



**AFL Queensland
Community
Competitions
Rules and Regulations
2017**

INTRODUCTION

Manual

This manual, to be read in conjunction with the AFL Queensland Competitions Reports and Tribunals document (sections 20 & 21), is to be used as a *template* for the administration of all Colts, Women's and open age Community Competitions in Queensland except for the NEAFL competition, or as otherwise stated. Affiliate Leagues and clubs will be provided with updates to this manual on a periodical basis in the form of annual review. The rules and regulations contained within this document must be formally adopted by each Affiliate League.

This manual has been designed to provide a basis for consistent and efficient practices. It will not contain solutions to all problems relating to administration but it is intended as a guideline for appropriate procedures for the management of Australian Football competitions.

In regard to the NEAFL competition a separate manual entitled, 'NEAFL, Rules and Regulations' is to be used as the *template* for the administration of the NEAFL competition. For the NEAFL competition, where the NEAFL, Rules and Regulations are silent, these rules and regulations can be applied at the discretion of the NEAFL Operations Manager and the AFL.

For the purpose of these Rules and Regulations **"Affiliate League"** mean a league licensed by AFLQ to manage and conduct Australian Football competitions.

Standardised Regulations

As part of the AFL's recognition by the Australian Sports Commission as the governing body responsible for the management and development of Australian Football, the AFL is committed to being accountable at the national level for providing all of its Members with technically and ethically sound sport programs, policies and services. The *AFL Member Protection Policy*, located on the AFLQ website (www.aflq.com.au), represents the AFL's commitment to the Australian Sports Commission via the *Australian Sports Commission Act 1985 (Commonwealth)* and is formally adopted by the AFL as part of the *Laws of Australian Football*. As the national governing body of Australian Football, this policy is therefore binding upon all Member organisations and individuals.

Relevant AFL community football policies are integrated into this document and the accompanying *AFL Member Protection Policy* document and, unless otherwise stated, are to be adhered to by all Affiliate Leagues and their licensed clubs. Affiliate Leagues may, in writing to AFL Queensland, request for "local rules and regulations" to supersede these rules and regulations in the main body of this document. These "local rules and regulations" will be included in a separate document entitled, 'Affiliate League By-Laws'.

Penalties

If rules and regulations are broken a system of penalties will be invoked by the relevant Affiliate League. Infringements will incur penalty points. Each Affiliate League will assign, at the League's discretion, a dollar value to each penalty point.

TABLE OF CONTENTS

Section 1	AFFILIATION	1
1.1	Affiliation	1
1.2	Affiliation/License Agreements	1
1.3	League Constitution and Office Bearers	2
1.4	Club Constitution and Office Bearers	2
1.5	Season	3
1.6	Competition Structure	3
1.7	Admission of Clubs/Teams	3
1.8	Fees and Charges	4
1.9	Other Matters	5
Section 2	TRANSFERS AND REGISTRATION	5
2.1	Registration/Permission to Play	5
2.2	Permission to Interview	7
2.3	Procedures for Clearance Application	7
2.4	Clearances/Transfers and Permits	9
2.5	Appeal Against a Refused Clearance	11
2.6	Permits	12
2.7	Players/Clubs Illegally Obtaining Permits or Providing False Information	14
2.8	Clearance and Registration	15
2.9	Amalgamation / Merger Club Clearance	15
2.10	Colts (U19) Registration	15
	- Clearances – Colts Players	15
	- Unregistered Players	15
	- Registration Fee	15
	- Birth Certificates	16
	- Match Day Registrations	16
	- Colts Permits	16
2.11	Gambling	16
	(a) Application	17
	(b) Players	17
	(c) Corrupt Conduct	17
	(d) No Gambling	17
	(e) Inside Information	18
	(f) Performance on one's merits	18
	(g) Notification	18
	(h) Sanctions	18
	(i) Player Awards	18
Section 3	MATCH DAYS	20
3.1	Laws of Australian Football 2017	20
3.2	Footballs	20
3.3	Stretchers	20
	(a) Injured Player Requiring Stretcher	20
	(b) Club Medical Personnel	21
	(c) Direct Access	21
	(d) Player Not to Resume	21
	(e) Interchange Steward to be Notified	21
	(f) Stretcher Breaches	21

	(g) Resuming Play Within 20 Minute Period	22
3.4	P.A. System	22
3.5	Ground and Match Reports	22
3.6	Commencement Times / Late Starts / Match Forfeit	22
3.7	Cancellation of Matches / Incomplete Matches	23
3.8	Timekeepers' Duties	23
	(a) Duties and Powers of Timekeepers	23
	(b) Home Club	23
	(c) Equipment	24
	(d) Procedure for Sounding Siren	24
	(e) Half-Time Senior Game	24
	(f) Noting Times	24
	(g) Sounding the Siren or Bell	25
	(h) Adding Time-on	26
	(i) Match Duration	26
3.9	Official Team Sheet – Players and Officials	27
3.10	Interchange Players	27
3.11	Interchange Operation	28
3.12	Match Reports	29
3.13	Player Uniforms	29
3.14	Runners	30
3.15	Water Carriers, Trainers, Medical Officers, Physiotherapists and Coaches	31
3.16	Umpiring	33
3.17	Club Appointed Umpires	33
3.18	Club Criticism	34
3.19	Umpires Escorts	34
3.20	Reported Player / Club Requirement	35
3.21	Change Room Allocation	36
3.22	Double Headers	36
3.23	Neutral Venue	36
3.24	Order Off Law	36
	- Yellow Card	37
	- Red Card	37
3.25	Set Penalties	39
3.26	Home Ground Responsibilities	40
3.27	Practice Matches	41
3.28	Match Day Checklist	41
Section 4	GENERAL	42
4.1	Football Record / Publicity	42
4.2	Admission to Grounds	42
4.3	Club Sponsorship	42
4.4	Club Uniforms	43
4.5	Committees / Appointed Officers	44
	(a) Independent Investigator	44
	(b) Independent Tribunal	44
	(c) Fixture Committee	44
	(d) State Selection Committees	45
	(e) Clearance And Registration Disputes (CARD)	45
4.6	Coach Accreditation	45
4.7	Umpiring	46
4.8	Attendance at Meetings – Players, Coaches and Officials	46
4.9	Players Expelled or Disqualified	46
4.10	Melees	47
Section 5	MATCH AND GROUND CONDITIONS	48
5.1	Ground Requirements	48
5.1.1	Ground Hardness	48
5.2	Coaches Box	49

5.3	Scoreboard	49
5.4	Boundary Fence Requirements	49
5.5	Ground Markings	50
5.6	Boundary Line	50
5.7	Ground Lighting	50
5.8	Extreme Weather	50
Section 6	FINALS	51
6.1	Finals Eligibility	51
	(a) AFL Queensland Competitions	51
	(b) Long Term Injury Clause	52
6.2	Drawn Matches – Finals	53
6.3	Arrangement of Grounds for Finals Series Matches	53
6.4	Hosting of Finals – ‘SEQ’ AFL	53
6.5	Dressing Room Allocation	54
6.6	Team Uniforms	54
6.7	Umpires	54
Section 7	REPRESENTATIVE FOOTBALL	55
7.1	NEAFL / Queensland Under 18 Scorpions / ‘SEQ’ AFL All Competitions	55
7.2	Code of Conduct	55
Section 8	AWARDS	56
8.1	AFL Merit Awards	56
8.2	Life Membership	56
8.3	Grogan Medal and Other Best and Fairest Awards	56
Section 9	SPORTSTG	57
Section 10	COMPETITION SPECIFIC RULES & REQUIREMENTS	58
10.1	<u>Colts</u>	58
10.1.1	Competition Mission Statement	58
10.1.2	Special arrangements (a) Melee rule	58
	(b) Player number equalization	59
10.2	<u>QWAFL & QWFA</u>	59
10.2.1	Competition mission statement	59
10.2.3	Rule modifications	59
10.2.4	Playing age	60
10.2.5	Interchange players	60
10.2.6	Playing number equalisation	60
10.2.7	Pregnancy in sport	63
10.2.8	Gender regulation policy	63
10.3	<u>QFA Divisions 1, 2, 3, 4 & 5</u>	64
10.3.1	Promotion & Relegation	64
Section 11	‘SEQ’ QAFL – PLAYER POINTS SYSTEM	66
Section 12	QWAFL LIST MANAGEMENT RULES	66
12.1.1	Team List Requirements / Player Movement Rules	66
12.1.2	List Lodgements	67
12.1.3	Primary Listed Players	67
12.1.4	Rookie Listed Players	67

12.1.5	Finals Eligibility	67
12.1.6	AFLW Primary Listed Players	68
Section 13	FINES / PENALTY POINTS SYSTEM	69
13.1	Penalties	69
13.2	Points value	72

Section 13	APPENDICES	73
Appendix A	Interchange Sheet (section 3.11)	67
Appendix B	Club Official Uniform Order (section 3.13 / 4.4)	69
Appendix C	Set Penalty/Report Sheet (section 3.25)	70
Appendix D	Affiliates Practice Match Request Form (section 3.27)	71
Appendix E	Coach Nomination Form (section 4.6)	72
Appendix F	Permission to Interview and Clearances/Permits Section 2.2/2.4)	73
Appendix G	Representative Football Code of Conduct (section 7.2)	74
Appendix H	'SEQ' AFL QAFL - List Alteration Request	75
Appendix I	Affiliation Agreement (section 1.1)	76
Appendix J	Licence Agreement (section 1.2)	80
Appendix L	QAFL Player Points System (section 12)	82
Appendix M	Direct Debit Request Service Agreement	86
Appendix N	Direct Debit Request	89
Appendix Q	Recommended Criteria for Approving a New Club/Team	90

1.0 AFFILIATION

1.1 Affiliation

- a) The game of Australian Rules football is governed by the Australian Football League (AFL) and is patented to the AFL. Entities which seek to play the game and benefit from the support provided by the AFL, must affiliate with the respective AFL State bodies and thereby comply with the associated Rules, Regulations and Laws.
- b) AFL Queensland shall affiliate with the Australian Football League. All Australian Football Leagues in Queensland conducting AFL competitions shall affiliate with AFL Queensland annually. All Australian Football Clubs participating in AFL competitions shall sign a licence agreement with their respective League. All entities (e.g. AFL Queensland Umpires Association & AFL Queensland Masters), associated with the conduct of the game in Queensland, must also affiliate annually with AFL Queensland.
- c) Subject to AFL Queensland approval, where a club has enough players to form two teams in any AFL Queensland Affiliate competition, these teams may participate together in the one competition as separate teams e.g. University Blue team and University Black team. In these situations a separate team lists for each team must be submitted prior to the season and players cannot transfer, other than via the permit system, from one team in a club to the other team in the same club during the season. AFL Queensland reserves the right to deny a club fielding two teams in the same competition if it is deemed detrimental to the competition and its member clubs.
- d) Each Affiliate League is required to pay an annual fee of one hundred dollars (\$100) per licenced senior club as a requirement to affiliate with the AFL and AFL Queensland.

1.2 Affiliation / Licence Agreements

Affiliation/Licence agreements (appendices J & K respectively) must be signed by the League/club president and lodged with AFL Queensland upon the initial registration of that League/club, and then thirty (30) days prior to the commencement of every subsequent season. **(Late lodgement – penalty 20 units)**

Prior to granting a club licence, AFL Queensland and/or its Affiliate League, at their absolute discretion, will require submission of all or some of the following documents;

- audited finances
- club constitution
- incorporation certificate
- JLT insurance

- office bearers
- current lighting audit
- player contracts / registered players

All clubs must adhere to and abide by the conditions set out in the licence agreement as well as all the match arrangements and regulations required by the League to whom they are Affiliate and where applicable with any other conditions outlined within this document. **(Penalty up to 300 units)**

No club shall be included in the program of home and away matches in any season unless it has entered into an affiliation/licence agreement with AFL Queensland or its Affiliate League in a form approved by AFL Queensland.

Each League shall provide copies of the signed affiliation / licence agreements as follows:

- Upon the first registration of a club with a League, a copy of the League's signed affiliation agreement with AFL Queensland shall be provided to that club prior to the commencement of the season. **(Late lodgement – penalty 20 units)**
- Thirty (30) days prior to the commencement of each playing season a copy of each signed club licence agreement for that year must also be lodged with AFL Queensland. **(Late lodgement – penalty 20 units).**

1.3 League Constitution and Office Bearers

Constitutions provide each League and club with protection against the consequences of liability. Affiliation/License agreements provide Leagues and clubs with the support of the AFL but, in so doing, require Leagues and clubs to comply with the AFL's expectations in relation to the management and playing of the game.

Each Affiliate League shall adopt and keep in force a proper constitution to be approved by AFL Queensland, and shall be incorporated under the laws of the Commonwealth of Australia. Such constitutions shall, inter alia, contain provisions for the holding of an Annual General Meeting on a date no later than December 31st prior to the forthcoming season.

Each League shall provide to AFL Queensland, upon the holding of each Annual General Meeting, a copy of the new office bearers of the League and of all of the clubs Affiliate with its League by 15 January of the forthcoming playing season.

1.4 Club Constitution and Office Bearers

Each club shall adopt and keep in force a proper constitution to be approved by AFL Queensland or its Affiliate League for the regulation and control of such club, and shall be incorporated under the provisions of the laws of the Commonwealth of Australia.

Club constitutions shall, inter alia, contain provisions for the holding of an Annual General Meeting on a date not later than fourteen (14) days before their League's Annual General Meeting of the season or 31st of December whichever comes first. Each club, when required by their League to do so, shall also forward to the secretary of the League a copy of its constitution then in force *and* each club shall provide to its relevant League, upon the holding of its Annual General Meeting, a copy of the new office bearers of the club.

1.5 Season

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

1.6 Competition Structure

A season of home and away matches shall be played in accordance with the program and competition structure determined by and at the absolute discretion of AFL Queensland or its Affiliate Leagues. In all matches, four (4) points shall be awarded for a win and two (2) points for a tie. In the event of two (2) or more clubs finishing level on points at the end of the home and away season, rule 10.7 of the Laws of Australian Football 2017 shall apply in determining which clubs advances to the finals.

1.7 Admission of Clubs/Teams

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

- (a) Clubs/Teams, desirous of becoming a member of any AFL Queensland competition or Affiliate League under these rules, shall make application in writing to AFL Queensland and the Affiliate League in which they are applying to participate. The application must be accompanied by payment for the application fees as determined by the relevant League, together with a copy of the club's constitution and a list of office bearers of the club/team.
- (b) Such application shall be dealt with at the next general meeting of the relevant League which will in turn obtain acceptance from AFL Queensland for the club/team to be admitted as a member of the relevant League (Appendix Q - 'Recommended Criteria for Approving a New Senior Club/Team').
- (c) Upon acceptance of a club's/team's application, the club/team and all members thereof shall immediately be, in all respects, bound by and conform to the relevant League's rules and regulations/by-laws with which it is now Affiliate and where applicable with details outlined within this document.

1.8 Fees and Charges

AFL Queensland and its Affiliate Leagues shall each year have the power, by resolution of the relevant competition management committee, to levy each Affiliate club. Clubs will be advised of all fees and charges prior to the commencement of the season.

In their first year of competition new clubs within a competition and / or clubs which have requested entry into a higher grade competition must pay the half yearly fees prior to the commencement of the season. This does not apply where a club has been elevated through the promotion and relegation system.

Any South East Queensland (SEQ) AFL - QAFL, QFA, QWAFL, QWFA & Colts club that is not fully (all costs) financial by 31 July of the current season will play the balance of the season (or until the debt is paid) for no match points. A maximum thirty (30) day credit period applies to all outstanding debt with 'SEQ' AFL.

Any 'SEQ' AFL club which is not compliant with AFL Queensland's trading terms (un-financial) after the last home and away game of the season will forfeit the position of any seniors, reserves, Colts and/or women's teams in the finals. Their position in the finals will be filled by the club immediately below them on the ladder and other clubs will move up one position accordingly.

Unless approval is provided in writing by the State Football Operations Manager, all debts must be cleared by 31 October. Should any debt carried over without approval as of 1 November, for each month the debt is not cleared four (4) points will be deducted from the following season's match points total. Such deductions will apply to all male and female teams that the club has participating in AFL Queensland senior competitions, inclusive of Colts.

Should the club remain un-financial at the start of the regular season, the club can seek permission from the State Football Operations Manager to continue in the competition, however if such approval is forthcoming and provided in writing, the club will play for no premiership points until the club's financial situation is compliant with the requirements of AFL Queensland. Games played under these conditions will be treated as a forfeit as per the Laws of Australian Football 2017, however to ensure the opposing club is not disadvantaged, votes and goal kickers for the opposing team shall still count towards end of season results.

At the discretion of the State Football Operations Manager, un-financial clubs may be permitted to enter into a 'debt payment plan'. To enter a 'debt payment plan' a minimum of 50% of the debt must be paid up front. Any such arrangement must be in place prior to 30 June or the commencement of the season, depending on the circumstances as defined above, and completed by 31 October.

AFL Queensland operates a compulsory 'direct debit' system for all QAFL club fees and charges. All licenced QAFL clubs are required to complete the 'Direct Debit Request' form (appendix N). This is not

an optional condition. Any 'Amendments by You' [item 3 'Direct Debit Request Service Agreement' (appendix M)] which terminate the agreement or stop/defer a debit payment will result in immediate termination of membership with AFL Queensland.

1.9 Other Matters

Any matter of any kind whatsoever not dealt with or provided for in these rules and regulations may be dealt with in such manner as AFL Queensland or the Affiliate League deems fit.

2.0 TRANSFERS AND REGISTRATION

2.1 Registration / Permission to Play

This section must be read in conjunction with the AFL National Player Transfer Regulations, and the Australian Football Player and Official National Deregistration Policy, (posted on the AFL Queensland website, Policy, Rules and Regulations section).

Any person, desiring to play with an AFL Queensland club for any season of competition, must be registered on-line with SportsTG each year. If the application is granted, the registration to play shall remain in force until such time as the player has been granted a clearance by the club with which they were registered with, to any other club, League or association, or until such time as a period of twenty-four (24) calendar months shall have elapsed from the date on which the player last played competition football for the club with which he had been registered to play. Playing an unregistered and/or suspended player will result in a severe penalty, as determined by AFL Queensland or Affiliate League, which may include the loss of premiership points for the game in which the unregistered/suspended player participated. **(Penalty 100 units and Sanction)**

No male player can play in an AFL Queensland or Affiliate League senior competition unless they have turned 15 years of age. The AFL Queensland State Football Operations Manager may, at his/her discretion, provide an exemption in special circumstances. Such exemption must be provided for in writing to the club. Playing an underage player will result in a severe penalty as determined by AFL Queensland or Affiliate League, which may include the loss of premiership points for the game in which the underage player participated **(Penalty 100 points and Sanction)**

The minimum age that a female player can play in an AFL Queensland or Affiliate League senior women's competition is they must be turning 17 years of age in the year of competition. However, there are competition specific limitations to the number of minimum age players a QWAFL and QWFA Davison 1 & 2 team can play each week. Refer rule 10.2.4 of this document. The AFL Queensland State Football Operations Manager may, at his/her discretion, provide an exemption in special circumstances. Such exemption must be provided for in writing to the club. Playing an underage player

will result in a severe penalty as determined by AFL Queensland or Affiliate League, which may include the loss of premiership points for the game in which the underage player participated **(Penalty 100 points and Sanction)**

Affiliate Leagues may seek permission from AFL Queensland's State Football Operations Manager to lower the eligible age. Such request should be made in writing.

Note: In the event a club loses its premiership points for playing an underage, unregistered or suspended player, the four points will be awarded to the opposing team who competed in the game in which the breach occurred. The score line will be treated as a forfeit as per the Laws of Australian Football 2017, however goal kicking and best and fairest votes for the opposing team shall remain as recorded in the game.

Due to revised Privacy Laws the 'bulk registration' and 'annual roll over' systems are no longer available on SportsTG. For each AFL season, players must complete an on-line registration to be eligible to play in any AFL Queensland competition.

The competition management shall record each registration in a proper manner. A registration shall not be valid if a player is under the age of 18, unless the registration has been endorsed by a parent or legal guardian of the player, signifying consent to play. All new registrations require photo ID to be uploaded at the time of registration.

Dual registrations are not permitted in Queensland.

Subject to the QWAFL List Management Rules set out at rule 12.0, any player eligible to move between QWAFL and QWFA for the duration of the season, may do so through a Type 2 Local Interchange Permit. However, the relevant finals eligibility requirements will always prevail.

For the movement of players between NEAFL and QAFL clubs, refer to the NEAFL 'Player Interchange Agreement' posted in the Policies Rules and Regulations section of the AFL Queensland website.

Under 16 players can play Colts football for the entire season under a Type 2 Local Interchange permit. However, to play finals football players must satisfy the respective finals eligibility requirements for U16 and Colts competitions.

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

Players and officials may be deregistered in accordance with the conditions for deregistration contained

AFL Queensland Community Competition Rules and Regulations

in the *Australian Football Player and Official National Deregistration Policy*, located on the AFL Queensland website (www.aflq.com.au). The sixteen (16) match, in total, suspension criteria for deregistration only applies to suspensions resulting from reportable offences as per the Laws of Australian Football 2017. Any suspensions received prior to turning the age of sixteen (16) will not count toward the suspension criteria for deregistration in senior competitions. Also, upon an AFL player returning to a community AFL competition, their suspension history will be halved for the purposes of deregistration.

Contracted Players

At every level of competition, a copy of the contracts of all contracted players must be provided to AFL Queensland no later than seven (7) days prior to the club's first game of the season. **(Penalty 30 points)**

2.2 Permission to Interview

*Any club wishing to interview a player of another club (QAFL, QFA, Colts, QWAFL and QWFA) with a view to having that player transfer to and play for one of its teams must first submit a 'Permission to Interview' request (on-line/appendix G) to AFL Queensland. If a player is under contract (and has had their contract lodged with AFL Queensland) 'Permission to Interview' requests will only be processed after the last day that AFL Queensland player contract elapses. In the event that the player is contracted (and has had their contract lodged with AFL Queensland) the request will be returned with a denial of 'Permission to Interview'. Should there be no contract lodged with AFLQ the 'Permission to Interview' request will be forwarded on to the player's club and that club will then have seven (7) days to respond. A club seeking 'Permission to Interview' may not contact the player during this seven day period. Once the due date for response has expired, AFL Queensland will inform the club requesting 'Permission to Interview' of the outcome. Failure to adhere to 'Permission to Interview' rules may result in a penalty. **(Penalty up to 300 units)***

For all 'SEQ' AFL competitions, 'Permission to Interview' can be denied as per the conditions stipulated in section 2.4, 'Clearances/Transfers and Permits'.

2.3 Procedures for Clearance Application

All applications for clearances shall be lodged with AFL Queensland or its Affiliate League using the online transfer/clearance system. In the instance that clubs are seeking clearances for players from Leagues that are not aligned with the AFL SportsTG system, all applications for clearances shall be lodged with AFL Queensland or its Affiliate League using the on-line system.

Transferor clubs/Leagues have six (6) business days to process clearances. Non-response in the required time frame will 'time-out' the application and the player will be automatically cleared.

Transfer Process – Online (AFL SportsTG)

A player transfer must be initiated by the destination club by logging into AFL SportsTG and submitting

a player transfer request.

Once the request has been submitted a simple process is completed by the player's original (former) club and the League.

Leagues can navigate down to club level to initiate transfers if required; they can also view all transfers that have been entered online by their clubs. This allows them to monitor transfers entered by member clubs and process the transfers that are 'Awaiting Approval'.

Once the destination club fulfils the final steps in the process the player's record will appear within their database with the player's record changed to 'inactive' and 'read only' in the original (former) club's database.

Each Transfer application shall be confirmed online by the player. If such player is:

- under the age of eighteen (18) years the transfer application shall also be endorsed by the player's parent or guardian - and lodged by the new Affiliate body via AFL SportsTG; the AFL SportsTG system will automatically forward the application, or official notification of the application, to the former Affiliate body/club.
- transferring to a new Affiliate body, the new Affiliate body via AFL SportsTG notifies the former Affiliate body of the transfer application and the player's tribunal history is automatically sent to the new Affiliate body via AFL SportsTG system.

The former Affiliate body notifies the former Affiliate club via AFL SportsTG of the transfer application, providing the former Affiliate club with six clear business days to respond.

A new Affiliate body notifying a former Affiliate body of the transfer application electronically must keep a record of the original application that has been confirmed online by the player making application and produce evidence of such original application on demand from the former Affiliate body and/or the State body by no later than 5pm on the next business day following such request.

Such original application is to be retained until at least the end of the first season to which the player seeks application to join the new Affiliate body.

Should any player complete the transfer notification incorrectly, in that he may in fact, despite indicating otherwise, be under disqualification because of a financial misdemeanour or an on-field offence, the relevant League shall deal with the player and club as they deem fit.

Transfer Fee

Each League and/or club shall not directly or indirectly receive a monetary amount or any other consideration in respect of or in connection with the transfer of a player to a club competing in the

competition conducted by another league.

Suspended Players

A player under suspension by the League can transfer to another League whilst under suspension, but cannot transfer again (from the new club) until twenty eight (28) days after the suspension has been completed. Suspended players seeking a transfer from winter competitions, to summer competitions and vice versa, please refer to clause 3.4.2 of the Australian Football League National Player Transfer Regulations and 19.4.4 of the Laws of Australian Football. In relation to Law 19.4.4 (d & e), if a player is suspended in an AFL Queensland competition (inclusive of NEAFL and conducted between 31 March and 30 September) and the suspension has not been completed prior to the player playing in the Northern Territory Football League (NTFL) competition (conducted between 1 October and 31 March) then the 'remaining suspension' must be served in the NTFL prior to playing in the NTFL. The 'remaining suspension' must also then be served in the AFL Queensland competition should the player return to play the following season.

For all situations, the conditions governing a suspension are detailed in section 20.4 'Player Suspensions' of the AFL Queensland Competitions, Reports and Tribunals document.

2.4 Clearances / Transfers and Permits

Player transfer periods are between 1 November and 30 November and 1 February and 30 June of each year.

Any player who has played football with an Affiliate club at any time must obtain a clearance/transfer from the club and League with which he last played before playing with their new club. Any player not having played during the previous 24 calendar months shall receive an automatic clearance provided they are not under disqualification or bound by contract to their former club and this clearance may be granted at any time during the season. Whilst the clearance is automatic the normal 'Online Request' must be completed and presented.

An "application for transfer" shall be valid and accepted provided it has been approved (AFL SportsTG) by an officer of the club (the transferor club) from which the player has sought a transfer and subsequently recorded by both the transferor and transferee League and endorsed by them.

AFL Queensland or its Affiliate League shall not refuse to endorse an application for transfer which has been approved by the transferor club except if the player making the application; is under suspension, is financially encumbered to AFL Queensland or its Affiliate League and/or, is under 18 years of age and does not have the supporting signature of their parent/guardian.

Once a player's 'destination club' has lodged an "application for transfer" with the transferee League, the League shall record such application and endorse the dates of application and forward it to the transferor League by the first available means of communication (AFL SportsTG) for immediate action

and reply. If such application remains unanswered within six (6) business days of despatch for an interstate or intrastate clearance, it shall be deemed to have been answered in the affirmative and AFL Queensland or its Affiliate League shall advise the transferor body that a clearance to play has been granted.

Clubs cannot refuse a player transfer because the player is a 'required player'. A transfer may only be refused by providing clear evidence under one of the following four (4) criteria, the player:

- Is currently under contract to the club,
- Is indebted to the club when registering with the club,
- Is in possession of club property,
- Wishes to withdraw their transfer application (appendix F, Player Transfer/Withdrawal Form)

An internal club suspension is not grounds for a club to refuse a player's clearance application, unless it is directly related to one of the above four (4) criteria. However, the nature of an internal club sanction will be taken into consideration by any 'CARD' or 'Appeal' committee appointed to preside over a clearance dispute.

Should negotiations break down between clubs within 14 days of the first clearance refusal based on the above four criteria then, in the case of transfers between NEAFL clubs residing in Queensland, the matter should be referred immediately to the NEAFL Football Operations Manager for mediation. In the event that the matter is still not resolved it will be directed to the CARD (Clearances and Registrations Disputes) committee. Fees are applicable (see rule 2.5, 'Appealing Against a Refused Clearance').

Note: For transfers between NT Thunder (residing in the Northern Territory) and NEAFL teams (residing in Queensland) the AFL National Player Transfer Regulations for transfers between State Leagues apply.

In the case of Community Football, a player may appeal to a Clearance And Registrations Dispute (CARD) committee appointed by AFL Queensland or its Affiliate body to have their application reviewed and a determination made. Where it is a local matter, i.e. between clubs within an individual League, such appeals shall be heard initially by that League's CARD committee (the CARD committee may be the Tribunal in the case of Affiliate Leagues). In the event of a dispute concerning the transfer of players between Community Football Leagues in Queensland, AFL Queensland will convene an independent committee to make a determination.

A club or Affiliate League which refuses to grant an application for transfer lodged by a player shall be required to submit its reason for refusing to grant the application. Such reasons for refusal, together with the player's stated reasons for seeking a transfer, shall be the basis on which any subsequent appeal shall be determined. Failure to do so may be taken into consideration by the CARD committee in any relevant subsequent appeal.

A player who wishes to apply for a transfer from one club to another shall lodge an application for such transfer no earlier than the 1st of November and no later than the 30th of November or no earlier than the 1st February and no later than the 30th June. For any “application for transfer” lodged on or before the 30th June and subsequently refused after the 30th June, the player has the right of appeal.

Where a player or their partner has genuinely transferred in their full time employment after June 30th, the player can make an “application for transfer” if there is still enough home and away games remaining that would allow the player to become eligible to play finals. The clearance application would be subject to a written statement from the relevant employer, verifying that the player or player’s partner has been legitimately transferred in their employment.

This provision shall apply equally to students whose parent/guardian has been genuinely transferred in their employment. The parent/guardian must provide confirmation of their employment transfer.

For the purpose of these rules, the Affiliate League shall maintain the AFL SportsTG database for:

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

Notwithstanding all or any of the above rules, a player who transfers from another State to Queensland may make application for a transfer from that State to the club with which they wish to play via AFL SportsTG as directed by AFL Queensland. On lodgement of the application the player may play immediately on the condition that they are neither under suspension nor under contract. A player who has left Queensland to play in another State and who subsequently returns to Queensland (within a 24 month period) will be required to obtain a transfer from the last club with which they played before leaving Queensland.

2.5 Appeal Against a Refused Clearance

A player who has been refused a transfer application may appeal, to the relevant State body independent panel against such refusal, by notice in writing lodged with the State body within ten (10) days of such refused transfer being received by the ‘Destination Club’ Affiliate body.

A player may, if so desired, submit more than one transfer application during the current season and each application shall be dealt with separately although a player may submit one (1) appeal only in any season.

The clubs and players concerned shall each be entitled to representation at the hearing, the number of

AFL Queensland Community Competition Rules and Regulations

persons having representation to be limited to the player and their advocate who shall also be the club's representative and the defendant clubs representative and its advocate.

At the discretion of the League such representation may be by a person who is legally qualified.

No notice of appeal shall be acted upon if lodged after 31 July in any year.

Such appeal shall be heard within a period as determined by State body.

The State body shall inform each affected Affiliate body of the appeal as soon as practical after lodgement by the player of the notice of appeal.

The appellant player/club must lodge a bond of \$550 (inc. GST) made payable to the State body and such bond may be forfeited should the appeal be considered frivolous. A \$250 administrative fee will be retained from the appeal bond.

The appellant player/club must also lodge an intention to appeal in writing on club letterhead, together with the appeal bond and any other documentation required under the AFL National Player Transfer Regulations.

The defendant club must also lodge a bond of \$550 (inc. GST) and such bond may be forfeited should the defence be considered frivolous. A \$250 administrative fee will be retained from the appeal bond.

Should the defendant club fail to lodge its:

- Intention to appeal in writing and on club letterhead with the State body within four days of being notified of the appeal details from the State body, and
- bond of \$550 (inc. GST) with State body within six (6) days of being notified of the appeal details from State body it shall be deemed to have granted the transfer.

In all cases, in reference to the applicable time lines, the State body shall determine the date and time for lodgement of the form/request and/or bond, as the case may be.

The independent panel may regulate the proceedings before it as it deems fit and the decision of the independent panel shall be final and binding on all parties.

2.6 Permits

A player permit system will operate **only** for Leagues Affiliate with AFL Queensland (using the SportsTG system). The permit system does not apply between AFL Queensland and any other State League or their affiliates. AFL Queensland Affiliate players seeking to transfer from or to another League in another

State must obtain a clearance as per section 2.4 of this document and/or in accordance with the requirements of the AFL National Player Transfer Regulations using the online AFL SportsTG transfer system.

The permit system will allow for a player to transfer between clubs without obtaining a clearance from the commencement of the home and away season until the end of the home and away season in the year which the permit was signed. Permitting is not allowed in finals apart from AFL Queensland approved Type 2 and Type 3 permits.

There are three (3) types of permit; match day permit, local interchange and temporary transfer.

Three Types of Permits

Type 1 – Match Day

The type 1 permit is used for a player to play with another club on a particular day. All clubs are currently able to apply for these and they are configured nationally for automatic approval. The club requesting the match day permit must seek written permission from the club **(not the player)** to which the player is registered before submitting this request. Written permission may be in the way of email, text message or other written form.

Type 2 – Local Interchange

The type 2 permit is used for a player to play with another club/team for a period of time, commonly used for youth players to play in senior competitions. All clubs are currently able to apply for these and clubs and leagues are required to give approval.

Type 3 – Temporary Transfer

The type 3 permit is used for a player to play with an interstate club/team for a period of time, commonly used for players moving to and from the NTFL. All clubs are currently able to apply for these and clubs and leagues are required to give approval.

The following conditions will apply:

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

- (a) For NEAFL players playing the QAFL please see the NEAFL/QAFL Player Interchange Agreement.
- (b) Permits between AFL Queensland clubs, can be used as needed, however permission for a player to play in a competition that is more than one level below where they are primary registered requires competition manager approval. For a player to qualify for finals they must be registered with the club prior to 30 June. Dual registration is not permitted.

- (c) A player who transfers to another club, to attend an educational institution on a full-time and continuous basis or is subject to a 'fly-in, fly-out' work situation may, during official semester vacations/school holidays or when 'at home', receive a permit to play with their immediate former club ('interchange club'), subject to written endorsement from the 'current club', the former club and their respective Leagues.
- (d) The permit application is to be endorsed by those outlined in (b) prior to 1 July in a given year.
- (e) The 'interchange club' in (b) requires approval via AFL SportsTG from the 'current club' and League for each match that the player participates with the 'interchange club'.
- (f) The League to which the 'current club' is a member issues the permit.
- (g) The permit period lasts until the player ceases their commitments at the educational institution or 'fly-in, fly-out' commitments and is subject to any relevant regulations of any of the parties, including participation in finals.
- (h) Match Day Permits/Transfers Online Requests are to be applied in accordance with the respective League by-laws and it is the responsibility of each League to monitor the application of Match Day Permits/Transfers/Online Requests.

These permit regulations also apply for player movement between Affiliate Leagues and for player movement from junior to senior clubs.

Any club found guilty of breaching the permit regulations will be subject to 2.7.

2.7 Players / Clubs Illegally Obtaining Permits or Providing False Information

A player who gives false information when applying for a transfer and/or on completing a registration, either online or in hardcopy, may be subject to suspension and/or disqualification as determined by AFL Queensland or its Affiliate League to whom such application was made, or a person or body appointed by AFL Queensland or its Affiliate League to exercise that power, and any application granted as a result of such false information shall be void.

If a player obtains a permit illegally, or by means of a false statement, or plays in any way contrary to the permit regulations, a charge may be laid against them by the relevant competition administration.

It's the permitting clubs responsibility to ensure that a permitted player is registered in the current season. Playing an unregistered and/or suspended player may result in a severe penalty. Where a club plays a player who is in breach of these rules such club may be liable to lose premiership points gained and such further penalties as AFL Queensland or its Affiliate League or its appointee(s) shall determine.

(Penalty 50 to 300 units and Sanction)

2.8 Clearance and Registration

All AFL Queensland club clearance applications must be accompanied by the player's online registration record for a particular club and that signed registration form and/or online registration record binds the player for twelve months in the State of Queensland irrespective of clearance being granted or not. A player, who has signed a registration form and/or online registration record, and wishes to register with another Queensland club, must seek a clearance first. Lodgement of a registration application with AFL Queensland binds the player to the club nominated irrespective of the date recorded on the registration.

2.9 Amalgamation / Merger Club Clearances

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

2.10 Colts Registration (South East Queensland)

Players must be under 19 years of age prior to 1 July of the competition year.

Players registered in South East Queensland Colts will be classified as being senior registered.

Clearances – Colts Players

From junior club with no Colts team – a clearance is automatic, however should the original club form a Colts team in subsequent seasons the player has the option of playing for either club, and may return to his original club with an automatic clearance. However, in all instances when players move from juniors to Colts an on-line transfer via SportsTG must be completed.

Transferring from junior club with Colts – a clearance is required.

Unregistered Players

Clubs found to be playing unregistered players may, at the discretion of AFL Queensland, lose all points in matches that unregistered players have participated. **(Penalty up to 100 units per match and Sanction)**

Registration Fee

Players may be permitted from U16 to Colts and from Colts to seniors of another club. In these situations

AFL Queensland Community Competition Rules and Regulations

finals eligibility rules for permitted players apply (section 2.6 'Permits').

Players are required to pay only one registration fee per year. This fee should be the registration fee for the lowest grade of competition in which the player plays. In the one season, should an U16 registered player also register and play with a Colts team, then the U16 registration fee is the only fee payable by the player in that season of football. In the one season, should a Colts registered player also register and play with a senior team, then the Colts registration fee is the only fee payable by the player in that season of football.

In the event that an U16 or Colts player is cleared to another club during the season the transferee club should not require the player to pay a registration fee unless the transferor club has not required a registration fee from the player in the first instance.

Birth Certificates

Clubs must take the responsibility of citing birth certificates and/or school ID before permitting a player to participate in a Colts competition. Any new registration requires photo ID as part of the registration process.

Match Day Registration

Players may be registered on match day. The online registration (Type 1) should be completed as soon as possible after the game.

Colts Permits

Clubs must complete a player permit (online) to play a registered player of another club. Such applications should be approved by both clubs. Match day permit permission needs to be received from the club to which the player is registered prior to making an online permit request. Players may be permitted on match day between the two participating clubs using the SportsTG system. Any such permitting must be documented and communicated by text to the Competition Manager on the day.

2.11 Gambling

(a) Application

For the purposes of this Rule 2.11:

- (i) **Match** means any Australian football match played between or involving any club participating in a match or league Affiliate with AFL Queensland including without limitation any competition match, practice match, trial match, representative match or exhibition match;

- (ii) **Australian Football Contingency** means any Match or aspect of a Match (as defined in Rule 2.11(a)(i) above) or any contingency related to the relevant AFL Queensland Affiliate league (or leagues) in which a player, coach, Club or Club Official is in any way involved; and
 - (iii) **Club Official** means:
 - a. any director or employee (excluding Players) of a club; or
 - b. any other person, whether volunteer or paid, who is engaged by a Club or engaged by a contractor or sub-contractor of a Club:
 - i. to work with, treat, advise or assist a Player or the football department of a Club in relation to participation in or preparation for the Competition and does so on an ongoing or regular basis;
 - ii. to work with, treat, advise or assist a Player or the football department of a Club in relation to participation in or preparation for the Competition and does so on the premises of the Club; or
 - i. to at any time undertake official duties for the Club in connection with the playing of a Match.
 - (iv) **Player** means a player registered to play in the Competition.
- (b) **Players**

The obligations imposed upon a player under this Rule 2.11 are in addition to the obligations of a player under the standard Competition playing contract.
- (c) **Corrupt conduct**
 - (i) A player, coach, club or Club Official must not contrive or attempt to contrive or otherwise influence improperly the result of a Match or an Australian Football Contingency.
 - (ii) A player, coach, Club or Club Official must not seek, accept, offer or agree to accept any bribe or reward to contrive or attempt to contrive or otherwise influence improperly the result of any Australian Football Contingency.
 - (iii) A player, coach, Club or Club Official must not provide or receive any gift, payment or other benefit (whether of a monetary value or otherwise) in circumstances likely to prejudice the interests or reputation of AFL Queensland or the Competition or to bring the game of Australian Football into disrepute.
- (d) **No Gambling**

A player, coach, Club or Club Official must not:

 - (i) bet or wager on any Australian Football Contingency;
 - (ii) have an interest in any bet or wager, or have someone else place a bet or wager on their behalf on any Australian Football Contingency;
 - (iii) facilitate or assist the making of a bet or wager on an Australian Football Contingency; or
 - (iv) without the prior permission of AFL Queensland, encourage, induce, advertise or promote betting on an Australian Football Contingency.

The prohibition on gambling under this Rule 2.11(d) includes a prohibition on taking part in

tipping exchanges (being an avenue through which tipsters sell their tips online) in respect of Australian Football Contingencies. For the avoidance of doubt, this Rule 2.11(d) does not preclude players, coaches, Clubs and Club Officials from participating in ordinary footy tipping competitions.

(e) Inside information

A player, coach, Club or Club Official must not disclose or provide any information, advice or opinion to any other person about the Teams playing in any Match (including but not limited to, the actual or likely composition of the Team, player injuries, the form of players and tactics), unless the player, coach, Club or Club Official can establish to the satisfaction of AFL Queensland that at least one of the following applies:

- (i) such information was already in the public domain or given in a bona fide media interview; or
- (ii) the information was not provided in any of the following circumstances:
 - a. for the purpose of betting or wagering by any person on an Australian Football Contingency; or
 - b. where it might reasonably be expected that such information may be used for betting or wagering by any person on an Australian Football Contingency; or
 - c. for consideration or reward.

(f) Performance on one's merits

- (i) In relation to any Match, aspect of a Match, or pre-Match planning and tactics, a player, coach or member of the Match Committee must at all times Perform on their merits.
- (ii) No person may induce or encourage any player, coach or member of the Match Committee to breach Rule 2.11(f)(i) for any reason whatsoever.

(g) Notification

- (i) Any player, coach, Club or Club Official who directly or indirectly, formally or informally receives an approach or invitation from any other person to engage in any conduct prohibited by this Rule, must as soon as practicable, advise and provide a full details of such approach to AFL Queensland.
- (ii) A player, coach, Club, Club Official or any other person must as soon as practicable, advise and provide full details to AFL Queensland of any incident, fact, or matter that comes to their attention that may evidence an offence under this Rule by another party, including (without limitation) approaches or invitations that have been received by any other party to engage in conduct that would amount to a breach of this Rule.

(h) Sanctions

- (i) Any player, coach, Club or Club Official, who does not fully and strictly comply with the provisions of this Rule, shall be dealt with in such manner as AFL Queensland in its absolute discretion thinks fit.
- (ii) AFL Queensland in its absolute discretion impose a penalty on the relevant Club in addition to or in place of a penalty on an individual.

(i) Player Awards

A Club must not conduct any player award that (to its knowledge) is, or may be, subject to an

Australian Football Contingency without receiving the prior written approval of AFL Queensland.

3.0 MATCH DAYS

3.1 Laws of Australian Football

Matches shall be played in accordance with the current Laws of Australian Football as determined by the Australian Football League.

3.2 Footballs

Home clubs are responsible for the supply of two (2) Sherrin footballs for all matches. A spare football must be left with the home club team manager/interchange steward. Suitable footballs of approved endorsement acceptable to the umpires may be used for grades other than QAFL Seniors. For the QAFL competition, home clubs must provide one new ball and three (3) approved balls (1 behind each goal, 1 in play and 1 on the interchange bench) for all matches.

Women's Football

Size 4 leather Sherrin footballs shall be used in all open age Women's competitions throughout Queensland.

Finals

During the finals series the respective League will provide footballs for each match.

3.3 Stretchers

This regulation is to be read in conjunction with section 7.3 'Use of Stretcher' of the Laws of Australian Football.

Clubs must ensure a Sports Medicine Australia approved stretcher is available from the interchange bench at home games and that all medical staff are instructed in the correct use of the stretcher.

At double header games it is the home team's responsibility to provide the stretcher for both matches.

At neutral venues it is the responsibility of the first mentioned team to provide the stretcher.

(a) Injured Player Requiring Stretcher

Any player, who is injured during a match and who, in the opinion of the club medical officer, club physiotherapist or club trainer, requires the assistance of a stretcher, shall be attended by

accredited club training staff and a stretcher called for as soon as possible so as to ensure the health and safety of the player.

(b) Club Medical Personnel

A stretcher may only be called by the accredited (Level 1 Sports Trainer) trainer, club medical officer or club physiotherapist as listed on the official team sheet.

(c) Direct Access

If a stretcher is called for, the stretcher must be taken to the injured player by the shortest and most direct route and the player must, as soon as possible upon being attended by the accredited club training staff, leave the arena on the stretcher by the shortest and most direct route. Without limiting the provisions of this rule, a player for whom a stretcher is called must leave the arena immediately upon a direction by a field umpire that the player be so removed unless the club medical officer notifies the field umpire that it would be dangerous to do so. On being removed from the arena, the player shall immediately be taken to the club's dressing room for examination and treatment.

(d) Player Not to Resume

A player, for whom a stretcher is called, shall not resume playing for a period of twenty (20) minutes of play, as per the Laws of Australian Football (including time on but excluding the quarter-time, half-time and three quarter time breaks), from the time when the player left the arena.

(e) Interchange Steward to be Notified

Where a player is removed from the arena on a stretcher, the interchange steward shall record the time when the player left the arena. A player wishing to resume playing after being removed from the arena on a stretcher shall, subject to the paragraph above, re-enter the playing surface through the interchange gate and the interchange steward shall note the time elapsed between the player being removed from and re-entering the playing surface.

(f) Stretcher Breaches

If a stretcher is called for and:

- (i) The player for whom the stretcher is called does not leave the arena as soon as possible after being attended by accredited club training staff; or
- (ii) The player for whom the stretcher is called is not removed from the arena immediately

upon a direction by a field umpire that the player be so removed save where the club medical officer notifies the field umpire that it would be dangerous to do so; or

- (iii) The stretcher is not taken to the injured player or the injured player is not removed from the arena by the shortest and most direct route; the club may be penalised.

(Penalty 20 units)

(g) Player Returning To The Field Within The Twenty (20) Minute Period

Where a player resumes playing within a period of twenty (20) minutes (including time on but excluding the quarter-time, half-time and three-quarter time breaks) from the time when the player was removed from the arena, the club shall be liable to a penalty. The League may also wish to investigate the matter if it deems the incident to be serious and prejudicial to the best interests of the sport. **(Penalty up to 100 units and Sanction)**

3.4 P.A. System

Clubs which secure finals games at their home ground must provide a suitable P.A. system for ground announcements.

3.5 Ground and Match Reports

Management, administration staff, ground managers, investigation, and other officials/staff/committees of AFL Queensland and its Affiliate Leagues are empowered to file ground and match reports on matches which they attend.

3.6 Commencement Times / Late Starts / Match Forfeit

Any club not ready to commence a match within twenty (20) minutes of the time set down for such commencement, shall forfeit the match unless an alternative agreement is reached between the competing clubs and AFL Queensland or its Affiliate League.

Any club, during the course of the season, forfeiting a combined total of three (3) games in the same competition (seniors and reserves constitutes the same competition), shall be excluded immediately from that competition for the remainder of the current season. If any club forfeits two (2) competition games in any grade, seniors, reserves or colts, AFL Queensland will review the club's licence to play in all competitions.

The forfeiting team, for a forfeited game, receives no match points, cannot submit a team sheet and cannot count the game as time served for a player currently under suspension.

In the event that a team receives a forfeit, that team will be awarded the points for the match and shall submit a team sheet for the purpose of finals qualifications. Percentages will be calculated at the end

of the home and away season as per the Laws of Australian Football.

Should a club advise AFL Queensland, or an Affiliate League, of a forfeit prior to 9:00am of the Friday preceding the match the point's penalty shall be halved. **(Penalty: Forfeit Men's Senior Match - 200 units; Men's Reserve Grade - 100 units, QWAFL - 200 units; Colts & QWFA - 100 units; - or the cost of the umpires, whichever is greatest)**

If the commencement of the match is delayed by reason of one or both teams failing to enter the arena by the prescribed starting time, in addition to any other penalties contained in these regulations, such club(s) which fails to enter the arena by the prescribed starting time shall pay to AFL Queensland or its affiliate the following amount:

- | | | |
|-----|-------------------------------------------------------------------|-----------------------------|
| (a) | If the delay exceeds 5 minutes,
but is less than 10 minutes | - penalty of up to 5 units |
| (b) | If the delay is more than 10 minutes,
but less than 15 minutes | - penalty of up to 10 units |
| (c) | If the delay is more than 15 minutes,
but less than 20 minutes | - penalty of up to 30 units |

3.7 Cancellation of Matches / Incomplete Matches

Cancellation of any match must be done in consultation with the relevant Competition Manager. AFL Queensland and or the Affiliate League reserve the right to re-schedule cancelled matches in consultation with the competing clubs. Games must be rescheduled within two (2) weeks of the cancelled game and by agreement between AFL Queensland and the two (2) competing clubs. In the event that the competing clubs cannot reach agreement, AFL Queensland or the Affiliate League will re-schedule the game. For the rules governing incomplete matches refer to the Laws of Australian Football.

In the event that AFL Queensland or the Affiliate League determines that it is not possible to re-schedule the match, due to circumstances beyond the control of all parties involved, the result will be a draw with two match points being awarded to each team.

3.8 Timekeepers' Duties

Timekeepers' boxes are to be suitably situated to ensure that timekeepers have an unimpeded view of the entire playing area.

- (a) Duties and powers of timekeepers – refer to the AFL Laws of Australian Football
- (b) Home clubs must provide a timekeeper for all matches in which its teams participate. In the event that the home club cannot provide a timekeeper and the away club agrees to provide

a timekeeper no penalty will be applied to the home club. **(Penalty 20 units)**

Some Affiliate Leagues may appoint the home timekeeper only or appoint their own League timekeeper.

- (c)
 - (i) Each club shall supply a clock or stopwatch, for the use of its timekeeper.
 - (ii) Each ground upon which AFL Queensland or Affiliate League matches are played shall have a siren of a type approved by AFL Queensland or its Affiliate League. The operation of such a siren shall be under the control of the timekeepers appointed for the game. A bell or alternate sounding device shall also be available at each ground for use in an emergency.
- (d) Procedure for Sounding Siren – start/end of match and quarters, per the Laws of Australian Football.
 - (i) It is the responsibility of each club to ensure that its captain is at the centre circle prior to the two minute warning siren. **(Penalty 5 units)**
 - (ii) Clubs shall be permitted to warm up until the two minute warning sirens are sounded. Players must move into their field positions immediately following the toss. **(Penalty 5 units)**
- (e) Half -Time Senior Game
 - (i) Unless stipulated otherwise in competition specific rules, the official allowance of twenty (20) minutes shall apply. Timekeepers shall sound the warning siren twice at seventeen (17) minutes.
 - (ii) Any half-time entertainment must cease at the seventeen (17) minute warning siren. Any instances of exceeding this time shall be reported to AFL Queensland. **(Penalty 5 units)**
 - (iii) The timekeepers shall sound the siren at the official recommencement time. Clubs not ready to start after any interval shall receive a penalty. **(Penalty 5 units)**
- (f) Noting Times

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

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

- (ii) The time when the home team and the visiting team enter the field – before the match and at half time. The time to be recorded shall be the time the first player of the team crosses the boundary line, provided there is a continuous stream of players entering the field, and shall be recorded to the nearest second. In the event that both teams enter the ground simultaneously, the home timekeeper shall take the time of the visiting team, and the visiting timekeeper shall take the time of the home team.
 - (iii) The time at the start of each quarter – the quarter shall start at the bounce of the ball. If the umpire awards a free kick before bouncing the ball at the start of the quarter, the quarter shall start when a player kicks or plays the ball or when the umpire signals to the timekeepers to cease adding time-on whichever shall first occur. The time at the start of the quarter shall be recorded to the nearest second.
 - (iv) The time at the end of each quarter – at the completion of each quarter the timekeepers shall sound the siren or bell and shall keep it sounding until a field umpire signifies he or she has heard it by blowing their whistle and holding both arms above their head. The time to be recorded as the finish of each quarter shall be the time which a field umpire signals to the timekeepers that he or she has heard the siren or bell. The time at the end of the quarter shall be recorded to the nearest second. If immediately before hearing the siren, a field umpire is of the opinion that a player should be awarded a free kick or a mark, the field umpire shall signal that play has come to an end and then award the free kick or mark to the player. A free kick will not be awarded where the football has been kicked and, after the field umpire has heard the siren, lands out of bounds on the full.
- (g) Sounding the Siren or Bell

The home timekeeper shall have control of the siren or bell, and he shall sound the siren or bell at the appropriate times with the approval of both timekeepers. Before the start of each quarter, the umpire shall consult the timekeepers as to their readiness by holding up the ball. As soon as the timekeepers are ready with their clock they shall signal to the umpire by sounding a long blast on the siren or bell. The field umpire shall then blow his or her whistle and commence the game.

Play in each quarter shall come to an end when *any* one of the field umpires or emergency umpire hear the siren.

At the completion of each quarter the timekeepers shall sound the siren or bell and shall keep sounding it until a field umpire signifies he or she has heard it by blowing his or her whistle and holding both arms above their head.

Note carefully that timekeepers shall not sound the siren to end the quarter while adding time-on.

(h) Adding Time-on

As per the Laws of Australian Football.

(i) Match Duration (Time of Quarters)

'QAFL'/NEAFL Seniors	20 minutes plus time on
'QAFL' Reserves	25 minutes no time on
	Finals 17 minutes plus time on
'QFA' Division 1, 2 & 3 Seniors	20 minutes plus time on
'QFA' Division 1, 2 & 3 Reserves	20 minutes no time on
	Finals 17 minutes plus time on
'QFA' Division 4 & 5	20 minutes no time on
	Finals 16 minutes plus time on
QFA Northern Rivers Seniors	20 minutes plus time on
QFA Northern Rivers Reserves	20 Minutes no time on
	Finals 17 minutes plus time on
QFA Wide Bay Sunshine Coast Seniors	20 minutes plus time on
QFA Wide Bay Sunshine Coast Reserves	20 minutes no time on
Colts – All Competitions	20 minutes no time on
QWAFL	20 Minutes no time on
	Finals 17 minutes plus time on
QWFA	15 minutes no time on
	Finals 13 minutes plus time on

Affiliate Leagues – *recommended only*

Senior Men	20 minutes plus time on
Reserves Men	20 minutes no time on
	Finals 17 minutes plus time on
Women	15 minutes no time on
	Finals 13 minutes plus time on

When there are circumstances that result in prolonged delays in matches preceding any 'SEQ' QAFL/NEAFL match, time greater than 5 minutes should not be added as senior matches may be following. Timekeepers should consult with team managers and umpires. They should also consult with the team managers and umpires if there are prolonged delays in stand-alone Colts and women's matches.

In situations where teams travelling long distances to games are delayed due to traffic conditions or other exceptional circumstances then the Competition Manager should be contacted and, if needed, the game re-scheduled.

3.9 Official Team Sheet – Players and Officials

Official Team Sheet – Players and Officials Listing

- (a) Each club or team shall:
 - (i) Complete an official team sheet on the SportsTG system for each and every match in which the club or team participates; and
 - (ii) Hand the completed official team sheet to the field umpires in the umpire's room no later than 30 minutes prior to the scheduled commencement of a match.
 - (iii) In the case of the QAFL/QWAFL competition, submit team sheets (maximum of 26 players) via SportsTG by no later than 10.00 am on the Friday immediately prior to a match round. For QAFL mid-week games the team sheets must be submitted via SportsTG no later than 24 hours prior to the scheduled match time.
 - (v) In the case of the finals, all teams in all competitions must submit team sheets (maximum of 26 players – team of 22 plus 4 emergencies) via SportsTG by no later than 10.00 am on the Friday immediately prior to a match round.
- (b) The official team sheet from each club/team, once received by the field umpires, shall be distributed to the team manager/ football manager and interchange steward of the opposition club or team.
- (c) The official team sheets for all clubs (other than NEAFL clubs) can have up to twenty two (22) players on the list and must have the full name of all players participating in the match and the names of all other participants in the match for that team, including coaches, trainers, runners, doctors, physiotherapists, water carriers etc. The official team sheet must also indicate the team captain **(Penalty 20 units)**

3.10 Interchange Players

- (a) The (four) 4 interchange players may enter the arena prior to the match but must leave the playing arena at the sound of the first series of three sirens which occurs two minutes prior to the commencement of the match. **(Penalty 5 Units)**

Note: All QWFA & QWAFL teams are permitted to have up to a maximum of six (6) interchange players.

- (b) A club or team may amend the official team sheet prior to the commencement of a match provided the listed player to be replaced is injured or medically unfit to play. The following conditions apply to any amendment to the official team sheet.
 - (i) Where an emergency player replaces a player initially listed on the official team sheet, the amendment to the official team sheet shall be made through the AFL Queensland field umpires. The opposition team manager shall also be informed of any change, as well as interchange stewards and ground announcers.
 - (ii) Any injured or medically unfit player who has been replaced under this rule must immediately leave the arena and not sit on the interchange bench.

3.11 Interchange Operation

The interchanging of players shall be in accordance with Rule 7 of the Laws of Australian Football and will be managed accordingly by the Interchange steward/s.

The home team must, and the away team should, provide an Interchange Steward for each game. AFL Queensland will not act on complaints about the conduct of Interchange Stewards when the home team has not provided an Interchange Steward or the away team has not provided an Interchange Steward to assist the home team interchange steward. The Interchange Steward/s must wear an interchange high visibility vest and have yellow and red cards in order to confirm with umpires rulings made throughout a match.

The interchange area shall be clearly marked in white paint as (appendix A for diagram of interchange)

Interchange Stewards are to be located between the two lines which will be situated in a central position at each ground. No chairs or other objects are permitted inside the boundary fence in any grades.

(Penalty 10 units)

Each competing team is to provide the Stewards with a completed team sheet prior to the start of the match. **(Penalty 5 units)**

Should the Steward observe the teams being lined up for the purpose of a count, they should assist the field umpire if requested.

Where a player does not enter the playing surface as per the Laws of Australian Football, the Interchange Steward and/or field umpire shall report the circumstances to AFL Queensland or its Affiliate League. Time and scores at the time of the breach are to be recorded. The League may determine the matter by way of fine, reversal of match result or other sanction as it deems appropriate. Unless Law 7.3, 'Use of Stretcher' of the Laws of Australian Football, applies, a player, who does not

exit the playing surface through the interchange area is unable to re-enter the playing surface for the remainder of the match.

If only the home side supplies an Interchange Steward there will be no discussion regarding complaints about any interchange steward procedure abnormalities received from visiting teams.

The interchange steward is responsible for noting any jumper changes during a match as well as other player movements on and off the ground during a match including, blood rule, send offs and stretcher cases. **(Penalty 20 units)**

3.12 Match Reports

At the end of a match it is each club's responsibility to update SportsTG with the final quarter by quarter scores and a list of the club's goal kickers and best players. These results must be entered onto SportsTG via the SportsTG website no later than 6pm, or 90 minutes if a game concludes after 5.30pm. If there is extenuating circumstances that don't allow the timelines to occur, the home team must notify the respective Competition Manager. **(Penalty up to 20 Units)**

3.13 Player Uniforms

All player uniforms are to be purchased from officially approved AFL Queensland licensed suppliers (Appendix B - Club Official Uniform Order). The AFL Queensland logo is the intellectual property of the AFL and cannot be reproduced by any unlicensed supplier. Any club breaching these regulations by purchasing any AFL Queensland or Affiliate League branded apparel through unlicensed suppliers will be penalised and not permitted to wear this apparel. **(Penalty up to 300 units)**

Any club desiring to alter or vary its colours, uniform, or design and club emblem shall first apply to and obtain the permission of AFL Queensland and its Affiliate League to make such variation or alteration. Affiliate Leagues must advise AFL Queensland of any logo, emblem, or colour change by any affiliated club.

AFL Queensland has the sole rights to the branding of the side of all football shorts throughout Queensland.

The colour of shorts to be worn by each competing team in AFL Queensland competition matches will be determined by AFL Queensland and its Affiliate League.

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

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

It is imperative for the professional presentation of the sport that players are uniformed in AFL Queensland or Affiliate League apparel in the correct colours. **(Penalty 5 units per breach)**

All players participating in a match as a registered player of AFL Queensland or its Affiliate League shall wear the number nominated to AFL Queensland or its Affiliate League for the purpose of the football record. Such number shall be of a minimum size of 240mm and to be of a type and attached as directed by AFL Queensland. **(Penalty 10 units)**

All visible under garments, bandages, taping and thermal supports must be light beige in colour. **(Penalty 10 units)**

Protective Equipment

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

3.14 Runners

All runners must comply with the rules and regulations as set out herein. The minimum age for a runner in senior men's and senior women's competitions is 15 years of age (must have turned 15).

The runner's sole role is to deliver messages from the coaching staff to players on the ground. The runner must immediately vacate the playing arena once the message has been delivered. The runner must not interfere with the course of play. This includes standing in and filling a space at set plays. As per the AFL Laws of the Australian Football, runners are not allowed inside the 50 metre arc at full back kick-ins or in the centre square at centre bounces. The runner is not permitted to stay on the field and coach or barrack. **(Penalty 10 units)**

If a runner fails to abide by the instruction above or uses foul or abusive language, a free kick may be awarded against that runner's team at the location of the infringement or where the ball is at the time, whichever is the greater penalty.

Runners must be attired as per clothing advised or supplied by AFL Queensland or its Affiliate League (official uniform order form, appendix B). The runner must wear appropriate footwear and socks (football socks are prohibited). Runners may only wear AFL Queensland approved hats. These must be either a white cap with club or AFLQ logo or the club hat in club colours with club logo. Runner's shirts must have the name of the club clearly visible and must be numbered either '1' or '2'. The name

of the runner(s) must be shown on the team sheet in the appropriate place. **(Penalty 10 units)**

A runner must not engage in physical contact that may cause or incite injury to any player, official or umpire or initiate physical contact of any nature while conducting his/her duties. Runners shall be reported by the umpires for infringements of this nature or may come under the scrutiny of the ground manager or Affiliate League official. Penalties will then be determined through the appropriate channels. Any penalties incurred by a player acting as a runner shall be viewed as penalties against a player in respect to the AFL Queensland and Affiliates best and fairest medals.

Clubs shall be entitled to use two (2) runners for each grade in AFL Queensland competitions.

For teams with two runners, only one runner from each team will be permitted entry to the playing arena at any one time. Access to and from the playing arena for runners must be through the official interchange area in the same manner players are interchanged. Interchange stewards are to note any infringements relating to the interchanging of runners to and from the playing arena. Field umpires will note any of the above infringements on the post-match paperwork. Where there is only one runner for a team there is no requirement to report to the interchange steward. This runner is also permitted to enter the field directly from the coaches' box area, they do not have to use the interchange area. **(Penalty 20 units)**

Any player, coach or club official that is suspended by an AFLQ or Affiliate League tribunal or through the AFLQ Set Penalty System, can not act in the capacity as an official club runner, trainer, doctor, physio or water carrier. **(Penalty 100 units and Sanction)**

3.15 Water Carriers, Trainers, Medical Officers, Physiotherapists and Coaches

All water carriers, trainers, medical officers, physiotherapists and coaches must comply with the rules and regulations as set out herein.

Coaches are to be AFL accredited to the required standard or to be in the process of becoming accredited to the required standard. On match day, each team must have an appropriately accredited coach and all assistant coaches must also be accredited. Coaches whom are not accredited will not be allowed to coach after June 30.

Trainers must have the minimum of a Level 1 Sports Trainer qualification or equivalent and be able to present a copy of their accreditation to the competition manager at the beginning of each year.

During play coaches are to remain in the designated coach's box area which includes; the coach's box, a distance of five (5) metres on either side of the coach's box, and no closer than within two (2) metres of the boundary line.

Clubs are allowed to have a combined total of six (6) water carriers and trainers for each match. The

minimum age for a person acting as a trainer or water carrier is turning fourteen (14) years of age in the year of competition.

Water carriers and trainers must wear the attire as supplied or directed by AFL Queensland or its Affiliate League, clearly marked with the club's name and it must be numbered (official uniform order form, appendix B). The number is to correspond with the number and name on the team sheet. Water carriers have the sole duty to administer water to players. The water carrier must wear black shorts and appropriate footwear and socks (Board shorts, denim shorts and/or football socks prohibited). The wearing of long white cricket type trousers/tracksuit pants or black tights (females only) is acceptable. Appropriate covered footwear and AFL Queensland approved hats (see runner's hats, section 3.14 Runners) must be worn at all times by water carriers. **(Penalty 10 units)**

Water carriers are not permitted to be situated in a defined area fifteen (15) metres on either side of the competing team's coach's box from which the club's official runner must leave and enter the playing arena when delivering messages. **(Penalty 10 units)**

All club trainers / water carriers must remain behind the boundary line while the game is in progress and only enter the playing arena when there is a clear break in play and away (in 'back play') from the player(s) indirectly or directly involved in the play. Once the ball is back in the centre square the water carriers must leave the field of play by the most direct route. When behind the boundary line it is imperative that the water carrier is up against the fence and in a crouch position. This will enable the boundary umpire to carry out their duties and facilitate clear viewing for any spectators. Water carriers must not throw water bottles to players. **(Penalty 10 units)**

Club trainers / water carriers are not to remain on the playing arena after performing their duties even though there may be a clear break in play. The obvious exception is where a player is injured and requires the attention of the trainer / water carrier. **(Penalty 10 units)**

Club trainers will also wear the attire supplied by AFL Queensland or its Affiliate League with the club name clearly visible. These shirts should be numbered. **(Penalty 10 points)**

Trainers entering the playing arena for the purpose of attending an injured player must not interfere with the play in any way and must vacate the arena as soon as possible. A trainer / water carrier must not engage in physical contact that may cause or incite injury to any player, official, or umpire or initiate any physical contact outside the realms of his/her duty of responsibilities. This includes physically restraining players from their own team. Any penalties incurred by a player acting as a trainer / water carrier shall be viewed as penalties against a player in respect to the AFL Queensland or affiliates' awards for fair play.

Trainers / water carriers must not stand inside the 50m arc at full back kick-ins when they are treating a player. Should treatment be necessary during the full back kick-in, the trainer/water carrier should notify the controlling umpire before the kick-in process occurs. A free kick may be given if permission is

not received and the trainer/water carrier is deemed to be interfering with play. At all times the common sense rule should apply to all parties.

If a water carrier or trainer fails to abide by the instruction above, or uses foul or abusive language, a free kick may be awarded against his team at the spot of the infringement or where the ball is at the time, whichever is the greater penalty.

Any sponsorship advertising on any part of the club trainer/water carrier's uniform must be approved by the AFL Queensland or the Affiliate League.

Each club must provide a qualified/accredited sports trainer for all matches. Should any team be unable to provide such person they must advise AFL Queensland or the Affiliate League before midday on the Friday before the game.

3.16 Umpiring

In any match under the control of AFL Queensland or an Affiliate League, where there are adequate numbers of registered/qualified umpires, the field, boundary and goal umpires will be appointed by the AFL Queensland Umpiring Department or Regional Umpiring Manager in Affiliate Leagues. The Regional Umpiring Manager will report to their respective Affiliate League and the AFL Queensland Community Umpiring Development Manager.

Only those umpires who have been registered and accredited or whom are undertaking accreditation with AFL Queensland or an Affiliate League shall be eligible to officiate in matches under the control of AFL Queensland or Affiliate Leagues.

No match should commence with field umpires who are not accredited or undertaking an accreditation course.

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

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

Any other disciplinary action in relation to umpires will be dealt with by the Community Umpiring Development Manager and/or the Regional Umpiring Manager. The Community Umpiring Development Manager and/or the Regional Umpiring Manager may choose to refer any matter to the League Tribunal or League Investigations Officer to be dealt with in accordance with the relevant Tribunal Guidelines.

3.17 Club Appointed Umpires

Club umpires will only be appointed should there be insufficient numbers of registered and accredited umpires available, or it has been predetermined before the start of the season that club umpires will always be used. Where it has been determined that club umpires are required, each club is responsible for providing a field, goal and boundary umpire. As a minimum, a game will only commence if **both teams** supply a club field and goal umpire. A team that doesn't provide a field and goal umpire shall forfeit the match. If a club fails to provide either a field, goal and boundary umpire they will incur a penalty. **(Penalty up to 100 points)**

Club appointed field umpires (not club boundary and goal umpires) have full power to report any breaches that are contrary to the Laws of Australian Football. Club umpires (field only) can only send players from the playing arena under the yellow and red card system if both club field umpires are in agreement. In the event one umpire wishes to send a player off and the other umpire does not agree, the player shall remain on the field and the matter referred to AFL Queensland or the Affiliate League for investigation post game.

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

Club appointed umpires must have completed a club umpire's course run by AFL Queensland.

Each club must have a minimum of two (2) accredited club umpires per competition entered.

The minimum age for a club field umpire in a senior competition is 16 (must have turned 16)

The minimum age for a club goal and boundary umpire in a senior competition is 14 (must have turned 14).

3.18 Club Criticism

AFL Queensland and Affiliate League club officials, players and coaches shall not engage in public criticism of umpires and/or AFL Queensland or its Affiliate League. For the purposes of defining public criticism, all social media platforms shall be deemed public. **(Penalty up to 300 units)**

Should any club have concerns regarding umpires, such concerns are to be communicated in writing (on-line) on club letterhead or email and addressed to the relevant Competition Manager.

3.19 Umpires Escorts

Both clubs are responsible for providing one suitably capable umpire escort each for all 'home and away' matches and for all finals games other than Grand Finals. The League will provide umpire escorts for all Grand Final games. Umpire escort armbands are to be worn by the umpire escorts.

Umpire escorts must be 18 years of age or older and capable of undertaking the duties required.

The umpire escort must escort the umpires onto the ground for match commencement, from the ground at half time, onto the ground to commence the second half and from the ground at the completion of the game. They must escort the umpires to the door of the umpires change rooms. For finals matches escorts are required to be on the field with the Umpires during first quarter and third quarter time breaks.

The umpire escorts duty is to protect the umpires from abuse and deter fellow club members and members of the public from possible unnecessary actions.

It is imperative that a competent person is appointed in this important role. Failure to provide an umpire's escort is considered a serious breach. **(Penalty 30 units)**

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

3.20 Reported Player / Club Requirement

Team Managers from both teams MUST attend the Umpires room no later than fifteen (15) minutes after the game to get the 'all clear'. Unless games (QAFL) are officially filmed and recorded on DVD by AFL Queensland or the Affiliate League, the following report procedures apply.

Where a player(s) has been reported, the completed report(s) should be made available to the club representative (Team Manager) attending the umpire's room, within fifteen (15) minutes of the conclusion of the match. In extenuating circumstances, as determined by the umpire, notification shall be given by the umpire to the club's representative attending the umpire's room that further time is required to complete the report forms.

As soon as possible, at the completion of the report process with clubs, the reporting umpire is to notify AFL Queensland or Affiliate League of the details of the report and of any matters that are to be referred to the Tribunal.

In situations where the umpire offers a set penalty, upon the offended player's team manager receiving the Set Penalty Form from the umpire, the offended player's club has fifteen (15) minutes to confirm that they either accept or reject the set penalty. Confirmation of acceptance is by way of the player signing the set penalty sheet. Should player reject the set penalty then the matter is referred to an AFL Queensland or Affiliate League constituted Tribunal.

In cases where the set penalty results from a breach against an opposition player then this player or their representative must attend the umpire's room to confirm that they accept (signature on the set penalty sheet) or reject the set penalty. Should the offended player reject the set penalty then the

matter is referred to the Tribunal, even if the offender has accepted the set penalty.

In the event that a player/club requests time to consider a response to the offer of a set penalty, the player/club has until 10.00 am on the next business day following the game in question to advise AFL Queensland or the Affiliate League of its response. AFL Queensland or the Affiliate League will invoke the set penalty if the player/club fails to advise of its intentions prior to the 10.00 am deadline. The same rule shall apply to the aggrieved player/club if they haven't signed the set penalty sheet.

Failure to collect reports from umpires (**Penalty 20 units**)

3.21 Change Room Allocation

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

3.22 Double Headers

Home teams for any double headers are responsible for the scoreboard operation for both games and ensuring the canteen and other facilities are available. First named teams will be required to provide the match footballs for their match.

3.23 Neutral Venue

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

3.24 Order Off Law

In NEAFL and QAFL Seniors competitions the umpire(s), at their discretion, may send a player off the field for the remainder of a match. This player may be replaced immediately when sent off.

The following applies to the QAFL Reserves, QFA All Divisions, All Colts, QWAFL, QWFA All Divisions and Affiliate competitions only.

AFL Queensland requires all Affiliate Leagues to adhere to the following order off law using a system of yellow and red send-off cards. Red and yellow cards will be issued at the umpire's discretion.

YELLOW CARD

- A yellow card is issued should a player/official be found to have breached the Laws of Australian Football 2017 and given away a free kick in a deliberate, intentional, reckless, or undisciplined manner or behaved in a manner that the umpire believes is detrimental to the game.
- The period of time off the field for a yellow card misdemeanour shall be fifteen (15) minutes of elapsed time. Elapsed time shall pause for quarter time, half time and three quarter time breaks. A player sent off under the yellow card system may be replaced immediately.
- The timekeeper is responsible for recording the fifteen (15) minutes of elapsed time that needs to transpire before a yellow carded player can return to the field of play.
- The field umpire shall show the yellow card to the offending player, point to the interchange area and escort the player all the way to the interchange area, then show the yellow card to the interchange steward. The interchange steward acknowledges the umpires signal (via reciprocal showing of yellow card) and is in charge of ensuring that the “send off” period of elapsed time is fifteen (15) minutes. The interchange steward should make due notation of the players number, time of send-off, and time of return to ground on the provided interchange sheets.
- The player must remain “off the field” for fifteen (15) minutes elapsed time. Elapsed time shall pause for quarter time, half time and three quarter time breaks. Off the field means outside of the boundary line. In order to return to the field of play, players sent off must not cross the line through the interchange area until advised that their send off period has expired. A sent off player is not permitted to enter the field of play during breaks between quarters.
- If a runner is yellow carded they cannot be replaced during the 15 minute period they are to remain off the ground. If a club had two runners on the team sheet, the other runner can continue to act as a runner whilst the other runner is off the ground. A club that only had one runner on the team sheet cannot engage another runner to fill the void for the runner sent off with a yellow card.
- If a player on the interchange bench receives a yellow card, that player must remain off the field for a period of 15 minutes of elapsed time, excluding breaks between quarters.
- An umpire has the right post game to report a player that he/she sent off using a yellow card.

RED CARD

- Any player/official reported under laws of an offence as listed in Law 19.2.2, Law 20.2 and Law 20.3 of the Laws of Australian Football will be issued with a red card and sent off for the remainder of the match.

- If a player is sent off under a red card, it does not apply to any other matches that day unless a player has accepted Set Penalty prior to participating in another game that day or weekend.
- The umpire will show the offending player a red card and point them to the interchange area and escort the player all the way to the interchange, then show the red card to the interchange steward. The interchange steward must: acknowledge the umpires signal (via reciprocal showing of red card); make due notation on the interchange sheet of the players number and time of offence; and begin to time the fifteen (15) minutes of elapsed time (excludes breaks between quarters) that must pass before the sent off player can be replaced by another player.
- The timekeeper is responsible for recording the 15 minutes of elapsed time that needs to transpire before a red carded player can be replaced and for notifying the appropriate team official when the player can be replaced. Any breaks between quarters does not count as elapsed time.
- If a runner is red carded he/she cannot be replaced.
- Any player/official receiving a red card will be reported and a report sheet must be completed by the umpire post-match.
 - A player/official sent off under the red card system must not at any time return to the field of play, including breaks or intervals between quarters.
 - If a player listed on the team sheet is located on the interchange bench and receives a red card, the team for which that player is playing for shall be required to immediately remove a player from the field for a period of 15 minutes of elapsed time, excluding breaks between quarters. The removed player cannot be replaced during this period. The red carded player cannot return to the field for the remainder of that game.
 - Where a non-playing coach receives a red card, the coach must vacate the team bench area immediately spend the remainder of the match in his/her designated change room or they can leave the venue.
 - Where a playing coach receives a red card for a playing offence, they can spend the remainder of the match on the team bench but cannot enter the field of play at any of the breaks in play.
 - When a reportable incident occurs, the process for immediate action by the umpire is to apply the 'Red Card' procedures contained in section 3.24 'Order-Off Law' of the AFL Queensland Community Competition Rules and Regulations. Note this section of the 'Order-Off Law' does not apply to the QAFL seniors or NEAFL competitions.
 - Should a reportable offence occur in the first or second quarter of a match and the umpire through the Set Penalty System, determines the breach would attract no more than, at

most, a one match penalty, then the umpire may apply the '*time served*' condition to the report in accordance with the Set Penalty System.

- *Time Served* – In circumstances where a reporting umpire determines that a reported player, sent off the ground via a red card for half or more of a game, has served his/her time, then the words '*time served*' are to be written on the Set Penalty sheet and included in the text message to the nominated AFL Queensland Umpiring Department representative. 'Time served' does not apply to NEAFL or QAFL seniors.
- No further penalty is to be recorded on the Set Penalty Sheet. A player having being determined by the umpire to have served his/her time will not miss the next scheduled match, but will be deemed to be guilty of a reportable breach of the Laws of Australian Football, however, **they will be ineligible** to win any league best and fairest awards.
- A player that receives two (2) red card offences in one season, where the set penalty is deemed to be time served, will result in an automatic one week suspension.
- Any player that receives two reprimands (through the set penalty system) or a combination of one time served penalty and one reprimand, will automatically receive a one week suspension.

NOTE:

- Reports affecting Send Offs of players can be made by any Field, Boundary, Goal or Emergency Field umpire appointed to officiate by the respective umpiring manager.
- A player/official that is sent off via a yellow card for fifteen (15) minutes of elapsed time (excludes breaks between quarters) must exit the ground through the interchange area. If they fail to do so they are not permitted to return to the field of play after fifteen (15) minutes of elapsed playing time but may be replaced by another player.
- Where a sent off player, or their replacement goes back on the field before the penalty has expired, and a count of players has been called, which results in a team having the incorrect number on the field, then such team may be penalised by way of; reverse of match results, annulment of score or part thereof, fine, or censure, as the Affiliate League shall consider appropriate.

3.25 Set Penalties

Set penalties and the process associated with reportable offences will be governed by the State and Territory Tribunal Guidelines. To the extent of any consistency between the State and Territory Tribunal Guidelines and these Rules, the provisions of the State and Territory Tribunal Guidelines will prevail.

AFL Queensland, and its Affiliate Leagues, provides players with an opportunity to accept a set penalty via the set penalty report sheet (appendix C) or via the Match Review Panel (QAFL/NEAFL) for a reportable offence as opposed to having the matter heard by a Tribunal.

The policy to be implemented by all Tribunals is that if a player is offered a set penalty, refuses to accept the set penalty, takes the matter before a Tribunal and the reportable offence is sustained then the Tribunal will be free to apply any sentence it sees fit under the circumstances. If a club does not accept the set penalty and wishes to have it heard by the Tribunal and the Tribunal finds the player guilty, the Tribunal will be free to apply any sentence it sees fit under the circumstances.

If the reported Player or their Club does not accept the Set Penalty and elects to have it heard by the Tribunal, there is a strong likelihood if the charge is sustained that the Tribunal will impose a sanction that exceeds the Set Penalty offered, as the Set Penalty was offered under the premise of an early guilty plea.

There is always an opportunity for a player, who is willing to admit to the conduct which constitutes the report, to come before a Tribunal and enter a plea of guilty and then make submissions as to why the set penalty would have been too harsh given the circumstances. Issues of significant provocation may be relevant to the determination of penalty.

Any player, who comes before the Tribunal and satisfies the Tribunal that the argument they put forward, so far as a reduction of the set penalty offered is concerned, is valid, will receive the benefit of a reduction in penalty. Those players, who come before the Tribunal, plead guilty and put forward an argument that is without merit for a reduction in penalty, are subject to the condition that, the Tribunal will be free to apply any sentence it sees fit under the circumstances.

Where a reported player and their club have accepted the offer of a set penalty but it has been rejected by the opposing club, and therefore referred to the Tribunal, the Tribunal will take into consideration the reported player's admission of guilt and acceptance of the set penalty when deliberating on the matter.

3.26 Home Ground Responsibilities

Before game ensure that:

- Ground inspection and necessary forms are completed (sample appendix P)
- All rooms (including umpires) are clean
- Match footballs are given to umpires
- Ground line marking is complete inclusive of interchange area
- A stretcher (approved type – refer section 3.3) is clearly visible at the interchange area
- Goal post padding is in place
- An emergency siren/bell/air horn is on standby
- Scoreboard attendants are in place
- Correct club names are on the scoreboard
- Team sheets are filled out and handed to umpires
- Umpires rooms, visitors rooms, scoreboard and coaches boxes are open and ready for game
- The interchange steward(s) has arrived

- Timekeepers are in place
- Hot water service is on for showers (all change rooms)

During game ensure that:

- Drinks are provided for umpires at all breaks
- Ice is available
- Rooms are secure at all times
- Spare footballs are available

3.27 Practice Matches

No club shall play a practice match without first making application for permission to play such a match and such application must be sanctioned by AFL Queensland or its Affiliate League. An official practice match request form must be lodged with AFL Queensland or its Affiliate League by midday Friday a week prior to the match (appendix D – Affiliate League/Online - SEQ).

For AFL Queensland practice matches please click the following link and submit details online at <http://www.aflq.com.au/practice-match-request>

Conducting practice matches without prior approval from AFL Queensland or its Affiliate League will be considered a serious breach and will incur a significant penalty.

(Penalty up to 300 units)

No club shall play a practice match on their ground unless a pre-season ground inspection has been conducted by AFL Queensland or its Affiliate League. All normal match and ground conditions apply in practice matches e.g. goal post padded, grass mowed, lines clearly marked, team sheets etc.

3.28 Match Day Checklist

A match day checklist as supplied by AFL Queensland's insurer (JLT Sport) must be completed using the online app prior to the commencement of the first game conducted at any venue, on any particular match day. Both competing clubs must sign off on the Match Day Checklist.

4.0 GENERAL

4.1 Football Record / Publicity

'SEQ' QAFL

When requested, all AFL Queensland QAFL clubs must supply a team list and accompanying jumper numbers for the Football Record by no later than seven (7) days prior to the commencement of the season. Clubs should liaise regularly with their Competition Manager if changes to lists/numbers occur.

When requested, each club shall provide, via SportsTG, by no later than 10:00 am on the Friday immediately preceding a fixture or finals round match in which the club is participating or such other day as AFL Queensland may determine, the names of all players selected and the senior team of twenty two (22) players in position plus four (4) emergencies. No player, outside of the twenty six (26) named, can participate in the senior grade team for that round. **(Penalty 20 units)**

4.2 Admission to Grounds

Admission prices to the public sections of AFL Queensland/Affiliate grounds will be advised by AFL Queensland or its Affiliate League prior to the commencement of the season.

For competitions directly managed by AFL Queensland, the maximum home and away games admission prices for 2017 are;

- Adults - five dollar (\$5),
- concession - two dollars (\$2)
- Under 16 free.

Clubs charging a gate will be required to submit a brief reconciliation to AFL Queensland or its Affiliate League on the Monday following the match.

On local council managed grounds, where applicable (e.g. Gold Coast), approval must be gained from council to charge an entry fee.

AFLQ will set all finals entry fees for competitions it directly manages. Affiliate Leagues shall set prices for their leagues.

4.3 Club Sponsorship

All Affiliate Leagues and clubs are requested to respect existing AFL, AFL Queensland and Affiliate League corporate partners. Affiliate Leagues and Clubs cannot enter arrangements or associate with in conflict with the following sponsors:

- a) LRF
- b) Explosive Sportswear

- c) ISC
- d) Tribal Sports
- e) Sherrin (Black Chrome)
- f) Viv Sports

All Affiliate Leagues and clubs are required to seek approval (prior to any new sponsorship agreement) from AFL Queensland if the Affiliate League/club anticipates there may be a conflict of interest.

Signage – Affiliate Leagues and clubs are alerted that, prior to acceptance of a signage agreement for a fence or other advertising backdrop (including goal post padding), they must be certain that AFL Queensland have no agreements with major sponsors restricting such advertising as a conflict of interest.

Any Affiliate League or club who is in breach of a current agreement with the AFLQ or an Affiliate League's major sponsor (as applicable) in respect to promoting and using a competitor companies' product or services may be liable to a penalty. **(Penalty up to 300 units).**

4.4 Club Uniforms

Each club shall have the right to wear such colours approved by AFL Queensland or its Affiliate League from time to time. No club shall alter its colours without the approval of AFL Queensland or its Affiliate Leagues. *All clubs are required to adhere to the 'AFL Queensland Licensed Suppliers Guidelines posted on the AFL Queensland website under Policies, Rules and Regulations.*

All coaches and officials who, in their roles, venture onto the field must be wearing club uniforms (polos and / or tracksuit tops with AFL Queensland IP). All player polo and tracksuit tops must bear the AFL Queensland logo and the warm up tops that players wear on-field prior to the game must also include AFL Queensland logo.

Refer to the *Licensed Suppliers Guidelines* for details regarding the size, placement etc. of logos for on and off-field apparel.

AFL Queensland and its Affiliate Leagues reserve the right to nominate the colour of the shorts and jersey worn by the team in the finals series.

The licensed suppliers for 2017 are:

1. LRF
2. Explosive Sportswear
3. ISC
4. Tribal Sports
5. Sherrin (Black Chrome)
6. Viv Sports

The relevant Competition Manager or Affiliate League will determine all playing apparel for competing teams during finals series matches. Unless otherwise determined, one competing team shall wear a home uniform and one team shall wear an alternate uniform approved for away games. Club shorts shall be allocated to match player jumpers and shall not be necessarily determined as per the home and away season.

Where there is deemed to be a clash of jumpers AFL Queensland will provide a set of jumpers to the scheduled 'away' club or determine the matter as deemed appropriate.

4.5 Committees / Appointed Officers

(a) Independent Investigator

AFL Queensland or its Affiliate League may appoint an independent person to investigate any matters which AFL Queensland or the Affiliate League refers to them. This person will have the full backing and support of AFL Queensland and/or the Affiliate League. Their brief will be to gather all relevant facts regarding the matter and give a written report to the State Football Operations Manager or nominee of AFL Queensland, and/or President or nominee of the Affiliate League to help facilitate any further action that needs to be taken.

The investigator has no power to hand down fines or suspensions. However, the investigator can make recommendations to AFL Queensland or its Affiliate League in respect to appropriate sanctions.

(b) Independent Tribunal

An Independent Tribunal, consisting of a minimum of three members who shall not be officials or directors or registered playing members of a club or of an Affiliate League or association club, shall be appointed by AFL Queensland or its Affiliate League. Proxy members who shall not be officials or directors or registered playing members of an AFL Queensland club or an Affiliate League or Affiliate club shall be appointed to the Independent Tribunal and shall act on the Independent Tribunal in the absence of any of its members.

(c) Fixture Committee

The AFL Queensland Football Operations department will fulfil the duties of 'Fixture Committee' for QAFL, QWAFL, QFA, QWFA and Colts competitions in South East Queensland.

The duties of the Fixture Committee consist of:

(i) Arranging the programme of matches and grounds for the season and making

recommendations for the starting times of matches.

- (ii) If the weather or ground(s) be declared "adverse", then postponing any or all matches to be played on that day. Any matches so postponed shall be played on a day(s) to be determined by AFL Queensland as per regulation 3.7.

(d) State Selection Committees

State Selection Committees will consist of a minimum of three appointed members.

The duties of the State Selection Committees shall be:

- (i) To select relevant teams to represent AFL Queensland in all Interstate and Intrastate representative matches.
- (ii) To supply in writing to the State Football Operations Manager, within the times set down from time to time by AFL Queensland, a list of the names and other relevant particulars of all players, including emergencies, selected for training squads, State teams and/or other representative AFL Queensland teams.

(e) Clearance And Registration Disputes (CARD) Committee

AFL Queensland or its Affiliate League will appoint an independent committee to determine any disputes in regard to clearances and registration. This committee will be referred to as the "Clearance And Registration Disputes (CARD) Committee".

4.6 Coach Accreditation

All coaches across Queensland, at both junior and senior level, must be accredited to at least Level 1 Senior (Colts – Seniors), Level 1 Youth (Under 12 – Under 16) or Level 1 Junior (Under 8 – Under 11) by June 30 in that year. Accreditation is valid for four years; a course update must be completed after four years to retain the accreditation. For more information regarding coach accreditation contact the Coaching and Volunteers Coordinator

All clubs are required to complete a coach nomination form and lodge it with the League prior to the commencement of the season (Appendix E).

Non-accredited coaches are not permitted to have any official coaching role in AFL Queensland Affiliate competitions post June 30 of each year. **(Penalty 100 units)**

4.7 Umpiring

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

NEAFL competitions – NEAFL Manager

'SEQ' AFL competitions – Community Umpire Development Manager

Senior and junior Affiliate League competitions – Regional Umpire Manager

Breaches of the umpire's Code of Conduct by an umpire will be referred to the Community Umpiring Development Manager. If deemed necessary the Community Umpiring Development Manager, in consultation with the State Football Operations Manager, will organise a disciplinary hearing.

4.8 Attendance at Meetings - Players, Coaches, Officials

All AFL Queensland Senior competitions - Any player, coach or member of the staff of a club who shall neglect or refuse to attend any meeting of the competition or any meeting of any committee of the competition to which they may have been summoned by not less than twenty-four hours' notice by the Competition Manager, shall be dealt with as the League may think fit – no apologies will be accepted.

(Penalty up to 10 units)

4.9 Players Expelled or Disqualified

An AFL Queensland club or Affiliate League club expelling or disqualifying a player shall forward, within one week of such expulsion or disqualification, the name of such player and their address together with particulars of the offence for which they have been expelled or disqualified to the Competition Manager or their Affiliate League equivalent. On receipt of such notice the Competition Manager will inform the player in writing of their expulsion or disqualification and that if they wish to appeal against the decision they must notify AFL Queensland, in writing, of their intention to do so within fourteen days of the date of the said notice.

An Affiliate League disqualifying a player must refer such disqualifications to AFL Queensland for ratification by AFL Queensland. The player shall not be allowed to play with any AFL Queensland Affiliate club until such disqualification is removed by the body which enforced the disqualification or by appeal to AFL Queensland.

No player shall play with or coach any AFL Queensland club or clubs in an Affiliate League while the term of any such expulsion or disqualification lasts. Any player so offending shall be dealt with as AFL Queensland may deem fit.

A record of ratified player expulsions and/or disqualifications will be entered on SportsTG by AFL Queensland or the Affiliate League.

4.10 Melees

A melee is an incident involving three (3) or more players from each team whom are involved in behaviour which is in breach of the Laws of Australian Football including verbally abusing, grabbing, pushing and/or wrestling opposition players. Players whom are attempting to remove teammates from a melee will not be counted as being involved in a melee. A melee could occur;

- (i) prior to,
- (ii) during (including the quarter time, half time and three quarter time interval), or
- (iii) following the completion of,

an AFL Queensland match, and if, in the opinion of AFL Queensland or its Affiliate League, such incident is likely to;

- (a) prejudice the interests or reputation of AFL Queensland or its Affiliate League, or
- (b) prejudice the interests or reputation of the AFL Queensland competition or its Affiliate League competition, or
- (c) bring the game of Australian Football into disrepute,

the club(s) involved in such incident shall be sanctioned by AFL Queensland or its Affiliate League by way of a monetary fine in accordance with the Melee Matrix grading system (**Penalty: 5 units to 300 units depending upon the severity of the incident**).

These incidents may not necessarily be referred to the Tribunal.

Any amount payable by a club, under this rule, shall be paid by the club to AFL Queensland or its Affiliate League within 14 days.

Individual players involved in a melee may still be reported under the Laws of Australian Football.

5.0 MATCH AND GROUND CONDITIONS**5.1 Ground Requirements**

AFL Queensland and its Affiliate League will carry out ground inspections prior to the commencement of the season (including practice matches) and detail a report, based on the AFL Queensland Risk Management Policy (AFL Queensland website – Policies, Rules and Regulations), for appropriate action. Clubs are required to abide by the stipulated requirements of ground presentation as detailed by AFL Queensland or its Affiliate League. Any club not complying with the directions given will forfeit the right to have games played at their ground until the facility complies with the required standards.

(Penalty 10 units per breach)

The following requirements are mandatory in accordance with the criteria set by AFL Queensland:

- Timekeeper's box to be suitably situated to ensure that timekeepers have an unimpeded view of the entire playing area.
- The sounding device must be adequate enough to be audible at all points of the ground.
- All goal and behind posts must be padded according to the current standards listed in the Laws of Australian Football.

Should any ground be declared unfit for play, as per the guidelines contained in the AFL Queensland Risk Management Policy, then the game will be transferred to the ground of the opposition or another appropriate venue.

The declaration of a ground being unfit for play due to safety matters would not necessarily require consultation. AFL Queensland may inspect a ground at any time and determine whether or not the ground is fit for play.

5.1.1 Ground Hardness

The acceptable Clegg Hammer levels for AFL Grounds are between 80 and 120 gMax. It is recommended that grounds with Clegg Hammer levels above 120 gMax receive remedial attention to reduce the level of ground hardness. A ground will be declared unfit for play if the Clegg Hammer level is 200 gMax or more. AFL Queensland will give a minimum of 3 days-notice prior to a scheduled fixture if a ground is deemed to be unfit for play as a result of Clegg Hammer level testing.

AFL Queensland will notify a club(s) if it intends to test the suitability of the club's ground. Club officials are encouraged to attend the testing with the appointed AFL Queensland staff.

5.2 Coaches Box

Player/Coaches boxes must be situated in an approved recessed position and be enclosed on sides and back to prevent supporter viewing and to accommodate a minimum of six (6) people. The closest portion of a coach's box to the boundary line should be no closer than four (4) metres from the boundary line. Where there is no permanent coach's box an area conforming to the dimensions and position of a coaches box should be clearly marked four (4) metres from the boundary line.

The coach's boxes for opposing teams should be separated by the interchange area plus an extra five (5) to ten (10) metres minimum on either side of the interchange area.

Only persons listed on the team sheet should be in the Player/Coaches box and/or inside the perimeter fence. Water carriers and trainers (except those attending to an injured player) should not be within fifteen (15) metres of the Player/Coaches box whilst the match is in progress. **(Penalty 10 units)**.

Players warming up/stretching inside the perimeter fence should do so as far away from the boundary line as possible. This will assist the boundary umpire to make adjudications as to whether the ball is in or out. Players should not stretch within two (2) metres of the boundary line.

During play coaches are to remain in the designated coach's box area which includes; the coach's box, plus a distance of five (5) metres on either side of the coach's box, and no closer than within two (2) metres of the boundary line.

5.3 Scoreboard

The scoreboard must be situated to enable players and spectators clear viewing at all times. Numbers on the board must have a vertical size of at least 50 cm. Clubs are responsible for the maintenance and upkeep of names and numbers used on their scoreboards. **(Penalty 10 units)**

Club must provide a minimum of one and no more than two people to operate the scoreboard at any time. The minimum age requirement of a scoreboard attendant is fourteen (14) years of. **(Penalty 10 units)**

Home teams for any double headers are responsible for the scoreboard operation for both games. The team listed first in the draw is responsible for providing a suitable scoreboard for matches played at any neutral venue. **(Penalty 10 units)**

5.4 Boundary Fence Requirements

The perimeter of the playing surface must be enclosed with an approved fence. Where signs are erected there should be no protruding edges and no loose flapping metal. All fences must be in good repair and no pipes or objects are to protrude from any part of the fence. Appropriate padding should

be added to any areas considered of a risk to participant health and safety.

5.5 Ground Markings

Clubs are responsible for the ground markings to be checked prior to the commencement of any play and ensure that all marking lines are complete and clearly defined. All major markings must be in white and must be a minimum of 4" (10 cm) in width. **(Penalty 10 points)**

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

5.6 Boundary Line

The minimum distance between the fence and boundary line will be no less than four (4) metres. It is recommended (if possible) that five (5) metres be used. Any concerns regarding this regulation should be referred to the AFL Queensland State Football Operations Manager.

5.7 Ground Lighting

AFL Queensland, in accordance with the Australian Standards relating to sports lighting, requires a minimum of an average of 100 lux illumination and that at no point on the playing surface is the illumination to be less than 50% of the average illumination, this is a uniformity of 0.5 or higher. For example if the average illumination across the entire playing surface is 120 lux then at no point on the playing surface can the illumination be less than 60 lux (50% of 120 lux).

For insurance purposes, AFL Queensland requires each club to undertake a lighting audit after 1 November each year and submitted to AFL Queensland by no later the 30th of January the following year. Clubs require a minimum of 50 lux for training purposes and 100 lux for sanctioned night fixtures. Failure to provide a formal lighting audit will result in clubs not having twilight or evening games scheduled for that year. (Refer AFL Queensland, Ground Lighting Policy at www.aflq.com.au)

For NEAFL matches the required lux is; 300 lux for competition games and 100 lux for training.

Clubs must also take into consideration the lighting of adjacent areas such as change rooms and car parking facilities with particular attention to public safety.

5.8 Extreme Weather

For match management guidelines in relation to extreme weather refer to AFL National Extreme Weather Policy and AFL Queensland Lightning Policy on the AFL Queensland website (www.aflq.com.au).

6.0 FINALS

6.1 Finals Eligibility

While AFL Queensland will monitor player finals eligibility, it is also the club's responsibility to check that players are eligible to play in finals matches.

(a) AFL Queensland Managed Competitions

Note these rules also apply at the discretion of the AFL Queensland State Football Operations Manager.

Finals eligibility between NEAFL and QAFL clubs will be according to the NEAFL Player Interchange Agreement posted on the AFL Queensland website.

QAFL Seniors & QFA Seniors

- A player must play a minimum of three (3) home and away games with any team in their registered club to be eligible to play finals.

QAFL Reserves and all QFA Competitions with reserves

- A player must play a minimum of three (3) home and away games across the Reserves, Colts or QFA 4/5 teams in their registered club to be eligible to play finals.
- If a player has played three (3) or more home and away games in the Senior team, he must play at least five (5) home and away games in lower ranked teams (Reserves, QFA 4/5 or Colts) to be eligible to play finals.

QFA 4/5

- A player must play a minimum of three (3) home and away games with the QFA 4/5 team in their registered club to be eligible to play finals.
- If a player has played three (3) or more home and away games in a higher ranked team in the club (Seniors or Reserves) they must play at least five (5) home and away games in the QFA 4/5 to be eligible to play finals.
- If a player has played ten (10) or more games in higher ranked teams in the club (Seniors or Reserves) they are not eligible to play finals.

QWAFL

- A player must play a minimum of three (3) home and away games with the team she is registered with, or on a Type 2 Permit to, to be eligible to play finals.

QWFA All Divisions

- To play QWFA finals a player must have played a minimum of three (3) home and away games

- Any QWAFL primary listed player who has played more than 50% of the regular season games at QWAFL level, must play a minimum of 5 games of QWFA to be eligible for QWFA finals.
- Any QWAFL primary listed player who has played less than 50% of the regular season games at QWAFL level, must play a minimum of 3 games at QWFA to be eligible for QWFA finals.

Colts

- i. A player must play a minimum of three (3) home and away games in the Colts team in their registered club to be eligible to play finals.
- ii. If a player has played three (3) or more home and away games in a higher ranked team in the club (Seniors or Reserves) he must play at least five (5) home and away games in the Colts to be eligible to play finals.

Except where otherwise provided in this Rule 6, a player must play a minimum of three (3) home and away games with a team (seniors, reserves, thirds or Colts) to qualify for the finals for that team. If a player has played three (3) or more home and away games in a higher ranked team in the club (e.g. senior team) he must play at least five (5) home and away games with a lower ranked team (e.g. reserves team) to qualify for a finals game in the lower ranked team.

When a club has its Senior grade and Reserve grade teams participating in finals on the same weekend, the selection of players in the finals shall be unrestricted, provided a player has participated in at least three (3) home and away matches with any team in their club during the season. Should a club also have a Colts team playing finals on the same weekend, this rule will extend to the Colts competition. This rule does not apply to the QFA 4/5 or QWFA competitions.

Matches played for Queensland U18 State representative teams, as a 'top up' player for an AFL reserves team or for their aligned NEAFL club will count, for the purpose of finals eligibility, as reserve grade matches in their registered club, irrespective of which team they normally play in.

On weekends in which both a senior representative match and home and away fixture are scheduled, representative matches will count as a qualifying match for finals eligibility. This is on the understanding that representative players will not play in a home and away fixture that is on the same weekend as the representative match. The games will be credited to the grade in which the player was playing immediately prior to being selected for a State fixture.

(b) Long Term Injury Clause

A player who has missed six (6) or more consecutive games through injury may, provided medical documentation is forwarded to AFL Queensland, be permitted to play in the finals despite not having qualified for that grade of competition. All applications for use of this agreement must be directed through the competition manager. There is no provision for players who miss consecutive matches due

to suspension and/or unavailability.

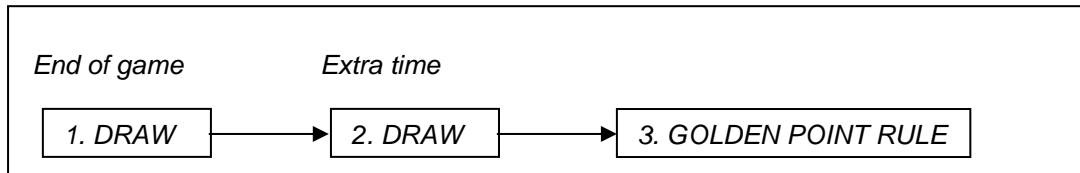
Consideration will only be given to a player with long term injuries when a medical certificate is supplied, the player is registered with that club, and the application is lodged more than fourteen (14) days before that competition's finals. Clubs must apply in writing for AFL Queensland approval.

6.2 Drawn Matches – Finals (including Grand Finals)

In the event of a tied game in any finals match a further ten (10) minutes plus time-on shall be played in 2 x 5 minute halves (teams change ends for the start of each half). Coaches may only address players, as a group, between the end of full time and the start of the 2 x 5 minute (plus time on) 'extra time' period. Teams change straight over after the first five minutes have elapsed. If after the 'extra time' the match is still drawn, the Golden Point Rule will apply. A Six (6) minute break for coach's address is allowed before the commencement of extra time.

The Golden Point Rule

After the goal umpires have consulted, both teams remain in the positions they were in after the last period finished. The match will recommence from a ball up in the centre of the ground. The time keepers will allow play to continue until the next score when they will sound the siren. The team that scores first is the winner.



6.3 Arrangement of Grounds for Finals Series Matches

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

6.4 Hosting of Finals – South East Queensland AFL - All Divisions

The highest ranked teams at the end of the home and away season may, at the discretion of the Competition Manager, host finals during the preliminary weeks of the finals series at their home venue, subject to fulfilling AFL Queensland 'hosting rights' criteria. However, AFL Queensland reserves the right to nominate venues for finals matches at its absolute discretion.

Un-financial clubs will not be considered for hosting finals. In the event that an un-financial club forfeits its right to host a final, AFL Queensland reserves the right to play the game at a neutral venue or at a club venue from within the League provided the venue fulfils AFL Queensland finals 'hosting rights'

criteria.

6.5 Dressing Room Allocation

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

6.6 Team Uniforms

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

6.7 Umpires

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

7.0 REPRESENTATIVE FOOTBALL

7.1 NEAFL / All AFL Queensland competitions / Queensland Under 18 Scorpions

AFL Queensland shall have first call on the services of players for its representative matches. In the event of any selected player not being able to play, such player may not be permitted to play with their club in that particular round. AFL Queensland will make every endeavour to ensure representative football has minimal impact on season fixturing.

In the event of a NEAFL fixture and a State representative game being played on the same weekend, AFL Queensland will negotiate with the NEAFL clubs, fixtured to play, for the right to include selected players in the State representative team.

If a State representative game is played on the same weekend as a player's club fixtured game, the player's participation in the representative team game counts as a regular season game towards finals eligibility. Where the representative commitment may involve more than one game over a single weekend, then only one game is counted toward club finals eligibility.

7.2 Code of Conduct

All representative players and officials participating in AFL Queensland sanctioned representative fixtures will be required to adhere to a code of conduct. Any breach of this code of conduct (appendix H), or any other codes of conduct specific to the level of representative football and as modified from time to time, may result in disciplinary action

8.0 AWARDS

8.1 AFL Merit Awards

An AFL merit award certificate may be awarded on the recommendation of affiliated bodies to persons who have rendered outstanding service in the interest and development of Australian Football. Nominations should be sent to AFL Queensland's CEO by 30 June of any football season.

8.2 Life Membership

Life membership granted as per the constitutions of AFL Queensland and the Affiliate Leagues.

8.3 Grogan Medal and Other Best and Fairest Awards

In any football season, a player found guilty and suspended (including 'time served' suspensions) of a reportable offence under the Laws of Australian Football shall be ineligible to win the best and fairest award for any competition.

A player found guilty and later determined not guilty on appeal shall be eligible for best and fairest awards.

Any player who is reported and issued with a Reprimand under the Set Penalty system shall remain eligible to win the best and fairest award for any competition.

Best and fairest votes, in all grades, are based on home and away matches and should a player be reported and found guilty in subsequent matches (including finals) of the same season they shall not be deprived of their award, but shall be ruled ineligible for any such awards for the following season. The AFL Queensland best & fairest medal awards are not to be determined on a count-back in the case of tied voting. Medals will be presented to all eligible winners.

9.0 SPORTSTG

SportsTG is an AFL managed website and includes a match day management IT system that is used in the AFL Queensland and affiliate competitions.

The major functions of SportsTG are to:

1. Enable clubs to register and transfer players on-line, and
2. Enable clubs to record and disseminate match results and associated information on-line.

It is the responsibility of clubs to manage all lodgement of clearances and registrations on SportsTG.

It is the responsibility of each club to enter their own results on SportsTG, including best players and goal scorers and to ensure team-sheets are entered correctly.

It is the responsibility of the home team to ensure the final score for the game is entered correctly.

SportsTG entry tasks need to be completed by both teams on by no later than 6.00 pm on the day of the game or 90 minutes after the finish time if game concludes after 5.30pm. **(Penalty: 20 units)**

Match Day Team Sheets, Results Sheets and Player Game Counts can all be generated using the SportsTG system.

Club administrators can login in with their SP passport login at <https://reg.SportsTG.com>.

Clubs/Leagues needing assistance and/or experiencing problems with SportsTG should contact their Competition Manager.

10.0 COMPETITION SPECIFIC RULES & REQUIREMENTS**10.1 Colts****10.1.1 Competition Mission Statement**

The purpose of this program is to provide a quality Australian Football experience for under 18½ participants in South East Queensland. Whilst talented players have been adequately catered for in the past, it has been identified that club-based football in this age group requires more of a focus. The program will endeavour to provide a bridge between junior and senior football for all players. It should be acknowledged that participants deserve the opportunity to enjoy the game no matter what their level of skill and development. Some players develop at different rates than others. It is the goal of this program to give all under 18½ players the opportunity to reach their full potential.

Key objectives of the Colts competitions are;

- Participation based competitions
- Restricted travel, and
- Alignment with Senior football where possible

The program also forms part of AFL Queensland's talent program. It is envisaged that a large percentage of State under 16 players will participate in the Colts competitions. From a talent identification perspective, AFL Queensland's Talent Department does not recognise one Colts competition to be superior to another, as such clubs should not recruit players from one club to another club to participate in Colts football.

10.1.2 Special arrangements**(a) Melee rule**

A melee is an incident involving three (3) or more players from each team whom are involved in behaviour which is in breach of the Laws of Australian Football including verbally abusing, grabbing, pushing and/or wrestling opposition players. Players whom are attempting to remove teammates from a melee will not be counted as being involved in a melee.

Teams that are found guilty of engaging in a melee may be issued with a fine and/or one caution. A second offence may result in the loss of one (1) home and away point [i.e. three (3) points not four (4) points for a win; one (1) point not two (2) points for a draw; minus one (-1) point not zero (0) points for a loss]. The decision as to whether the actions of a team constitutes a melee will be determined by the AFL Queensland Match Review Panel or Affiliate League in consultation with the umpires and any appointed match manager.

(b) Player number equalisation

If any team has less than twenty (20) players then the game will revert to sixteen (16) per side.

Should a team be able to field only sixteen (16) or less players (less than 14 is a forfeit) the match will continue as 16 per side. To avoid playing games with less than 16 per side, clubs are directed to Rule 2.6 (Permits of the AFL Queensland Community Competitions Rules and Regulations) which allows for the permitting of players on match day.

If a team has only fourteen (14) or fifteen (15) players the opposition may field sixteen (16) players with an interchange of up to six (6) players.

A game cannot start unless team has 14 players. If a team loses players to injury or red cards (yellow not included) and has 11 players or less players on the ground, the match will cease immediately and be declared a forfeit. Should a team start with 14 players and be reduced to 13 or 12 players, the opposition are not required to reduce playing numbers below 16.

Specific Colts rules and regulations are contained in the Colts Manual, posted on the AFL Queensland website under Policies, Rules and Regulations. On matters where the Colts Manual is silent the AFL Queensland Community Competitions Rules and Regulations apply

10.2 QWAFL & QWFA

10.2.1 Competition Mission Statements

QWAFL

The Queensland Women's Australian Football League (QWAFL) is the Premier senior female football competition in Queensland, providing development pathways for both players and officials from junior, amateur and social competitions, into representative programs, high performance academies and the national competition.

QWFA

The Queensland Women's Football Association (QWFA) is South East Queensland's multi-dimensional senior female competition, providing competition and pathways for players and officials from youth to senior football, amateur to elite competitions and elite to amateur competitions, with the key focus areas being skill development, engagement and enjoyment.

10.2.2 Rule modifications

(a) A size 4 football is used

- (b) QWFA can play with a minimum of 12 a-side
- (c) Each QWFA team must supply a boundary and goal umpire for each game. The game cannot commence without boundary and goal umpires. In QWFA Division 1, AFL Queensland will appoint one field umpire. The home club must supply one accredited field umpire. In QWFA Division 2 and QWFA Northern Rivers, each club must provide a field, boundary and goal umpire. AFL Queensland will provide umpires for all QWAFL and QWFA finals games.
- (d) Gloves are not permitted to be worn unless approved by the Competition Manager. Umpires will check players' nails prior to the commencement of the match. Any long nails must be cut or taped. If the tape on a player's fingernails becomes loose or falls off, the player will be sent from the ground until the tape is replaced securely. That player must leave the ground using the interchange and may be replaced by another player through the interchange. It is strongly recommended that players cut their nails rather than tape them.

10.2.3 Playing age

The minimum age to play QWAFL and QWFA Divisions 1 & 2 is turning 17 years of age in the year of competition. However, teams are not permitted to list more than five (5) minimum age players per game on their team sheet.

10.2.4 Interchange players

Up to six (6) interchange players in QWFA and QWAFL are permitted.

10.2.5 Player number equalisation

QWAFL

There is no player equalisation rule for QWAFL (State League). Teams will be sixteen (16) a side with provision for six (6) interchange unless otherwise determined by the Competition Manager.

QWFA

- a) The minimum number of players to commence a game in QWFA (all divisions) is 12 per side. To ensure a game goes ahead where a team may not have 12 players, the opposing team can elect to permit players across on a Type 1 Match Permit.
- b) Player numbers shall be determined by the team that has the least amount of players. As an example, if Team A has fourteen (14) players and Team B has seventeen (17) players, the game will be played, based on team A's player numbers, as indicated in the Table 'A' below.
- c) In all QWFA competitions teams can list 22 players on their team sheet. A team may start a game with a minimum of 12 players on the field, in which case the opposition can only have 12

on the field. Should a team be reduced to 10 players or less through injury or red cards, the game will cease immediately and be declared a forfeit. Should a team start with 12 players and be reduced to 11, the opposition are not required to reduce playing numbers below 12.

- d) The absolute minimum number of players for a game of QWAFA football is 12 aside. Should player numbers go below eleven (11) through injuries (or red card), the game shall be forfeited, unless players are permitted across.
- c) The field dimensions are as prescribed in the Table 'A' below. Minimum field size allowed being $\frac{3}{4}$ of the standard field.

Table 'A'

Player numbers	Players on field	Interchange players	Field size
14	12	2	$\frac{3}{4}$ field
15	12	3	$\frac{3}{4}$ field
16	14	2	$\frac{3}{4}$ field
17	14	3	$\frac{3}{4}$ field
18	16	2	Full size
19	16	3	Full size
20	18	2	Full size
21	18	3	Full size
22	18	4	Full size

- d) Any player who plays QWAFL is not permitted to play QWFA and vice versa on the same weekend.
- e) Up to six (6) interchange players maximum are permitted. As an example if Team A has fourteen (14) players and Team B has twenty two (22) players, the game will be 14 a-side with Team B having six (6) bench players. The two players that miss out on the game can be match day permitted to team A.

10.2.6 Pregnancy in sport

AFL Queensland is committed to equal opportunity and avoiding discrimination for all participants, particularly where pregnant women are concerned.

The policies relating to pregnancy in sport are continually updated according to current Federal and State anti-discrimination legislation, developments in medicine, changes to the insurance industry and ethical debate.

All players in the QWAFL and QWFA must sign a player registration form which includes the following

information:

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

10.2.7 Gender regulation policy

In accordance with the Queensland Anti-Discrimination Act (1991):

- (a) A person may restrict participation in a competitive sporting activity to:
 - (i) either males or females, if the restriction is reasonable having regard to the strength, stamina or physique requirements of the activity; or
 - (ii) people who can effectively compete; or
 - (iii) people of a specified age or age group; or
 - (iv) people with a specific or general impairment.
- (b) Subsection (a) (i) does not apply to sporting activity for children who are less than 12 years of age.
- (c) Subsection (a) does not stop participation in a competitive sporting activity being restricted on the basis of gender identity, if the restriction is reasonable having regard to the strength, stamina or physique requirements of the activity.
- (d) In this section “competitive sporting activity” does not include:
 - (i) the coaching of people engaged in a sporting activity; or
 - (ii) the umpiring or refereeing of a sporting activity; or
 - (iii) the administration of a sporting activity; or
 - (iv) a sporting activity prescribed by regulation.

AFL Queensland will exclude females who reach fourteen (14) years of age as at 1 January in the year of play from playing in any competition that is not a ‘female competition’.

Transgender Policy

The legislations which apply to this policy are contained in the Commonwealth legislation entitled, ‘Sex Discrimination Act 1984’ and ‘Queensland Anti-Discrimination Act 1991’.

The regulation is that, whether or not a person is a recognised transgender person (that is, whether or not the person has altered their genitals or gender characteristics so that the person will be identified

as a person of the opposite sex), it is not unlawful to prevent such a person playing in a competition which is only available to persons of the opposite sex and where the strength, stamina or physique of the person is relevant to participation in the activity.

There is little doubt that a transgender female would have a significant performance advantage in playing football as a result of previously being a male.

To be eligible to play in the AFL Queensland Women's competition the player must be female, which would not include a gender re-assigned person.

10.3 QFA Divisions 1, 2, 3, 4 & 5

10.3.1 Promotion and Relegation

Each season the following rules shall apply to the premier and last placed team for each senior competition. The only time a variation will occur is when AFL Queensland believes its necessary in respect to the best interest of the competition/s. An example of this may be an imbalance of teams in one competition to another, in which case promotion or relegation may be withdrawn.

Note: If a senior team changes competitions, its reserve grade team shall always participate in the same competition as its senior team, regardless of ladder position at season's end.

- (a) The premier of QFA D1 shall remain in the QFA D1. The team finishing bottom of the ladder in QFA D1 shall be relegated to QFA D2.
- (b) The premier of QFA D2 shall be promoted QFA D1. The team finishing bottom of the ladder in QFA D2 shall be relegated to QFA D3.
- (c) The premier of QFA D3 shall be promoted QFA D2. The team finishing bottom of the ladder in QFA D3 shall remain in QFA D3
- (d) The premier of QFA D4 shall be remain in QFA D4. The team finishing bottom of the ladder in QFA D4 shall be relegated to QFA D5
- e) The premier of QFA D5 shall be promoted QFA D4. The team finishing bottom of the ladder in QFA D5 shall remain in QFA D5.

In the event a team that is promoted or relegated at the end of the season (as outline above) disbands before the start of next season, AFL Queensland reserves the right to make any decisions on the makeup of competitions and the clubs that sit within each competition that it believes is in the best interest of the competition/s.

11.0 South East Queensland QAFL – PLAYER POINTS SYSTEM

At the commencement of the 2014 season AFL Queensland adopted the 'Player Points System' (appendix L) for the South East Queensland AFL QAFL competition. This will continue in 2017.

It will be the responsibility of each club to allocate the appropriate points (see appendix L) to each player at the time of registration. AFL Queensland will review the point allocation for each club prior to the start of the season. Any player or club found to be giving false information to AFL Queensland will be sanctioned at the discretion of AFL Queensland. **(Penalty up to 300 units)**

The salary cap system no longer applies to the 'SEQ' QAFL competition. As of 2014 the 'Player Points System' (appendix L) applies.

12.0 QWAFL List Management Rules

The following rules shall apply for all QWAFL clubs.

12.1.1 Team Lists Requirements / Player Movement Rules

- a) Each club can sign up to a maximum of 30 primary listed players and 6 rookie listed players.
- b) Clubs can only name players on their team sheet who are primary or rookie listed
- c) All teams must have a minimum of 1 rookie on their team sheet for every game (including finals)
- d) All rookie listed players must play a minimum of 2 games during the home and away season.
- e) To be eligible to play finals, rookies must have played three (3) regular season games
- f) Any player who plays QWAFL cannot play QWFA Division 1 or 2 on the same weekend
- g) Clubs who have exhausted all primary and rookie listed players and do not have sufficient players to field a team, may seek permission from AFL Queensland to utilise a QWFA Division 1 or 2 player on a Type 1 Match Day Permit.
- h) For clubs that have a QWAFL team and a QWFA Division 1 team, if on the same weekend the QWAFL club has a bye and QWFA D1 is playing, only a maximum of 4 primary listed players that played the week prior in QWAFL can play for the QWFA D1 team during the bye period. All other listed players can play QWFA during the bye. The bye period includes any competition byes.
- i) QWAFL listed players who are on a Type 2 Local Interchange Permit to another QWFA club, may play without restriction for their QWFA D1 club when there QWAFL club has a bye or there is competition bye.

12.1.2 List Lodgements

- a) Ten business days prior to a team's first regular season game of the year, the club will be required to lodge their first list of primary and rookie listed players
- b) A club can make unlimited additions or deletions to their primary or rookie lists in their first 4 games. AFL Queensland must be advised in writing every time a list change is made during this period.
- c) Clubs must make their second list lodgement to AFL Queensland two (2) business days prior to their fifth regular season game. No further changes to the list can occur until final list lodgements, which are required between June 20th and June 22nd.

12.1.3 Primary Listed Players

- a) A club can sign up to a maximum of thirty (30) primary listed players.
- b) The minimum age of a primary listed player is turning seventeen (17) in calendar year of competition
- c) Primary listed players can play QWFA Division 1 if not playing QWAFL – they cannot play QWAFL and QWFA on the same weekend
- d) Every primary listed player must nominate a club in QWFA Division 1 who they can play for when not selected to play QWAFL. The player will be on a Type 2 Local Interchange permit to the QWFA Division 1 club for the duration of the season
- e) Primary listed players cannot play QWFA Division 2
- f) A player who has their primary registration with a QWFA Division 1 club, can be primary listed by a QWAFL club (with the player's consent). Such players will be on a Type 2 Local Interchange Permit to the QWAFL club for the duration of the season
- g) All players must adhere to the relevant finals qualification rules to eligible to participate in finals

12.1.4 Rookie Listed Players

- a) Each club must sign a minimum of three (3) rookie listed players and no more than six (6).
- b) The minimum age for a rookie listed player is turning 17 years of age in the calendar year of competition and the maximum age is 20 and under - they cannot turn 21 in the calendar year of competition
- c) A minimum of three (3) rookies must have their primary registration with the QWAFL club. Primary registered rookies must nominate a club in QWFA Division 1 or 2 and they will be on a Type 2 Local Interchange Permit to that club for the duration of the season. Such players can play with a QWFA Division 1 or 2 club when not playing QWAFL.
- d) Once a club has three (3) rookies primary registered, they may list a further three (3) rookies who have their primary registration with a QWFA Division 1 or 2 club. Such players will be on a Type 2 Local Interchange Permit to the QWAFL club.

12.1.5 Finals Eligibility QWAFL & QWFA

- a) Any QWAFL primary listed player who has played more than 50% of the regular season games at QWAFL level, must play a minimum of 5 games at QWFA to be eligible for QWFA finals.
- b) Any QWAFL primary listed player who has played less than 50% of the regular season games at QWAFL level, must play a minimum of 3 games at QWFA to be eligible for QWFA finals.
- c) Any QWAFL listed player who is not selected in the QWAFL team for a finals match, may play a QWFA Division 1 finals game on the same weekend regardless of whether they have met the qualification period. The player can continue to play QWFA whilst there QWAFL team is still playing finals.

12.1.6 AFLW Primary Listed Players

- a) Any AFLW primary listed player who was registered with a QWAFL club in 2016 (**Prior Registered AFLW Listed Player**) is permitted to play with that club in the 2017 QWAFL.
- b) A club wishing to sign an AFLW listed player (new or cleared) that is not a Prior Registered AFLW Player of that club, may do if they meet the following criteria:
 - i. Have 0 to 2 Prior Registered AFLW Players = can sign up to 5 additional AFLW listed players
 - ii. Have 3 or 4 Prior Registered AFLW Player = can sign up to 3 additional AFLW listed players
 - iii. Have 5 or 6 Prior Registered AFLW Players = can sign up to 2 additional AFLW listed players
 - iv. Have 7 or more Prior Registered Players listed = can sign 1 new AFLW listed player
- c) If a club has a Prior Registered AFLW Listed Player but elects not to sign her to play in 2017 at the first list lodgement date, however chooses to sign her prior to the final list lodgement date, then:
 - i. that Prior Registered Player will be permitted to remain on the list; and
 - ii. if the club no longer meets the limits under clause (b), then new AFLW listed players must be removed from the list until the club is within the limited under clause (b).

13.0 FINES / PENALTY POINTS SYSTEM

13.1 Penalties

Listed below are details of fines that currently apply:-

RULE	PENALTY UNITS
Affiliation (section 1.2)	
Late lodgement of licence / affiliation agreements	20 units
Failure to provide new club with copy of League/AFL Queensland Affiliation agreement	20 units
Failure by club to observe, obey or comply with the League constitution or rules and regulations	up to 300 units
Registration (section 2.0)	
Unregistered player (section 2.1 & 2.10)	100 units
Failure to seek permission to interview (section 2.2)	up to 300 units
Any club found guilty of breaching the permit regulations (section 2.5/2.6)	up to 100 units
Player playing or training for another club while awaiting clearance or permission not granted or giving false information (section 2.7)	50 to 300 units
Stretcher Breaches [section 3.3 (f) i, ii, iii & (g)]	up to 100 units
Forfeit (section 3.6)	
All Senior Men and QWAFL matches	200 units
All Reserve grade & QWFA D1	100 units
QFA 4/5, QFA Northern Rivers, QFA WBSC, QWFA D2 & Colts <i>(Or the cost of the umpires, whichever is greatest)</i>	50 units
Late Start (section 3.6)	
Delay exceeds 5 minutes but is less than 10 minutes	up to 5 units
Delay is more than 10 minutes but less than 15 minutes	up to 10 units
Delay is not less than 15 minutes and no more than 20 minutes	up to 30 units
Club not ready to start after any break [section 3.8 (e) iii]	5 units
Timekeepers (section 3.8 (b))	
Failure to provide timekeeper	20 units
Team Sheet (section 3.9)	
Player not on the team sheet	20 units

Toss of coin (section 3.8 (d) i, ii)

Captain not at toss of coin after 2 minute warning	5 units
Players not in position after toss of coin	5 units

Half time entertainment [section 3.8 (e) (ii)]

Failure to cease halftime entertainment as indicated	5 units
------------------------------------------------------	---------

Interchange (section 3.10)

Interchange players identified on interchange sheet on field after first series of 3 sirens [section 3.10 (a)]	5 units
Changes to official team sheet after handed to field umpires prior to commencement of the match [section 3.10 (b)]	5 units
Incorrect interchange area (section 3.11)	10 units
South East Queensland AFL QAFL – Failure to provide interchange steward or nominated club official to nominate interchange players	20 units

Player Uniforms (section 3.13)

Uniforms purchased from non approved AFL Queensland licensed suppliers	up to 300 units
Incorrect uniform colours	5 units per breach
Incorrect number size	10 units
Coloured visible protective apparel, bandages & thermal supports other than light beige in colour	10 units

Runners (section 3.14)

Runner incorrectly attired / identified	10 units
Failure to immediately vacate playing arena once message is delivered	10 units
More than one runner on ground	20 units
Suspended players, Club General Managers, Club Development Managers, Football Managers or nominated coaches acting as runner	20 units

Water-Carriers, Trainers, Medical Officers and Physiotherapists (section 3.15)

Incorrectly attired / identified	10 units
Water carriers situated within 15 metres of coaches box	10 units
Trainer / water carrier remaining on playing arena after performing duties	10 units
Water Carrier throwing water bottle on the field during the game	10 units

Club Criticism (section 3.18)

Club officials, players and coaches engaging in public criticism of umpires and/or AFL Queensland.	up to 300 units
----------------------------------------------------------------------------------------------------	-----------------

Umpires Escorts (section 3.19)

Failure to provide an umpires escort 30 units

Reported player / club requirement (section 3.20)

Failure to collect umpire reports 20 units

Football Record / Publicity (section 4.1)

Failure to name team of 26 players 20 units

Playing a player not named in the team of 26 players 20 units

Sponsorship (section 4.3/4.4)

Any club who is in breach of a current agreement with the League's major sponsor in respect to promoting & using other companies' products up to 300 units

Clubs using a non-preferred supplier to reproduce the AFL Queensland logo up to 300 units

Coach Accreditation (section 4.6)

AFL Queensland Affiliate competition coaches must be accredited 100 units

Attendance at meetings (section 4.8)

'SEQ' Seniors / Women's / Colts – refusal to attend competition meeting up to 10 units

Melees (section 4.10)

Involvement in a melee up to 300 units

Ground Requirements (section 5.1)

Failure to meet any of the ground / facility requirements 10 units per breach

Coaches Box (section 5.2)

Water carrier / trainer within 15 metres of coaches box during match 10 units

Scoreboard (section 5.3)

Failure to provide appropriate scoreboard attendant 10 units

Scoreboard (section 5.3)

Failure to provide scoreboard of acceptable standard 10 units

Ground Markings (section 5.5)

No or incorrect ground markings 10 units

Sporting Pulse (section 9.0)

Failure to enter results by 7.00 pm on the day of match	20 units
---------------------------------------------------------	----------

South East Queensland AFL Div. 1 Player Points System (section 11.0)

Player or club guilty of giving false information	Up to 300 units
---------------------------------------------------	-----------------

Reports and Tribunals (section 20 – Reports and Tribunals Manual)

Failure to attend Tribunal at the appointed time (section 20.2)	20 units
-----------------------------------------------------------------	----------

13.2 Points Value

NEAFL	\$10 per unit
'SEQ' QAFL & QFA	\$5 per unit
ALL Colts	\$5 per unit
QWAFL & QWFA	\$5 per unit
Affiliate Leagues	To be determined by Affiliate League's Executive

14.0 APPENDICIES

Appendix A	Interchange Sheet (section 3.11)
Appendix B	Club Official Uniform Order (section 3.13 / 4.4)
Appendix C	Set Penalty/Report Sheet (section 3.25)
Appendix D	Affiliates Practice Match Request Form (section 3.27)
Appendix E	Coach Nomination Form (section 4.6)
Appendix F	Permission to Interview and Clearances/Permits Section 2.2/2.4)
Appendix G	Representative Football Code of Conduct (section 7.2)
Appendix H	'QAFL - List Alteration Request
Appendix I	Affiliation Agreement (section 1.1)
Appendix J	Licence Agreement (section 1.2)
Appendix K	QAFL Player Points System (section 11)
Appendix L	Direct Debit Request Service Agreement
Appendix M	Direct Debit Request
Appendix N	Recommended Criteria for Approving a New Club/Team



INTERCHANGE SHEET

MATCH: _____ VS _____ GRADE: _____ DATE: ____ / ____ / 2017

INCIDENTS									
TEAM		PLAYER	QUARTER	TIME	CARDS		STRETCHER	JUMPER CHANGE	
HOME	AWAY				R	Y		OLD	NEW
<input type="checkbox"/>	<input checked="" type="checkbox"/>	eg. 4	1 st	19:32	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

Players Starting the Quarter on the Bench								
HOME TEAM					AWAY TEAM			
1st	2nd	3rd	4th		1st	2nd	3rd	4th

Additional Notes: _____

REMINDER

Yellow Card – Player off for 15 minutes of game time. Can be replaced instantly.

Red Card – Player off for the remainder of the match. Can be replaced after 15 minutes of game time.

How to Fill Out This Form

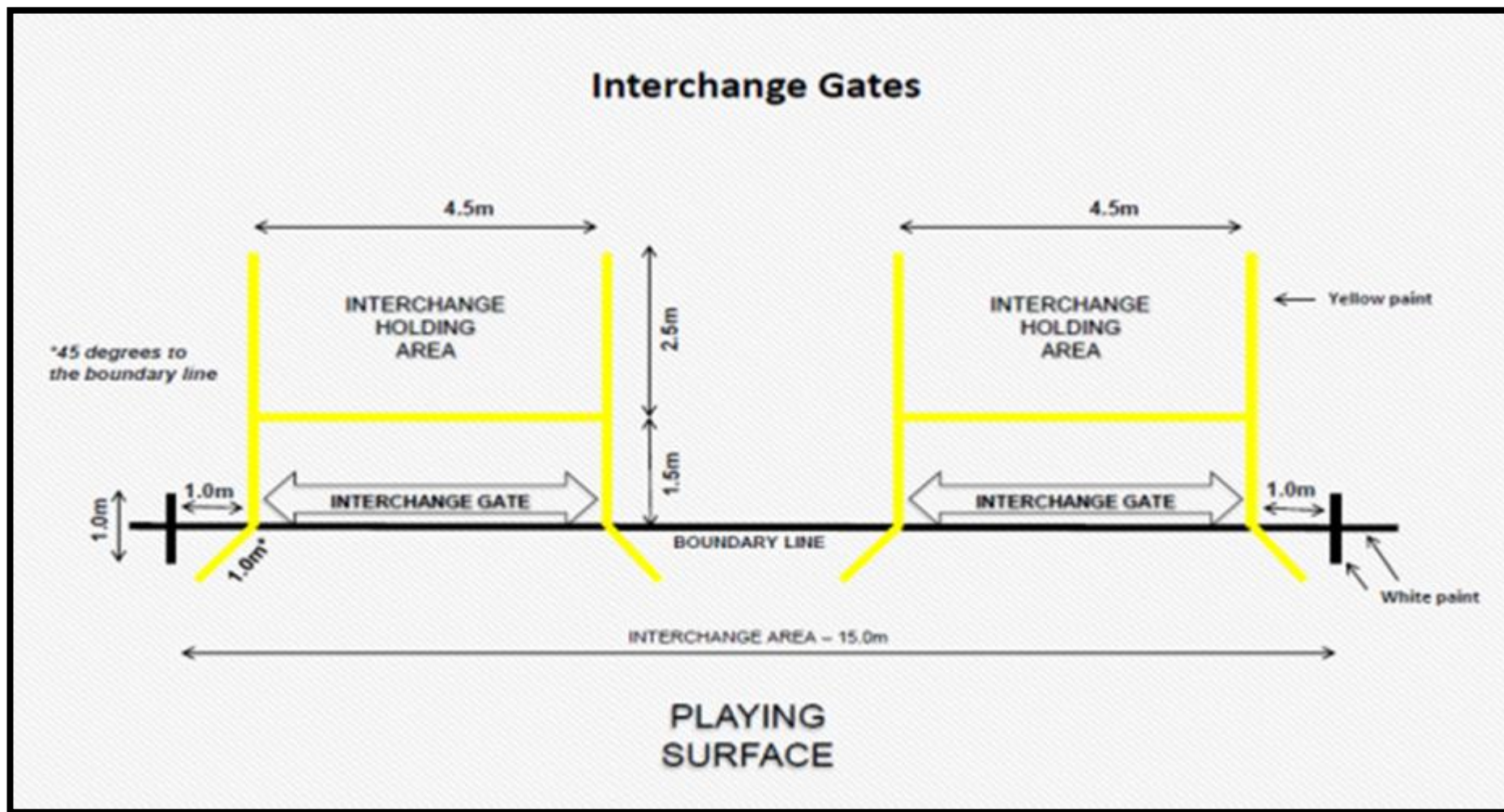
- Please fill out one line in the table to the right, per incident
- Write down the numbers of all players starting the quarter on the bench, for both teams
- You must record:
 - Stretcher being called
 - Player changing jumpers due to a blood rule
 - Red & Yellow cards
 - Guernsey number change
 - Player leaves the ground outside of the interchange area
- This sheet must be given to the umpires at the conclusion of the match**
- Record any additional notes from the match (players leaving boxes early, boxes not marked etc. in the space provided)

Interchange Steward Responsibilities

- Ensure the correct number of players begin each quarter on the field
- Monitor the number of players who enter and leave the field of play
- Ensure players only leave the Interchange Holding Area upon the player leaving the field
- Should a melee erupt, take note of the jumper numbers of all players on the bench
- Assist field umpires in the event of a head count, where asked
- Liaise between timekeepers and Team Managers with regard to players who must wait before re-entering the field of play

APPENDIX A

Note – All lines are to be painted in white.



APPENDIX B

2017 CLUB OFFICIAL UNIFORM ORDER FORM

CLUB NAME: _____

CONTACT PERSON: _____ **PH:** _____

SIGNATURE: _____



Please return your form ASAP as orders may take a minimum of 4 weeks.

Club Uniforms (please indicate the quantity of each size you require)	M	L	XL	2XL	Unit Price	TOTAL	BACK-OF-SHIRT NUMBERS
Runner – pink shirt (can choose from numbers 1 or 2 only for shirts)					\$37.50		
Runner – pink shorts					\$26.00		
Water carrier vest – pink (can choose from numbers 5,6,7,8 only for shirts)					\$15.00		
Trainer vest – pink (can choose from numbers 1 or 2 only for shirts)					\$15.00		
Doctors vest – pink (can only be number 3)					\$15.00		
Doctor Armband					\$14.00		
Physio Armband					\$14.00		
Prices are exclusive of GST					TOTAL		

A fee will apply to any orders that require postage / courier.

Please send Order Form to:

Email: Joanna.main@afl.com.au
Fax: (07) 3846 7381

Office Use Only
Form Received: /
Invoiced:

APPENDIX B

SET PENALTY SHEET

Date:/...../..... Match: Vs

League: Grade:

1. In accordance with the Set Penalty guide, an Umpire can offer a Reported Player a Set Penalty, inclusive of a Reprimand. Should an Umpire's report be received by the League without this sheet attached, it will be deemed that no Set Penalty was offered and the matter be dealt with by the Match Review Panel or Tribunal. *(MRP only applicable to Leagues using this system)*
2. A Player who receives a Red Card must be reported. If the Player is Red Carded prior to half time the Umpire/s may deem that Time Served is sufficient penalty for the offence. In such case this Sheet must be completed in full and TS listed as the penalty offered.
3. Should more than one Umpire report a Player for a single incident, only one Set Penalty Sheet needs to be submitted.
4. The Reported Player, the Offended Player/s or either Club involved in the incident, have the right to deny the Set Penalty offered by the Umpire/s and refer the matter to the Tribunal.
5. If a Set Penalty is offered, this Sheet must be completed at the conclusion of the match with the original Sheet included in the match day paper work that is sent to the League. The reporting Umpire/s must ensure a copy of the Set Penalty Sheet is provided to each Team Manager, as well as retaining a copy for themselves.
6. If the Reported Player, Offended Player/s or either Club involved in the incident do not sign this Sheet and include it in the match day paperwork being sent to the League, they have up until 10am on the first business day following the game to request that the matter be referred to the Tribunal or alternatively accept the Set Penalty offered. *(Such request must be made by the Club via email or phone call to the League Secretary or Competition Manager).*
7. If a Set Penalty Sheet is received with the official match paperwork and a party has failed to sign it or notify the League of their intentions to accept or deny the Set Penalty (as stated in point 5 above), it will be determined that such party is accepting of the Set Penalty offered.
8. If the reported Player or their Club does not accept the Set Penalty and elects to have it heard by the Tribunal, there is a strong likelihood if the charge is sustained that the Tribunal will impose a sanction that exceeds the Set Penalty offered, as the Set Penalty was offered under the premise of an early guilty plea.

The 'Set Penalties' have been offered for the following offence/s.

Law / Rule	Rule Details (extract from Set Penalty Guide)	Penalty Offered / Matches

Reported		Player's
Name	Club	No
I / We ACCEPT the set penalty offered <input type="checkbox"/> I / WE DO NOT ACCEPT the set penalty <input type="checkbox"/>		
Signature of Player or Club Official		

Offended		Player's
Name	Club	No
I / We ACCEPT the set penalty offered <input type="checkbox"/> I / WE DO NOT ACCEPT the set penalty <input type="checkbox"/>		
Signature of Player or Club Official		

Reporting		Umpire
Name	Signature	
Reporting		Umpire
Name	Signature	

APPENDIX D

AFFILIATES PRACTICE MATCH REQUEST FORM

*This form **must** be used for all practice match requests*

LEAGUE / DIVISION: _____

(Please tick) ☐ Seniors ☐ Reserves ☐ Colts ☐ Women's

CLUB REQUESTING HOME GAME: _____

AGAINST: _____

VENUE: _____

DATE: _____ **TIME:** _____

DO YOU REQUIRE GOAL & BOUNDARY UMPIRES? *(Please circle)* YES / NO

(Goal and Boundary umpires will only be provided if they are available)

(ALL GAMES INVOLVING AN NEAFL TEAM MUST HAVE FIELD, BOUNDARY & GOAL UMPIRES)

OTHER DETAILS:

NUMBER OF QUARTERS: 4 QUARTERS ONLY

LENGTH OF QUARTERS: _____ (There is NO time on in practice matches)

- *Clubs requesting matches will be invoiced for umpire fees.*
- *All normal match and ground conditions apply. (i.e. team sheets, grounds marked etc. see sections 3.26, 3.27 & 3.28 AFL Queensland Rules and Regulations)*
- *A pre-season ground inspection must be completed before any matches are played.*

Leagues MUST receive this form by midday Friday a week prior to the game

SEQ PRACTICE MATCHES

For SEQ practice matches please click the below link and submit details online

<http://www.aflq.com.au/policies-rules-and-regulations/>

APPENDIX E

COACH NOMINATION

The _____
(Club)

Hereby nominates the following coaches for the 2017 season.

NOMINEE DETAILS – to be completed in full

Name and role	Team to be coached	Level of accreditation
Tom Brown – Senior asst coach	QFA Seniors	LVL 2 Sen Exp. 2017

We have read and accept to be bound by the competition rules and regulations.

SIGNED.....

By the Nominee

POSITION.....

DATE:.....

SIGNED.....

Club President / CDM

POSITION.....

DATE:.....

APPENDIX F

AFL QUEENSLAND PERMISSION TO INTERVIEW AND CLEARANCES/PERMITS

For SEQ permission to interview please click the below link and submit details online.

<http://www.aflq.com.au/permission-to-interview/>

All AFL Queensland clearances and permits are submitted online via the Sportingpulse system. Any queries please contact the competition manager.

APPENDIX G



AFL QUEENSLAND REPRESENTATIVE FOOTBALL Code of Conduct



Players representing AFL Queensland and/or any of its Affiliate Leagues in representative football at regional and/or State level must comply with the following Code of Conduct. Players who breach the Representative Football Code of Conduct will be referred to the appropriate Tribunal or Complaints Officer. Penalties will apply according to the guidelines contained in the AFL Queensland Competition Rules and Regulations 2017.

CODE OF CONDUCT:

Players must:

1. Adhere to the Code of Conduct for Players as defined in the AFL Queensland Rules and Regulations and Reports and Tribunals documents. This includes sections on gambling, abuse of social media, religious & racial vilification and anti-doping & illicit drug use as well as behavioural expectations contained in the AFL Member Protection Policy.
2. Without reservation cooperate with the representative Team Manager and representative Team Coaches.
3. Refrain from betting or otherwise financially speculating, directly or indirectly, on the outcome or on any other aspect of the representative match or competition.
4. Promote the reputation of the game and take all reasonable steps to prevent the game from being brought into disrepute.
5. Refrain from conducting themselves in any manner, or engaging in any activity, whether on or off the field, that would impair public confidence in the honest and orderly conduct of representative matches and competitions or in the integrity and good character of the participants.
6. Refrain from doing anything that adversely affects or reflects on or discredits the game, AFL Queensland, the AFL, any Affiliate Club or League, sponsor, official supplier or representative squad.
7. Adhere rigidly to the preparation and travel arrangements of the representative squad as defined by squad managers.
8. Respectfully wear the prescribed representative squad attire for travel, functions, casual activities and matches.
9. Refrain from non-prescribed or scheduled activities that might compromise the ability to perform to potential as a player in representative matches.
10. Readily accept responsibilities for squad management tasks and attendance at various functions and meetings, as requested by team managers, which are not necessarily related to playing the game.
11. Agree to be available for selection in the Queensland State Football representative team to play in designated interstate fixtures if selected.

APPENDIX H

	QAFL LIST ALTERATION FROM	
-----------------------------------------------------------------------------------	----------------------------------	-------------------------------------------------------------------------------------

This request is made for the following reason: (please tick)

- ☐ ADDITION ☐ OTHER
- ☐ LONG TERM INJURY
- ☐ SUPPLEMENTARY

The _____ AFC wishes to alter its playing list (60) by:

Deleting player _____ and;

Adding player _____

For the following reasons:

☐ **SUPPORTING DOCUMENTATION IS ATTACHED**

SIGNED ON BEHALF OF _____ AFC.

Signature

Printed Name

Position

Date

OFFICE USE ONLY

Form lodged: / /

AFL Queensland grants / refuses this list alteration request.

Signed

Date

APPENDIX I

AFL QUEENSLAND LTD

ACN: 090 629 342

APPLICATION FOR AFFILIATION

..... (Name of League) ('the Applicant')

Of

The Applicant hereby applies to have the rights of affiliation conferred upon it by AFL Queensland Ltd ("AFL Queensland") on the terms and conditions herein, which shall, upon acceptance of this Application by AFL Queensland, form the terms and conditions of the Affiliation Agreement ("the Agreement") between the parties.

The Applicant:

- (i) Recognises that the Australian Football League ("AFL") is the controlling body for Australian Football which has licensed AFL Queensland to promote, develop, manage and control Australian Football in Queensland, other than matters relating to the AFL Competition, including administering affiliation agreements and all licence agreements relating to development; and
- (ii) Acknowledges and agrees that it receives substantial benefits from the programs undertaken by AFL Queensland for the benefit of Australian Football competitions in Queensland.

1. TERMS & CONDITIONS

- 1. The Applicant shall be incorporated and its current constitution lodged with AFL Queensland at all times.
- 2. The Applicant shall at all times and in all respects comply with and observe and use its best endeavours to procure that each of its officers, servants and agents in all respects complies with and observes the following:-
 - a) *In so far as they affect the Applicant, any document, rules or regulations of the AFL which AFL Queensland is obliged to observe by reason of any agreement between the AFL and AFL Queensland;*
 - (b) In so far as they affect the Applicant, the Constitution of AFL Queensland;
 - (c) Any rules, regulations or by-laws of AFL Queensland (in force from time to time), including without limitation any rule, regulation or by-law concerning or relating to:
 - (i) The transfer of players between clubs and Leagues;
 - (ii) The admission and removal of clubs from Leagues and the transfer of clubs between Leagues; and
 - (iii) The investigation, hearing and determination of any matter concerning the conduct of a League, club, official of a League or club, player or any other person performing any duties (paid or unpaid) on behalf of a League or club;
 - (d) Any determination or resolution of AFL Queensland made before or after the date of this Application; and

- e) Any marketing or sponsorship commitments made on behalf of the Applicant by AFL Queensland in relation to use of logos or approved equipment and / or suppliers.
- f) Any credit control and debt management policy, of AFL Queensland and/or the League, as amended from time to time

3. The Applicant shall:

- (a) Submit the following in each year: -
 - (i) A list of names, addresses, telephone and facsimile numbers of its officers by 31 January in each year; and
 - (ii) A list of the clubs competing in the competition conducted by the Applicant together with a list of the names, addresses and contact details of the President and Secretary of each club by 31 January in each year;
- (b) Take out and maintain all policies of insurance for tragedy (disability) and liability as may be directed by AFL Queensland, such insurance cover to be arranged by AFL Queensland;
- (c) Observe and maintain proper standards and methods of accounting and keep such books of account and records and operate such finance and accounting systems as are prescribed from time to time by AFL Queensland. The Applicant shall in all respects comply with all procedures and manuals which may be issued by AFL Queensland and shall maintain such books of account and records as directed by AFL Queensland and make the same available for inspection by AFL Queensland at any time upon request by AFL Queensland or its representative;
- (d) Ensure that any such player contractually obligated to the Applicant be immediately released from such obligations in the event of being drafted by an AFL Club without any payment by any AFL Club so that such player shall be free to accept and engage in employment with an AFL Club immediately he is drafted;
- (e) Where the engagement of any staff is funded in whole or in part by AFL Queensland, not engage such staff without the prior written consent and approval of AFL Queensland;
- (f) Engage umpires to officiate in competitions conducted by the Applicant from those umpires nominated or approved by AFL Queensland;
- (g) Upon receiving the prior approval of AFL Queensland, engage a person to manage and co-ordinate the umpires engaged by the Applicant;
- (h) Ensure that the clubs and players compete in the competition conducted by the Applicant in accordance with the Laws of Australian Football;
- (i) Ensure that all players competing in the competition conducted by the Applicant complete a registration form and remain registered whilst on the club's list of players;
- (j) Maintain and ensure that each of its officers, employees, servants and agents maintain a high and good reputation and not jointly or severally engage in any unbecoming conduct or conduct which is prejudicial or likely to be prejudicial to the interests of the AFL, AFL Queensland or the playing of Australian Football; and
- (k) Not directly or indirectly do any act or thing which adversely affects any intellectual property of AFL Queensland either during this term or following termination.

4. The Applicant shall pay to AFL Queensland on or before 31 January in each year during the Term an annual Affiliation Fee, as determined by AFL Queensland from time to time. The fee may be deducted by AFL Queensland from any funding given to or amounts paid on behalf of the Applicant by AFL Queensland.
5. AFL Queensland shall notify the Applicant upon acceptance of its application. The Agreement is deemed to have commenced on the acceptance of this application by AFL Queensland as evidenced by the signing hereof, and shall continue in perpetuity, unless terminated in accordance with the terms and conditions herein.
6. Whilst in no way being bound to do so, AFL Queensland may provide funding as it may determine in its absolute discretion from time to time. AFL Queensland may specify the terms and conditions upon how any such funding is to be allocated and the Applicant shall apply such funding strictly in accordance thereof. AFL Queensland may from time to time require the Applicant to submit its own proposed funding arrangements to AFL Queensland for approval.
7. AFL Queensland may terminate this Agreement by giving 12 months written notice to the Applicant. The Applicant acknowledges and agrees that this Agreement does not create a right or expectation of continued affiliation with AFL Queensland.
8. Without prejudice to any other rights at law or in equity, AFL Queensland in its absolute discretion may immediately terminate the Agreement upon notice to the Applicant based on any of the following grounds:
 - (a) Failure by the Applicant to perform satisfactorily all or any of the obligations or covenants on its part to be observed and performed under the terms and conditions herein;
 - (b) Doing or permitting to be done any act or thing which reflects unfavourably upon the reputation, standing or goodwill of the AFL, AFL Queensland or the game of Australian Football;
 - (c) Becoming subject to, or becoming likely to become subject to a winding up Order, or being placed under receivership, official management or administration, or making an assignment for the benefit of or an arrangement with its creditors, or any other event which in the reasonable opinion of the AFL affects the ability of the Applicant to pay its debts as and when they fall due;
 - (d) There are insufficient Clubs competing in the competition conducted by the Applicant; or
 - (e) AFL Queensland determines that the Applicant is conducting any competition in a manner which is prejudicial to the promotion, development or reputation of the game of Australian Football.
9. After the termination of the Agreement for whatever reason, the Applicant shall not represent directly or indirectly that any of the rights granted under this Agreement are continuing or in force or that the Applicant has any sponsorship approval or affiliation of or with AFL Queensland.
10. The Agreement shall be personal to the Applicant and the Applicant shall not assign or grant any sub-licence or otherwise deal with or transfer any of its rights or interest without the prior written consent of the AFL which consent may be granted or withheld in the absolute discretion of the AFL.
11. The Agreement shall be governed by and construed in accordance with the laws of the State of Queensland and the parties hereto agree to submit to the jurisdiction of the Courts of Queensland.

Signed for and on behalf of the Applicant:

By:.....

Title:.....

Dated:

This Application was accepted by AFL Queensland on

Date:

Signed:.....

Title:

APPLICATION FOR LICENCE

_____Football League ("the League")

_____ (Name of Club) ("the Club")

Of _____ (Address)

The Club hereby applies for a Licence to field a team(s) in the football competition(s) conducted by the League on the terms set out below. Upon acceptance of this application by the League, the terms set out below will record the agreement between the parties.

TERMS & CONDITIONS OF LICENCE

1. The Club shall comply with and observe and use its best endeavours to procure that each of its officers, players, officials and persons concerned with, or taking part in, the running of the Club complies with and observes the following:-

- (a) In so far as they affect the Club, any document, rules or regulations of AFL Queensland Ltd ("AFL Queensland") which the League is obliged to observe by reason of any agreement between AFL Queensland and the League;
- (b) In so far as it affects the Club, the Constitution of the League;
- (c) Any rules, regulations or by-laws of the League, as amended from time to time;
- (d) Any determination or resolution of the League or AFL Queensland made before or after the date of this Application; and
- (e) Any marketing or sponsorship commitments made on behalf of the Club by the League in relation to use of logos or approved equipment and/or suppliers.
- (f) Any credit control and debt management policy, of AFL Queensland and/or the League, as amended from time to time.

2. The Club shall:

- (a) Ensure that its players compete in the competition conducted by the League in accordance with the Laws of Australian Football;
- (b) Ensure that all players competing in the competition(s) conducted by the League complete a registration form and remain registered whilst on the Club's list of players; and
- (c) Maintain and ensure that each of its officers, players, officials and persons concerned or taking part in the running of the Club (whether paid or unpaid) maintain a high and good reputation and not jointly or severally engage in any unbecoming conduct or conduct which is prejudicial or likely to be prejudicial to the interests of the AFL, AFL Queensland, the League or the playing of Australian Football.

3. The Club shall pay to the League on or before 31 January in each year an annual licence fee as determined by the League from time to time. The licence fee may be deducted by the League from any funding given to, or amounts paid on behalf of, the Club by the League.

4. The League may terminate this licence:

- (a) By giving the Club twelve (12) months' notice;

- (b) Immediately if the Club fails to comply with all or any of its obligations contained in this Agreement;
- (c) Immediately if the Club does or permits to be done any act or thing which reflects unfavourably upon the reputation, standing or goodwill of the AFL, AFL Queensland or the League or the game of Australian Football; or
- (d) Immediately if the Club is unable to field a team in the League's competition.

Signed for and on behalf of the Club:

By (Signature): _____

Print Name: _____

Title: _____

Dated: _____

This Application was accepted by the League on:

Date: _____

Signed: _____

Print Name: _____

Title: _____

QAFL

Total Player Points System

1. Rationale

- a. To adopt a system which encourages all clubs to develop juniors and play local players, while also allowing for reasonable levels of recruitment of additional players from other areas.
- b. To use the Total Player Points System (TPPS) to assist clubs that finish lower on the ladder in the previous year to compete with higher finishing clubs in the current season.
- c. To provide a more even playing field whereby all clubs can participate and be competitive while minimizing the risk of financial stress due to the “player payment arms race”.
- d. To have a system which is not based on player payments and associated salary cap and which will replace the current salary cap.

2. Overview

- a. All players will be allocated a (TPPS) rating, which will be referred too when they are selected to play senior grade football.
- b. A senior team will be able to be selected each week (using the Sportingpulse system) that includes only players whose total points tally is equal to or less than the maximum amount of points per game that has been allocated to the club.

3. Club Points Allocation

- a. Each club will be permitted to field a senior team which has a TPPS point tally equal to or less than the amount allocated to that club for that season.
- b. The total base point allocation per senior team will be **forty five (45)** for the **2016** season.
- c. In order to promote a more even competition and to provide an opportunity for clubs which finish lower on the ladder to improve their competitiveness, additional points will be added to the available base points total for each team as follows:
 - i. Each club's total 'win/loss' points and percentages for the previous two seasons will be added together and a “previous two year total points and percentages” combined ladder will be created.
 - ii. Notwithstanding promotion and relegation outcomes, the club which finishes last on the combined ladder for the previous two seasons will be allocated an additional four (4) base points for the current season.

- iii. Notwithstanding promotion and relegation outcomes, the club which finishes second last on the combined ladder for the previous two seasons will be allocated an additional three (3) base points for the current season.
- iv. Notwithstanding promotion and relegation outcomes, the club which finishes third last on the combined ladder for the previous two seasons will be allocated an additional two (2) base points for the current season.
- v. Notwithstanding promotion and relegation outcomes, the club which finishes fourth last on the combined ladder for the previous two seasons will be allocated an additional one (1) base point for the current season.

4. Introductory Season Current Players (2013) Point Allocation

From season 2014 onwards, any player **registered with the club in 2013 only** (i.e. must have been registered to the same club in 2013) will be allocated base points based on the below criteria. This does NOT include players that played for clubs on any type of permit (i.e. the player must have been cleared to the club as a registered player of the club).

This is to allow clubs to manage the introduction of the system so that it does not disadvantage currently registered club players.

- Players that were Junior players at the club - 1 Base Point
- Players that are entering their 3rd season with their club - 1 Base Point
- Players that were 2013 listed players who don't meet the requirements to be a 1 Base Point player as outlined above -2 Base Points.
- Players recruited from Southport, Aspley, and Redlands 2013 NEAFL senior lists – 2 Base Points.
- Any other player recruited in season 2014 will attract the amount of points as per the player point's chart below.

5. Player Points Allocation

Upon registration each year, each player will be allocated a point score for that season and will maintain that score or the duration of the season.

Each player's point allocation is based on the highest level played in the previous five (5) years taken from 1 January of the season about to commence.

THE NUMBER IN THE TABLE IS THE TOTAL POINTS FOR THE PLAYER

League Category	10 + Reserves Games	1 - 50 Senior Games	51 + Senior Games
AFL	3	5	6
VFL, WAFL, SANFL	3	4	5
NEAFL, VAFA Div 1, SAAFL Div 1, , ACTAFL, WAAFL Div 1, Geelong FL, Diamond Valley FL, Eastern FL Div 1, Ovens & Murray FL, Northern Territory FL, Essendon DFL, Goulburn Valley FL, Mornington Peninsula Nepean FL, Hampden FL	2	3	4
Ballarat FL, Bendigo FL Riverina FL, Southern FL (SA), Gippsland FL, Murray FL, Sunraysia FL, VAFA Div2, SAAFL Div 2, Tasmanian State League (TSL), Southern FL (Tas), Central Aust CC (NT), NSWAFL	1	2	3
DISTRICT LEAGUES and lower (any league not mentioned above) includes VCFL District Leagues, FV Metropolitan Leagues, VAFA Division 3 and lower etc.	1	1	2
TAC Cup	1	1	2
QAFL player moving to another QAFL club.	1	2	3
Previous year NEAFL Player transfers to their drafted QAFL Club	NA	2	2

6. Juniors

- Any player who progresses from a club's junior/development program (under 8's --- under 16/17's) or Colts, who then plays senior football for the senior Affiliate club will not incur any penalty points and be a one point player.
- Any player that progresses from a club's Affiliate junior/development program (under 8's --- under 16/17's) or Colts, who then plays senior football for another club (at any level) and then returns to play senior football for the "home" club will not incur any penalty points and be a one point player.
- To qualify in this category, a player must have been registered with the junior Affiliate club for at least one full season.

7. Deductions (The basic rating, after deductions, cannot be lower than one point)

- If a player has been registered with his current club for two previous years, one (1) point will be deducted.
- If a player has been registered with his current club for three previous years, two (2) points will be deducted.

- c. If a player has been registered with his current club for four previous years, three (3) points will be deducted.
- d. If a player has been registered with his current club for five previous years he becomes a one (1) point player regardless of playing history.
- e. For each year in the previous five (5) years that a player did not play football, one point for each year will be deducted.

8. Player Declaration

- At the time of registration all players will complete a TPPS declaration form that will contain previous playing history which must be signed by the player and club representative.

The club will allocate the points, which will then be verified by the league.

Penalties

- Any player or club official providing false or misleading information shall be liable to penalties including but not limited to; a period of deregistration, suspension or fine.
- The club of such player or official may incur a fine or loss of points or both. Any club which manages to conform to their points allocation by incorrectly allocating points to a player(s) and then selecting that player(s) shall incur the following:
- In the event of a win in which the player(s) participated the team will lose their premiership points and be allocated nil score for that game and incur a fine of \$1,000. In the event of a loss, allocated nil score for that game, be penalized four points from their season total and incur a fine of \$1000.
- Appeals/Advice A club or player may appeal the allocation of a point score of an opposition player, or may request advice on allocating a point score (e.g. what level is league x, as it is not listed?), by contacting the Competition Manager at AFL Queensland.

Direct Debit Request Service Agreement

Direct Debit Request Service Agreement

This is your Direct Debit Service Agreement with **AFL Queensland Ltd, (User ID: 447801) & ABN 66 090 629 342**. It explains what your obligations are when undertaking a Direct Debit arrangement with us. It also details what our obligations are to you as your Direct Debit provider.

Please keep this agreement for future reference. It forms part of the terms and conditions of your Direct Debit Request (DDR) and should be read in conjunction with your DDR authorisation.

Definitions

account means the account held at *your financial institution* from which we are authorised to arrange for funds to be debited.

agreement means this Direct Debit Request Service Agreement between *you* and *us*.

banking day means a day other than a Saturday or a Sunday or a public holiday listed throughout Australia.

debit day means the day that payment by *you* to *us* is due.

debit payment means a particular transaction where a debit is made.

direct debit request means the Direct Debit Request between *us* and *you*.

us or **we** mean **AFL Queensland Ltd** (the Debit User) *you* have authorised by requesting a *Direct Debit Request*.

you means the customer who has signed or authorised by other means the *Direct Debit Request*.

your financial institution means the financial institution nominated by *you* on the DDR at which the *account* is maintained.

1. Debiting your account

1.1 By signing a *Direct Debit Request* or by providing *us* with a valid instruction, *you* have authorised *us* to arrange for funds to be debited from *your account*. *You* should refer to the *Direct Debit Request* and this *agreement* for the terms of the arrangement between *us* and *you*.

1.2 We will only arrange for funds to be debited from *your account* as authorised in the *Direct Debit Request*.

or

We will only arrange for funds to be debited from *your account* if *we* have sent to the address nominated by *you* in the *Direct Debit*

Request, a billing advice which specifies the amount payable by *you* to *us* and when it is due

1.3 If the *debit day* falls on a day that is not a *banking day*, *we* may direct *your financial institution* to debit *your account* on the following *banking day*. If *you* are unsure about which day *your account* has or will be debited *you* should ask *your financial institution*.

2. Amendments by us

We may vary any details of this *agreement* or a *Direct Debit Request* at any time by giving *you* at least **(14) days** written notice.

3. Amendments by you

You may change*, stop or defer a debit payment, or terminate this agreement by providing us with at least **10 business days** notification by writing to:

AFL Queensland Ltd

GPO Box 1449

MELBOURNE VIC 3001

or

by telephoning us on **(03) 9643 1911** during business hours;

or

arranging it through your own financial institution, which is required to act promptly on your instructions.

*Note: in relation to the above reference to 'change', your financial institution may 'change' your debit payment only to the extent of advising us AFL Queensland Ltd of your new account details.

4. Your obligations

- 4.1 It is *your* responsibility to ensure that there are sufficient clear funds available in *your* account to allow a *debit payment* to be made in accordance with the *Direct Debit Request*.
- 4.2 If there are insufficient clear funds in *your account* to meet a *debit payment*:
 - (a) *you* may be charged a fee and/or interest by *your financial institution*;
 - (b) *you* may also incur fees or charges imposed or incurred by *us*; and
 - (c) *you* must arrange for the *debit payment* to be made by another method or arrange for sufficient clear funds to be in *your account* by an agreed time so that *we* can process the *debit payment*.
- 4.3 *You* should check *your account* statement to verify that the amounts debited from *your account* are correct.

5 Dispute

- 5.1 If *you* believe that there has been an error in debiting *your account*, *you* should notify us directly on **(03) 9643 1911** and confirm that notice in writing with us as soon as possible so that *we* can resolve your query more quickly. Alternatively *you* can take it up directly with your financial institution.
- 5.2 If *we* conclude as a result of our investigations that *your account* has been incorrectly debited *we* will respond to *your* query by arranging for *your financial institution* to adjust *your* account (including interest and charges) accordingly. *We* will also notify *you* in writing of the amount by which *your account* has been adjusted.
- 5.3 If *we* conclude as a result of our investigations that *your account* has not been incorrectly debited *we* will respond to *your* query by providing *you* with reasons and any evidence for this finding in writing.

6. Accounts

You should check:

- (a) with *your financial institution* whether direct debiting is available from *your account* as direct debiting is not available on all accounts offered by financial institutions.

- (b) *your account details which you have provided to us are correct by checking them against a recent account statement; and*
- (c) *with your financial institution before completing the Direct Debit Request if you have any queries about how to complete the Direct Debit Request.*

7. Confidentiality

- 7.1 *We will keep any information (including your account details) in your Direct Debit Request confidential. We will make reasonable efforts to keep any such information that we have about you secure and to ensure that any of our employees or agents who have access to information about you do not make any unauthorised use, modification, reproduction or disclosure of that information.*
- 7.2 *We will only disclose information that we have about you:*
 - (a) *to the extent specifically required by law; or*
 - (b) *for the purposes of this agreement (including disclosing information in connection with any query or claim).*

8. Notice

- 8.1 *If you wish to notify us in writing about anything relating to this agreement, you should write to*

AFL Queensland Ltd

GPO Box 1449

MELBOURNE VIC 3001

- 8.2 *We will notify you by sending a notice in the ordinary post to the address you have given us in the Direct Debit Request.*
- 8.3 *Any notice will be deemed to have been received on the third banking day after posting.*

APPENDIX M

Direct Debit Request

Request and Authority to debit the account named below to pay AFL Queensland Ltd

Request and Authority to debit

Your Company name _____

Your ABN/ARBN _____

“you” request and authorise **AFL Queensland Ltd (ID: 447801)** to arrange, through its own financial institution, a debit to your nominated account any amount **AFL Queensland Ltd** has deemed payable by you.

This debit or charge will be made through the Bulk Electronic Clearing System (BECS) from *your* account held at the financial institution you have nominated below and will be subject to the terms and conditions of the Direct Debit Request Service Agreement.

Insert the name and address of financial institution at which *your* account is held

Financial institution name _____

Address _____

Insert details of account to be debited

Name/s on account _____

BSB number (Must be 6 Digits) |__|_|_|_|_| - |__|_|_|_|_|

Account number |__|_|_|_|_|_|_|_|_|_|_|_|_|_|_|

Acknowledgment

By signing and/or providing us with a valid instruction in respect to your Direct Debit Request, you have understood and agreed to the terms and conditions governing the debit arrangements between you and **AFL Queensland Ltd** as set out in this Request and in your Direct Debit Request Service Agreement.

Insert your signature and address

Signature _____

(If signing for a company, sign and print full name and capacity for signing e.g. director)

Address _____

Date ____ / ____ / ____

Second account signatory (if required)

Signature _____

(If signing for a company, sign and print full name and capacity for signing e.g. director)

Address _____

Date ____ / ____ / ____

APPENDIX N

Recommended Criteria for Approving a New Senior Club/Team

Players - Provide a list of at least 30 players with contact details whom are definite registrations for a senior team.

These players should not be current registered players with another team in the competition.

Provide a brief explanation of the characteristics of the players on the list which would suggest that the team would be competitive in the competition.

Testimony - Obtain a statement of support from the club which is geographically closest to the proposed new club/team. The statement should indicate that two senior teams/clubs can be sustained in the region in which both clubs reside.

Finance - Provide a budget for the administration of the team/club. The budget should clearly demonstrate the avenues of income and expense and an awareness of the total cost to maintain a viable team/club for upcoming season.

Staff - Provide details of the staff (coaches, trainer(s), manager(s) and office bearers) who will accompany the team/club. Include details of the levels of accreditation for coaches and trainer(s) or evidence that those not accredited are in the process of obtaining accreditation.

Facilities - Confirm that the team has access to an appropriate facility for senior 'home' games. This could be a dedicated home ground or the use of suitable facility to be shared with another senior club and/or sporting organisation. This facility should have suitable - change rooms, canteen, ground size and surface, coach's areas, scoreboard and goal posts - as per the requirements of the League.

Fixtures - Provide a rationale which demonstrates an understanding of how the inclusion of another senior team into the senior competition can possibly enhance the structure of the competition fixture for each senior club's senior and reserves teams or at least maintain the status quo.

Governance - Provide details of the club's committee structure, constitution and certificate of currency with the Office of Fair Trading and demonstrate how the club intends to include a senior team in its governance profile.