



**PLAY**

# QUEENSLAND JUNIOR FOOTBALL PLAYBOOK

**2026**



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# AFLQ PATHWAY

**NINES**  
(13+ years)

**MASTERS**  
(35+ years)

**SENIORS**  
(18+ years)

**YOUTH**  
(13+ years)

**SUPERKICK**  
(7-12 year olds)

**JUNIORS**  
(8-12 year olds)

**AUSKICK**  
(5-7 year olds)



# AFLQ PRODUCTS



An intro to Australian Football and invaluable life skills. With game-based activities kids love, learning is disguised as playing. You don't need Aussie Rules experience – children can start Auskick in the calendar year they turn 5!

AGE: Encouraged 5-8 but open for 5-12 where there is no Superkick



NAB AFL Superkick is for anyone aged 7-12 wanting to get a feel for footy, without the pressure. You'll learn new skills through skill-based activities in weekly sessions, then show them off in games straight after.

# AFLQ PRODUCTS



## JUNIOR FOOTY



Footy with an age-appropriate twist - modified rules prioritising safety, comradery, teamwork and fun! Introduce them to new mates, new skills, all in a safe, fun environment. Junior Footy is about making friends and memories while having fun in a safe environment. Weekly training is followed by a match on the weekend. There is a team for everyone aged 7-12 , single and mixed-gendered competitions are available.

## AFL NINES



It's not for everyone - and that's the point. AFL Nines is the version of footy that fits into real life. It's fast-paced, action-packed and played once a week, with no tackling, no training, no pressure and no full weekends. With just an 8 to 12 week season, its footy for me.

AGE: 13+

# AFLQ JUNIOR PATHWAY

## AUSKICK - CLUB

- 8 Sessions
- 60 Minutes
- \$90 (club rebate \$10)
- Club Delivered (AFLQ Support)
- Term 1
- Participant Packs sent directly
- Prep to year 6 (Where no Superkick available)

### Next Step:

- Club Auskick Play season 1
- Junior Football
- School Holiday Program

## AUSKICK - PLAY

- 6 - 10 session Play season
- 45 minutes
- \$35 (club rebate \$25) or \$60 (club rebate \$50)
- Club Delivered
- Prep & year 1 (5-7 year olds)

### Club Delivery Options:

- In house / Cluster - 6 - 10 session season

### Next Step:

- Club Auskick play season 2
- Mid Season Entry Junior Football
- School Holiday Program

## SUPERKICK - CLUB

- 8 Sessions
- 60 minutes
- \$90 (club rebate \$10)
- Grade 2 - Grade 6
- Player Packs sent directly
- Club delivered (AFLQ support)
- Term 1 & 4

### Next Step:

- Junior Football
- Next season of Club Superkick
- School Holiday Program

## JUNIOR FOOTBALL

- 13 Rounds
- Mid-Season Carnival
- 60 minutes
- Club Membership
- Club Delivered
- Mid Season Entry - 6th June
- U8 to U11 Girls & Boys
- Grade 2 to 6

### Season Start & Mid Season

- Players turning 7 by 30 June

# NAB AFL AUSKICK



## COMMUNITY/CLUB

- 8 Sessions
- 60 minute sessions
- Delivered by volunteers, supported by AFL staff
- \$90 (\$80 AFL, \$10 Club)\*

## MODIFIED

- 4 Sessions
- 45 minute sessions
- Delivered by AFL staff
- \$55

## TRANSITION SEASON

- 6 - 10 Sessions
- 45 minute sessions
- Delivered by volunteers
- \$35 (club rebate \$25) or \$60 (club rebate \$50)

## SCHOOL

- 6 Sessions
  - 60 minute sessions
  - Delivered by AFL staff
- \$80

## HOLIDAY PROGRAM

- 6 Hours
- Delivery Options
  - AFL
  - Club
- \$55

## SPORTING SCHOOLS

- 4 Sessions
- Delivery by AFL staff
- \$55 / child paid via SSP funding

\*\$10 minus GST & PlayHQ fees will be delivered directly to club bank accounts via payment split on PlayHQ



# NAB AFL AUSKICK - COMMUNITY PACK



# NAB AFL AUSKICK - SCHOOL PACK



# **NAB AFL AUSKICK**

## **COMMUNITY AUSKICK PLAY**

- Prep, Year 1 Transition Program
- Born 1 July 2019 – 31 December 2021
- 45-minute sessions (15 minutes fun games/activities + 30 minutes match play)
- Delivered by volunteers, supported by AFL staff
- Clubs can choose to run in house or play in clusters with neighbouring clubs
- In House: 6 session season
- Cluster: 6 session season (all clubs aligned)
- AFL to complete fixtures online (at club/clusters request)
- Registration through PlayHQ (Via Registration Link)
- Program is exclusively for participants who have participated in Auskick in the 2026 season
- Clubs can choose either a \$25 or \$50 fee structure
- Total cost will be AFL fee \$10 plus club fee \$25 or \$50 = \$35 or \$60

**\*AFLQ UNDERSTANDS & APPRECIATES LOCAL NUANCES. PLEASE WORK WITH YOUR LOCAL AFL PARTICIPATION STAFF MEMBER SHOULD YOU HAVE ANY QUESTIONS.**

# NAB AFL SUPERKICK



## COMMUNITY/CLUB

- 8 Sessions
- 60 minute sessions
- Delivered by volunteers, supported by AFL staff
- \$90 (\$80 AFL, \$10 Club)\*

## MODIFIED

- 4 Sessions
- 45 minute sessions
- Delivered by AFL staff
- \$55

## SPORTING SCHOOLS

- 4 Sessions
- Delivery by AFL staff
- \$55 paid via SSP funding

## SCHOOL

- 6 Sessions
- 60 minute sessions
- Delivered by AFL staff
- \$80

## HOLIDAY PROGRAM

- 6 Hours
- Delivery Options
  - AFL
  - Club
- \$55



\*\$10 minus GST & PlayHQ fees will be delivered directly to club bank accounts via payment split on PlayHQ

# NAB AFL SUPERKICK - PACKS

## COMMUNITY

## SCHOOL



# JUNIOR MEMBERSHIP OFFERINGS

## BRISBANE LIONS

- NAB AFL Auskick: 2 x tickets to a Brisbane Lions AFL home game\* (Gabba) PLUS 2 x tickets to a Brisbane Lions AFLW home game (Brighton Homes Arena). \*Redeemable at selected matches only
- NAB AFL Superkick: 2 x tickets to a Brisbane Lions AFL home game\* (Gabba) PLUS 2 x tickets to a Brisbane Lions AFLW home game (Brighton Homes Arena). \*Redeemable at selected matches only
- Southeast Queensland Juniors: Hippy's Heroes

## GOLD COAST SUNS

- NAB AFL Auskick: 4 tickets (2x Adult, 2x Junior) Home Games - GA Access
- NAB AFL Superkick: 4 tickets (2x Adult, 2x Junior) Home Games - GA Access
- Southeast Queensland Juniors: FREE 4 game flexi membership 2 adult tickets and 2 junior tickets

Eligible: Community Auskick and Community Superkick, School Auskick and School Superkick, SEQ Juniors

Not Eligible: Modified Auskick and Modified Superkick

[CLICK HERE FOR THE WEBSITE: JUNIOR MEMBERSHIP OFFERINGS](#)

# PLAY ON! VOUCHER PROCESS

## CLUB INSTRUCTIONS:

1. Clubs register to be an activity provider to accept Play On! vouchers
2. Parents to enter Play On! Voucher code into registration form (Government Voucher)
3. Parents to give club the Play On! voucher
4. Clubs claim Play On! voucher
5. Clubs redeem fees from state government

## WHEN AND HOW OFTEN YOU CAN REDEEM THE VOUCHER:

1. Club responsibility to check redemption dates as per the Government website below
2. Redeem vouchers all at once or as you receive each voucher (Recommended to redeem as received)
3. All vouchers for the round must be redeemed by the final redemption date (Please check date on voucher)

To assist your club to know when a Play On! Voucher is used AFL Queensland suggest you turn on email notifications for registrations:

- Visit PlayHQ - How to Turn On Notifications
- To keep track of the use of Play On! Vouchers, please run a Government Vouchers Report
- Reports > Financial > Government Vouchers

# PLAY ON! VOUCHER PROCESS

## NAB AFL AUSKICK & SUPERKICK

- AFL invoices clubs for the AFL portion of the Auskick/Superkick fee (\$80 not full \$90)

## AUSKICK, SUPERKICK & AUSKICK PLAY SEASON

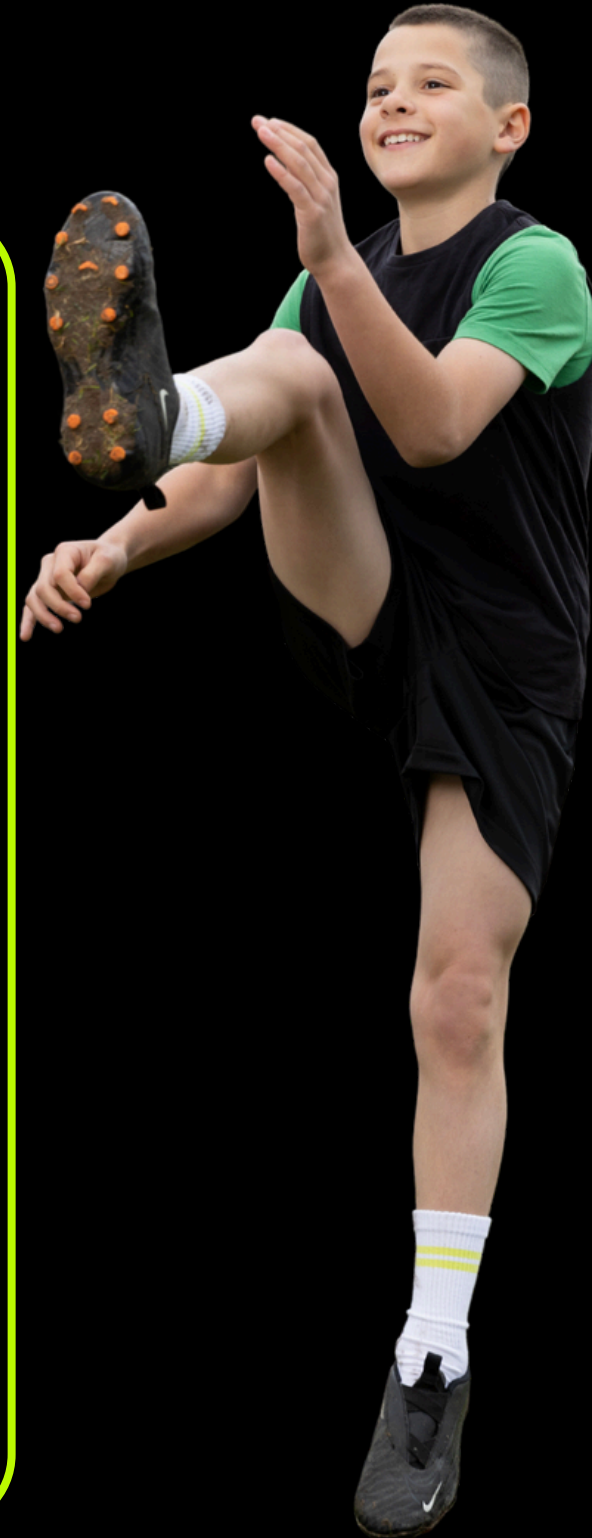
- Follow club instructions
- When clubs claim Play On! voucher must claim the full amount of both programs in one transaction
- AFL invoices clubs for the AFL portion of the Auskick/Superkick fee (\$80 not full \$90) and \$10 AFL fee for Auskick Play
- Auskick & Auskick Play Total AFL invoice will be \$90

## AFL REGISTRATION FEE (2026)

- Parents to enter Play On! code into registration form
- Parents to give club the Play On! voucher
- Clubs claim Play On! voucher within the redemption period
- AFL to invoice club for AFL Registration Fee

## JUNIOR FOOTY

- Voucher comes off club fee (if club fee is under \$200 the remainder will come off league fee)
- AFL to invoice club for amount that is removed off league fee



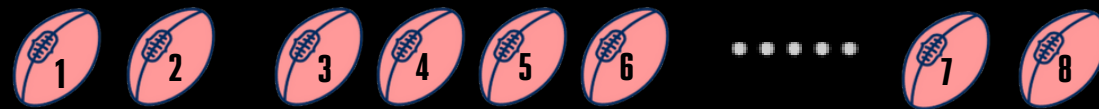
# 2026

## PARTICIPATION SEASON DATES | QLD

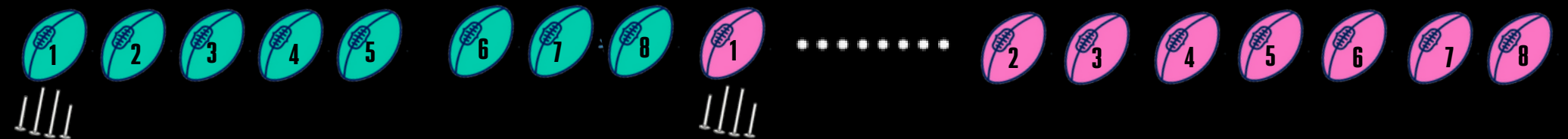
### PROGRAM/ COMPETITION

FEB	MAR	APR	MAY	JUN	JUL	AUG
21 28	7 14 21 28	4 11 18 25	2 9 16 23 30	6 13 20 27	4 11 18 25	1 8 15 22 29

### Community Auskick & Community Superkick



### Community Auskick - Play Season



### Junior Football



### Youth Football\*



● BYE ROUND    ..... SCHOOL HOLIDAYS    |||| CARNIVAL ROUND    📅 COACH EDUCATION    \* MID-SEASON ENTRY    G GRADING    \* SUNDAYS

# 2026

## PARTICIPATION SEASON DATES | NORTHERN RIVERS

PROGRAM/  
COMPETITION

FEB  
28

7

MAR

14

21

28

4

APR

11

18

25

2

9

MAY

16

23

30

6

JUN

13

20

27

4

JUL

11

18

25

1

8

AUG

15

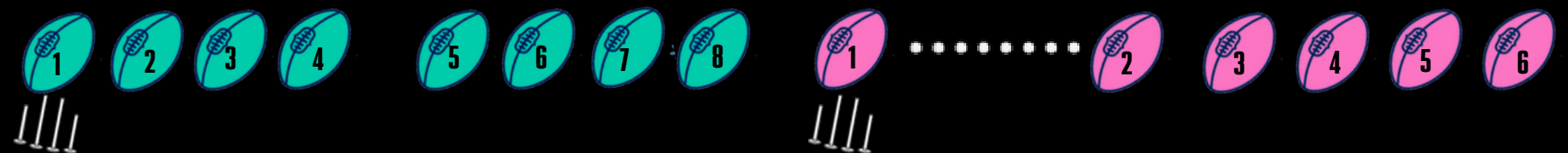
22

29

Community Auskick  
&  
Community Superkick



Community Auskick - Play 10 Session Season



Junior Football



Youth Football\*



● BYE ROUND ..... SCHOOL HOLIDAYS ||||| CARNIVAL ROUND 📅 COACH EDUCATION \* MID-SEASON ENTRY G GRADING \* SUNDAYS

# 2026 AGE GROUPS

Community Auskick - Play (Formerly Superstars)		1 Jul 2019 to 31 Dec 2021	Prep, Year 1 Transition Program Mixed & Girls
8's		1 Jul 2017 to 30 Jun 2019	Year 2 & 3 Mixed & Girls
9's		1 Jul 2016 to 30 Jun 2017	Year 4 Mixed & Girls
10's		1 Jul 2015 to 30 Jun 2016	Year 5 Mixed
11's		1 Jul 2014 to 30 Jun 2015	Year 6 Mixed & Girls
13's		1 Jul 2012 to 30 Jun 2014	Year 7/8 Mixed & Girls
15's		1 Jul 2010 to 30 Jun 2012	Year 9/10 Girls & Boys
17's		1 Jul 2008 to 30 Jun 2010	Year 11/12 Girls & Boys



# 2026 AGE GROUPS

## SUNSHINE COAST ONLY

Community Auskick - Play (Formerly Superstars)		1 Jul 2019 to 31 Dec 2021	Prep, Year 1 Transition Program Mixed & Girls
8's		1 Jul 2017 to 30 Jun 2019	Year 2/3 Mixed
9's		1 Jul 2016 to 30 Jun 2017	Year 4 Mixed & Girls
11's		1 Jul 2014 to 30 Jun 2016	Year 5/6 Mixed & Girls
13's		1 Jul 2012 to 30 Jun 2014	Year 7/8 Mixed & Girls
15's		1 Jul 2010 to 30 Jun 2012	Year 9/10 Girls & Boys
17's		1 Jul 2008 to 30 Jun 2010	Year 11/12 Girls & Boys



# 2026 AGE GROUPS

## NORTHERN RIVERS ONLY

Community Auskick - Play



1 Jul 2018 to 30 Jun 2021

Prep, Year 1, Year 2 Transition Program  
Mixed & Girls

9's



1 Jul 2016 to 30 Jun 2019

Year 2/3/4  
Mixed & Girls

11's



1 Jul 2014 to 30 Jun 2016

Year 5/6  
Mixed & Girls

13's



1 Jul 2012 to 30 Jun 2014

Year 7/8  
Mixed & Girls

15's



1 Jul 2010 to 30 Jun 2012

Year 9/10  
Girls & Boys

17's



1 Jul 2008 to 30 Jun 2010

Year 11/12  
Girls & Boys



# 2026 SEASON FEES

## PLAYER REGO FEE

COMMUNITY AUSKICK		\$90.00	
COMMUNITY AUSKICK - PLAY		\$35.00/\$60.00	
COMMUNITY SUPERKICK		\$90.00	MID SEASON ENTRY
8'S		\$90.00	\$55.00 (After June 6th)
9'S, 10'S, 11'S GIRLS		\$130.00	\$80.00 (After June 6th)
11'S MIXED		\$145.00	\$80.00 (After June 6th)
13'S		\$160.00	\$90.00 (After July 1st)
15'S		\$165.00	\$90.00 (After July 1st)
17'S		\$170.00	\$90.00 (After July 1st)



# **VOLUNTEER POSITIONS**

**SUBMISSIONS DUE FEBRUARY 2026**

## **RECOMMENDED REQUIREMENTS**

- Volunteer Coordinator
- Coach Coordinator
- Umpire Coordinator
- Women & Girls Coordinator
- Junior Coordinator (Auskick, Superkick, Junior Footy)
- Youth Coordinator

## **COMMITTEE POSITIONS**

- President
- Treasurer
- Secretary
- Registrar
- Other

# JUNIOR FOOTBALL COACH

PROVIDE AN ENVIRONMENT WHERE OUR YOUNGEST PLAYERS ARE ABLE TO LEARN THROUGH PLAY WHILST ENABLING PLAYERS TO SAFELY GROW TO THEIR INDIVIDUAL NEEDS.

## QUALIFICATIONS & DESIRABLE CHARACTERISTICS

- Ensure your coaching philosophy and values are aligned with your Club's coaching philosophy and values.
- Hold a current AFL Level 1 (Junior) coaching accreditation as a minimum and registered in coach. AFL for the season.
- Hold a current QLD Blue Card or NSW Working with Children Check.
- Ensure your coaching philosophy and values are aligned with the Junior Footy philosophy and values.
- Understand participation is the overriding priority in Junior Footy.
- Understand and implement the modified rules of the game.
- Ability to communicate with parents, players and officials of the Club.

## DUTIES & RESPONSIBILITIES

- Ability to teach basic game fundamentals (kicking/marking/handballing/ground ball).
- Ensure players have equal opportunity with game time and playing positions.
- Understand the variety of personalities and abilities of the group.
- Ability to coach player to read play and make decisions (game-sense)
- Understand what to do when: Team has possession / Opposition has possession Ball is neutral
- Understand your obligations to the Code of Conduct.
- Ensure players understand the Code of Conduct and the need for good sportsmanship.
- Ensure an efficient and professional game day environment.

# JUNIOR FOOTBALL TEAM MANAGER

ENSURING THERE IS SUCCESSFUL MANAGEMENT OF THE TEAM AND WELFARE OF THE PLAYERS IN THEIR CARE WHILST ENSURING ALL OFF-FIELD FOOTBALL MATTERS, INCLUDING THE COORDINATION OF TEAM SUPPORTERS/SPECTATORS, ARE DEALT WITH EFFICIENTLY AND EFFECTIVELY.

## QUALIFICATIONS & DESIRABLE CHARACTERISTICS

- Hold a current QLD Blue Card or NSW Working with Children Check.
- Strong oral and written communication skills
- Strong organisational skills
- Conflict resolution
- Hold current or willing to obtain First Aid Certificate
- Previous experience in managing a team

## DUTIES & RESPONSIBILITIES

- Administration and management of the team.
- Game day responsibilities (team sheets - online and hard copies as required, footballs, transportation of gear, umpires, etc.).
- Ensure the coach and players are provided with enough equipment to ensure efficient operation of the team.
- Ensure all players are registered with the League or an approved clearance from previous club.
- Monitor and manage your team's spectators and Team Officials and their Compliance with the Code of Conduct.
- Intervene with any perceived breaches of the Code of Conduct involving your team's spectators and Team Officials and manage any conflict that may arise on game day.
- Support the home club's Ground Marshall with any breaches of the Code of Conduct involving your team's spectators and Team Officials.

# UMPIRE4FUN EXPLAINED

THE UMPIRE4FUN PROGRAM WAS CREATED TO DEVELOP AND NURTURE UMPIRES AT GRASSROOTS LEVEL ACROSS COMMUNITY CLUBS THROUGHOUT QUEENSLAND.

- Umpire4Fun is an introductory level of umpiring with a modified rules format
- Participants receive training from AFL Queensland on all three disciplines
- Umpire4Fun provides trained umpires to support the Junior Footy program at your club
- Supports clubs through building a steady pipeline of new umpires
- Allows for continued growth and development of young umpires with a pathway to transition into youth & senior football

- **GROW** - Recruit umpires from traditional & diverse backgrounds because the bigger the base the higher the pinnacle.
- **TRAIN**- provide learning opportunities for all of our umpires
- **TRANSITION** - allow our umpires to be the best they can because one in two umpires want to progress to a higher level
- **RETAIN** - keep our umpires engaged for longer through inclusive and enjoyable environments

# UMPIRE4FUN COORDINATOR

THE OBJECTIVE OF THE CLUB UMPIRE COORDINATOR IS TO SUPPORT AND OVERSEE THE GROWTH AND DEVELOPMENT OF INDIVIDUAL UMPIRES AT THEIR CLUB.

## ADMINISTRATION

- Promoting the Umpire4Fun program to assist with the recruitment of umpires to your Club
- Selecting and appointing umpires to Junior Footy games
- Appointing an Umpire Mentor, if Club Umpire Coordinator not experienced in umpiring
- Oversee your umpires on game day
- Ensure your umpires are in possession of the right equipment to carry out their role
- Complete monthly umpire feedback forms for your umpires, this will assist with them understanding their progress
- Arrange payment for your umpires on completion of their games
- Provide assistance to your umpires with their Umpire4Fun registration. Ordering of umpire uniforms from AFL Queensland
- Regularly assess, evaluate and mentor your umpires

## EDUCATION

- Encourage your umpires to regularly attend local Umpire4Fun training sessions (expectation of minimum 1 x session per month per umpire)
- Encourage your umpires to attend monthly online education sessions hosted by AFL Queensland
- Attend AFL Queensland Umpire Department information sessions as scheduled
- Share general information provided by the Umpire Department at AFL Queensland with your umpires

# JUNIOR COORDINATOR

RESPONSIBLE FOR THE COORDINATION & ADMINISTRATION OF JUNIOR PROGRAMS AND COMPETITIONS AT THE CLUB, WITH THE AIM OF PROVIDING QUALITY EXPERIENCES, COMMUNICATION AND PROCESSES FOR PLAYERS AND FAMILIES OVER QUANTITY.

## ADMINISTRATION

- Hold a current QLD Blue Card or NSW Working with Children Check.
- Effective communication skills.
- Organisational skills.
- Conflict resolution skills.
- Positive and enthusiastic and can sell involvement to others.
- Promote programs such as NAB AFL Auskick and Auskick Play, NAB AFL Superkick and Junior Footy.
- Work closely with AFLQ staff to grow participation within club.

## EDUCATION

- Work closely with coaches and team managers within the Junior Footy program to ensure the club teams are well organised.
- Work closely with team managers to ensure that all participants are fully registered.
- Coordinate and assist in the facilitation of AFLQ run programs in conjunction with DC/DL.
- Assist and coordinator volunteers to ensure they understand the rules and philosophy of NAB AFL Auskick and Auskick Play, Junior Footy & NAB AFL Superkick.
- Focus on the transition between programs and competitions.

# YOUTH COORDINATOR

RESPONSIBLE FOR THE COORDINATION & ADMINISTRATION OF YOUTH COMPETITION TEAMS AT THE CLUB, WITH THE AIM OF PROVIDING QUALITY EXPERIENCES, COMMUNICATION AND PROCESSES FOR PLAYERS AND FAMILIES OVER QUANTITY.

## ADMINISTRATION

- Hold a current QLD Blue Card or NSW Working with Children Check.
- Effective communication skills.
- Organisational skills.
- Positive and enthusiastic and can sell involvement to others.
- Monitor umpire appointments and coordinate club umpires when league umpires are unable to be appointed to games.
- Ensure all match day paperwork completed by club umpires is submitted to AFLQ before 9am each Monday.
- Work closely with AFLQ staff to ensure all teams are compliant with the Codes of Conduct and Rules & Procedures.

## EDUCATION

- Work closely with coaches and team managers within the Youth competition to ensure the teams are well organised.
- Work closely with team managers to ensure that all participants are fully registered.
- Encourage coaches to attend a pre-season Youth education session administered by AFLQ.
- Ensure all team managers complete an online PlayHQ team manager education session through AFL ClubHelp.
- Assist and coordinator volunteers to ensure they understand the code of conduct, rules and philosophy of Youth football.

# GIRLS COORDINATOR

RESPONSIBLE FOR THE COORDINATION & ADMINISTRATION OF JUNIOR GIRLS PROGRAMS AND COMPETITIONS AT THE CLUB, WITH THE AIM OF PROVIDING QUALITY EXPERIENCES, COMMUNICATION AND PROCESSES FOR PLAYERS AND FAMILIES OVER QUANTITY.

## QUALIFICATIONS & DESIRABLE CHARACTERISTICS

- Hold a current QLD Blue Card or NSW Working with Children Check.
- Display effective communication, organisational and conflict resolution skills.
- Positive and enthusiastic and can sell involvement to others.
- Promote the girls program to assist with the recruitment of players to your club.
- Own the transition process for new to club players and their families.
- Promote programs such as Auskick, Auskick Play, Superkick and Junior Footy.
- Work closely with AFLQ staff to grow participation within club.

## DUTIES & RESPONSIBILITIES

- Provide support to all female players.
- Facilitate the allocation of new female players into appropriate teams.
- Work with the coaches & Team Managers to ensure best practice when it comes to the delivery of the girls program.
- Ensure that all girls have appropriate uniforms and facilities accessible to them.
- Ensure that all Team Managers & coaches accredited and participants are registered.
- Coordinate and assist in the facilitation of AFLQ run all girls programs in conjunction with the local DC/DL/W&G Task Force.

# GROUND MARSHALL

ENSURING ALL GAME DAY OPERATIONS ARE CONDUCTED SMOOTHLY THROUGHOUT THE SEASON

## QUALIFICATIONS & DESIRABLE CHARACTERISTICS

- Ability to work autonomously and to schedule.
- Excellent communication skills.
- Strong time management, organisational and decision-making abilities.
- Honesty, reliability, commitment and great work ethic.
- A strong conflict resolution ability.
- Friendly and approachable.
- Have a sound understanding of the competition Rules & Regulations.
- Ability to interact and liaise with numerous stakeholders, especially Team Managers who monitor their team spectators for breaches of the Code of Conduct.
- Complete AFL Queensland Ground Marshall Accreditation.

## DUTIES & RESPONSIBILITIES

- Completion of JLT/Marsh Game Day Checklist. Liaise with Home team Manager of first game.
- Ensure all volunteers involved in game day are organised and well equipped for the day.
- Collect all match day paperwork (where relevant) at the start and end of games.
- Be the first point of contact for game day issues.
- Be always clearly identifiable (green bib) during the day.
- Be available to provide assistance to Umpires as required throughout the day.
- Escort League Umpires to and from the oval.
- Monitor spectators and coach's boxes for breaches of the Code of Conduct.
- Assist if called upon by First Aid provider and coordinate emergency services if needed.
- Provide completed Incident Report forms to AFLQ for any breaches of the Code of Conduct.

# VOLUNTEER COORDINATOR

THE VOLUNTEER COORDINATOR IS TO RECRUIT, SUPPORT AND RECOGNISE VOLUNTEERS THROUGHOUT THE CLUB. ENSURING THAT ALL VOLUNTEERS HAVE THE KNOWLEDGE, TRAINING AND SUPPORT REQUIRED TO UNDERTAKE AND SUCCEED IN THEIR NOMINATED ROLES.

## QUALIFICATIONS & DESIRABLE CHARACTERISTICS

- Hold or willing to apply for a current volunteer "Working with Children Check".
- Effective communication skills.
- Organisational skills.
- Positive and enthusiastic and can sell involvement to others.

## DUTIES & RESPONSIBILITIES

- Create a detailed list of the volunteer requirements for the club in conjunction with the committee.
- Consider the knowledge, skills and time required for each role.
- Coordinate volunteer screening procedure when taking in new volunteers.
- Support new volunteer inductions by organising relevant orientation and training days.
- Coordinate volunteer rosters and work with the secretary to maintain club records.
- Ensure the club has a suitable number of volunteers in each area of the club.
- Be the primary contact for volunteers should they have any concern or problem.



## SINCE 2023, AFL HAS PROUDLY PARTNERED WITH MOVEMBER AHEAD OF THE GAME TO SUPPORT MENTAL WELLBEING IN FOOTY CLUBS ACROSS AUSTRALIA.

Footy is at it's best when we all have each other's backs - on and off the field. We believe community footy creates the kind of environments where young people can learn the skills to look after themselves and support their mates when times are tough.

Ahead of the Game (AOTG) is a free, evidence-based youth mental fitness program for young players (boys and girls), umpires, coaches and parents for all community clubs.

Through interactive workshops, young players (suitable for ages 12-18 years) learn how to recognise mental health challenges, identify when and where to get help, build resilience and feel confident talking about mental wellbeing.

Sessions for coaches and parents focus on how adults can best support young people, strengthening the whole club's ability to create safe, connected and mentally fit environments.



GET AHEAD OF THE GAME

SEE WHAT PEOPLE ARE

SAYING





## HOW THE PROGRAM WORKS

### 1. AFL CONNECTS YOUR CLUB WITH A LOCAL DELIVERY PARTNER

After expressing your club's interest to participate, the AFL links you directly with a trained local delivery partner. Together you'll choose workshop dates that align with regular training sessions or whatever works best for your teams. *TIP: share your training and team calendar with your delivery partner - they can coordinate the scheduling directly for you!*

### 2. HELP OUT A MATE (45 MIN)

The first player workshop. Builds players' mental health literacy and helps them recognise when a teammate may be struggling, how to have a conversation and where to go for support.

### 3. THE CHALLENGE (45 MIN)

The second player workshop (usually delivered 1-2 weeks after Help Out a Mate). This session follows an interactive video story of a local footballer, so players should have access to their phones (if they have one). In this workshop, players will learn skills and strategies to build resilience - managing pressure, bouncing back and supporting each other on and off the field.

### 4. PARENT AND COACH SESSIONS (45 MIN)

Delivered either prior to or after the player workshops. These are separate sessions that give adults the tools and confidence to support their young person.

[GET AHEAD OF THE GAME](#)