activate the siren to indicate the start and end of play.
  - Must be fully conversant with all of the Match Conditions stipulated in By-law 14.1.
  - Must strictly adhere to all match times stipulated in By-law 14.1.1 as detailed above in section 5.
- If the Timekeeper is also responsible for the overseeing of the Order Off Laws (By-law 12.5). This person must:
  - Understand the requirements of the Order Off By-law 12.5
  - Be situated at or immediately adjacent to the Interchange Area at all times in which play is in progress.
  - Have a pad of Order Off sheets and a pen to record the full details of any Order Off offences.
- If the Timekeeper is not responsible for overseeing the order off by-laws, the Home Club must supply an Official at the interchange area. This person must:
  - Understand the requirements of the Order Off By-laws 12.5
  - Be situated at or immediately adjacent to the Interchange Area at all times in which play is in progress.
  - Have a pad of Order Off sheets, a timing device and a pen to record the full details of any Order Off offences.

### 8.4 By-law 14.5.1.10 Score Board attendant (For All Youth Age Group Matches)

- The Host Club must appoint a person to keep the score up-to-date on the scoreboard.
- The person appointed must be of a suitable age, preferably 14 years of age or older.
- The must ensure that the person appointed understands the basics of scoring in an AFL match (that is, 1 goal = 6 points, 1 behind – 1 point).
- The Club must provide instruction to the person appointed regarding when and how to apply the 60 Point Difference rule – refer Appendix B.

### 8.5 By-law 14.5.1.11 Footyweb System Coordinator.

- The Host Club must appoint a person to enter data and information into the Footyweb system.
- This person must be set up in an easily accessible area.
- This person cannot be a person that is required to also do other duties whilst they are doing this position as their full attention is needed.
- The Club must ensure that this person has a copy of the most up to date Fixture of matches with them so that when they have completed entering Players/Officials in for each Match they can tick that the appropriate Teams has been completed.
- This person must ensure that the final Team lists for each match are finalised prior to the commencement of the third (3rd) quarter.
- This person must receive the Score Cards from each Team Manager following the completion of the Match.
- This person must enter the final scores of each Match within one (1) hour of the last Match of the game day.

**Home Venue Clubs hosting games for Clubs other than their own must supply all of the above as if it was one of their own Teams playing.**

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### Appendix D

#### Final Series Structure

##### By-Law 20.1.1 – 4 Team 3 Week Finals Fixture

##### First Semi Final

Match 1 – 3 v 4

Week 1

##### Second Semi Final

Match 2 – 1 v 2

Week 1

##### Preliminary Final

Match 3 – Winner of Match 1 (First Semi Final) v Loser of Match 2 (Second Semi Final)

Week 2

##### Grand Final

Match 4 – Winner of Match 2 (Second Semi Final) v Winner of Match 3 (Preliminary Final)

Week 3

#### Roster of Host Clubs for Finals Matches 2015

YEAR	Group	Final 1 Day 1	Final 1 Day 2	Final 2 Day 1	Final 2 Day 2	Prelim.	Grand
2015	Group 3	LAB	ORM	PP	COOM	AFLGCJ	SPORT

### Appendix E

Laws Of Australian Football Varied By these By-laws as follows:

Download a PDF version of the LOAF here: <http://www.aflq.com.au/index.php?id=631>

#### **LOAF 5.3.2 Completing and Lodging Team sheet**

##### **By-law 14.4 Entering of Players (Team Sheets To be Submitted)**

- 14.4.1 It is the responsibility of the Team Manager to ensure all Players and Officials have their name entered into the Footyweb System for every Match.
  - 14.4.2 Player numbers in the Footyweb System must correspond to Player jumper numbers.
  - 14.4.3 All on field Officials must be entered into the Footyweb System.
  - 14.4.4 Unless otherwise advised by AFLGCJ for Finals Matches, Players and Officials must have their name entered into the Footyweb System prior to the end of the second (2nd) quarter of any Match. All Players so listed must be present and available to play at any time during the Match, to be accounted for if and when requested by a representative of AFLGCJ or a representative of the opposing Club.
- 
- 22.2 The completed Team Sheet for a Team must be given to AFLGCJ at least HALF AN HOUR prior to the stated starting time for each Finals Match so that Player eligibility can be verified. Any person's name not entered into the Footyweb System will not be permitted on the ground or in the Coaches Box during the Match.
- 

#### **LOAF 5.5.3 Players Exceeding Permitted Number**

- 12.4.2 If after an official count by the field umpire, the opposing Team is found to have more Players on the Playing Surface than authorised, the field umpire shall advise the goal umpires and the Timekeeper/s that the offending Team is to lose all score they have accumulated from the commencement of the current quarter until the time that the offence was discovered.
  - 12.4.3 A report shall be made by the umpire and an official of the Club offended against to the Administration Manager who shall investigate and determine whether any further action and/or penalty is appropriate against the offending Team.
  - 26.6 In the event of a captain calling a Player Count and it reveals that the opposing Team has the permitted number of Players on the Playing Surface, Penalties in accordance with LOAF 5.5.4 (a) and (b) will be applied and in addition, his/her Club shall be fined One Hundred Dollars (\$100.00).
- 

#### **LOAF 7 Interchange**

##### **By-law 12.3 Interchange**

- 12.3.1 Interchange of Players is permitted whilst play is in progress:
    - All Players must enter the Playing Surface via the designated Interchange Area;
    - Players must leave the Playing Surface via the designated Interchange Area unless injured, in which case they may be taken off Playing Surface at any point of the Boundary Line.
- 

#### **LOAF 9.2 Prohibition Of Items (Players' Boots, Jewellery and Protective Equipment)**

##### **By-law 5 Dress Standard**

- 5.1 The attire of Players taking part in all Matches shall be that officially approved by AFLGCJ. Banned items include:-
  - Gloves
  - Metal tags
  - Long fingernails
  - Caps
  - Sunglasses
  - Padding of any sort (e.g. shin pads, shoulder pads etc)

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- Jewellery (includes but not restricted to: earrings, body piercing jewellery, chains, watches, and rings)
- Compression shorts that are not natural beige coloured

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

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### LOAF 10 Timekeepers, Duration of Matches, Quarters and Intervals

#### LOAF 10.1 Duration

#### By-law 14 Match Conditions

##### 14.1 Match Times and Footballs

14.1.1 The Match durations, football sizes and types of footballs have been approved for each Age Group as follows:

##### Boys Competitions:

Age Group	Length of Quarters	Length of Breaks		Footballs	
		¼ & ¾ Time	½ Time	Size	Type
	(4)				
Super 6	Training plus 3 x 10 Minutes	3 Minutes	5 Minutes	1	Synthetic
Super 7	10 Minutes	3 Minutes	5 Minutes	1	Synthetic
Under 8	10 Minutes	3 Minutes	5 Minutes	1	Synthetic
Under 9	12 Minutes	3 Minutes	5 Minutes	2	Synthetic
Under 10	12 Minutes	3 Minutes	5 Minutes	2	Synthetic
Under 11	15 Minutes	5 Minutes	10 Minutes	3	Synthetic
Under 12	15 Minutes	5 Minutes	10 Minutes	3	Match Series
Under 13	15 Minutes	5 Minutes	10 Minutes	4	Match Series
Under 14	15 Minutes	5 Minutes	10 Minutes	4	Match Series
Under 15	20 Minutes	5 Minutes	10 Minutes	5	Match Series
Under 16	20 Minutes	5 Minutes	10 Minutes	5	Match Series
Under 17	20 Minutes	5 Minutes	10 Minutes	5	Match Series

##### Girls Competitions:

Age Group	Length of Quarters	Length of Breaks		Footballs	
		¼ & ¾ Time	½ Time	Size	Type
	(4)				
Under 13	12 Minutes	3 Minutes	5 Minutes	3	Match Series
Under 15	12 Minutes	3 Minutes	5 Minutes	3	Match Series
Under 17	15 Minutes	3 Minutes	5 Minutes	4	Match Series

14.1.2 Only Sherrin branded footballs featuring the AFLGCJ Logo and the McDonald's Gold Coast logo are permitted to be used in Matches. A \$100 fine will be imposed per Round when other footballs are used in a Match.

14.1.2.1 A Red football should be used for Matches played wholly in daylight hours.

14.1.2.2 A Yellow football must be used for the entire Match for Matches played wholly or partially after dusk.

14.1.3 Footballs for every Youth Match must be in good condition as determined by the Umpires.

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### LOAF 10.5 Stopping And Recommencing Time

By-law 14.1.2 The Timekeepers shall stop the clock which is used for the timing of the Match when directed to do so by the field Umpire in accordance with LOAF 10.5.3 only in the following instances:

14.1.2.1 The field Umpire stops the play for the purpose of a Player count, or

14.1.2.2 A stretcher is on the Playing Surface for use by an injured Player, or



- 14.1.2.3 A Player being injured who in the opinion of the Medical Overseer requires the services of a paramedic and /or an ambulance prior to being able to move the Player from the Playing Surface. If a stretcher is not already on the Playing Surface, the Medical Overseer will immediately inform the Umpire who will stop the match and signal Time Off.
- 14.1.3 In the case of By-law 14.1.2.2, the Timekeepers shall stop the clock used for the timing of the Match when the Timekeeper first notices that the field Umpire has signalled to stop time in accordance with LOAF 10.5.3 or notices that a stretcher is on the Playing Surface – whichever is the earlier.
- 14.1.4 The Timekeepers shall recommence the clock used for the timing of a match when:
- 14.1.4.1 Directed to do so by the field Umpire in accordance with LOAF 10.5.3, or
- 14.1.4.2 The football is obviously in play.
- 

### **LOAF 10.2 Timekeepers**

Timekeepers, if they are fulfilling the responsibilities of recording Players Ordered Off the Playing Surface under By-law 12.5 "Order Off" law are required to be positioned during all Fixtured Matches in close proximity to the Interchange Area.

The duties of the Timekeeper as details in LOAF 10.2 are modified as follows:

### **By-law 14.5.1.9 TIME KEEPERS (1 Permitted – Away Team)**

Applies: Youth Age Groups

- At any Fixtured 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 Central Umpire.
  - Each Timekeeper is required to record the score of all matches on an official score card.
  - At the end of each quarter and at the end of the Match their score cards must agree.
  - Timekeepers shall also keep a record of any Player ordered off during the Match. If the Player is ordered off three (3) times during the Match the Timekeeper must notify the Player and an official of that Player's Team that the Player is not permitted to field-enter the Playing Surface for the completion of the match.
  - The Timekeeper must also notify the umpire at the next quarter break.
  - Timekeepers must be at least 18 years of age.
  - Timekeepers must abide by the AFL Code Of Conduct.
- 

### **LOAF 10.6.2 Incomplete Match**

#### **By-law 14.6 Matches Unable to be Completed (LOAF 10.6)**

- 14.6.1 If a Match is unable to commence or continue within the time scheduled for the Match for reasons beyond the control of either Team (including circumstance where it is unsafe for the Match to proceed) the following shall apply:
- 14.6.2 In the case of a Match that has already commenced, the Umpires will :
- Stop play and signal Time Off, and
  - Advise the Goal Umpires and the Timekeepers to note the scores of both teams at the time that time off was called, and
  - Advise the Timekeepers to note the actual time of day and the amount of time remaining in the quarter that time off was called, the quarter in which time off was called and also the amount of time remaining in that quarter, and
  - Permit the Players to leave the field of play under the control of their coaches, and
  - Determine when it is appropriate to re-start the Match or if the Match shall be called off in accordance LOAF 10.6
- 14.6.3 In the case of a Match that has not commenced, the umpire shall act in accordance with LOAF 10.6.2(a)
- 14.6.4 Shall provide a full report to the Administration Manager who shall determine the status of the match in accordance with LOAF 10.6.
-

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### **LOAF 10.7.1 Forfeiture**

#### **By-law 12.6 Forfeit Rules**

- 12.6.1 Should a Team not be able to commence a Match with fourteen (14) Players they must forfeit the Match.
- 12.6.2 Any Team not ready to commence or recommence their Match within fifteen (15) minutes after the time set down for such commencement or recommencement shall forfeit the Match.
- A forfeit must be called at this time by the Field Umpire and no Teams are permitted to take the field for a scheduled Match.
- 12.6.3 Any Club unable to field a Team in any given Age Group / Division must advise the Administration 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.
- 12.6.4 In the event of a forfeit, the Team that did not forfeit shall submit a Team Sheet and the Players there on shall be credited as having played the Match.
- 12.6.5 The Team that did not forfeit the Match will be awarded four (4) Competition Points for the Match.
- 

### **LOAF 10.7.2 Consequences of Forfeiture**

**LOAF 10.7.2(b) Calculation of percentage at the conclusion of the Home and Away matches does not apply.**

**By-law 12.6.5 The Team that did not forfeit the Match will be awarded four (4) Competition Points for the Match.**

---

### **LOAF 11.3.4(c) Permitted Numbers at the Centre Bounce Infringements**

#### **By-law 14.5.1.7**

When an infringement of the centre square rule occurs and a Club boundary umpire signals the infringement, the Field Umpire will restart the match by another centre bounce.

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### **LOAF 20.4 Replacing Player (Order Off Law)**

**LOAF 20.6.2 (b) (ii) (iii), and 20.7(a) do not apply in AFLGCJ.**

#### **By-law 12.5 Order Off Rule**

- 12.5.1 The Order Off Law (LOAF 20 save for 20.6.2(b) (ii), 20.6.2(b)(iii) and 20.7(a)) shall apply to all AFLGCJ sanctioned matches.
- A Player ordered off the Playing Surface under a Yellow Card shall remain off the Playing Surface for the equivalent of HALF A QUARTER OF MATCH TIME (the "Time Off Penalty").
- He/she cannot be replaced.
- 12.5.1.2 A Player Ordered Off the Playing Surface in accordance with these By-laws must leave the Playing Surface via the Interchange Area and;
- Shall proceed directly to the Timekeeper or Official designated for that duty, and
  - Accompanied by a Team Official, he/she must give them his/her jumper number and name and
  - May then return to his/her Interchange Bench.
  - The Time Off Penalty does not commence until the offending Player reports to the Timekeeper or official designated for that duty.
- 12.5.1.3 On completion of a Player's Time Off Penalty, the Timekeeper or official designated for that duty will inform the Team Manager that the Time Off Penalty has been served.
- The Player, if going back onto the Playing Surface, must enter the Playing Surface via the Interchange Area.

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- 12.5.1.4 Any Player Ordered Off two (2) times during a Match shall be automatically on report for misconduct and
- Is not permitted to re-enter the Playing Surface for the remainder of the Match, and
  - Will receive notification from the Administration Manager that he/she is automatically suspended for one (1) Match in which his/her team plays for Competition Points (inclusive of finals).
- 12.5.1.5 A Player ordered off three (3) times during the season will receive notification from the Administration Manager that he/she is automatically on report for misconduct and shall be suspended for one (1) Match in which his/her team plays for Competition Points (inclusive of Finals Matches.) The Player then reverts back to one (1) "Order Off" being recorded against them.
- 12.5.1.6 In the event the Player records another Order Off offence during the Season he/she will receive notification from the Administration Manager that his/her next order off will require him/her to attend the Tribunal in accordance with the Tribunal procedures.
- 12.5.1.7 A Player Ordered Off the Playing Surface, under a Red Card, shall remain off the Playing Surface for the remainder of the Match and will take no further part in the Match.
- He/she cannot be replaced until the equivalent of HALF A QUARTER OF MATCH TIME (the "Time Off Penalty") has elapsed in accordance with 12.5.1.2, and
  - Will be placed on report by the Umpire in accordance with the LOAF.
- 

### **LOAF 20.5 Order Off For Specified Period**

#### **By-law 12.5**

#### **Order Off Rule**

In addition to the offences for which a Player may be Ordered Off for the remainder of a Match (a red card offence) or for a specific period of time (a yellow card offence) that are listed in LOAF 20.2 any player who commits any of the Specific Offences detailed in LOAF 19.2.2 may be ordered off the Playing Surface in accordance with By-law 12.5.

The period of time for which a Player shall be ordered from the Playing Surface shall be in accordance with By-Law 12.5. It is half of the duration of the length on one quarter of playing time.

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**Appendix F**

**AFLGCJ FORM 3**

**APPLICATION FOR APPROVAL TO PLAY UP ONE AGE GROUP**

- 1 This application form must be completed for Players wanting to permanently play up one Age Group from his/her True Age Group.
- 2 Applications can be lodged at anytime but will not be processed before 15 March of each year.
- 3 Applications will not be accepted for the current season after the usual completion of Round 4.
- 4 **Part A** to be completed by Parent/Guardian.
- 5 **Part B** to be completed by Coach of the higher Age Group.
- 6 **Part C** to be completed by the Club President.
- 7 **Part D** to be read by Parent/Guardian, Player, Coach and Club President.
- 8 Completed application form is to be lodged with AFLGCJ for approval.
- 9 Incomplete application forms will not be accepted and will delay processing.

<b>Part A</b>	<b>Parent/Guardian Agreement</b>	<i>Parent/Guardian to Complete</i>
As Parent/Guardian of:	<input style="width: 90%;" type="text"/>	(player's name)
Date of Birth	<input style="width: 30%;" type="text"/>	(player's date of birth)
Club	<input style="width: 80%;" type="text"/>	
True Age Group	<input style="width: 50%; text-align: center;" type="text" value="Under"/>	
I,	<input style="width: 90%;" type="text"/>	(parent/guardian's name)
give permission for him/her to participate in the	<input style="width: 30%; text-align: center;" type="text" value="Under"/>	age group
in the AFLGCJ competition for the	<input style="width: 30%;" type="text"/>	season
I acknowledge that the provision outlined in AFLGCJ By-law 7.3.1 (re Page 3) has taken place.		
I have read and understood, and my/son daughter has read and understood, AFLGCJ By-law 7.3.3 (re Page 3).		
I have read and understood, and my/son daughter has read and understood, AFLGCJ By-law 7.3.4 (re Page 3).		
As Parent/Guardian, I accept full responsibility for the possible risk to my son/daughter playing up one AFLGCJ Age Group.		
<input style="width: 150px; height: 20px;" type="text"/>		<input style="width: 80px; height: 20px;" type="text"/>
Parent/Guardian's Signature		Date

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<b>Part B</b>	<b><u>Coach's Agreement</u></b>	<b><i>Coach to Complete (Coach of the higher Age Group)</i></b>
<p>I acknowledge that the provision outlined in AFLGCJ By-law 7.3.1 (re Page 3) has taken place.                  I have read and understood AFLGCJ By-law 7.3.3 (re Page 3).                  I have read and understood AFLGCJ By-law 7.3.4 (re Page 3).</p>		
<div style="border: 1px solid black; width: 150px; height: 20px; margin: 0 auto;"></div> Coach's Name	<div style="border: 1px solid black; width: 150px; height: 20px; margin: 0 auto;"></div> Coach's Signature	<div style="border: 1px solid black; width: 80px; height: 20px; margin: 0 auto;"></div> Date

<b>Part C</b>	<b><u>Club Agreement</u></b>	<b><i>Club President to Complete</i></b>
<p>I acknowledge that the provision outlined in AFLGCJ By-law 7.3.1 (re Page 3) has taken place.                  I have read and understood AFLGCJ By-law 7.3.3 (re Page 3).                  I have read and understood AFLGCJ By-law 7.3.4 (re Page 3).</p>		
Number of Registered Players This Player's True Age Group		<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> as at date signed
Number of Anticipated Teams This Player's True Age Group		<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> at this Club
Number of Registered Players Higher Age Group		<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> as at date signed
Number of Anticipated Teams Higher Age Group		<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> at this Club
<div style="border: 1px solid black; width: 150px; height: 20px; margin: 0 auto;"></div> Club President's Name	<div style="border: 1px solid black; width: 150px; height: 20px; margin: 0 auto;"></div> Club President's Signature	<div style="border: 1px solid black; width: 80px; height: 20px; margin: 0 auto;"></div> Date

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<b>Part D</b>	<b><u>Relevant Extract from AFLGCJ By-Laws:</u></b>
7.3.1	The decision to seek approval of AFLGCJ to 'permanently' play any Player above his/her True Age Group and to then have that Age Group as his "Deemed True Age Group" is to be made after discussions between the Club, Coaches, the Player involved, his/her parents/s or guardian/s and is to be made solely based on what is best for the player.
7.3.2	The Club must apply to AFLGCJ using Form 3 for approval for any Player to play as a Deemed True Age Group Player.
7.3.3	Clubs should be aware that in addition to the criteria assessment outlined in Form 3, the player's application may be declined or revoked if approval in any way risks the viability of the Club fielding a team in that player's True Age Group. Similarly, where player numbers in the higher Age Group are such that the addition of a player from a lower Age Group in the view of AFLGCJ causes there to be excess players, the application may also be declined or revoked.
7.3.4	If approved by AFLGCJ, the Deemed True Age Group will be the permanent Age Group for that Player for the duration of that Season. (For the avoidance of doubt, this means that the Player will not be permitted to either play up any further Age Group, nor will they be permitted to play down in their True Age Group in any Match.)

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