



# 2026

## Community Competitions Rules & Procedures

## Overview

These AFL Queensland Community Rules and Procedures apply to the administration of all Community Competitions managed by AFL Queensland or an Affiliate League unless specifically stated otherwise.

AFL Queensland will review the Community Competitions Rules & Procedures on an annual basis, and make amendments as deemed necessary from time to time. Amendments and versions of this document are outlined within the table below.

The AFLQ Community Competitions Rules & Procedures must be read in conjunction with the National Community Football Policy Handbook and the Laws of Australian Football.

## Version

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# 1. GENERAL

## 1.1 Definitions

**Accreditation** (or **Accredited**) has the same meaning as provided under the National Handbook.

**Affiliate League** means a league responsible for the organisation and conduct of Matches, which has entered into an Affiliation Agreement with AFLQ.

**Affiliate League Umpire** means an Umpire appointed by the relevant Affiliate League.

**Affiliation Agreement** means an agreement entered into between a league which administers Australian Football Competitions and AFLQ, outlining the terms upon which the leagues will collaborate.

**AFL** means Australian Football League ACN 004 155 211.

**AFL Cairns** means AFL Cairns Limited ACN 010 616 798.

**AFL Masters Queensland** means AFL Masters Queensland Inc ABN 96 012 900 262.

**AFL Mt Isa** means Mount Isa Australian Football League Ltd ABN 40 790 731 374.

**AFL Preferred Facility Guidelines** means the guidelines [published by the AFL](#) with respect to facility requirements.

**AFLQ** means AFL Queensland Limited ACN 090 629 342.

**AFLQ Apparel Licensees** means the apparel suppliers which have obtained a licence to sell apparel with the AFLQ logo embedded. Those licensees are listed at clause 12.1(b) of these Rules

**AFLQ Apparel Guidelines** means the guidelines [published by AFLQ](#) on an annual basis with respect to Playing and Club Apparel.

**AFL Queensland Extreme Heat Policy** means the policy [published by AFLQ](#) with respect to SEQJ Competition Players playing in hot weather.

**AFL Queensland Player Payments Policy** means the policy [published by AFLQ](#) governing the payment of Players within its Competitions.

**AFLQ Umpire** means an Umpire appointed by AFLQ.

**AFLQ Umpiring Department** means the department of staff, employed by AFLQ, responsible for the appointment and communications with Umpires.

**Aggrieved Player** means a Player impacted by a Reportable Offence committed by another Player.

**Aligned Club Relationship** means:

- (a) a relationship between two Clubs where the Junior and Youth Competition Players are recognised by third parties as playing for the same Club as Senior Competition Players; or
- (b) a relationship between:
  - (i) a Club which only participates in Junior/Youth Competitions; and
  - (ii) a Club which only participates in Senior Competitions;modelled by a memorandum of understanding which has been registered and approved by AFLQ.

**Appeal Board** means the appeal board established by AFLQ in accordance with section 26.2 of the National Handbook.

**Assistant Coach** means a Person who is Accredited (or is required to be Accredited) as a Coach and has been appointed by a Club to assist a Team's Coach.

**Australian Football** means the game played pursuant to the Laws of Australian Football.

**Australian Football Anti-Doping Code** means the code [published by the AFL](#), regulating anti-doping within Australian Football.

**Away Team** means the Team listed second on the fixture and in most circumstances, playing at the venue of their opponent.

**Blood Rule** means the rule where a Player must leave the Playing Surface if they are bleeding or have blood on them.

**Boundary Line** means the white line drawn on the ground to identify the Playing Surface, as described in law 3.2 of the Laws of Australian Football.

**Boundary Umpire** means a Person who is Accredited (or required to be Accredited) to oversee the Australian Football rules with respect to the Boundary Line during a Match.

**Card** means a card used by an Umpire to communicate a penalty or warning to a Player or Official during a Match.

**Charge** means a formal accusation made against a Person.

**Club** means a club fielding a Team in a Competition.

**Club Licence** means a licence obtained by a Club from AFLQ or an Affiliate League, permitting them to field a Team in a Competition conducted by AFLQ or an Affiliate League (whichever is relevant).

**Club Member** means a person publicly associated with a Licensed Club, including any parent/legal guardian or Partner of a Person.

**Club Umpire** means an Umpire appointed by a Club.

**Coach** means a senior coach, reserves coach, assistant coach, volunteer coach or any other Person holding, or seeking to hold, coaching responsibilities at a Club who is Accredited (or required to be Accredited) in accordance with section 6 of the National Handbook.

**Coaches Box** means a room or an area where Coaches can observe the Playing Surface during a Match.

**Coaching Box (White) Card System** has the meaning provided at clause 7.15.

**Colts** means the Grade within the QAFL, where Players must not have turned nineteen (19) years of age prior to the prescribed date, to be eligible to play.

**Community Competitions** means Australian Football Competitions below Tier 2 Competitions (as defined by the National Handbook).

**Competition** means any Australian Football competition conducted by a Controlling Body, as that term is defined under the National Handbook, often split up further into Divisions and Grades.

**Competition Lead – SEQ Youth & Junior** means the AFLQ staff member employed to oversee SEQJ Competition Managers.

**Competition Manager (or Competitions Management)** means an AFLQ/Affiliate League staff member, employed/appointed to oversee a specific Competition.

**Competitions Manager – QLD** means the AFLQ staff member employed to oversee all Competition Managers within SEQ.

**Compliance Lead – Qld** means the AFLQ staff member employed to oversee integrity issues relating to AFLQ Competitions.

**Controlling Umpire** means the Umpire who controls the Match in the middle zone of the Playing Surface.

**Direct Tribunal Offence** means a Reportable Offence specified in section 4 of Appendix 1 of the National Handbook, which is referred directly to the Tribunal for determination without grading.

**Division** means a specific level within a Competition (e.g. QFA Division 1 within the QFA Competition or u15 Division 3 within the SEQJ Competition).

**Emergency Player** means a Player who may replace a Listed Player if a Listed Player becomes injured or ill.

**Emergency Umpire** means an Umpire who may replace another Umpire if they become injured or ill.

**Field Umpire** means a Person who is Accredited (or required to be Accredited) to oversee the Australian Football rules with respect conduct on the Playing Surface during a Match.

**First Aid Officer** means the person appointed to provide first aid duties during a Match.

**Finals** means the series of Matches between the most successful Teams, in each Competition, from the Home and Away Season, culminating in the Grand Final.

**Game Permit** means a permit as defined under section 3.7(b)(i) of the National Handbook.

**Goal Line** means the white line marked on the Playing Surface between each goal post, as illustrated in Diagram 1 of the Laws of Australian Football.

**Goal Umpire** means a Person who is Accredited (or required to be Accredited) to oversee the Australian Football rules with respect to goals and behinds during a Match.

**Grade** means a specific level within a Competition or Division, such as the Senior or Reserve Grade (e.g. QAFL Seniors or QFA Division 1 Seniors).

**Grand Final** means the Match between the two most successful Teams, within each Competition, from the Finals.

**Ground Marshall** means the person appointed to ensure a Match is a safe and respectful environment for Players, Officials and spectators.

**Home and Away Season** means the general season of Australian Football, usually held between March/April and August of each year, played between Teams in a Competition (i.e. no knockout) and used to determine the Teams to play Finals.

**Home Team** means the Team listed first on the fixture and usually playing at their home venue.

**Incident Referral Form** means the form provided at Appendix 7 of the National Handbook, used to refer an alleged Reportable Offence to AFLQ/the Affiliate League.

**Interchange Area** means the area marked on the Boundary Line through which Players may enter and exit the Playing Surface.

**Interchange Player(s)** means the Player(s) of a Team who are not on the Playing Surface but who are listed on the Team Sheet and available to replace a Player on the Playing Surface.

**Interval** means a break between quarters.

**Junior Competitions** means Competitions for Players who are eligible for the under 8 to under 11 age groups.

**Laws of Australian Football** means the rules governing the play of Australian Football, [published by the AFL](#).

**Licensed Club** means a Club which has been provided with a licence to field a Team in an AFLQ or Affiliate League Competition (whichever is applicable).

**Licence Fee** means the fee paid by a Club to be recognised as a Licensed Club.

**Listed Player** means a Player whose name is on an official list in accordance with the relevant policy.

**Low-Level Offence** means a low-level Reportable Offence (does not require grading) specified in section 5 of Appendix 1 of the National Handbook.

**Masters Competition** means a Competition for Players thirty-three (33) years or over.

**Match** means the contest of Australian Football played between two Teams.

**Match Day Checklist** means a checklist provided by Marsh, which can be [found here](#).

**Match Day Paperwork** means the documentation to be completed by Umpires following the Match, outlining any Reports, Cards, Referrals or issues.

**Match Manager** means a person appointed by AFLQ/the Affiliate League to oversee Matches at that venue.

**Match Review Panel** means a panel of people appointed by AFLQ pursuant to clause 9.8(a) to review Reports and other incidents referred to it pursuant to clause 9.8(b).

**Medical Certificate** means a document signed by a medical practitioner which supports a patient's claim of medical treatment, the date the treatment was administered and if relevant, provides details of their required absence from Australian Football.

**Melee** has the meaning provided at clause 9.4(a) of these Rules and as defined in law 1.1 of the Laws of Australian Football.

**Melee Matrix** means the matrix provided at Appendix 1.

**Merged Team** means two Teams merged to create one Team.

**National Handbook** means the policy governing Community Football within Australia, [published by the AFL](#).

**Neutral Venue** means a venue which is neither associated with the Home Team nor the Away Team.

**Notice of Appeal** means the notice required to initiate an appeal, in the form set out at Appendix 7 of the National Handbook.

**Notice of Charge** means a notice confirming a Charge for a Reportable Offence.

**Notice of Set Penalty** means a notice confirming the acceptance of a Charge and imposition of a Match suspension or Reprimand for a Reportable Offence.

**Official** means an Umpire, Umpire Official, Ground Marshall, Coach, Trainer, Team Manager, Water Carrier, Runner, Timekeeper or any other person tasked with an officiating role related to a Match.

**OfficialsHQ** means the AFL's online officials management system.

**Partner** means a person with whom a Person is married or lives with on a genuine domestic basis.

**Permit** means a Season Permit or Game Permit.

**Person** means a Club (where applicable), Official, Player, Club member, parent or guardian of a Player, spectator of a Match or any other person reasonably connected to Australian Football and within the purview of these Rules or the National Handbook.

**Penalty Unit** means a monetary value as set out at clause 19.3.

**Player** means a person registered to play Australian Football for a Licensed Club.

**Standard Player Declaration** means the form required to be submitted by Licensed Clubs on behalf of Players who are subject to the AFL Queensland Player Payments Policy, which is provided at Appendix 1 of that policy.

**Player Points Policy** means the policy regarding the implementation and application of the player points system within the specified competitions as published by AFLQ.

**Player Points Review Committee** means the committee appointed pursuant to section 6.2 of the Player Points Policy.

**Player Registration Cancellation** means the form used to cancel a Junior or Youth Competition Player's registration, pursuant to clause 6.10 of these Rules, and [published by AFLQ](#).

**PlayHQ** means the AFL's online Competition management system, designed to assist with the management of Competitions and membership data.

**Playing Apparel** means the apparel to be worn when playing a Match, with respect to Players and Officials.

**Playing Arena** means the Playing Surface and the area outside the Boundary Line but inside the perimeter fence which should surround the Boundary Line, inclusive of the Coaches Boxes and Interchange Area

**Playing Surface** means the field of play inside the Boundary Line, Goal Line and Behind Line, excluding the area between such lines and the perimeter fence.

**Policy** means any document outlining rules connected to Australian Football.

**Policy Breach** means a breach of any section of the National Handbook (other than a breach constituting a Reportable Offence).

**Practice Match** means a Match played prior to the Home and Away Season which has no impact on Premiership Points.

**Premiership Points** means the points awarded to a Team (with the value of such points dependent on whether the Team won, drew or lost the Match), following a Match during the Home and Away Season.

**Protective Equipment** is as described at law 9.1 of the Laws of Australian Football.

**QAFL** means the premier Queensland men's Competition, which is split into three Grades – Seniors, Reserves and Colts.

**QAFLW** means the premier Queensland women's Competition, which is split into two Grades – Seniors and Reserves.

**QFA** means the SEQ Senior men's Community Competition, which is split into three Divisions – Division 1, Division 2 and Division 3 – with each of those Divisions being further split into Grades or by location.

**QFA Inclusion League** means the men's Inclusion Competition in Southeast Queensland

**QFAW** means the SEQ Senior women's Community Competition, which is split into two Divisions – Division 1 and Division 2 – with Division 2 being split further by location.

**Red Card** means a Card that is red in colour and that is issued by an Umpire to a Player or Official, in response to conduct outlined at clause 7.14 of these Rules, requiring the Player or Official to leave the Playing Surface for the remainder of the Match.

**Referral** means an incident which an Umpire suspects may be a Reportable Offence and consequently documents it to be reviewed by the Match Review Panel.

**Region** means one of the following areas within Queensland: Capricornia, Darling Downs, Mackay, Townsville, Wide Bay, Cape York, Cairns and Mt Isa.

**Regional Umpiring Manager** means an Umpire appointed to oversee all other Umpires within a specific Region.

**Report** means a document completed by an Umpire, where they believe a Player or Official should be issued with a Charge for a Reportable Offence.

**Reported** means a Player or Official is subject of a Report.

**Reportable Offence** means any offence identified at law 22.2.2 the Laws of Australian Football.

**Reprimand** means a formal warning issued and to be published to that Person's PlayHQ profile (if they have one).

**Reserves** means the second-tier Grade within a Competition, following the Seniors (e.g. QAFL Reserves and QAFLW Reserves).

**Restricted Player List** means a list of Players who cannot play within a lower Division within their age group.

**Rules** means these AFL Queensland Community Rules and Procedures.

**Runner** means a person appointed by a Team to deliver messages from the Coach to Players on the Playing Surface during a Match.

**Sanction** is any punishment as defined in clause 19.1.

**Season** consists of the Home and Away Season and Finals.

**Season Permit** means a permit as defined under section 3.7(b)(ii) of the National Handbook.

**Senior Competition** means any open-aged Competition.

**Senior** means the first-tier Grade within a Competition (e.g. QAFL Seniors and QAFLW Seniors).

**Senior Representative Football** means a representative Team made up of Senior Competition Players.

**SEQ** refers to the metropolitan corner of Southeast Queensland, which includes the Northern Rivers, NSW, the Gold Coast, Brisbane and the Sunshine Coast.

**SEQJ Competition** means the Junior and Youth Competitions within SEQ.

**Set Penalty** means the Match suspension (or Reprimand) associated with a Reportable Offence, pursuant to Appendix One of the National Handbook.

**State Selection Committee** means the committee appointed pursuant to clause 12.2(a) of these Rules.

**State Umpiring Manager** means the AFLQ staff member appointed to manage AFLQ Umpires.

**Team** means a group of Players playing within a Competition on behalf of a Club.

**Team List** means the list of Players and Officials submitted via PlayHQ for any given Match, in which the Team Sheet must be generated from.

**Team Manager** means a person appointed to support the Players and Officials for a specific Team.

**Team Sheet** means the official team sheet which is provided to the Umpires prior to a Match.

**Timekeeper** means the person appointed to keep time during a Match.

**Trainer** means the person who provides injury management, sports training and first aid to a Team.

**Transfer** means the movement of a Player from one Licensed Club to another Licensed Club, in accordance with section 3 of the National Handbook.

**Transfer Request** means a request to Transfer a Player which has been initiated in accordance with section 3.3(a)(i) of the National Handbook.

**Tribunal** means a tribunal established by AFLQ in accordance with section 25.2 of the National Handbook.

**Umpire** includes a Field, Boundary, Goal or Emergency Umpire.

**Umpire Escort** means a person appointed by AFLQ to ensure the safety of Umpires, including escorting them to and from the Playing Arena and providing support during Intervals.

**Umpire Official** means an Umpire who oversees Umpires appointed to a Match.

**VFL** means the Victorian Football League, which is known as the 'second tier' Australian Football Competition to the Australian Football League.

**VFL & QAFL Free Agency and Player Interchange Agreement** means the rules established to manage VFL Players who may compete in the QAFL.

**Water Carrier** means a person who delivers water to Players during a Match.

**White Card** means a Card that is white in colour and that is issued by an Umpire to a Coach, in response to conduct outlined within the Coaching Box (White) Card System.

**Yellow Card** means a Card that is yellow in colour and that is issued by an Umpire to a Player or Official, in response to conduct outlined at clause 7.14 of these Rules, requiring the Player or Official to leave the Playing Surface for fifteen (15) minutes.

**Youth Competitions** means Competitions for Players who are eligible for the under 13 to under 17 age groups.

## 1.2 Interpretation

In the interpretation of these Rules, unless there is something in the subject or context inconsistent therewith:

- (a) words importing the singular will be deemed to include the plural and vice versa;
- (b) words importing persons will be deemed to include all bodies and associations, incorporated or unincorporated and vice versa;
- (c) headings are included for convenience only and will not affect the interpretation of these Rules;
- (d) "including" and similar words are not words of limitation;
- (e) a reference to a business day means any day, other than a Saturday or Sunday, that is not a designated public holiday in Brisbane, Queensland, Australia, and if not otherwise specified in these Rules, a business day ends at 5.00pm Brisbane time;
- (f) words, terms and phrases not otherwise defined in these Rules will be given their ordinary meaning;
- (g) these Rules includes these Rules as amended, varied, supplemented or replaced from time to time and any Appendix, schedule, attachment, annexure or exhibit to these Rules or that document; and

- (h) wherever there is a referenced obligation on a Team, a failure to comply with that obligation will be attributable to the relevant Club.

### 1.3 Amendment

AFLQ may from time to time amend these Rules as it, in its absolute discretion, deems fit.

### 1.4 General

Any matter of any kind whatsoever not dealt with or provided for in these Rules or any other Policy may be dealt with in such manner as AFLQ determines.

## 2. APPLICATION

### 2.1 Application of these Rules

- (a) These Rules:
  - (i) apply to the administration of all Competitions managed by AFLQ and its Affiliate Leagues, unless explicitly stated otherwise;
  - (ii) are to be read in conjunction with the National Handbook, the Laws of Australian Football and any other relevant Policy as referred to throughout this document; and
  - (iii) are intended as a guideline for the administration of AFLQ and Affiliate League Competitions and are not intended to be exhaustive.
- (b) Where there is any inconsistency between these Rules and the National Handbook or the Laws of Australian Football (**LOAF**), the National Handbook/LOAF will take precedence, unless explicitly stated otherwise.

### 2.2 Adoption by Affiliate Leagues

Each Affiliate League has entered into an Affiliation Agreement with AFLQ whereby these Rules have been formally adopted by those Affiliate Leagues.

### 2.3 Affiliate League/Region amendments to these Rules

- (a) In each Season, Regions and Affiliate Leagues may impose amendments and/or additions to these Rules, with respect to their Competitions only.

- (b) Any request for such amendments must be made in writing to the Competitions Manager – QLD at least six (6) weeks prior to the start of a particular Season.
- (c) The Competitions Manager – QLD may approve such amendments at their absolute discretion.
- (d) Amendments granted will be for that Season only. They will not carry over into the following Season.

## 2.4 Application of other AFL Policies

- (a) The AFL is recognised by the Australian Sports Commission as the governing body responsible for the management and development of Australian Football in Queensland.
- (b) AFLQ is affiliated to the AFL. Consequently, AFLQ and its Affiliate Leagues are required to adhere to all relevant rules, regulations and policies of the AFL, as amended from time to time, including but not limited to the National Handbook and the Laws of Australian Football.

### 3. AFFILIATE LEAGUES

- (a) Leagues wishing to affiliate with AFLQ must enter into an Affiliation Agreement with AFLQ and as a consequence, require their Licensed Clubs to comply with these Rules and all relevant Policies.
- (b) To affiliate with AFLQ, the Affiliate League must pay an annual fee of up to one hundred dollars (\$100) per each of its Licensed Clubs.
- (c) Upon request by AFLQ, Affiliate Leagues must provide a copy of any Club License Agreement.
- (d) As at the date of these Rules being published, the following bodies are recognised by AFLQ as Affiliate Leagues under these Rules:
  - (i) AFL Cairns;
  - (ii) AFL Mt Isa; and
  - (iii) AFL Masters Queensland.

### 4. CLUB LICENSE REQUIREMENTS

#### 4.1 Obligation for Clubs to enter into Licence Agreement

- (a) Clubs wishing to participate in AFLQ or Affiliate League Competitions must enter into a Licence Agreement with AFLQ/the Affiliate League (whichever is applicable) and comply with all relevant Policies.
- (b) Licence Agreements must be signed by the Club President or their authorised representative and lodged with AFLQ on an annual basis, no later than thirty (30) days prior to the start of a Season, and the Licensed Club shall be bound by such terms under that agreement.

(Penalty Units for late lodgment – 20)

- (c) Only Licensed Clubs will be included in the fixture for the Home and Away Season.

#### 4.2 Licence obligations

- (a) Each Licensed Club will pay an annual Licence Fee, as set out in a fee schedule reviewed and published annually by AFLQ/the Affiliate League.
- (b) In addition to entering into a Licence Agreement, in order to be granted a Club Licence, the Club must submit the following documents to AFLQ/the Affiliate League:
  - (i) audited finances;

- (ii) club constitution;
- (iii) incorporation certificate;
- (iv) Marsh insurance certificate of currency;
- (v) office bearers;
- (vi) current lighting audit;
- (vii) player contracts or registered players; and
- (viii) AGM minutes.

(Penalty Units - up to 300)

- (c) At any point in the year, at AFLQ/the Affiliate League's absolute discretion, it may request the following documentation be provided by a Licensed Club:

- (i) List of office bearers;
- (ii) Audited finances;
- (iii) Club constitution;
- (iv) Incorporation certificate;
- (v) Current lighting audit;
- (vi) Player contracts/registered list of Players; and
- (vii) AGM Minutes.

(Penalty Units - up to 300)

- (d) Licensed Clubs shall be responsible for making sure all its volunteers/Officials comply with the *Working with Children (Risk Management and Screening) Act 2000* (Qld).
- (e) Licensed Clubs must incorporate, either as an incorporated association pursuant to the *Associations Incorporation Act 1981* (Qld) or a corporation, pursuant to the *Corporations Act 2001* (Cth).
- (f) Licensed Clubs must adopt and keep in force a proper constitution, to be supplied to AFLQ/the Affiliate League for the regulation and control of its Club.
- (g) A Licensed Club's constitution must provide for the holding of an annual general meeting, on a date not later than fourteen (14) days before AFLQ/the Affiliate League's annual general meeting.
- (h) A Licensed Club must notify AFLQ/the Affiliate League within fourteen (14) days of any change to its office bearers.

(Penalty Units for late lodgement – 20)

## 5. COMPETITION MANAGEMENT

### 5.1 PlayHQ

PlayHQ is the AFL managed platform, encompassing the match day management IT system that is to be used in all AFLQ and Affiliate League Competitions.

### 5.2 Season dates

- (a) For each AFLQ/Affiliate League Competition, the Season shall commence and conclude on such dates as AFLQ /the Affiliate League determines.
- (b) AFLQ/the Affiliate League will communicate the Season dates (for the following year) by 31 December of each year.

### 5.3 Competition fixtures

- (a) Home and Away Season Matches shall be played in accordance with the fixture and Competition structure determined by and at the absolute discretion of AFLQ/the Affiliate League.
- (b) At least thirty (30) days prior to the Home and Away Season, AFLQ/the Affiliate League will notify Licensed Clubs of the days of the week and times Matches will be played within each of its Competitions.

### 5.4 Premiership Points and ladders

- (a) Premiership Points will be awarded as follows:
  - (i) four (4) for a win or win by forfeit;
  - (ii) two (2) for a draw;
  - (iii) zero (0) for a loss; and
  - (iv) zero (0) for a bye (no Finals eligibility to be recorded for a bye).
- (b) In the event two (2) or more Teams finish level on Premiership Points at the end of a Home and Away Season, the relevant law within the Laws of Australian Football shall apply in determining which Team(s) advances to the Finals, subject to (c) to (e) below.
- (c) For AFLQ/Affiliate League Competitions where Teams have an uneven number of Matches within the Home and Away Season, the final ladder position of a Team shall be determined by the percentage of Matches won (wins against Matches played). For clarity, a 'Match played' includes any fixtured Match where Premiership Points are awarded, regardless of whether the Match was physically played (e.g. forfeits or cancelled Matches).

- (d) With respect to (e), the percentage will be calculated as the percentage ratio of the cumulative total of points scored by a Team to the cumulative total of points scored against that Team as recorded.
- (e) In Youth Competitions, if a winning Team's margin exceeds sixty (60) points (ten (10) goals) the Team will only be credited with a maximum of sixty (60) points (ten (10) goals) winning margin.
- (f) No Premiership Points will be awarded in Junior Competitions.

## 5.5 Age groups

Age groups within Junior and Youth Competitions will be confirmed by AFLQ/the Affiliate League prior to 1 November for the following Season.

## 5.6 Admission of Teams

- (a) Submitting a Team to an AFLQ Competition:
  - (i) Clubs must submit a written application to AFLQ to nominate a Team to an AFLQ Competition.
  - (ii) In considering an application pursuant to clause 5.6(a)(i), AFLQ will take into account the following with respect to each SEQ Competition:
    - A. QAFL/QAFLW - QAFL and QAFLW Optimum Standards Document;
    - B. QFA/QFAW - [QFA and QFAW Competitions Standards](#);
    - C. SEQJ Competitions – In a Club's first Season, that Club must have the minimum number of Players required to field three (3) Teams in three (3) different age groups.
- (b) Submitting a Team to a Regional Competition
 

To nominate a Team to a specific Regional Competition, Clubs must submit a written application to the Competition Manager, accompanied by any fee determined by AFLQ.
- (c) Submitting a Team to an Affiliate League Competition
 

To nominate a Team to a specific Affiliate League Competition, Clubs must submit a written application to the relevant Affiliate League, accompanied by any fee determined by the Affiliate League.

## 5.7 Club and Player registration fees and charges

- (a) With respect to the SEQJ Competitions:
  - (i) Player registration fees are levied individually at the point of registration, and will relate to their date of birth, regardless of the age group they are registered;
  - (ii) All Players are required to pay only one (1) registration fee per year. This fee should be the registration fee for the lowest Grade of Competition in which the Player plays, for example, in one Season, if an u17.5 registered Player also plays with a Colts Team, then the Player will be charged the u17.5 registration fee only; and
  - (iii) each year, AFLQ will levy a fee to each Club for the costs of competing in a Competition(s).
- (b) With respect to AFLQ Senior Competitions:
  - (i) Clubs will be advised of all fees, charges and invoice dates prior to the commencement of the Season. Fees will include, but are not limited to, Umpire payments (as determined by AFLQ), insurance cover, footballs, Team registration, competition levy, video levy and presentation night tickets (if applicable).
  - (ii) In a Club's first year of participating in an AFLQ Competition, the Club must pay half the annual fees prior to the commencement of the Season. This does not apply where a Club has moved to a different Division at the same or lower level.
- (c) With respect to Affiliate League Competitions, each Affiliate League will determine the fee structure for the upcoming Season in every level of Competition it administers.
- (d) Where a Club has outstanding debts to AFLQ/the Affiliate League for a period exceeding thirty (30) days:
  - (i) from 31 July, the Club will play for no Premiership Points until the end of the Season or until the debt is paid in full, whichever is earlier; and
  - (ii) if the debt is still outstanding at the conclusion of the Home and Away Season, the Club will forfeit its position in Finals with respect to all AFLQ/Affiliate League Competitions it participates (their Finals position will be filled by the Club immediately below them on the ladder and other Clubs will move up one position accordingly).
- (e) Unless written approval is provided by AFLQ/the Affiliate League, all AFLQ/Affiliate League debts must be cleared by 31 October. If the debt remains outstanding:
  - (i) as of 1 November, for each month the debt is not cleared, four (4) Premiership Points will be deducted from each Team the Club registers in an AFLQ/Affiliate League Competition in the following Season; and
  - (ii) at the start of the following Season, the Club must seek permission from AFLQ/the Affiliate League to continue in the AFLQ/Affiliate League Competition. If such written approval is given, unless determined otherwise by AFLQ/the Affiliate

League, the Club will play for no Premiership Points until the debt is paid. Matches played under these conditions will be treated as a forfeit as per the Laws of Australian Football, 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.

- (f) At the discretion of the AFLQ/the Affiliate League, Clubs with outstanding AFLQ/Affiliate League debt may enter into a 'debt payment plan', subject to 50% of the debt being 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 paid in full by 31 October.

## 6. REGISTRATION, TRANSFERS, INELIGIBLE PLAYERS AND PLAYER MOVEMENT

### 6.1 Registration / permission to play

- (a) The Player registration process is outlined at section 3.2 of the National Handbook.
- (b) Playing an unregistered, ineligible and/or suspended Player will result in a severe Sanction, as determined by AFLQ/the Affiliate League, which may include the loss of Premiership Points for the Match in which the unregistered/suspended Player participated.

**(Penalty Units - 100 (plus a Sanction))**

- (c) Where an AFLQ/Affiliate League Competition has age eligibility requirements, every Club is responsible for citing proof of age documents for Players within that Competition. The following documents are acceptable to prove age:
  - (i) birth certificate;
  - (ii) baptism certificate;
  - (iii) baby health centre book;
  - (iv) drivers licence or permit;
  - (v) passport;
  - (vi) school identification card; or
  - (vii) statutory declaration.

## 6.2 Payment of Players – Senior Competitions

In every Senior Competition, where a Player is receiving payment from their Club or a benefit in lieu of payment, a copy of that player's Standard Player Declaration must be provided to AFLQ unless otherwise specified in the [AFL Queensland Total Player Payments Policy](#).

(Penalty Units - 30)

## 6.3 Payment of Players – Youth Competitions

- (a) Players participating in a Youth Competition are not to be paid (including benefits in lieu of monetary payments, with the exception of items noted at (b)).
- (b) Normal Match Day awards, trophy awards or assistance towards the purchase of playing equipment where financial hardship exists will be permitted.

## 6.4 Poaching of Players – Youth Competitions

Poaching of Players is not permitted between any Junior Clubs.

The act of Poaching a player may include, but not be limited to:

- (a) Any Person of a Junior Club communicating or making an approach to a player from another Junior Club with the intent to attract the player to their club whether that be with the Participant directly or their Parent/Guardian.
- (b) This may include the promise or incentives of team selection, pathway opportunities, and any items listed at 6.3 among other items.

Complaints relating to breaches of Section 6.4 should be directed to the relevant Competition Manager or Affiliate League.

Any Person found to be infringing this clause will incur a Sanction and may also be in breach of Child Safeguarding Policies. (Penalty Units – up to 300 (plus a Sanction))

## 6.5 Age eligibility – Senior Competitions

- (a) To play in a Senior Competition, the Player must be turning seventeen (17) years old in the year of Competition (applies to both males and females).
- (b) It is the responsibility of each Club to confirm Players are the right age to be eligible to compete in a Senior Competition.
- (c) In the event a Team loses its Premiership Points for playing an underage/overage, unregistered or suspended Player, the four (4) points will be awarded to the opposition Team who competed in the Match in which the breach occurred. The score line will be treated as a forfeit as per the Laws of Australian Football, however goal kicking and best and fairest votes for the opposing Team shall remain as recorded in the Match.

- (d) A Club may apply for a Player to be exempt from clause 6.5(a). Such application must be made in writing and delivered to the relevant Competition Manager. The success of such an application is at the discretion of the Competitions Manager – QLD.
- (e) In the absence of an age group within Regional or Affiliate League Youth Competitions, the Region/Affiliate League may seek permission from the Competitions Manager – QLD to lower the age noted at clause 6.5(a). Such requests should be made in writing, and any approval must also be provided in writing.
- (f) Clubs playing an ineligible Player will incur a Penalty and Sanction.  
**(Penalty Units - 100 (plus a Sanction))**

## 6.6 Dual Registrations

A Player cannot be registered with more than one Club at any time.

## 6.7 Player Movement Between Competitions

- (a) VFL and QAFL/QFA

For the movement of players between VFL and QAFL/QFA Clubs, refer to the [VFL & QAFL/QFA Free Agency and Player Interchange Agreement](#).

- (b) Youth and Senior Competitions

- (i) Age-eligible Youth Competition Players can play in a Senior Competition for the entire Season under a Season Permit. However, Players and Clubs are advised to review and satisfy the respective AFLQ/Affiliate League Youth Competition eligibility requirements for the Competition in which they are participating.
- (ii) A Season Permit will not be required where a Youth Competition Player is playing within a Senior Competition for the same Club that shares a common PlayHQ database.

## 6.8 Club Disbandment

Any Player registered with an AFLQ/Affiliate League Club that disbands, loses their Licence/Affiliation rights, or has its membership terminated by AFLQ/the Affiliate League shall be free to Transfer and register with any other AFLQ/Affiliate League Club without requiring approval from their original Club.

## 6.9 Deregistration

Players and Officials may be deregistered pursuant to section 7 of the National Handbook.

## 6.10 Cancelled player registration (Junior/Youth Competition Players only)

- (a) In order for a Club to cancel a Junior or Youth Competition Player's registration, they must submit a ['Player Registration Cancellation'](#) form to their Competition Manager, subject to the following:
  - (i) the form being submitted prior to 30 June; and
  - (ii) the relevant Player having played less than three (3) Matches.
- (b) Registrations to be cancelled pursuant to this clause will be processed on the last working day of March, April, May and June only.

## 6.11 Club amalgamations/mergers

In respect of AFLQ/Affiliate League approved Club amalgamations or mergers, Players and Officials registered with either of the Clubs involved shall automatically be deemed to be Players/Officials of the amalgamated/merged Club.

## 6.12 Transfers

- (a) The process and procedures for Transferring from one Club (**Source Club**) to another Club (**Destination Club**) are outlined at sections 3.3 to 3.6 of the National Handbook.
- (b) Despite section 3.3(b)(i)(B) of the National Handbook, Transfer Requests may be made to the Competitions Manager – QLD after 30 June where a Player:
  - (i) has enough Matches remaining in the Home and Away Season to become eligible to play Finals; and
  - (ii) has genuinely relocated to a new region due to them, their Partner or their parent/legal guardian (when under the age of eighteen (18)):
    - A. obtaining an internal work transfer (provided such employment was and remains full time); or
    - B. being required to by an education institution as part of full-time study requirements.
- (c) With respect to (b), the Transfer Request must be accompanied by a written statement from the relevant employer or education institution, verifying that the Player, their Partner or their parent/legal guardian is required to relocate to a new region due to work/study commitments.
- (d) In addition to a Source Club's right to refuse a Transfer Request pursuant to section 3.5 of the National Handbook, within six (6) calendar days of AFLQ/an Affiliate League being notified of a Transfer Request pursuant to section 3.3(a)(iii) of the National Handbook, AFLQ/the Affiliate League may refuse that Transfer Request where the Player making the application is:

- (i) under suspension;
  - (ii) financially indebted to AFLQ/the Affiliate League; and/or
  - (iii) under eighteen (18) years of age and does not have the supporting signature of their parent/guardian.
- (e) Pursuant to section 3.5(d) of the *National Handbook*, where:
- (i) a Player disputes a Transfer refusal; and
  - (ii) that Player and/or their Destination Club and Source Club have used their best endeavours to resolve the dispute
- the Player and/or their Destination Club may appeal the Source Club's Transfer refusal to the Appeal Board.
- (f) While an internal Club suspension is only a ground to refuse a Transfer when related to one of the grounds noted at section 3.5(b) of the *National Handbook*, the nature of that internal Club sanction may be taken into account by the Appeal Board.
- (g) If a Player and/or their Destination Club elects to appeal a Transfer refusal, the process is to be followed as per section 26 of the *National Handbook*, with the following additional requirements:
- (i) only one (1) appeal with respect to a Transfer refusal may be lodged per Season, per Player (note, this only relates to an appeal, a Player is not prevented from lodging more than one Transfer Request per Season);
  - (ii) no Notice of Appeal will be accepted after 31 July in any year;
  - (iii) pursuant to section 26.1(c)(i)(B) of the *National Handbook*, the Player/Destination Club must pay \$550.00 (inc GST) to AFLQ/the Affiliate League, with \$275.00 (inc GST) to be retained as an administrative fee and \$225.00 to be retained or refunded, dependent on the outcome of the appeal (i.e. if the appeal is successful, the \$225.00 will be refunded); and
  - (iv) AFLQ/the Affiliate League may determine to impose the same fee outlined at (iii), on the Source Club, at their discretion.

### 6.13 Permits

- (a) This clause must be read in conjunction with section 3.7 of the *National Handbook*.
- (b) Permit types

The type of Permits are outlined at section 3.7(b) of the *National Handbook*, however, in Queensland there are further nuances, as follows:

- (i) Game Permits:
  - A. are used in Junior Competitions for a Player to play with their direct opposition on Match day;

- B. may only be used to assist with Team size imbalance; and
  - C. are not permitted in Finals.
- (ii) Season Permits:
- A. are used for a Player to play with another Club/Team (other than the direct opposition on Match Day), usually for a period of time;
  - B. are commonly used for Youth Competition Players to play in a Senior Competition; and
  - C. require both the Source & Destination Clubs and AFLQ/the Affiliate League to approve the Permit in PlayHQ.
- (c) Permit Eligibility
- (i) A Permit system will only operate between AFLQ Licensed Clubs, Affiliate League Licensed Clubs, VFL Licensed Clubs for the purpose of the [VFL & QAFL/QFA Free Agency and Player Interchange Agreement](#)., and NTFL Licensed Clubs (using the PlayHQ system).
  - (ii) AFLQ Affiliate Players seeking to move from or to another league in another State must submit a Transfer as per clause 6.12 of these Rules and/or in accordance with the requirements of the *National Handbook* using the PlayHQ transfer system.
  - (iii) The Permit system outlined at (i) will allow for a Player to move between Clubs without obtaining a Transfer, from the commencement till the end of the Home and Away Season.
  - (iv) For a Season Permit to be valid, the Destination Club requires approval from the Source Club and the league, for each Match that the Player participates with the Destination Club.
  - (v) If any changes are required to a Season Permit at any time, the Source Club should contact the relevant Competition Manager for review.
- (d) Permit conditions

*Note: Unless otherwise stated, these conditions only apply to Community Competitions. For VFL players playing in the QAFL, please refer to the VFL & QAFL Free Agency and Player Interchange Agreement.*

- (i) Game Permits cannot be used for Finals.
- (ii) Season Permits may only be used in Finals if approved by the Competition Manager, with such approval only to be granted in the following circumstances:
  - A. a Youth Competition Player playing in a Senior Competition, for a Club with which their registered Club has an Aligned Club Relationship;
  - B. a Youth Competition Player playing QAFL Colts;
  - C. a Masters Competition Player playing in a Senior Competition;

- D. an approved Merged Team; or
- E. any other exceptional circumstance(s), as determined by the Competitions Manager - QLD.

*Note: Specific Competition finals eligibility requirements must also be satisfied as required.*

- (iii) Under no circumstance will a Senior Competition Player be permitted to play on any form of Permit in a Youth Competition.
- (iv) While Season Permits between Clubs within Queensland can be used, Players can only play in a Competition that is one (1) level below their usual Competition (as per the table below), unless they obtain Competition Management approval. This includes when the Players' usual Club is having a 'bye'.

Level	Primary Registered Club's Competition	
0	VFL	AFLW
1	QAFL Seniors	QAFLW Seniors
2	QFA Division 1 Seniors/ AFL Cairns Seniors/ QAFL Reserves	QFAW Division 1/QAFLW Reserves
3	QFA Division 2 Seniors/Reserves QAFL Colts QFA Division 1 Reserves AFL Cairns Development/Division 3 AFL Darling Downs AFL Capricornia AFL Townsville AFL Mt Isa AFL Mackay AFL Wide Bay	QFAW Division 2 AFL Darling Downs AFL Cairns AFL Capricornia AFL Townsville AFL Mt Isa AFL Mackay AFL Wide Bay
4	QFA Division 3	

*Example: A Player registered to a Club in a 'Level 2 Competition' (QFA Division 1) cannot, without prior approval from their respective Competition Manager, play in a 'Level 4 Competition' (QFA Division 3).*

- (v) Where a Player is required to relocate regions for educational purposes during the Season or is subject to a 'fly-in, fly-out' work situation, they may be granted a Season Permit to play with an alternate Club, subject to endorsement from both Clubs and AFLQ/the Affiliate League. The Season Permit:
  - A. will last until the Player ceases their commitments with the educational institute/employer; and
  - B. is subject to any relevant regulations determined by the parties, including participation in Finals.

## 6.14 Providing false or misleading information in relation to a Registration, Transfer or Permit

Pursuant to section 3.10(a)(ii) of the National Handbook:

- (a) A Player who gives false or misleading 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 AFLQ/the Affiliate League.
- (b) Any application granted as a result of a Player providing false or misleading information shall be void.
- (c) If a Player:
  - (i) obtains a Permit on the basis of false or misleading information; or
  - (ii) plays in any way contrary to the Permit regulations;a Sanction may be imposed.
- (d) It is the Source Club's 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 Sanction to the Source Club.
- (e) Where a Club:
  - (i) plays a Player, who has provided false or misleading information in relation to their registration, a Transfer or a Permit;
  - (ii) knowingly plays a Player who has not met the relevant Permit or eligibility requirements;
  - (iii) knowingly falsifies a Team Sheet; or
  - (iv) plays a Player under a false or different name;such Club may be liable to lose Premiership Points and be subject to any such further Sanction as AFLQ/the Affiliate League determines.

**(Penalty Units - 50 to 300 (plus a Sanction))**

## 7. MATCH DAYS

### 7.1 Matches to be played in accordance with the Laws of Australian Football

Unless stated otherwise, all Matches shall be played in accordance with the Laws of Australian Football, subject to any additions and/or amendments under these Rules (see law 2.2 of the Laws of Australian Football).

### 7.2 Football specifications

(a) General

(i) Senior Competitions

Each Season, Competition Managers will advise Clubs of the specific requirements in relation to the use of match footballs (i.e. old or new, red or yellow, sponsor branding, quantity per game, etc...).

(ii) SEQJ Competitions

As a minimum, for each Home and Away Season Match, Clubs must supply one (1) McDonalds branded football per team

(b) Football sizes (note, if a Competition is not specified, please consult AFLQ or the relevant Affiliate League):

Senior Competitions	
Size 5	All Mens
Size 4	All Womens
Youth Competitions	
Size 5	U17, U15 Boys
Size 4	U17, U15 Girls / U13 Mixed
Size 3	U13 Girls
Junior Competitions	
Size 3 leather	U11 Mixed
Size 2 synthetic	U11 Girls / U10, U9 Mixed
Size 1 synthetic	U9, U8 Girls / U8 Mixed

(c) Finals

During Finals series, AFLQ/the Affiliate League will provide footballs to be used for each Match.

(d) Branded footballs

Clubs must seek the approval of their respective Competition Manager prior to using a football that is:

- (i) not supplied by AFLQ/the Affiliate League;
- (ii) is a different colour to the Competition standard; or
- (iii) has branding applied (other than Sherrin or the branding of a Competition sponsor).

(Penalty Units - 20)

### 7.3 Delayed Match

- (a) Pursuant to law 11.2 of the Laws of Australian Football, any Team not ready to commence a Match within twenty (20) minutes of the scheduled start time shall forfeit the Match, unless an alternative agreement is reached between the competing Teams and Competition Manager/Controlling Body.
- (b) If a Match is delayed due to one or both of the Teams failing to enter the Playing Arena on time with no reasonable explanation (see (c)), in addition to any Penalty Units issued or Sanction imposed pursuant to these Rules, the relevant Club(s) will receive the following penalty:
  - (i) if the delay exceeds five (5) minutes but is less than ten (10) minutes - **Penalty Units - up to five (5)**; or
  - (ii) if the delay is more than ten (10) minutes but less than fifteen (15) minutes - **Penalty Units - up to ten (10)**; or
  - (iii) if the delay is more than fifteen (15) minutes but less than twenty (20) minutes - **Penalty Units - up to thirty (30)**.
- (c) Where a Team:
  - (i) is required to travel a long-distance for a Match and they are delayed due to traffic conditions; or
  - (ii) is unable to attend the Match due to other exceptional circumstances outside of their control;

the Competition Manager should be contacted and, if needed, reschedule the Match.

## 7.4 Match forfeit

The consequences of a Match forfeiture are provided at law 11.2.2 of the Laws of Australian Football, with the following additions/amendments:

- (a) Whilst a forfeiting Team does not submit a Team Sheet, the opposing Team should for the purpose of Finals qualifications - the Team Sheet should be submitted prior to the scheduled start time of the Match or as per clause 7.7 of these Rules.
- (b) With respect to Youth Competitions, law 11.2.2(b) of the Laws of Australian Football will not apply and instead, the percentage of the Team that did not forfeit the Match will be awarded a score of sixty (60) points 'for' and the Team that forfeited the Match is awarded a score of sixty (60) points 'against'.
- (c) Should a Team forfeit a Match during Finals, that Team will forfeit their position within the Finals series.
- (d) Should a Team forfeit a Match, the Club will incur a fine of the following applicable Penalty Units:
  - (i) QAFL Seniors, QAFLW Seniors and QFA and QFAW Division 1 Seniors – **200 Penalty Units**;
  - (ii) QFA Division 3 and all Senior Competition Reserve Grades – **100 Penalty Units**;
  - (iii) QAFL Colts, QFAW Division 2 and Affiliate League Senior women Competitions – **100 Penalty Units or the cost of Umpires (whichever is greater)**; and
  - (iv) Youth Competitions – **20 Penalty Units**.
- (e) Where a Club has forfeited three (3) Matches within the same Competition within a Season (for clarity, Senior, Reserves and Colts Grades are considered the same Competition), AFLQ/the Affiliate League:
  - (i) will review the Club's Licence to play in all AFLQ/Affiliate League Competitions; and
  - (ii) may determine to exclude that Club from that Competition for the remainder of the Season.
- (f) If a Club advises AFLQ/the Affiliate League of a forfeit prior to 9:00am on the Friday preceding the Match, the Penalty Units outlined at (d) shall be halved.
- (g) In Senior Competitions (including all Senior, Reserves and Colts Grades), a Team must be ready to commence a match with at least 14 (fourteen) players, otherwise the match will be forfeited.

## 7.5 Incomplete, suspension and/or cancellation of Matches

- (a) The cancellation, postponement or suspension of any Match must be done in consultation with the relevant Competition Manager and Club representatives. If the Competition Manager is unavailable, Match Officials/Umpires will liaise with Club representatives directly.

- (b) Incomplete Matches

For the rules governing incomplete Matches, refer to law 11.3 of the Laws of Australian Football.

Further, AFLQ's philosophy is that all parties must pursue all possibilities for a Match to be completed under its natural conditions wherever possible. Only where circumstances become unreasonable or untenable should a Match become incomplete. Consideration should be given to:

- (i) time of day, expected finish time and the schedule of other Matches at the venue;
- (ii) playing conditions, including weather, suitable ground lighting and quality of the Playing Surface;
- (iii) Officials, Players and staff availability and/or travel constraints; and
- (iv) overall wellbeing and welfare of the Players and Officials.

- (c) Cancelled Matches

Where a Match is cancelled:

- (i) It must be rescheduled within two (2) weeks and by agreement between AFLQ/the Affiliate League and the two (2) competing Teams. For clarity, the Match is not required to be played within two (2) weeks but must be rescheduled within that period.
- (ii) In the event the competing Teams cannot reach agreement on a rescheduled Match, AFLQ/the Affiliate League will either reschedule the Match as they deem appropriate or declare a draw.
- (iii) If AFLQ/the Affiliate League determines it is not possible to reschedule a Match due to circumstances beyond the control of all parties involved:
  - A. the result will be a draw, with two (2) Premiership Points being awarded to each Team; and
  - B. Clubs will be permitted to enter a Team Sheet for Matches that cannot be rescheduled under the direction of the relevant Competition Manager (Team Sheets must be submitted within fourteen (14) days of the originally scheduled Match).

## 7.6 Match timing

- (a) As per law 10.1.3 of the LOAF, the time of quarters and intervals for AFLQ Competitions are as follows:

Competition	Time of Quarters	Time of Breaks (quarter time / half time / three quarter time)
QAFL	20 minutes plus time on	6/20/6
QAFL Reserves	25 minutes (no time on)	5/15/5
	Finals: 17 minutes plus time on	
QFA Division 1 Seniors	20 minutes plus time on	5/15/5
QFA Division 2 Seniors	17 minutes plus time on	5/15/5
QFA Division 1 & 2 Reserves	20 minutes (no time on)	5/15/5
	Finals: 15 minutes plus time on	
QFA Division 3 & 4	20 minutes (no time on but clock stops for yellow / red cards and stretchers).	5/15/5
	Finals: 15 minutes plus time on	
QAFL Colts	20 minutes (no time on)	5/15/5
	Finals: 15 minutes plus time on	
QAFLW	17 minutes plus modified time on	5/15/5
QFAW D1 Seniors & QAFLW Reserves	17 minutes (no time on)	5/10/5
	Finals: 15 minutes plus modified time on	
QFAW D2, QFA Inclusion League	15 minutes (no time on)	5/10/5
	Finals: 13 minutes plus modified time on	
U13M, U13G, U15B, U15G, U17G	15 minutes (no time on)	5/10/5
	Finals: 13 minutes plus modified time on	
Under 17 Boys	20 minutes (no time on)	5/10/5
	Finals: 17 minutes plus time on	
<b>Regional &amp; Affiliate Leagues – Recommended only</b>		
Senior Men	17 minutes plus time on	5/15/5
Reserves Men	17 minutes (no time on)	5/15/5
	Finals: 15 minutes plus modified time on	
Women	15 minutes (no time on)	5/10/5
	Finals: 13 minutes plus time on	
U17	17 minutes (no time on)	5/10/5

- (b) Appointment of Timekeepers

- (i) During the home & away season, Timekeepers will be provided by Clubs. as per law 10.2.1(b) of the Laws of Australian Football. At a minimum, the Home Team will be required to appoint a Timekeeper.
- (ii) Although it is not compulsory for an Away Team to provide a Timekeeper, it is strongly recommended.

- (iii) If the Home Team fails to provide a Timekeeper, their Club will incur a penalty in line with the applicable Penalty Units, unless alternate arrangements have been made in advance. (Penalty Units - 20)

(c) Timekeeper duties

Timekeeper duties are provided at law 10.2.2 of the Laws of Australian Football. Pursuant to law 10.2.2(f), Timekeepers must record all the relevant details as required on the Timekeeper's sheet.

(d) Club timekeeping obligations

- (i) Each Club shall supply a clock or stopwatch to its Timekeeper.
- (ii) All Clubs must ensure the Timekeeper's box is suitably situated to ensure they have an unimpeded view of the entire Playing Surface.
- (iii) All venues where AFLQ/Affiliate League Matches are played shall have:
  - A. a siren of a type approved by AFLQ/the Affiliate League; and
  - B. a bell or alternate sounding device in the event the primary siren fails.

(e) Modified time-on procedure

Regional Competitions and AFLQ/Affiliate League women's Competitions may formally adopt the following modified time on procedures:

- (i) When a behind is scored:
  - A. time is stopped once the Goal Umpire signals a behind; and
  - B. time is restarted when the opposing Team brings the ball back into play.
- (ii) When a goal is scored:
  - A. time is stopped once the Goal Umpire signals a goal; and
  - B. time is restarted once a ball up recommences the Match in the middle of the ground.
- (iii) When there is a 'significant' delay in a Match, the Field Umpire will signal with two 'long whistles' and a raised arm, to the Timekeeper for time-on to be applied. A significant delay may include:
  - A. a delay of more than thirty (30) seconds following the ball leaving the Playing Surface over the boundary line;
  - B. an injured Player being attended to by a Trainer/First Aid Officer within the vicinity of play;
  - C. an injured Player requiring a stretcher to remove them from the Playing Surface;
  - D. Umpires issuing a Card; or
  - E. an Umpire declaring that a Player has deliberately wasted time.

## 7.7 Team Lists / Team Sheets

- (a) Prior to every Match, each Team shall input their Team List as required, via PlayHQ.
- (b) Team Sheet details/requirements
  - (i) The details to be included on a Team Sheet are outlined at law 5.3.1 of the Laws of Australian Football.
  - (ii) In addition to submission of the Team Sheet to the Umpire pursuant to law 5.3.2 of the Laws of Australian Football, each Team must also provide their Team Sheet to the opposition's Team Manager.
  - (iii) All Players listed on the Team Sheet must be at the Match venue, dressed in Playing Apparel, located within the vicinity of the Playing Arena and ready to enter the Playing Surface if called upon.
  - (iv) Unless specified otherwise by AFLQ/the Affiliate League, Team Sheets can list up to twenty-two (22) players, plus four (4) Emergency Players, with the exception of:
    - A. AFLQ/Affiliate League women's Competitions – twenty-one (21) Players plus four (4) Emergency Players; and
    - B. Youth Competitions - as defined in clause 17.5(d).
- (c) For AFLQ/Affiliate League Competitions (other than the QAFL and QAFLW Seniors), Team Lists must be submitted via PlayHQ no later than thirty (30) minutes prior to the scheduled start of a match.
- (d) QAFL & QAFLW Seniors, Reserves & Colts Team Lists must:
  - (i) where a Match is being played on a Saturday, be submitted into PlayHQ by no later than 10:00AM on the Friday prior;
  - (ii) where a Match is being played on any day other than a Saturday, be submitted by at least twenty-four (24) hours prior to the scheduled Match commencement time; and
  - (iii) comply with the relevant PPSP and include:
    - A. Twenty-two (22) players in position and four (4) Emergency Players for QAFL Senior Matches; or
    - B. Twenty-one (21) players in position and four (4) Emergency Players for QAFLW Senior Matches.

*Note: A selected player cannot be replaced on the Team Sheet by a player not listed as an Emergency player, without penalty.*

**(Penalty Units – 20)**

- (e) QFA Division One & Division Two Seniors Team Lists must:
  - (i) Comply with the relevant PPSP and include:
    - A. A minimum of twenty-two (22) Players.
- (f) With respect to Youth Competitions and the under 11 mixed and girls age groups within the Junior Competition:
  - (i) any Player arriving after the commencement of the third quarter cannot participate in the Match;
  - (ii) participating Officials are limited to and therefore noted on the Team List / Team Sheet:
    - A. Coach;
    - B. Assistant Coach (an additional Assistant Coach is permitted if that additional Assistant Coach is female);
    - C. Runner;
    - D. Ground Marshall; and
    - E. First Aid Officer.
  - (iii) Team Sheets must be signed by all Players, the Ground Marshall and First Aid Officer.
  - (iv) Players arriving late (but prior to commencement of the third quarter) will not be permitted to participate in the Match until they have been checked by the Field Umpire and signed the Team Sheet, which can only be done in the quarter and half-time breaks.
- (g) The Competition Manager and/or Umpires can remove a Player's name from a Team List or Team Sheet if they believe the Player and/or Club are not compliant with the rules as outlined under this clause.
- (h) During Finals, Team Lists must be submitted by:
  - (i) 10:00 am on the Friday where the Match is being played on a weekend; or
  - (ii) twenty-four hours prior to the scheduled start time where the Match is being played on a weekday; and
  - (iii) must include up to four (4) Emergency Players

**(Penalty Units – 20, for any general breaches of this clause 7.7)**

- (i) Falsifying Team Sheets will result in the following Penalty Units being issued and potentially a further Sanction, at the discretion of the Competition Manager, and may also result in player de-registration.

**(Penalty Units - 300 (and a Sanction))**

## 7.8 Pre-match, Interchange Players & Late changes

- (a) Teams shall be permitted to warm up until the two-minute warning sirens are sounded. Players must move into their positions immediately following the toss.  
(Penalty Units - 5)
- (b) It is the responsibility of each Team to ensure that its captain is at the centre circle prior to the two-minute warning siren.  
(Penalty Units - 5)
- (c) Where a Player is listed as an Interchange Player, they may enter the Playing Surface prior to the Match but must leave the Playing Surface at the sound of the first series of two sirens - which occurs two (2) minutes prior to the commencement of the Match.  
(Penalty Units - 5)
- (d) Emergency Players may enter the Playing Surface (and therefore Playing Arena) prior to the Match but if not required for the Match, must leave the Playing Arena at the sound of the first series of two sirens - which occurs two (2) minutes prior to the commencement of the Match.  
(Penalty Units - 5)
- (e) A Team may amend the Team Sheet up to two (2) minutes prior to the scheduled start time of a Match, provided the Player to be replaced is injured or medically unfit to play. The Umpires and opposition Team must be informed immediately of the change, and the changes should also be made to the Team Sheet.
- (f) Where an Emergency Player replaces a Player initially listed on the Team Sheet:
  - (i) the amendment to the Team Sheet shall be made in consultation with the Competition Manager or the Field Umpire/s; and
  - (ii) the following Persons must be informed:
    - A. Opposition Team Manager;
    - B. Timekeepers (for both Teams);
    - C. Ground Announcers and Commentators (if applicable); and
    - D. Match Manager (if applicable).

## 7.9 Interchange operation and breaches

- (a) This section should be read in conjunction with law 7 of the Laws of Australian Football.
- (b) The Interchange Area shall be clearly marked in white or yellow paint, as illustrated in the [AFL Preferred Facility Guidelines](#).
- (c) The respective Team Managers are responsible for and must advise the Timekeeper(s) to record the following:
  - (i) Any jumper changes during a Match;
  - (ii) Players sent off under the White, Yellow or Red Card system;
  - (iii) Players leaving the Playing Surface under the Blood Rule; and
  - (iv) Players leaving the Playing Surface on a stretcher or as a result of a stretcher being called in accordance with law 7.3 of the Laws of Australian Football.
- (d) Law 7.2(b) of the Laws of Australian Football outlines the consequences where a Player does not leave or enter the Playing Surface as specified under law 7.2(a).
- (e) More generally where AFLQ or affiliate does or does not supply an interchange steward or emergency umpire and a clear breach of law 7.2(b) occurs, that Player is unable to re-enter the Playing Surface for the remainder of the Match (unless the Player left the field on a stretcher pursuant to law 7.3 of the Laws of Australian Football).

**(Penalty Units - 20 (and a Sanction))**

- (f) Where a breach of this clause or law 7 of the Laws of Australian Football occurs, a Sanction will be imposed and AFLQ/the Affiliate League may determine the matter by way of a fine, reversal of Match result or other Sanction as it deems appropriate.

**(Penalty Units - 20 (and a Sanction))**

## 7.10 Live Scoring and Match Day Paperwork

- (a) For all Senior Competition Matches, the Home Team is responsible for undertaking the duty of live scoring. Prior to leaving the venue, the Away Team must provide all required results information to the Team Manager of the Home Team.
- (b) As soon as possible after completion of the Match, the Home Team must update PlayHQ with the Match result, which must include the following:
  - (i) quarter by quarter scores; and
  - (ii) for Senior Competitions, both Team's goal kickers and best players (note, the Home Team has until 10:00am the following day to enter these).
- (c) If there is any delay with the Home Team updating PlayHQ with the Match results, their Club must notify the respective Competition Manager as soon as possible.

- (d) The Away Team must ensure all data entered in PlayHQ is true and accurate following the Match. Any discrepancies should be brought to the attention of the relevant Competition Manager.
- (e) Match Day Paperwork for Matches officiated by Club Umpires must be submitted online, no later than 10:00am the day following the Match, by the Home Team's Club.

(Penalty Units – 20 - for any breaches of clause 7.10)

## 7.11 Apparel

- (a) AFLQ Apparel Licensees
    - (i) All Playing Apparel is to be purchased from AFLQ Apparel Licensees, as outlined within the [AFL Queensland Apparel Guidelines](#).
    - (ii) The AFLQ logo is the intellectual property of the AFL and cannot be reproduced by any unlicensed supplier. In addition to not being permitted to wear Playing Apparel from an unlicensed supplier, Penalty Units will be issued where a Club purchases any apparel from an unlicensed supplier which includes the AFLQ logo.
- (Penalty Units - up to 300)
- (b) Variation of Playing Apparel
    - (i) Where a Club wishes to alter or vary its colours, uniform, or design and/or Club emblem, they must apply to AFLQ/the Affiliate League before making any variation or alteration.
    - (ii) Before an Affiliate League approves an application pursuant to clause 7.11(b), it must seek the consent of AFLQ.
  - (c) Colour of playing shorts
    - (i) The colour of playing shorts will be determined by AFLQ/the Affiliate League.
    - (ii) White shorts are to be worn by the Away Team in all mixed and male AFLQ/Affiliate League Competitions, unless approved by the Competition Manager prior to the commencement of the Season.
    - (iii) White shorts are not permitted in women's AFLQ/Affiliate League Competitions.
  - (d) Uniform clashes
    - (i) In the event of a uniform clash, the Away Team is responsible for arranging an alternative strip.
    - (ii) Determination of a clash between Teams is at the discretion of the Competition Manager and shall be determined and communicated prior to the Season starting and/or in the week leading-up to the match.
    - (iii) As an option, clubs can contact AFLQ/the Affiliate League where this situation arises and seek the use of alternative jumpers.

- (iv) Clubs failing to source and/or wear a clash strip, when directed by AFLQ/the Affiliate League, may be subject to Penalty Units being issued.

(Penalty Units - 100)

(e) AFL Queensland Apparel Guidelines

- (i) It is imperative for the professional presentation of Australian Football that Players comply with the [AFL Queensland Apparel Guidelines](#), including the requirements relating to the size of logos on Playing Apparel.

(Penalty Units - 5 per Player in breach)

- (ii) At any point, AFLQ/the Affiliate League may enter into a commercial relationship with a sponsor/partner that requires a logo or corporate branding to be incorporated onto Playing Apparel. Clubs will be notified of these requirements by their respective Competition Manager and may be required to comply within a timely manner.

- (iii) All Players must wear the jumper number as listed on the Team Sheet.

(Penalty Units - 10 per Player in breach)

(f) Undergarments, strapping and Protective Equipment

- (i) Undergarments, such as lycra shorts or compression garments, are permitted to be worn under shorts and jumpers as follows:

- A. For all competitions outside of the QAFL and QAFLW, undershorts may be worn but must be black or beige in colour.
- B. For QAFL and QAFLW competitions, undershorts may be worn but are not to be longer than playing shorts.
- C. Long sleeve undergarments/undershirts must be either the same colour as the main jumper colour, black or beige.
- D. Sleeveless undershirts may be worn but short sleeve undergarments or t-shirts are not permitted.

(Penalty Units – 10 per Player in breach)

- (ii) Boots, jewellery and Protective Equipment

- A. The requirements with respect to the wearing of boots, jewellery and Protective Equipment during a match are provided at law 9 of the Laws of Australian Football.
- B. Players can apply to AFLQ/the Affiliate League for permission to wear Protective Equipment during a match.

- (iii) Spectacles

Players wishing to wear spectacles during Matches and training sessions should wear spectacles with plastic frames and plastic lenses. A band must also hold the spectacles securely. Approval to wear spectacles that do not have plastic frames and plastic lenses must be sought in writing from the Competition Manager.
- (g) Seeking exemption from Playing Apparel requirements
  - (i) Players may apply to the relevant Competition Manager for an exemption from Playing Apparel requirements, on the basis of medical or religious grounds.
  - (ii) The success of such application is at the discretion of the Competition Manager.
- (h) The relevant Competition Manager will determine Playing Apparel for Teams during Finals. Unless otherwise determined, the higher ranked Team shall wear their Home Team uniform and the lower ranked Team shall wear uniforms applicable as the Away Team.

## 7.12 Club criticism

- (a) No Person shall engage in public criticism of Umpires, AFLQ or an Affiliate League. For clarity, criticism via social media will be deemed public criticism.

(Penalty Units - up to 300 and or Sanction)
- (b) Should any Person have concerns regarding Umpires, such concerns are to be communicated in writing on club letterhead or via email, and addressed to the relevant Competition Manager, via their Club. No verbal discussion in relation to the Umpires performance is to be tolerated on a Match Day.

## 7.13 Admission to Grounds

- (a) Admission prices to the public sections of Club grounds, while AFLQ/Affiliate League Matches are being played, will be advised by AFLQ/the Affiliate League prior to the commencement of the Season.
- (b) For AFLQ Senior Competitions, the maximum admission prices for Home and Away Season Matches in 2026 are (subject to Council approval where it is a Council managed ground):
  - (i) Adults - eight dollars (\$8);
  - (ii) Concession - three dollars (\$3); and
  - (iii) Under 16 - free.
- (c) For Finals, AFLQ/the Affiliate League will set admission prices with respect to each Competition it manages.
- (d) For SEQ Competitions, all Persons listed on a Team Sheet, as well as AFLQ/Affiliate League Officials, Umpires and Umpire Officials are exempt from paying entry fees to community grounds for any AFLQ Match (including Finals).

- (e) Parking fees are subject to the respective club's discretion.

(Penalty Units - 10)

## 7.14 Order Off Rule

- (a) Application

Law 23 of the Laws of Australian Football is applicable to all Competitions in Queensland, with the exception of the QAFL and QAFLW Seniors.

- (b) All Players (including Interchange Players) and Officials may be issued a Yellow or Red Card.

- (c) When Yellow or Red Cards may be issued:

- (i) A Field Umpire must issue a Yellow Card when a Player or Official has:

- A. breached the Laws of Australian Football generally and given away a free kick in a deliberate, intentional, reckless, or undisciplined manner; or
- B. committed a Reportable Offence; or
- C. behaved in a manner that the Umpire believes is detrimental to the Match; or
- D. been advised by a Goal or Boundary Umpire that a Player/Official has engaged in any of the conduct noted at A. – C. above; and
- E. the Player or Official has not engaged in conduct which warrants the issuing of a Red Card (see clause 7.14(c)(ii)).

- (ii) A Field Umpire must issue a Red Card when:

- A. the Player/Official has committed a Reportable Offence listed at law 23.2 of the Laws of Australian Football;
- B. they are of the reasonable opinion that a Player or Official has committed a Reportable Offence that was serious in nature (i.e. a Reportable Offence that may result in a suspension of four (4) or more Matches); or
- C. the Goal or Boundary Umpire has described an incident which meets either of the above descriptions.

- (iii) If there is any doubt as to whether a Yellow or Red Card should be issued, a Yellow Card should take precedence.

- (d) Process following a Yellow or Red Card being issued:
- (i) Where a Field Umpire has determined to issue a Yellow or Red Card, they must:
    - A. show the Yellow/Red Card to the offending Player/Official;
    - B. point to the Interchange Area;
    - C. escort (from a safe distance) the Player/Official to the Interchange Area;
    - D. show the Yellow/Red Card to the Timekeepers and Team Managers; and
    - E. put the Player/Official on Report, if Carded pursuant to clause 7.14(c)(i)(B) or 7.14(c)(ii).
  - (ii) Where a Player/Official has been issued a Yellow or Red Card, they must exit the Playing Surface through the Interchange Area and remain off the Playing Surface (i.e. not inside the Boundary Line) for:
    - A. Yellow Card - fifteen (15) minutes of elapsed game time (Intervals are not included) and the Player may be replaced immediately; or  
*Note: if the Player/Official fails to leave the Playing Surface under direction from the Umpire, they may then receive a Red Card.*
    - B. Red Card – remainder of the Match, however, they may be replaced by another Player/Official after fifteen (15) minutes of elapsed game time (unless they are a Runner). If an Interchange Player was Red Carded, another Player for that Team must be removed from the Playing Surface for fifteen (15) minutes of elapsed game time. For clarity, the Interchange Player cannot return to the Playing Surface for the remainder of the Match.  
*Note: if a Coach has been Red Carded refer to clause 7.14(g).*
  - (iii) With respect to clause 7.14(d)(ii), the fifteen (15) minutes of elapsed game time is to commence when the Match resumes play following the Player/Official being Carded. Elapsed game time is a flat 15min regardless of if time-on/off procedures are being used. It does not include match intervals/breaks.  
*Example: If a player receives a Yellow Card and play resumes at 3.05pm, the player will be allowed to return to play at 3.20pm, provided there are no intervals/breaks during this period of time.*

- (iv) Following the Field Umpire showing the Yellow/Red Card to Timekeepers, the Timekeepers must:
  - A. acknowledge the Field Umpire's signal (via reciprocal showing of the Card if available);
  - B. on the provided Timekeeper sheets, make note of the time of send-off, time of return (if a Yellow Card) and if a Player, their number; and
  - C. if a Yellow Card, ensure that the Player/Official does not return to the Playing Surface for fifteen (15) minutes of elapsed playing time (excluding intervals) and if a Red Card, for the remainder of the Match (note, a Red Carded Player/Official may be replaced after fifteen (15) minutes of elapsed playing time unless they are a Runner).

*Note: if the Timekeeper is not in the vicinity of the Team bench, the Team Manager's will need to monitor this.*

- (e) An Umpire has the right to review and Report a Yellow Carded Player post-Match.
- (f) Coaches
  - (i) If a Coach is Red Carded and they are not listed on the Team Sheet as a Player, they must spend the remainder of the Match in their Team's change room or leave the venue.
  - (ii) If a Player is Red Carded for a playing offence, and they are also on the Team Sheet as a Coach, they may remain on the bench and can give instructions to the Runner, however, they cannot enter the Playing Surface at any of the breaks in play. For clarity, (i) will apply if they were issued a Red Card for a non-playing offence.
- (g) If a Player/Official is issued a Red Card, that Red Card does not apply to any other Match that day unless that Player/Official has accepted a suspension prior to participating in that Match (refer to s27.1 of the National Handbook for the conditions of any suspension).

### 7.15 Coaching Box - White Card System

- (a) Unacceptable behaviours within the Coaching Box may be managed by the Umpires pursuant to the [Coaching Box \(White\) Card System](#).
- (b) Where a Coach receives a third (3<sup>rd</sup>) White Card in a Match, that third (3<sup>rd</sup>) White Card will be upgraded to a Red Card and clause 7.14(g) will apply.
- (c) The Match Review Panel will be advised of all White Cards issued.

## 7.16 Neutral Venue processes

Where a Match is played at a Neutral Venue, the Team listed first will:

- (a) use the Home Team changerooms; and
- (b) assume responsibility for all Home Team responsibilities as per clause 8.1 of these Rules.

## 7.17 Practice Matches

- (a) To register, request umpires and play a Practice Match, Clubs must submit details to AFLQ/the Affiliate League for sanctioning by 12:00pm on the Friday, one (1) week before the Match via the prescribed form.
- (b) AFLQ/the Affiliate League will not approve a twilight or night Practice Match unless the Home Team's Club has provided AFLQ/the Affiliate League with an up-to-date lighting audit (as per clause 13.7(c)(ii)).
- (c) Conducting a Practice Match without prior approval from AFLQ/the Affiliate League will result in Penalty Units being issued.  
**(Penalty Units - up to 300)**
- (d) In advance of playing a Practice Match, a ground inspection must have been conducted in accordance with the insurer's requirements (all normal Match and ground standards/conditions apply in Practice Matches including goal posts being padded, grass mowed, lines clearly marked, Team Sheets shared, etc...).

## 7.18 Match Day Checklist

[A Match Day Checklist](#) as supplied by AFLQ's insurer (Marsh) must be completed using the online form prior to the commencement of the first Match at any venue, on any Match Day. Both Competing Clubs must sign off on the Match Day Checklist.

**(Penalty Units - 100)**

## 7.19 People authorised to enter the Playing Arena and/or Playing Surface

- (a) Only the following people may enter the Playing Surface during the progress of a Match:
  - (i) Players (who are listed on the official Team Sheet);
  - (ii) AFLQ or Club-appointed Umpires;
  - (iii) Ground Marshall (if requested by an Umpire);
  - (iv) Team Runner;
  - (v) Water Carriers/Trainers/Medical Staff listed on the Official Team Sheet.
- (b) The following people may enter the Playing Arena (but not the Playing Surface) during the progress of a match:
  - (i) Coaching Staff (within the designated area)
  - (ii) Accredited Photographers
  - (iii) AFLQ Staff
  - (iv) Umpire Coaches and/or Mentors
- (c) At intervals/breaks, the above does not apply as all spectators are allowed to enter the Playing Surface.
- (d) For Finals Series matches, spectators may or may not be allowed on the Playing Surface during breaks/intervals at AFLQ's discretion.
- (e) In extenuating circumstances, AFLQ, Umpires and/or the Ground Marshall may allow Coaches/Team Officials onto the Playing Surface if there is an extended stoppage.
- (f) Spectators, parents and any other people not listed above are not to enter the Playing Arena at any time whilst a match is in progress. Any breach of this requirement will be investigated and result in a Sanction/Penalty.

## 8. OFFICIALS

### 8.1 Home Team responsibilities

- (a) Before each Match, the Home Team must confirm:
  - (i) the [Match Day Checklist](#) has been completed and signed by both Teams;
  - (ii) all rooms (including Umpire rooms) are open and clean with all toilet and shower facilities in full working order;
  - (iii) match footballs have been provided to the Umpires;
  - (iv) line marking on the Playing Surface is complete, inclusive of the Interchange Area;
  - (v) a stretcher (approved type – refer clause 8.3(g)(i)) is clearly visible at the Interchange Area;
  - (vi) goal post padding is in place;
  - (vii) an emergency siren/bell/air horn is on standby;
  - (viii) scoreboard is ready and scorers are organised;
  - (ix) spare footballs are available;
  - (x) Coaches' boxes are open and ready; and
  - (xi) Timekeepers are organised and ready.
- (b) During the Match, the Home Team must ensure:
  - (i) drinks are provided for Umpires at all intervals;
  - (ii) ice is available; and
  - (iii) changerooms are always monitored and/or secure (liaise with Away team as necessary).

### 8.2 Runners

- (a) Age requirement

Runners appointed in Youth and Senior Competitions must be at least fourteen (14) years of age on the day of the relevant Match.

**(Penalty Units - 10)**

- (b) Attire

- (i) Senior Competitions

Runners must wear a pink runner shirt, and pink runner shorts, or as otherwise advised or supplied by AFLQ/the Affiliate League.

(ii) Youth Competitions

Runners must wear a pink bib (approved by AFLQ and displaying an approved AFLQ logo), over Club polo shirt.

(iii) Runners must wear appropriate footwear (i.e. enclosed shoes which allow running at a fast pace) and socks (football socks are prohibited).

(iv) If wearing a hat, it must be of official Club apparel or plain white or black.

(Penalty Units - 20)

(c) Number of Runners

(i) Each Team shall be entitled to use one (1) Runner.

(ii) The Runner's name must be included on the Team Sheet in the appropriate place.

(iii) For each Team's Runner, access to and from the Playing Surface is directly from their respective Coaches' Box (i.e. they do not have to use the Interchange Area).

(Penalty Units - 20)

(d) Duties

(i) The Runner's sole role is to deliver messages from Coaches to Players. The Runner may enter the Playing Surface at any time during a match however, there are some restrictions:

A. Runners are not allowed inside the centre square when umpires are starting/restarting play with a ball-up;

B. Runners are not allowed inside the 50-metre arc at full back kick-ins

(ii) The Runner must immediately vacate the Playing Surface once a message has been delivered to a Player/s.

(iii) The Runner is not permitted to stay on the Playing Surface to coach, barrack, interfere or impede play.

(iv) The Runner must not engage verbally with any opposition player in any way.

(v) The 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 their duties. This includes physically restraining their own Players for any reason.

(vi) In Senior Competitions, Runners are permitted to carry water bottles whilst delivering messages, with the exception of the following Competitions:

A. QAFL Seniors;

B. QAFLW Seniors; and

C. other Competitions as stipulated by Affiliate Leagues.

### 8.3 Water Carriers, Trainers & First Aid (inc. Medical Officers & Physiotherapists)

- (a) Water Carriers & Trainer eligibility
  - (i) Junior and Youth Competitions
    - A. Water Carriers and Trainers are not permitted in Youth or Junior Competitions.
    - B. In cases of extreme heat, Runners are permitted to carry water in Youth Competitions. Please refer to AFL Queensland's [Extreme Heat Policy](#).
  - (ii) Senior Competitions:
    - A. Water Carriers must be at least fourteen (14) years of age on the day of the relevant Match.
    - B. Each Team must provide a minimum of one (1) qualified/accredited Trainer for each Match. Should a Team be unable to comply, they must advise AFLQ/the Affiliate League by 12:00pm on the Friday preceding the Match.
    - C. Teams are only permitted to have a combined maximum total of six (6) Water Carriers and Trainers.
- (b) Water Carrier and Trainer attire:
  - (i) Pink vest supplied or directed by AFLQ/the Affiliate League.
  - (ii) Vests must be clearly numbered and correspond with the number and name of the Official as per the Team Sheet.
  - (iii) Any sponsorship advertising must be approved by AFLQ/the Affiliate League.
  - (iv) Club shorts, black shorts or black tights/leggings.
  - (v) Appropriate covered footwear (i.e. enclosed shoes which allow running at a fast pace) and socks (football socks are prohibited).
  - (vi) Water Carriers/Trainers who elect to wear a hat should wear Club-branded hats.  
**(Penalty Units – 10 for each breach of this clause 4.15(b))**
- (c) Location of Water Carriers
  - (i) When not on the Playing Surface, Water Carriers must be distributed around the ground and not within fifteen (15) metres of either Team's Coaches Box/Interchange Bench.
  - (ii) When not on the Playing Surface, Water Carriers must be up against the fence and not blocking the view of spectators.
  - (iii) Unless refilling water bottles, Water Carriers cannot be located within the Coaches Box.  
**(Penalty Units – 10 for each breach of this clause)**
- (d) Duties of Water Carriers and Trainers

- (i) For general provision of water to Players, Water Carriers & Trainers are only allowed on the Playing Surface when:
  - A. a set shot for goal is being taken (water can be provided to players outside of the 50m arc where the kick is being taken);
  - B. a goal has been scored and the ball is being returned to the centre square; and
  - C. there is an extended delay in play.
- (ii) Water Carriers and Trainers must leave the Playing Surface via the most direct route prior to play recommencing
- (iii) Water Carriers & Trainers are not allowed inside the centre square when umpires are starting/restarting play with a ball-up;
- (iv) Water Carriers & Trainers are not allowed inside the 50-metre arc at full back kick-ins;
- (v) When on the Playing Surface, Water Carriers and Trainers are not to speak to opposition Players and Officials.
- (vi) When not attending to injured/distressed Players, Water Carriers and Trainers must remain off the Playing Surface during play.
- (vii) When on the Playing Surface and attending to an injured/distressed Player, Water Carriers and Trainers must attempt to stay clear of all Players directly involved in play, must not interfere with the course of play and must not impede a Player in any way.
- (viii) Water Carriers and Trainers must not engage in physical contact that may cause or incite injury to any Player, other 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.
- (ix) Should a Water Carrier or Trainer need to attend to a player within the 50m arc during the full back kick-in, the Water Carrier/Trainer should try to notify/gain attention of the Controlling Umpire before the kick-in process occurs. A free kick may be given if permission is not received, as the Water Carrier/Trainer will be deemed to have interfered with play.
- (x) Water Carriers must not throw water bottles to Players.

(Penalty Units – up to 100 for each breach of this clause 8.3(d))

- (e) Requirement to appoint First Aid Officer – Junior and Youth Competitions
- (i) Clubs must ensure their Teams are compliant with section 15.2 of the National Handbook.
  - (ii) The Home Team is responsible for appointing a First Aid Officer who meets the qualification standards provided at section 15.3 of the National Handbook (**Qualified First Aid Officer**), properly stocked first aid kit and a stretcher on each oval. The Qualified First Aid Officer’s name and signature must be on the Team Sheet.
  - (iii) The Away Team is responsible for confirming that the Home Team has provided a Qualified First Aid Officer and that a stretcher is in place. If the Home Team has not provided a Qualified First Aid Officer, the Away Team must alert the Controlling Umpire, who will then:
    - A. instruct the Home Team to appoint a Qualified First Aid Officer within fifteen (15) minutes; and
    - B. if no Qualified First Aid Officer is available, the Match will not commence, under any circumstance, and the Controlling Umpire will declare the Home Team has forfeited and advise the Comp Manager of the same.
  - (iv) First Aid Officers must sit in the “official first aid area” for the duration of the Match (not in the Coaches Box), with the exception of attending to an injured Player in the Coaches Box.
  - (v) Prior to the start of any Match, both Teams must advise the Qualified First Aid Officer of any Players who have religious or ethnic restrictions regarding first aid treatment, whatever they may be, and a suitable action plan is to be devised and followed wherever possible.
- (f) Jurisdiction of the First Aid Officer – Junior and Youth Competitions
- (i) The First Aid Officer appointed pursuant to clause 8.3(e)(ii) is in charge of all Players on the Playing Surface and shall have the final say as to the suitability of a Player to resume play.
  - (ii) The First Aid Officer appointed pursuant to clause 8.3(e)(ii) is the only Official allowed:
    - A. on the Playing Surface to treat an injured Player, Umpire or Official; and
    - B. to request a stretcher be brought onto the Playing Surface.
- (g) Stretchers
- (i) Home clubs must supply a scoop stretcher for all Matches that is suitably rated for adult use.
  - (ii) For permitted use of a stretcher, refer to law 7.3 of the Laws of Australian Football.  
**(Penalty Units - up to 100 (and a Sanction))**

## 8.4 Umpires

### (a) Umpire allocations

- (i) Prior to the commencement of the Season, each Club must register a suitable number of Accredited Club Field Umpires, per Competition entered.

*Note: Club Goal Umpires do not require Accreditation.*

- (ii) Where Club Umpires are required, each Team must appoint the same number of Umpires (for example, if two (2) Umpires are required, the Home Team is to appoint one (1) and the Away Team, one (1)).
- (iii) Clubs will only be required to utilise their Club Umpires where:
- A. AFLQ/the Affiliate League is unable to appoint an Umpire; or
  - B. it has been predetermined before the start of the Season that Club Umpires will always be used within that Competition.
- (iv) For SEQ Competitions, AFLQ will appoint all Umpires during Finals.

The following table stipulates the Umpires AFLQ intend to appoint throughout the Home and Away Season:

Competition	Field	Goal	Boundary
QAFL Seniors	3 AFLQ Umpires	2 AFLQ Umpires	2 AFLQ Umpires
QAFL Reserves/Colts	2 AFLQ Umpires	2 AFLQ Umpires	2 AFLQ Umpires
QAFLW Senior	2 AFLQ Umpires	2 AFLQ Umpires	2 AFLQ Umpires
QAFLW Reserves	2 AFLQ Umpires	2 Club Umpires	Nil
QFA Division 1 Seniors	2 AFLQ Umpires	2 AFLQ Umpires	2 AFLQ Umpires
QFA Division 1 Reserves	2 AFLQ Umpires	2 AFLQ Umpires	Nil
QFAW Division 1	2 AFLQ Umpires	2 AFLQ Umpires	Nil
QFAW Division 2	1 Club Umpire (home) 1 AFLQ Umpire	2 Club Umpires	Nil
QFA Division 3	2 AFLQ Umpires	2 AFLQ Umpires	Nil
Under 17, Under 15	2 AFLQ Umpires	2 Club Umpires	Nil
Under 13 Division 1 Mixed	2 AFLQ Umpires	2 Club Umpires	Nil
Under 13 Girls, Under 13 Mixed Division 2 and below	1 AFLQ Umpires	2 Club Umpires	Nil

- (v) Where it is pre-determined or communicated in advance of a match that AFLQ is unable to appoint Umpires, Clubs are responsible for providing Field, Goal and Boundary umpire/s for each relevant Team. As a minimum, a Match will only commence if both Teams supply a Field and Goal umpire.

- (vi) Where Club Umpires are required and a Team has failed to supply a Field and Goal umpire (and a reasonable solution cannot be found), that Team:
  - A. shall forfeit the Match; and
  - B. will incur a Sanction.

(Penalty Units - up to 100)

- (vii) No Club is permitted to appoint an Umpire who is serving a suspension from the MRP.
- (viii) Regional and Affiliate League Competitions will determine the umpiring structure on an annual basis. Where Umpires are appointed by a Regional Umpiring Manager (**RUM**), the RUM will report to their respective Affiliate League and the AFLQ Umpiring Department.
- (ix) In any Match under the control of AFLQ/an Affiliate League, where there are adequate numbers of registered/qualified Umpires, the Field, Boundary and Goal Umpires will be appointed by the AFLQ Umpiring Department or RUM in Affiliate Leagues.

(b) AFLQ/Affiliate League Umpire registration and Accreditation requirements

Pursuant to section 6.1(a)(ii) of the National Handbook, only Accredited Umpires shall be eligible to be appointed as a Field Umpire. No Match shall commence with Field Umpires who are not Accredited or who are undertaking an accreditation course.

(c) AFLQ/Affiliate League Umpire remuneration

AFLQ/the Affiliate League shall determine the remuneration to be paid to AFLQ/Affiliate League Umpires.

(d) Requirement to attend Tribunal

- (i) AFLQ/the Affiliate League may request and/or require an Umpire to attend Tribunal as a witness.
- (ii) Where an Umpire has been requested to attend Tribunal and neglects or refuses to do so, it will be dealt with in a manner as determined by the AFLQ Umpiring Department.

(e) Discipline of Umpires

Where an Umpire has breached these Rules or any other Policy, AFLQ/the Affiliate League may address the Umpire as they deem appropriate, including referring the matter to the Tribunal or Compliance Lead – QLD.

(f) Accreditation

Unless otherwise approved by their respective Competition Manager, Club Umpires must have completed their Club Umpire registration via OfficialsHQ.

- (g) Minimum Age
  - (i) AFLQ Appointed - The minimum age for Field Umpires is provided at section 6.2(c)(ii) of the National Handbook and section 6.2(c)(iv) for Field and Boundary Umpires.
  - (ii) Club Umpires
    - A. Unless a written age exemption is provided by the State Umpiring Manager, the minimum age for a Club Field Umpire appointed to a Senior Competition Match is sixteen (16).
    - B. The minimum age for a Club Goal and Boundary Umpire appointed to a Senior Competition Match is fourteen (14).
- (h) Club Umpires - Red and Yellow Card System
  - (i) Club Field Umpires may only issue Yellow and/or Red Cards if both Club Field Umpires agree. Where Matches are officiated by only one (1) Club Field Umpire, that Club Field Umpire is entitled to use the Yellow and Red card system where required.
  - (ii) In the event one (1) Club Field Umpire wishes to send a Player off and the other Club Field Umpire does not agree, the Player shall remain on the Playing Surface and the matter referred to AFLQ/the Affiliate League for investigation following the Match.
  - (iii) Club Boundary or Goal Umpires can advise a Field Umpire if they believe any Player or Official has committed a Reportable Offence.
  - (iv) The Field Umpire(s) should advise AFLQ/the Affiliate League of any such advice under (iii) and the appropriate investigation shall occur in accordance with applicable rules.
- (i) Coaching Box (White) Card System

Umpires are required to adhere to the [Coaching Box \(White\) Card System](#).
- (j) Attire

Club Umpires must be suitably attired as directed by AFLQ/the Affiliate League.

## 8.5 Ground Marshall

### (a) Appointment of Ground Marshall

At every Match, the Home Team must appoint one (1) Ground Marshall  
(Penalty Units - 30)

### (b) Attire

Ground Marshalls must wear the approved orange AFLQ Ground Marshall vest.

### (c) Eligibility

- (i) Ground Marshalls must be eighteen (18) years of age or older; and
- (ii) be capable of undertaking the duties required as outlined in the [Ground Marshal Guide](#).

## 8.6 Coaches and Trainers Accreditation

### (a) Coaches

- (i) All Coaches in Queensland, at both junior and senior level, must be accredited in accordance with COACH.AFL and as a minimum hold a Foundation Level Accreditation.
- (ii) Non-accredited coaches are not permitted to have any official coaching role in AFLQ Competitions post 30 June of each year.
- (iii) Trainers must have a minimum 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.

(Penalty Units - 100)

## 9. REPORTABLE OFFENCES AND MATCH REVIEW PANEL

### 9.1 Application

This clause is to be read in conjunction with the Laws of Australian Football and the National Handbook. In the event of any inconsistency between these Rules and the Laws of Australian Football and/or the National Handbook, the Laws of Australian Football/the National Handbook will prevail, unless specifically stated otherwise in these Rules.

### 9.2 Reports

- (a) Both Club and AFLQ/Affiliate League appointed Umpires may Report any Player or Official for committing a Reportable Offence during a Match.
- (b) Where there is a Report, the Controlling Umpire will advise both Team Managers of the Report, the requisite Charge and the Set Penalty, as follows:
  - (i) Senior Competitions - within fifteen (15) minutes of the final siren of a Match, both Team Managers and the Controlling Umpire must attend the "Umpires' Room" to discuss any Reports (in extenuating circumstances, the Umpire may request further time to complete the Reports).
  - (ii) Youth Competitions - immediately following the final siren of a Match, both Team Managers must approach the Controlling Umpire/s within the Playing Arena to discuss any Reports.
- (c) With the exception of the QAFL Seniors, QAFLW Seniors and QFA Division 1 Seniors (Reports from those Competitions will proceed to the Match Review Panel for review), where Team Managers are advised of a Report, the Reported Player/Official, Team Manager and the Aggrieved Player/Official's Team Manager must advise the Reporting Umpire whether they:
  - (i) contest the Report; or
  - (ii) accept the Report;

including the Set Penalty associated with the Charge which would result from that Report.

*Note: Non-attendance by a Team Manager will be deemed as 'auto-acceptance' of the Report.*

- (d) Either Team Manager may request further time to consider a Report. In such circumstances, their Club must advise AFLQ/the Affiliate League as to whether the Report is accepted by 10:00am the following business day. Failure to adhere to that deadline will result in AFLQ/the Affiliate League upholding the Report.

- (e) If a Team Manager fails to attend the Umpires' Room AFLQ/the Affiliate League may impose a Sanction on the relevant Club. For clarity, Team Managers for QAFL Seniors, QAFLW Seniors and QFA Division 1 Seniors must still attend the Umpires' Room to be notified of any Reports or Referrals.

(Penalty Units - 10)

- (f) Clubs will have until 10:00am the following business day to object to any Report (by contacting their Competition Manager), otherwise the Report (and therefore Charge) will be deemed accepted.
- (g) Clubs will have until 10:00am the following business day to provide any medical-related information that may be used by the MRP when reviewing a Charge.
- (h) Following the meeting noted at clause 9.2(b), the Umpire should record all Reports and Referrals and note any Set Penalties via OfficialsHQ.

### 9.3 Notification of Set Penalties

Where both Team Managers have accepted a Report pursuant to clause 9.2(c)(ii), on the following business day, AFLQ/the Affiliate League will issue the Reported Player's Club with a Notice of Set Penalty confirming the associated Charge and requisite Set Penalty.

### 9.4 Melees

- (a) A Melee is an incident involving three (3) or more Players and/or Officials who are grappling or otherwise struggling with one another and which, in the opinion of a Field Umpire is likely to bring the game of Australian Football into disrepute or prejudice the interests or reputation of AFLQ or its Competitions.
- (b) Players who are attempting to remove Players from their Team from a Melee will not be identified as being involved, however Officials are not to become involved in a Melee under any circumstances.
- (c) A Melee could occur:
  - (i) prior to the commencement of a Match (where Players have already entered the Playing Arena);
  - (ii) during the quarter time, half time or three-quarter time Interval of a Match;
  - (iii) following completion of a Match (where Players are still within the Playing Arena);  
or
  - (iv) at any time during a match.
- (d) Where Players/Officials have engaged in a Melee, the Umpire must provide a detailed recount of that Melee within their Match Day Paperwork. Such recount must include:
  - (i) how many Players were involved from each Team;

- (ii) whether any Officials were involved and if so, identification of those Officials;
  - (iii) whether any Officials manhandled Players and if so, their Team's Players or the opposition Team's Players;
  - (iv) the duration of the Melee;
  - (v) the level of aggression within the Melee; and
  - (vi) whether any Umpire(s) had to intervene and if so, how many.
- (e) The Umpire's Melee recount will be referred to the Match Review Panel for assessment.
- (f) If the Match Review Panel is of the opinion the Melee is likely to:
- (i) prejudice the interests or reputation of AFLQ/the Affiliate League;
  - (ii) prejudice the interests or reputation of the Competition; or
  - (iii) bring the game of Australian Football into disrepute;
- the Club(s) involved in such incident shall be issued a Sanction by way of a monetary fine, in accordance with the Melee Matrix.
- (g) Any amount payable by a Club, under this clause, shall be paid by the Club to AFLQ/the Affiliate League within thirty (30) days of AFLQ/the Affiliate League issuing an invoice.
- (h) For the avoidance of doubt, Players involved in a Melee may still be individually Reported under the Laws of Australian Football (see laws 22.2.2(q) and (r) specifically).

## 9.5 Umpire/Club lodgment of Incident Referral Form

- (a) Where a Club or Umpire believes there may have been an incident involving a Reportable Offence, which was not Reported pursuant to clause 9.2 of these Rules and was not caught on vision (where there is vision, refer to clauses 9.6 or 9.7 of these Rules), the Club or Umpire may submit an Incident Referral Form requesting the Match Review Panel to investigate the incident.
- (b) [Incident Referral Forms](#) are managed by the process outlined at section 22.1(b) of the National Handbook.
- (c) Pursuant to section 22.1(b)(i) and (ii) of the National Handbook, an Incident Referral Form must be lodged, via email, to the relevant Competition Manager, by:
- (i) 5:00pm on the first business day following the Match; or
  - (ii) 5:00pm on the third business day following the Match, if AFLQ/the Affiliate League determines exceptional and compelling circumstances exist amounting to an extension of the deadline outlined at (i).

*Note: Simply not having evidence available would not be considered exceptional circumstances, unless for example, the Club was waiting for a statement from an injured Player who was in hospital and unavailable to provide a statement by the deadline*

- (d) Pursuant to section 22.1(b)(iii) of the National Handbook, lodgment of an Incident Referral Form must be accompanied by a fee of two hundred dollars (\$200.00), which will be refunded if a Charge is laid with respect to the incident referred.
- (e) A Club may only lodge an Incident Referral under 9.5 for a reportable offence that is:
  - (i) A classifiable offence with a base sanction of two (2) matches or more; or
  - (ii) A Direct to Tribunal Offence, or;
  - (iii) a charge of Misconduct where the Controlling Body considers the Low-level Offence sanction is inappropriate

## 9.6 Video Referrals

- (a) With respect to any AFLQ/Affiliate League Competition other than QAFL Seniors, QAFLW Seniors and QFA Division 1 Seniors, where there is vision of an incident which a Club or Umpire believes may involve a Reportable Offence, and that incident was not Reported pursuant to clause 9.2 of these Rules, the Club's President, Club's Football Manager or the Umpire may submit that vision to the Match Review Panel to review.
- (b) Any vision submitted for review must be submitted to the relevant Competition Manager, via email, by:
  - (i) 9.00am for QAFL Senior, QAFLW Senior and QFA Division 1 Senior Competitions; or
  - (ii) 5:00pm on the first business day following the Match; or
  - (iii) 5:00pm on the third business day following the Match, if AFLQ/the Affiliate League determines exceptional and compelling circumstances exist amounting to an extension of the deadline outlined at (i).
- (c) Competition Managers may also refer any vision they believe involves a Reportable Offence to the Match Review Panel.
- (d) Where vision is submitted by a Club, that submission must be accompanied by a fee of one hundred and twenty-five dollars (\$125.00), which will be refunded if a Charge is laid by the Match Review Panel.
- (e) Vision provided to AFLQ under this clause must include raw footage of 30 seconds prior to and following the referred incident, at AFLQ's discretion.
- (f) Unless the Competition Manager is of the view a submission is vexatious or frivolous, the Competition Manager will provide the vision to the Match Review Panel.
- (g) The Match Review Panel will consider the vision, however, they may refuse to assess the incident where the footage is of poor quality.

*Note: If no vision is available or the vision is of poor quality, a request cannot be made under this clause, but an Incident Referral Form may be lodged under clause 9.5 (note, if a request is made under clause 9.5, the fee stipulated at clause 9.5(d) will apply).*

- (h) A Club may only lodge an Incident Referral under 9.6 for a reportable offence that is;
  - (i) A classifiable offence with a base sanction of two (2) matches, or
  - (ii) A Direct Tribunal Offence, or
  - (iii) a charge of Misconduct where the Controlling Body considers the Low-level Offence sanction is inappropriate

## 9.7 QAFL Seniors, QAFLW Seniors & QFA Division 1 Seniors & video referrals

- (a) With respect to the QAFL Seniors, QAFLW Seniors and QFA Division 1 Seniors, where:
  - (i) an incident was captured on the Competition's broadcast which a Club, Umpire or Controlling Body believes involved a Reportable Offence; and
  - (ii) that incident was not discussed between the Team Managers and Umpires pursuant to clause 9.2(b) of these Rules;

the Club's President, Club's Football Manager, an Umpire or the Controlling Body may request the Match Review Panel to review that incident.

- (b) Any request made pursuant to (a) must:
  - (i) be submitted to the relevant Competition Manager, via email, by 9:00am on the first business day following the Match;
  - (ii) be submitted by a Club President, their nominee (must have been empowered to act in such a capacity prior to the Season) or the Football Manager; and
  - (iii) include the following details:
    - A. details of the Match (i.e., time, date, location, Teams involved);
    - B. full details of the incident and the alleged Reportable Offence;
    - C. the quarter in which the alleged Reportable Offence occurred; and
    - D. the specific time it can be seen on the video footage.

*Note: If the above information is not supplied in full, the Match Review Panel may not review the incident.*

- (c) The Match Review Panel will consider the vision, however, they may refuse to assess the incident where the footage is of poor quality.
- (d) There is no fee for requests made under this clause.

*Note: If no vision is available or the vision is of poor quality, a request cannot be made under this clause, but a request may be made under clause 9.5, as an alternative (note, if a request is made under clause 9.5, the fee stipulated at clause 9.5(d) will apply).*

- (e) Competition Managers may also refer any vision they believe involves a Reportable Offence to the Match Review Panel.

## 9.8 Match Review Panel

- (a) Composition of the Match Review Panel
  - (i) The Match Review Panel comprises a minimum of one (1) and a maximum of three (3) suitably qualified persons, as appointed by the Competitions Manager – QLD or the Affiliate League from time to time.
  - (ii) One member of the panel will be appointed as the ‘Chairperson’.
  - (iii) In the event there is no majority vote, the Chairperson shall make a final determination.
- (b) The following matters will proceed to the Match Review Panel for assessment:
  - (i) Referrals from the QAFL Seniors, QAFLW Seniors and QFA Division 1 Seniors;
  - (ii) contested Reports pursuant to clause 9.2(c)(i) of these Rules;
  - (iii) Club or Umpire Incident Referral Forms (see Section 22.1(b) of the National Handbook);
  - (iv) video referrals made pursuant to clause 9.6 and/or 9.7 of these Rules; and
  - (v) Reports for a Direct Tribunal Offence (the Match Review Panel will always confirm the incident should be Charged as a Direct Tribunal Offence before it proceeds to Tribunal).
- (c) The Match Review Panel may inform itself in any way it deems appropriate, including by way of:
  - (i) reviewing the Report/Referral (the Match Review Panel may disregard a Report where there is sufficient evidence to do so);
  - (ii) reviewing video footage (AFLQ records match vision for all QAFL Senior, QAFLW Senior and QFA Division 1 Senior Matches);
  - (iii) reviewing medical evidence; and/or
  - (iv) interviewing any Umpire.
- (d) With respect to clause 9.8(c)(ii) above, where an incident has been put on Report that was not captured on camera by an AFLQ/Affiliate League supplier, but a Club has footage of that incident, AFLQ/the Affiliate League will require that Club to provide the footage. A failure to do so will result Penalty Units being issued.

(Penalty Units – 100)

## 9.9 Notification of Match Review Panel’s findings

- (a) Where the Match Review Panel determines to lay a Charge against a Player or Official for a Reportable Offence, a representative of the Match Review Panel is to:

- (i) serve a Notice of Charge on the Player/Official's Club – the Notice of Charge will particularise the Charge and how it has been graded (if applicable); and
  - (ii) with respect to all AFLQ/Affiliate League Competitions except for the QAFL Seniors, QAFLW Seniors and QFA Division 1 Seniors, advise the Aggrieved Player/Official's Club of the Charge.
- (b) By 10:00am on the business day following the Notice of Charge being served, the Reported Player/Official's Club and the Aggrieved Player/Official's Club (where applicable) is to advise whether:
  - (i) the Charge is accepted;
  - (ii) where applicable, an element of the grading is disputed (if so, which element); or
  - (iii) the Charge is contested.
- (c) If both the Reported Person's Club and the Aggrieved Person's Club (where applicable) accept the Charge and the grading (where applicable), the Set Penalty will be imposed and a Notice of Set Penalty will be served on the Reported Person accordingly.
- (d) If either the Reported Person's Club or the Aggrieved Person's Club (where applicable):
  - (i) disputes an element of the grading; or
  - (ii) contests the Charge;
 the matter will proceed to the Tribunal.
- (e) If either the Reported Person's Club or the Aggrieved Person's Club (where applicable) fails to respond by the deadline provided at clause 9.9(b) of these Rules, and the other party has accepted the Charge, it is at the discretion of AFLQ/the Affiliate League whether to:
  - (i) impose the Set Penalty pursuant to clause 9.9(c) of these Rules; or
  - (ii) refer the matter to the Tribunal.
- (f) Decisions made by the Tribunal may be appealed to the Appeal Board (see clause 11.2 of these Rules).
- (g) With respect to the QAFL Seniors, QAFLW Seniors and QFA Division 1 Seniors, AFLQ will use its best endeavours to circulate a list of all Reports, Referrals and incidents assessed by the Match Review Panel (and the outcome of those assessments, including whether it has been referred to the Tribunal) by 5:00pm Wednesday, of each week during the Season.

### 9.10 Multiple Reprimands within one Season

Where:

- (a) a Person has been issued with a Reprimand; and
- (b) that Reprimand is the third (3rd) issued to that Person within a Season;

the Reprimand will be upgraded to a one-match suspension (this provision applies regardless of any advice from an Umpire on Match day).

*Note: With the exception of Low-Level Offences, upgrading a Reprimand is not provided for in the National Handbook and therefore only applies to AFLQ/Affiliate League Competitions.*

## 10. MEMBER PROTECTION

### 10.1 General standards of conduct

- (a) The general responsibilities and expectations of each Person, Club and AFLQ are provided at Part C, section 9 of the National Handbook. Vilification and discrimination, safeguarding children and young people, social media, gambling and respect and responsibility are also addressed at Part C.
- (b) Persons found to be in breach of any provision of the National Handbook (including Part C but excluding any Reportable Offence) may be found to have committed a Policy Breach.

### 10.2 Policy Breach complaints (including vilification and discrimination)

- (a) The process to lodge, investigate and address a Policy Breach complaint is provided at section 23 of the National Handbook.
- (b) Where a Policy Breach complaint relates to vilification or discrimination, the AFL or AFLQ will assess the complaint pursuant to section 23.2(a)(ii) or 23.2(c)(ii) of the National Handbook (whichever is applicable).
- (c) For clarity, allegations of vilification and/or discrimination will always be treated as a Policy Breach and not a Reportable Offence (see the Guidance Notes at section 22.2(a) and Appendix 1, item 6(c) of the National Handbook).

### 10.3 Drug Disciplinary Tribunal

- (a) The Australian Football Anti-Doping Code (Anti-Doping Code) is applicable to all AFLQ/Affiliate League Players.
- (b) If an alleged breach of the Anti-Doping Code is referred to the Tribunal, refer to section 25.3(f) of the National Handbook.

### 10.4 Club expulsions

- (a) Where a Club has expelled a Player or Official from their Club, within one week of such expulsion, that Club must forward to the Competition Manager:
  - (i) the name of such Player/Official;
  - (ii) their address; and

- (iii) particulars of the offence for which they were expelled.
- (b) A record of ratified Player expulsions and/or disqualifications will be entered on PlayHQ by AFLQ/the Affiliate League.

## 10.5 Club request to investigate breach of these Rules

- (a) All Clubs referring complaints against Clubs or Players, with respect to these Rules or the Laws of Australian Football to AFLQ/the Affiliate League, shall forward particulars in writing together with a fee of one hundred and twenty-five dollars (\$125) to the Competitions Manager – QLD or the relevant Competition Manager.
- (b) This must be lodged at the office of AFLQ or the relevant Affiliate League within two (2) business days following the day on which the occurrence took place.
- (c) Any Player or other club Official referring a grievance against an AFLQ Official must do so through the committee of the Club of which the Player or club Official concerned is a member.
- (d) Where a Junior or Youth Club wishes to lodge a complaint about another Club, prior to lodging with AFLQ:
  - (i) the President of the Club which wishes to make the complaint (**Complainant Club**) must contact the opposing Club President to discuss the complaint; and
  - (ii) both Clubs must make reasonable attempts to resolve that complaint
- (e) Any AFLQ/Affiliate League Official or employee attending a Match may advise the relevant Competition Manager of any matters occurring during the Match which they reasonably believe requires further investigation or follow up.

## 10.6 Independent investigator

- (a) AFLQ/the Affiliate League may appoint an independent person to investigate any matters which AFLQ/the Affiliate League refers to them. This person will have the full backing and support of AFLQ/the Affiliate League. Their brief will be to gather all relevant facts regarding the matter and give a written report to the Competitions Manager – QLD, nominee of AFLQ/President or nominee of the Affiliate League to help facilitate any further action that needs to be taken.
- (b) The investigator has no power to hand down fines or suspensions. However, the investigator can make recommendations to AFLQ/the Affiliate League in respect to an appropriate Sanction.

## 11. TRIBUNALS AND APPEALS

### 11.1 Operation and conduct of the Tribunal

- (a) The operation and conduct of the Tribunal is addressed at section 25 of the National Handbook.
- (b) In the event three (3) or more Charges are to be heard on the one (1) night, two (2) Tribunals may be convened.

### 11.2 Appealing Tribunal decisions

- (a) Where the Tribunal finds a Person guilty of a Reportable Offence or Policy Breach, that Person has appeal rights pursuant to section 26.1(a)(ii) of the National Handbook.
- (b) The process for appeals is provided at section 26 of the National Handbook.
- (c) Pursuant to section 26.1(c)(i)(B) of the National Handbook, the appeal fee is five hundred dollars plus GST (\$550.00), which is refunded to the appellant if the appeal is successful.

### 11.3 Review of AFL Queensland Administrative Decisions

- (a) Decisions made by AFL Queensland under these Rules that are administrative or operational in nature are final and are not subject to appeal unless expressly provided for in these Rules or an AFL Queensland policy.

## 12. GOVERNANCE

### 12.1 Club sponsorship and Playing Apparel providers

- (a) All Affiliate Leagues and Clubs must use their best endeavours to respect new and existing AFLQ Sponsors and Licensed Apparel Suppliers.
- (b) Affiliate Leagues and Clubs cannot enter into arrangements, or associate with, competitors of the following organisations (or any other organisation as advised by AFLQ):
  - (i) with respect to Playing Apparel:
    - A. LRF Sport Pty Ltd ACN 606 988 729;
    - B. Tribal Sport Pty Ltd ACN 168 308 638;
    - C. Belgravia Sports Apparel Pty Ltd ACN 635 241 913;
    - D. ISC Teamwear Pty Ltd ACN 608 430 860; and
    - E. O’Neills Irish International Sports Australia Pty Ltd; and
  - (ii) with respect to any association with the SEQJ Competitions - McDonald’s.
- (c) Where a reasonable person would perceive a commercial conflict between any potential Club/Affiliate League sponsor (**Competitor**) and a sponsor noted at (b) above, the

Club/Affiliate League must obtain AFLQ's written consent prior to entering into negotiations with that Competitor – this includes any negotiations to market a Competitor via signage, goal post padding etc at the Club's venue.

(Penalty Units - up to 300 (and/or a Sanction))

- (d) Clubs that field Teams in Junior and Youth Competitions are not permitted to market organisations associated with smoking or alcohol (on-field and off-field apparel). This includes alcoholic beverages, pubs and nightclubs.

(Penalty Units - up to 300 (and/or a Sanction))

## 12.2 AFLQ committees

- (a) State Team/s Selection Committee

- (i) The State Team/s Selection Committee will consist of a minimum of three (3) members, as appointed by the Competitions Manager - QLD.
- (ii) The State Team/s Selection Committee will select Teams to represent AFLQ in all Interstate and Intrastate representative Matches.
- (iii) By the deadline determined by AFLQ, the State Team/s Selection Committee shall advise the Competitions Manager – QLD of the Players selected (including Emergency Players) and their positions.

- (b) Player Points Review Committee

The Player Points Review Committee will be appointed as per section 6.2 of the AFLQ Player Points System Policy.

## 12.3 Required attendance at AFLQ/Affiliate League meetings

Where a Player, Official or Club Member is requested to attend a meeting with respect to an AFLQ/Affiliate League Competition, unless twenty-four (24) hours' notice is not provided, they must attend. Failure to do so, without a reasonable excuse, may result in a Sanction.

(Penalty Units – up to 10)

# 13. MATCH AND PLAYING SURFACE CONDITIONS

## 13.1 General Playing Surface requirements

- (a) AFLQ/the Affiliate League may, where relevant, carry out inspections of a Playing Surface prior to Practice Matches or the commencement of the Season and complete a report with which the Club must adhere to any recommendations.
- (b) The following requirements are mandatory, in accordance with the criteria set by AFLQ:

- (i) Timekeeper's box to be suitably positioned to ensure that Timekeepers have an unimpeded view of the entire Playing Surface.
- (ii) The sounding device must be adequate to be audible at all points of the venue.
- (iii) All goal and behind posts must be padded according to the current standards listed in the Laws of Australian Football.
- (iv) Any other venue requirements relating to the Playing Arena, perimeter fencing and infrastructure as outlined by the [AFL Preferred Facility Guidelines](#).
- (v) The acceptable 'Clegg Hammer' levels for Australian Football Playing Surfaces are between 80 and 120 gMax. It is recommended that Playing Surfaces with Clegg Hammer levels above 120 gMax receive remedial attention to reduce the level of Playing Surface hardness. A Playing Surface will be declared unfit for play if the Clegg Hammer level is 200 gMax or more. AFLQ will give a minimum of three (3) days-notice prior to a scheduled Match if a Playing Surface is deemed to be unfit for play because of Clegg Hammer level testing.

Any Club not complying with such directions will forfeit the right to have Matches played at their venue until they comply with the required standards.

**(Penalty Units – 10 per breach)**

- (c) Should any venue be declared unfit for play by AFLQ, then the Match will be transferred to an alternate venue associated with the Club, the venue of the opposition Team, or another appropriate venue.

Note: The declaration of a venue being unfit for play due to safety matters would not necessarily require consultation. AFLQ may inspect a venue at any time and determine whether or not the Playing Surface is fit for play.

## 13.2 Coaches Boxes and Interchange Area/s

- (a) The Coaches Boxes and Interchange Area/s must be situated in an approved recessed position and be enclosed on the sides and back to prevent supporter viewing/interaction and to accommodate a minimum of six (6) people.
- (b) The distance between the closest portion of a Coaches Box to the Boundary Line should be no less than four (4) metres. Where there is no permanent Coaches Boxes, an area conforming to the dimensions and position of the Coaches Boxes should be clearly marked at least four (4) metres from the Boundary Line.
- (c) Coaches Boxes should be separated by the Interchange Area/s, including an extra five (5) to ten (10) metres minimum on either side of the Interchange Area.
- (d) Only Persons listed on the Team Sheet should be in the Player Interchange Area/Coaches Box and/or inside the perimeter fence.

(Penalty Units - 10)

- (e) Players warming up/stretching inside the perimeter fence should do so as far away from the Boundary Line as possible. Players should not stretch within two (2) metres of the Boundary Line.
- (f) During play, Coaches are to remain in the designated Coaches Box area which includes the Coaches Box, plus a distance of five (5) metres on either side of the Coaches Box, and no closer than within two (2) metres of the Boundary Line.
- (g) Youth Competitions

Only the following Officials are permitted in the Coaches Box during a Youth Competition Match:

- (i) Coach x 1;
- (ii) Assistant Coach x 1;
- (iii) Team Manager x 1; and
- (iv) Runner x 1.

*Note: Youth Competition Teams are permitted to have an additional Assistant Coach, if the Coach is a female.*

## 13.3 Scoreboard

- (a) The scoreboard must always be located in a position which is deemed visible for Players and spectators.
- (b) Numbers on the scoreboard must have a vertical size of at least 50cm. Clubs are responsible for the maintenance and upkeep of names and numbers used on their scoreboards.

(Penalty Units - 10)

- (c) Each Club must provide a minimum of one (1) and no more than two (2) Persons to operate the scoreboard at any time. The minimum age requirement of a scoreboard attendant is fourteen (14) years of age.

(Penalty Units - 10)

- (d) Where a Club is hosting a “double header”, that Club is responsible for the scoreboard operation for both Matches.
- (e) Where a Match is played at a Neutral Venue, the Team listed first in the draw is responsible for providing a suitable scoreboard and for operation of that scoreboard.

(Penalty Units - 10)

#### 13.4 Boundary fence requirements

- (a) Unless otherwise approved by AFLQ, the perimeter of the Playing Arena must be enclosed with an approved fence.
- (b) Where signs are erected, there should be no protruding edges and/or no loose flapping materials.
- (c) All fences must be in good repair and no pipes or objects are to protrude from any part of the fence.
- (d) Appropriate padding should be added to any areas considered to be a risk to a person’s health and safety.

#### 13.5 Playing Surface markings

- (a) Clubs are responsible for the Playing Surface markings, to be checked prior to the commencement of any Match and must ensure that all marking lines are complete and clearly defined. (Penalty Units - 10)
- (b) All major markings must be in white and must be a minimum of 10cm in width. (Penalty Units - 10)
- (c) All Playing Surface markings must conform to the current standards listed at law 3 of the Laws of Australian Football.

#### 13.6 Boundary Line

The minimum distance between the fence and Boundary Line will be no less than four (4) metres. However, it is recommended (wherever possible) that it is five (5) metres. Any concerns regarding this requirement should be referred to the relevant Competition Manager.

## 13.7 Ground lighting

- (a) AFLQ and the Affiliate Leagues, in accordance with the Australian Standards relating to sports lighting, requires a minimum average illumination level on the Playing Surface of:
  - (i) QAFL & QAFLW Senior Competition Matches – 150 lux
  - (ii) Senior and Youth Competition Matches - 100 lux;
  - (iii) Junior Competition Matches – 50 lux; and
  - (iv) training for any AFLQ/Affiliate League Competitions – 50 lux.
- (b) With respect to (a), at no point is the illumination on the Playing Surface 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 can the illumination on the Playing Surface be less than 60 lux (50% of 120 lux).
- (c) Each Club wishing to play Matches under lights must:
  - (i) undertake a lighting audit after 1 November every second year; and
  - (ii) submit the completed lighting audit to AFLQ/the Affiliate League by no later 28 February the following year.

Failure to provide a formal lighting audit will likely result in Clubs not having twilight or evening Matches scheduled for that year.
- (d) Clubs must take into consideration the lighting of adjacent areas such as change rooms and car parking facilities, with particular attention to public safety.

## 13.8 Extreme Weather

For Match management guidelines in relation to extreme weather, refer to section 17 of the National Handbook.

## 14. FINALS

### 14.1 Finals eligibility

- (a) VFL Listed Players must meet the eligibility requirements to compete in finals for each individual Competition as outlined below.
- (b) Senior Grades – QAFL, QAFLW, QFA Division 1 and 2, QFAW Division 1, Regional and Affiliate Leagues

A Player must play a minimum of four (4) Home and Away Season Matches within any Grade (Seniors, Reserves or Colts), for their primary registered Club, to be eligible to play Senior Grade Finals.

- (c) Reserve Grades – QAFL, QAFLW, QFA, Regional and Affiliate Leagues
  - (i) To be eligible to play Reserve Grade Finals, a Player must have played at least four (4) Reserve Grade Matches, within the Home and Away Season, for their Registered Club.
  - (ii) However, this requirement increases to five (5) matches when a Player has played three (3) or more Matches in the Senior Grade.
  - (iii) Where a Player played a Senior and Reserve Grade Match within an AFLQ/Affiliate League Competition for their Club on the same weekend, the Reserve Grade Match will not count towards Reserves Grade Finals eligibility.
- (d) QFA Division 3
  - (i) To be eligible to play QFA Division 3 Finals, a Player must have played at least the following number of QFA Division 3 Matches, within the Home and Away Season, for their Club:
    - A. four (4);
    - B. However, this requirement increases to five (5) where the Player has played three (3) to ten (10) matches in a higher ranked Team at the Club (e.g. Reserves). Where the Player has played more than ten (10) Matches for a higher ranked Team(s) for their Club (e.g. Reserves), they become ineligible.
  - (ii) Unless otherwise approved by AFLQ, a Player who has played a Senior Grade Match in a higher division is ineligible to play in Division 3 for the remainder of the Season (including Finals).

(e) QFAW Division 2

- (i) To be eligible to play QFAW Division 2 Finals, a Player must have played at least the following number of QFAW Division 2 Matches, within the Home and Away Season, for their Club:
  - A. four (4); but
  - B. if they have played three (3) or more Matches in a higher Grade, they must have played at least five (5); and
  - C. where the Player is eligible to participate in a Youth Competition, that Player must have also played four (4) Youth Competition Matches and not exceeded ten (10) Senior Competition Matches.
- (ii) where a player has played a QFAW Division 1 Finals Match, they are not permitted to play in a following QFAW Division 2 Finals Match on the same weekend.
- (iii) In Finals, QFAW Teams are not permitted to list more than three (3) Youth Competition age-eligible players per Match on their Team Sheet.
- (iv) Where a Player played a QFAW Division 1 and QFAW Division 2 Match for their Club on the same weekend, the QFAW Division 2 Match will not count towards QFAW Division 2 Grade Finals eligibility.

(f) Regional & Affiliate League Senior Women's Competitions

To be eligible to play Finals, a Player must have played at least four (4) Home and Away Season Matches with their Club.

(g) QAFL Colts

- (i) Players eligible to play in QAFL Colts finals are:
  - A. Listed on the QAFL Colts Primary List; or
  - B. Youth-aged players on a season permit.
- (ii) At a minimum, a player must play four (4) home and away games in the Colts team at their registered club to be eligible to play finals in this Competition.
- (iii) If a player has played three (3) or more home and away games in any Senior or Reserves Grade Competition, they must play at least five (5) home and away games in the Colts to be eligible to play finals in this Competition.
- (iv) Youth-aged eligible players that are primary registered with a Junior Club (and not on the QAFL Colts Primary List) must have played four (4) games in the Colts to be eligible to play finals in this Competition.
- (v) If a Player plays a Colts and a Senior or Reserve Grade match for the same Club on the same weekend, only the most 'senior' Match played will count towards Finals eligibility.

(h) Youth Competitions

- (i) To be eligible for a Youth Competition Final, a Player must have played at least four (4) Matches for the relevant Team, within the Home and Away Season (reduced to three (3) Matches if the Player registered after 30 June).
- (ii) Where a Player has played in one or more higher Divisions or age groups during the Season, to qualify for Finals for a team in a lower Division, the Player must have played a greater number of Home and Away Matches for that specific Team than the total number of Matches played across all higher Divisions or age groups combined.
- (iii) A Player may play Finals in multiple age groups on the same weekend, provided they meet the Finals Eligibility criteria for each.
- (iv) A Player is not eligible to play Finals for more than one Team within the same age group.

An exemption to clause (iv) will only be reviewed by the Competition Manager where:

- A. A Team has player availability issues and would otherwise fall below one (1) Player available on the interchange bench
- B. The replacement Player has not already played a Finals Match for a higher Division Team in the same age group.
- C. The replacement Player has played more Home and Away Matches in a lower Division or age group than the Team for which approval is being sought; and
- D. the Player does not play Finals Matches for more than one Team in the same age group on the same weekend.

Written approval must be provided by the Competition Manager.

(i) Additional considerations

- (i) While AFLQ/the Affiliate League will monitor Finals eligibility, it is ultimately each Club's responsibility to confirm selected Players are eligible to play Finals. A Team that plays an ineligible Player may forfeit the Match and/or be subject to Penalty Units being issued and a Sanction.

**(Penalty Units - up to 300 units (and a Sanction))**

- (ii) Where a Club's Senior Grade and Reserve Grade Teams (within the one Competition) are participating in Finals on the same weekend, Player selection shall be unrestricted, provided a Player has participated in at least four (4) Home and Away Season Matches across those Grades during the Season. This provision extends to Players eligible to play the Colts Grade, when the Colts Grade is also playing Finals on the same weekend.

*Note: This rule does not apply to the QFA Division 3 or QFAW Division 2 Competitions.*

- (iii) For Players that have played at least two (2) matches for their Senior Club throughout the Home and Away Season, matches played for Queensland U17s and

U18s, Lions or Suns Academy teams or as a 'unlisted' player for an AFL Reserves Grade team on the same weekend as a scheduled Club match will count, for the purpose of finals eligibility, as Reserve Grade matches at their registered Club, irrespective of which Grade they normally play in.

- (iv) Where both a Senior Representative Match and a Home and Away Season Match are scheduled on the same weekend, the Senior Representative Match will be taken into account for Finals eligibility. Senior Representative Matches will be credited to the Grade in which the Player played immediately prior to being selected for the Senior Representative Team.
- (v) Matches played at a Club when a Player is on a Season Permit will count towards finals eligibility.

*Note: Duties performed as a 'match official' for Representative matches may be taken into consideration under this clause.*

(j) Long Term Injury

- (i) Where a Player has played two (2) Matches throughout the Home and Away Season but missed six (6) or more consecutive Matches due to injury, the Club may make an application for the player to play Finals, despite not meeting the standard eligibility requirements. Such application must be:
  - A. in writing and submitted to the relevant Competition Manager; and
  - B. accompanied by a Medical Certificate outlining the injury history.
- (ii) Approval of the application at clause 14.1(j)(i) is at AFLQ/the Affiliate League's discretion and is dependent on:
  - A. the Player being registered with the same Club they were registered at the time the injury was sustained;
  - B. the application being lodged at least fourteen (14) days prior to the commencement of that Competition's Finals series;
  - C. consideration being given to the Grade (e.g. Senior or Reserves) in which the player was injured whilst playing or the Competition last played in before sustaining the injury; and
  - D. for Youth Competitions, the relevant Player not displacing a Finals eligible Player from the Team.
- (iii) In the event a Club can qualify a Player for Finals upon their return from a long-term injury, consideration will not be given to allowing the long-term injury clause to be utilised.

## 14.2 Drawn Matches – Finals (including Grand Finals)

For Finals Matches, if the score appears to be tied following the final siren, the Goal Umpires will confirm they have recorded the same score. Once confirmed, the following process will occur:

- (a) there will be a six (6) minute Interval;
- (b) the Teams will change ends upon return to play;
- (c) there will be two (2) x three (3) minute additional periods played, plus time-on;
- (d) at the end of the first additional period, the siren will sound and Teams will change ends without a break;
- (e) to commence the second additional period, the play will restart in the centre with a ball-up; and
- (f) at the conclusion of the second additional period, the siren will sound and the Team with the highest score is declared the winner. If scores are still tied, steps (c) to (f) are repeated until a result is determined.

## 14.3 Abandoned Matches

- (a) During Finals, including a Grand Final, if a Match is required to be abandoned prior to the half time break, the Team that was ranked higher prior to the abandoned Match (despite the match scores) will be declared the winner and progress through the Finals series.
- (b) If a Finals Match is abandoned without being able to be played, the higher ranked Team will be declared the winner and progress through the Finals series.
- (c) The decision to abandon a Finals Match must only be done so in consultation with the Competition Manager or AFLQ/Affiliate League.

## 14.4 Hosting of Finals

- (a) Eligibility to host Finals
  - (i) The determination of host venues for Finals is at the discretion of AFLQ/the Affiliate League, regardless of anything outlined in this clause to the contrary.
  - (ii) Clubs financially indebted to AFLQ will be ineligible to host Finals, for any AFLQ/Affiliate League Competition. If a Club has outstanding debts to AFLQ/the Affiliate League, AFLQ/the Affiliate League reserves the right to schedule a Match at any venue, provided the venue fulfils AFLQ Finals 'hosting rights' requirements.

- (b) Finals host venues – SEQ Senior Competitions
  - (i) Subject to clause 14.4(a) and AFLQ hosting rights requirements, at the end of the Home and Away Season, where there is a Senior Grade, Reserve Grade and/or Colts Grade within one Competition, the highest ranked Senior Grade Teams will host the Finals (excluding Grand Finals) (for example, within the QAFL, the Reserve and Colts Grade ladders will be disregarded and the Finals' venues for all QAFL Grades will be based on the highest ranked Senior Grade Teams).
  - (ii) Reserves (and QAFL Colts) Finals will follow the Senior Grade Finals venue according to the respective ladder placing, irrespective of which Clubs may be hosting Finals based on clause 14.4(a). AFLQ at its absolute discretion may change the venue of Reserve (and Colts) Grade Finals.
- (c) Finals host venues – SEQJ Competition

Finals venues will be allocated at the discretion of AFLQ. Additional finals venues may be allocated dependent upon the finals structure.
- (d) Finals host venues – Regional and Affiliate Leagues

Regional Competitions and Affiliate Leagues may adopt the procedures outlined in clauses 14.4(b) and (c) for their respective Senior and Youth Competitions, however, have the ultimate discretion in determining Finals host venues.

## 14.5 Changeroom allocation

- (a) During Finals series, changerooms will be allocated based on the Competition ladder at the conclusion of the Home and Away Season - the higher ranked Team will be allocated the Home Team's changeroom and the lower ranked Team will be allocated the Away Team's changeroom.
- (b) As an exception to (a), where a Club has Seniors, Reserves and/or Colts playing Finals on the same day within the one Competition, both/all Teams will likely be allocated the changeroom which was allocated to their Senior Grade Team.

## 14.6 Umpires

Where Emergency Umpires are appointed to Finals Matches, they shall have the authority to put Players/Officials on Report, send-off Players/Officials and pay free kicks against Players for major infringements.

## 15. REPRESENTATIVE FOOTBALL

### 15.1 Senior Competitions and Senior Representative Football

- (a) AFLQ has the right to select Club Players for Senior Representative Football.
- (b) Where Senior Representative Football is played on the same weekend as Senior Competitions, Senior Representative Football Players are not permitted to play in any Senior Competition.
- (c) In terms of fixturing, AFLQ will use reasonable endeavours to ensure Senior Representative Football has minimal impact on Senior Competitions.
- (d) Senior Representative Football should have no impact on a Player's eligibility to play Senior Competition Finals – refer to clause 14.1(i)(iv) of these Rules.

### 15.2 VFL and Representative Football

Where a Player is selected to play with a VFL team and Senior Representative Football on the same weekend, AFLQ will engage with the VFL club to work to include the Player in the Senior Representative Football Team.

### 15.3 Code of Conduct

All Senior Representative Football Players, Coaches and Officials will be required to adhere to a [Code of Conduct](#). Any breach of this Code of Conduct (or any other codes of conduct specific to the specific Competition and as modified from time to time), may result in disciplinary action.

## 16. AWARDS

### 16.1 AFL Merit Awards

- (a) By 30 June in each year, Licensed Clubs and Affiliate Leagues may nominate any Person(s) who has rendered outstanding service in the interest and development of Australian Football for the 'AFL Merit Award'.
- (b) Such nominations should be made via the nomination form as set out by AFLQ from year to year.

### 16.2 Life Membership

AFLQ/Affiliate Leagues may award any Person with 'Life Membership' pursuant to the terms of their constitution.

### 16.3 Best and Fairest Awards

- (a) Where a Player was suspended for a Reportable Offence while acting as a Player, Coach or Official (i.e. Runner, Water Carrier, etc...) during the Home and Away Season, that Player will be ineligible to win the 'Best and Fairest Award', for any AFLQ/Affiliate League Competition, that Season.
- (b) For clarity, (a) will not apply where:
  - (i) a Player has been issued a Reprimand for a Reportable Offence;
  - (ii) the Tribunal or Appeal Board downgraded a Reportable Offence Charge, resulting in a Reprimand as the Sanction;
  - (iii) the Tribunal or Appeal Board overturned a Reportable Offence Charge; or
  - (iv) a Player is suspended for a Reportable Offence with respect to their conduct in that Season's Finals, either as a Player or Official (see (c)).
- (c) Where the voting for the Best and Fairest Award is tied, multiple Persons will be presented with the award.

## 17. COMPETITION SPECIFIC REQUIREMENTS AND MODIFICATIONS

### 17.1 Application

The following clause outlines modifications from the Laws of Australian Football with respect to specific AFLQ/Affiliate League Competitions.

### 17.2 Women's Senior Competitions

#### (a) Player numbers

In Women's Senior Competitions:

- (i) sixteen (16) Players must be on the Playing Surface and there may be up to five (5) Interchange Players; and
- (ii) Teams must adhere to a 5-6-5 playing formation at centre bounces, with five (5) forwards positioned inside the 50m arc, six (6) midfielders (including the ruck) and five (5) defenders also in the other 50m arc, lining up in "traditional playing positions". In the event of a Team(s) playing with less than sixteen (16) Players, the the following formations will apply: 5-5-5, 4-6-4.

### 17.3 QAFLW

#### (a) Player Movement

- (i) Any QAFLW Player that plays in a QAFLW Seniors or Reserves fixture, cannot play in any other Women's Senior Competition on the same weekend. For clarity, 'weekend' also includes a mid-week fixture in the same round.
- (ii) Once the QAFLW home & away Season has ended, QAFLW club registered players cannot play in a lower division using a Season Permit.
- (iii) Players eligible to play in a Youth Competition can play Finals in the QAFLW whilst on a Season Permit, provided they meet the Finals Eligibility criteria as set out at clause 14.1.

#### (b) Player Equalisation

There is no player equalisation rule for QAFLW Competitions.

- (c) Youth-aged Eligible Players
  - (i) Each QAFLW Team can list an unlimited number of Youth-registered Players each Match. These Players will play on a Season Permit for the duration of the QAFLW Season (including finals) and are interchangeable between senior & junior Competitions at any time.
  - (ii) Players eligible to play in a Youth Competition can play unlimited Matches across the QAFLW Seniors, QAFLW Reserves and u17.5 Youth girls' Competitions during the Season.
- (d) AFLW Listed Players
  - (i) For the purposes of the 2026 QAFLW Season, to be considered an AFLW Player, that Player holds a current contract for the 2026 AFLW Season.
  - (ii) QAFLW Teams can list no more than four (4) AFLW Players (as defined above) on their Team Sheet.
  - (iii) No AFLW Player is permitted to play in any AFLQ/Affiliate League Competition other than the QAFLW Seniors.

AFLQ reserves the right to grant exemptions to the above rules in exceptional circumstances.

#### 17.4 QFAW, Regional and Affiliate League Women's Senior Competitions

- (a) Restriction of Youth Competition Players

QFAW teams are not permitted to list more than three (3) Youth-eligible players per game on a team sheet. For clarity, this includes players who are primary registered in either the senior or youth databases.
- (b) Player Movement

A QFAW Club in Division 1 or 2 is not permitted to list more than three (3) QAFLW-registered players that are playing on a Season Permit, on any one (1) team sheet without approval from the Competition Manager.
- (c) Player number equalisation
  - (i) The minimum number of Players to commence a Match in the QFAW (all Divisions) and Regional/Affiliate League Women's Senior Competitions is fourteen (14) per Team.
  - (ii) To ensure a Match proceeds where a Team does not have fourteen (14) Players, the opposing Team can elect to permit Players to play for the opposition team via the Season Permit procedure.

- (iii) Player numbers shall be determined by the Team that has the least number of Players. For example, if Team A has fourteen (14) Players and Team B has seventeen (17) Players, the Match will be played, based on team A's Player numbers and be fourteen (14) per side, on the ground.
- (iv) In all QFAW Competitions, Teams can list twenty-one (21) Players on their Team Sheet.
- (v) Where a Team's playing numbers drop below sixteen (16), the Team with the higher number of Players will be required to match numbers on the Playing Surface to a point where numbers on the Playing Surface meet fourteen (14). Where a Team's numbers drop below fourteen (14), the opposition are not required to match Team numbers on the Playing Surface.
- (vi) Should a Team be reduced to less than twelve (12) through injury or Red Cards, the Match will cease immediately and be declared a forfeit by the Team whose numbers reduced below 12.
- (vii) A maximum of seven (7) Interchange Players are permitted. For example, if team A has fourteen (14) Players and team B has twenty-one (21) Players, the Match will be fourteen (14) a-side, with team B having seven (7) Interchange Players.

## 17.5 Youth Competitions

- (a) Playing up
  - (i) Players are permitted to play up an age group, as long as they are not displacing a Player in the higher age group's Team. This rule does not apply where the Player has been selected in the higher age group's Team for the Season (i.e. they only play in the higher age group).
  - (ii) Players wishing to play up two (2) or more age groups will be required to complete a ['Playing Up Consent'](#) form, which must be sent to the Competition Manager prior to the Player playing their first Match for the age group.
  - (iii) The relevant Competition Manager has the discretion to review the Player, if deemed necessary.
  - (iv) If a Player plays more than ten (10) Home and Away Season Matches in a Senior Competition (excluding QAFLW Senior and Reserves), they will be ineligible to continue to play in a Youth Competition for the remainder of the Season, including Finals.

(b) Age dispensation

- (i) Players may be provided dispensation to play in a Competition below their applicable age group, in accordance with section 4 of the National Handbook (**Age Dispensation**).
- (ii) Applications for Age Dispensation must be submitted by the Player's Club to the Competition Manager, by 30 April, on an ['Age Dispensation Application'](#).
- (iii) The Competition Manager will assess an Age Dispensation application as they see fit, taking into account the circumstances presented and in accordance with the National Handbook. Where the Competition Manager grants 'Preliminary Approval' of the application, the Competition Manager may arrange an assessment of the Player by a person, nominated by the Competition Lead - SEQ Youth & Junior, who is suitably experienced in assessing the age group the Player is capable of playing.
- (iv) In addition to the factors to be taken into account listed at section 4.2 of the National Handbook, the Competition Manager may also consider a Player's previous playing history, the Player's accolades (e.g. awards, best and fairest votes) and level of Competition previously played.

*Note: This is not an exhaustive list, other factors may be taken into account at AFLQ/the Affiliate League's discretion.*

- (v) In addition to the matters noted at section 4.3 of the National Handbook, the following additional conditions will apply to Age Dispensations granted:
  - A. Players granted dispensation will be eligible to play Finals, provided they meet the Competition's Finals eligibility rules at clause 14.1.
  - B. Players granted dispensation will not be eligible to win any Competition award.
  - C. Throughout the Season, a Team may play no more than three (3) Players who have been granted age dispensation.

(c) Team nominations

- (i) To nominate a Team in a Youth Competition, a Team must have at least the number of Players required to field the maximum number of Players on the Playing Surface.
- (ii) To nominate a Team to a Youth Competition, the prescribed form must be submitted to the Competition Manager.
- (iii) The Competition Manager, in conjunction with the Competition Lead - SEQ Youth & Junior, has the final discretion to accept or reject Team nominations.

- (iv) AFLQ/the Affiliate League reserves the right to review and move Teams to another Competition, as required. Reasons for doing so include but is not limited to, Clubs nominating multiple Teams in one Competition.

(d) Number of players in a Match

The following table outlines the maximum number of Players allowed on a Team Sheet, maximum number of Players allowed on the Playing Surface and minimum number of Players to be on the Playing Surface at any one time:

Competition	Max Numbers On Team Sheet	Max Numbers On Playing Surface	Min Numbers on Playing Surface to start a match
Under 13 Girls	16	14	10
Under 13 Mixed	18	16	10
Under 15 Girls	19	16	12
Under 15 Boys	22	18	14
Under 17 Girls	19	16	12
Under 17 Boys	22	18	14

(e) Player number equalisation

- (i) Teams must have the same number of Players on the Playing Surface during a Match, including during Finals.
- (ii) If there is an injury during the Match that reduces the number of on-field Players, then the opposing Team must continue to match Player numbers.
- (iii) Where an injured Player is deemed fit to return to play by the First Aid Officer, their Team Manager must notify the opposition Team Manager prior to the Player re-entering the Playing Surface.
- (iv) The only exception to player equalisation is where a Player is Carded and there is no replacement Player available from their Team.

(f) Match day Player even up

- (i) To avoid a high number of Players on the Interchange bench, Teams can have no more than two (2) Players than the usual bench number for that Competition. For example, the under 15 girls are usually permitted to have a bench size of three (3) Players: Team A has twelve (12) Players, Team B has nineteen (19). Team B must loan Players to Team A until Team B interchange number is no larger than five (5) Players.
- (ii) Teams are encouraged to further even up to ensure maximum Match time for all. This is only to take place when the opposition has the minimum numbers for a game to start.

- (iii) If a Team expects to have an excess or shortage of Players for a particular Match, they should contact the opposition Team at least seven (7) days prior to the Match.
- (iv) Where a Team provides their Players to the opposition, those Players must still be on their usual Team's Team Sheet.
- (v) Players must be permitted to play for the opposition using a Game Permit. A Game Permit may be entered after the completion of the Match and is only required for Players that play the entire Match with the opposition Team.

(g) Entering multiple Teams in an age group/Division

If a Club nominates more than one (1) Team in the same Division, within the same age group, then the following will apply:

- (i) All Teams nominated by the Club within that Division must be graded equally.
- (ii) Clubs will be required to submit a "Restricted Player List" (see (h)) for both Teams.
- (iii) AFLQ/the Affiliate League has the power to direct a Club to reallocate Players where it deems that the Teams have not been graded equally.
- (iv) If a Club is directed to reallocate Players, the Club will resubmit their Teams and those new Teams will be subject to further review.
- (v) If a Club nominates more than one (1) Team in an age group, but in separate Divisions, then Clubs will be required to submit a Restricted Player List for any Team where there is another Team from the same Club in a lower Division.

(h) Restricted Player Lists

Restricted Player Lists (where required) must be submitted to the Competition Manager on the prescribed form. The lists must be as follows:

- (i) Under 13 Mixed & Girls
  - A minimum of ten (10) Players are required prior to round 1 and an additional three (3) Players must be added prior to round 8 (thirteen (13) Players in total).
- (ii) Under 15/17 Boys & Girls
  - A minimum of twelve (12) Players are required prior to Round 1 and an additional four (4) Players must be added prior to round 8 (sixteen (16) Players in total).

(i) Player movement between Competitions

Players are permitted to play in another Team in another Competition, subject to the following conditions:

- (i) Any Permits from another Club must have obtained approval from the Competition Manager, except for players on a Game Permit from the direct opposition.
- (ii) A Team is permitted to have a maximum of four (4) Players from another Competition and Club, in any single match.
- (iii) A Junior Competition Player is permitted to play in a Youth Competition Team.
- (iv) A Restricted List Player is permitted to play in a higher Division within the same age group, or in an older age group. A Restricted List Player cannot play in another Team in the same or lower Division, or with a Team in a younger age group.
- (v) Where a Club has three (3) or more Teams in one age group, a Player is ineligible to play across all Teams.

*Example - A Player started in U13 Mixed Division 6. The Player improved and progressed to U13 Mixed Division 4. The Player improved again and progressed to U13 Mixed Division 2 – this Player is now ineligible to play for U13 Mixed Division 6. The Player is eligible to move up to Division 1, however this will make them ineligible for Division 4 & 6. Essentially a Player can't play down and skip a Division that the Club offers in that age group.*

(j) Rescheduling of fixtured Matches

- (i) In the event a Team wishes to reschedule a fixtured Match, their Club must send their request, in writing, to the Competition Manager at least fourteen (14) days prior to the original scheduled date.
- (ii) The request will then be forwarded by the Competition Manager to the opposing Team's Club for their approval or rejection. The opposing Team's Club must respond within seventy-two (72) hours.
- (iii) Failure to agree to rescheduling a Match will result in no change to the original scheduled date and time.
- (iv) Clubs may not under any circumstance change a scheduled Match without the express permission of the Competition Manager.

- (k) 10 goal rule
- (i) Once a ten (10) goal lead (sixty (60) points) is reached during a Match, this rule is invoked to encourage Coaches to appreciate that it serves no purpose to inflict massive losses on their opposition but rather, at that point, to revert to experimenting with Players playing in different positions and to even-up the skill levels of the Teams.
  - (ii) If a Team leads by ten (10) goals or more at any time, it is the obligation of both Coaches to equalise the on-field competitive balance of the Match, using measures including but not limited to Team position experimentation and player rotation.
  - (iii) If the margin equals or surpasses sixty (60) points at any stage throughout the Match where play restarts in the centre square, the Field Umpire is required to enforce the following measure to assist with evening up the Match:
    - A. Rather than a ball-up, the trailing Team will automatically start with the ball in the centre circle. In U13 age groups, the restart will occur at the attacking end of the centre square;
    - B. all Players must be set up in their field positions until possession has been disposed of; and
    - C. if the margin becomes less than sixty (60) points at any stage throughout the Match, then the Field Umpire will revert back to the ball starting in the centre for a ball up.
  - (iii) Scores and percentage from any fixtured matches where the margin is greater than sixty (60) points at the end of the Match will be adjusted as if the margin was sixty (60) points using the losing Team's score as the base score.
  - (iv) The maximum winning margin for all fixtured Matches is ten (10) goals (sixty (60) points).
  - (v) Non-compliance with the spirit and application of the "10 Goal Rule" is a breach of these Rules and may lead to a formal warning or referral to the Tribunal, particularly where there is recurrent non-compliance.

(l) Youth Competition Player Surface size ranges

Grade	Length	Width
Under 13 Mixed	120m – 150m	90m – 110m
Under 13 Girls	120m – 150m	90m – 110m
Under 15 Boys & Girls	135m – 185m	110m – 155m
Under 15 Boys & Girls	135m – 185m	110m – 155m

## 17.6 Junior Competitions

(a) Junior Competitions incorporate all non-competitive age groups, including the under 8s, under 9s, under 10s and under 11s.

(b) Spirit of Junior Competitions

Every participant understands that Australian Football in Queensland is delivered to the community with the “Spirit of the Game” in mind. It is incumbent on every participant, irrespective of their place in the game, to ensure that they will:

- (i) not focus on winning at all costs and understand that the role of Junior Competitions is to foster the development of Players and Officials - learning to win and lose is part of the developmental journey of a Player but must remain secondary to the primary focus of Player development;
- (ii) maximise the enjoyment and development of Junior Competition Players and Officials;
- (iii) provide our children with a Match environment that is safe, fun, and fair;
- (iv) ensure that the values which add to the Spirit of the Game, which include fairness, equality, respect and teamwork are encouraged and celebrated;
- (v) not accept poor behaviours around our game and deter practices that undermine our Match environments (coaching, playing, volunteering, spectating and umpiring);
- (vi) ensure Coaches adopt an athlete-centred coaching philosophy; and
- (vii) ensure that everyone feels welcome, regardless of their fitness levels, understanding of the game or background.

(c) Junior Competition Playing Surface Sizes

Grade	Length	Width
Under 8 Girls	70m – 80m	50m – 60m
Under 8 Mixed	70m – 80m	50m – 60m
Under 9 Girls	70m – 80m	50m – 60m
Under 9 Mixed	85m – 100m	65m – 80m
Under 10 Mixed	85m – 100m	65m – 80m
Under 11 Girls	85m – 100m	65m – 80m
Under 11 Mixed	115m – 130m	75m – 90m

(d) Scoring in Junior Competitions

Scoring in U8, U9, U9 Girls, and U10 Competitions is prohibited. Any Club placing scores for U8, U9, U9 Girls or U10 Competition Matches, in any print or electronic media, will incur penalties at the discretion of the Competition Manager.

(e) Junior Competition Player numbers

The following table outlines the maximum number of Players allowed on a Team Sheet, maximum number of Players allowed on the Playing Surface and minimum number of Players to be on the Playing Surface at any one time:

Competition	Max Numbers On Team Sheet	Max Numbers On Playing Surface	Min Numbers on Playing Surface to start a match
Under 8 Girls	Unlimited	9	6*
Under 8 Mixed	Unlimited	9	6*
Under 9 Girls	Unlimited	9	6*
Under 9 Mixed	Unlimited	12	9*
Under 10 Mixed	Unlimited	12	9*
Under 11 Girls	Unlimited	12	9*
Under 11 Mixed	Unlimited	14	10*

\*Minimum recommendations only – Matches may proceed with less Players if both Teams agree in Junior Competitions. Clubs are expected to lend players to opposition Teams in this circumstance.

(f) Player Number Equalisation

- (i) Teams must have the same number of Players on the Playing Surface during a Match.
- (ii) If there is an injury during the Match that reduces the number of on-field Players, then the opposing Team must continue to match Player numbers.
- (iii) Where an injured Player is deemed fit to return to play by the First Aid Officer, their Team Manager must notify the opposition Team Manager prior to Player re-entering the Playing Surface.
- (iv) The only exception to player equalisation is where a Player is Carded and there is no replacement Player available from their Team.

(g) First Aid

- (i) First Aid Officer/s must be situated centrally between Playing Surfaces in the instance of multiple modified Playing Surfaces being utilised simultaneously (i.e., halfway between Playing Surfaces/centre of full-sized oval).
- (ii) At a minimum, one (1) Qualified First Aid Officer (see clause 8.3) must be supplied by the Home Team per full-sized oval being utilised.

(h) Cancellation of Matches

In the event of inclement weather, Junior Competition Matches may be cancelled at the discretion of the Home Team. The Competition Manager and the opposing Team's Club must be notified of any cancellations immediately once a decision has been made as soon as possible.

(i) Team Sheets

Junior Competition Teams (excluding U11s) are required to submit a Team Sheet into PlayHQ only (no printing necessary). The Team Managers must update the Team Sheet for their Team in PlayHQ following the Match and within 24 hours.

(j) Interchange Area (U11s Only)

- (i) All Players must enter the Playing Surface via the designated Interchange Area.
- (ii) If a Player leaves the Playing Surface at any place other than through the Interchange Area (unless on a stretcher), and is replaced, the Player cannot return to the Playing Surface.

(k) Umpires

- (i) Umpires (where available) shall be appointed by AFLQ as per the Competition Umpire Allocations schedule (Under 11 Mixed Only).
- (ii) If an Umpire is unable to fulfill their appointment, for reasons beyond their control, and AFLQ/the Affiliate League is unable to replace the Umpire, the Match will be able to proceed with a Home Team Club Umpire. The Away Team is also able to appoint a Club Umpire in this circumstance. If neither an AFLQ/Affiliate League Umpire nor Club Umpire is available, both Coaches are permitted to co-umpire the Match in their absence.

(l) Awards

- (i) Junior Competition Players are ineligible to receive individual AFLQ player awards.
- (ii) Clubs are permitted to present limited awards to Players in these age groups such as encouragement and/or participation awards, however, cannot issue skill or ability-based awards (i.e., best & fairest).

## 17.7 QAFL Colts (U19)

- (a) All Clubs with a Team in the QAFL Colts are subject to the [QAFL Colts List Management Policy](#).

(b) Player Equalisation

There is no Player equalisation rule for QAFL Colts.

Teams will be twenty-two (22) per side, which includes four (4) Interchange Players unless otherwise determined by the Competition Manager.

## 17.8 QFA Division 3

- (a) Any Player who has played a Senior Grade game (not Reserves) in a higher division at their Club is ineligible to play in Division 3 for the remainder of the relevant Season.
- (b) A Player who primarily plays in a Division 3 Competition may play in a Senior Grade Team on a Season Permit at another Club participating in QFA Division 2, for a one-off Match. The Season Permit must only be submitted for a single weekend for any given Match.
- (c) Exemptions to this rule may be granted where there are extenuating circumstances. Any exemption request must be made in writing to the Competition Manager and approval must be forthcoming in writing before the Player can enter the Playing Surface.

## 17.9 QFA Inclusion League

### Player Eligibility

- (a) Players will be classified as ELIGIBLE for the purposes of participation in the SEQ Inclusion League; where they satisfy the Threshold Requirements in paragraph (i) and meet ONE (1) of the Disability Eligibility criteria in paragraph (ii).
  - (i) Threshold Requirements (must be met)
  - (ii) (a) Male or male identifying (as determined by the Player and where required, supported by a medical professional)
- (b) To Play in a Senior Competition, the Player must be turning sixteen (16) in the year of Competition.
- (c) Disability Eligibility (one required)
  - (i) The participant meets the Sport Inclusion Australia (SIA, formerly AUSRAPID) classification or can provide evidence of this classification in the past.
  - (ii) Attended a Specialist School.
  - (iii) Proof of Disability Support Pension or NDIS registration.
  - (iv) Registration with a Disability Service Provider under the category of Intellectual Disability.
  - (v) If a player attended a Mainstream School with funded Educational Support under the category of Intellectual Disability in the Program for Students with Disabilities (PSD); or
  - (vi) equivalent supporting documentation demonstrating Intellectual Disability may be requested by the AFLQ as evidence.

*AFL Queensland retains the discretion to request additional supporting documentation and make the final determination of Player eligibility.*

## Variations to Laws of Australian Football (LOAF)

- (a) SEQIL will adhere to the LOAF with the following adaptations and adjustments:
  - (i) A Player in possession may bounce the ball a maximum of two (2) times and then must make a genuine attempt to dispose either by handball or kick.
  - (ii) There is to be no kicking off the ground during the game.
  - (iii) On-field numbers  
Matches shall be 12-a-side.
- (b) Player number equalisation
  - (i) The minimum number of Players to commence a Match in the SEQIL is nine (9) per Team.
  - (ii) To ensure a Match proceeds where a Team does not have nine (9) Players, the opposing Team can elect to permit Players to play for them, on a Game Permit.
  - (iii) Where one Team has fewer than nine (9) Players available:
    - A. The Match shall be played at the lower Team's Player number; and
    - B. The opposing Team must reduce its on-field numbers accordingly.
  - (iv) Should a Team be reduced to less than nine (9) through injury or Red Cards, the Match will cease immediately and be declared a forfeit by the Team whose numbers reduced below 9.
  - (v) A maximum of four (4) Interchange Players is permitted. For example, if team A has nine (9) Players and team B has sixteen (16) Players, the Match will be twelve a-side, with team B having four Interchange Players
  - (vi) The relevant Competition Manager has the discretion to review the Team Player number, if deemed necessary.

### 17.10 Multiple Teams in One Senior Competition

- (a) Where a Club has enough Players to form two (2) Teams in any AFLQ/Affiliate League Senior Competition, that Club may enter two Teams in the one Competition e.g., University Blue team and University Black team, unless AFLQ/the Affiliate League considers, at its absolute discretion, that doing so would be detrimental to the Competition.
- (b) Where a Club has entered two (2) Teams in one Competition, separate databases for each Team must be maintained. Normal Season Permit and Transfer rules apply to player movement from one Team in a Club to the other Team in the same Club during the Season.
- (c) Finals Eligibility will be as per clause 14.1 of these Rules.

### 17.11 Pregnancy

Refer to section 20 of the National Handbook with respect to the rules regarding pregnant Players.

### 17.12 Gender Diversity

For all matters relating to gender diversity and a gender diverse Player's eligibility to participate in any AFLQ/Affiliate League Competition, refer to the [AFL's Gender Diversity Policy](#).

## 18. PLAYER POINTS SYSTEM & PLAYER PAYMENTS POLICIES

- (a) QAFL, QAFLW, QFA Division 1, QFA Division 2 and AFL Capricornia Competitions are subject to a 'Player Points System Policy'. Refer to the following:
  - (i) [QAFL & QFA Player Points System Policy](#)
  - (ii) [QAFLW Player Points System Policy](#)
  - (iii) AFL Capricornia Player Points System Policy.
- (b) The QAFL Seniors, QAFLW Seniors and QFA Division 1 Seniors & QFA Division 2 Seniors are also subject to the [AFL Queensland Player Payment Policy](#) and must abide by the terms as outlined in that policy.

(Sanctions as stated in section 15 of Player Payment Policy)

## 19. SANCTIONS

### 19.1 Breaches by Persons

A Person found guilty of a breach of these Rules, including any relevant reference documents, the Laws of Australian Football, the National Handbook or any other Policy may be subject to any or all of the following:

- (a) censure;
- (b) suspension or disqualification from playing or exercising any official function or attending any Match;
- (c) the withdrawal of, or suspension or disqualification from exercising, any right or privilege which a Person may have or to which they may be entitled, by virtue of any office, position or class of membership held by them with AFLQ/the Affiliate League;
- (d) a fine, not exceeding 300 Penalty Units, as the Tribunal determines;
- (e) in the case of a Club, the reversal of a Team's Match result;
- (f) the suspension or disqualification of a Team or Teams of that Club from any or all AFLQ/Affiliate League Competition;
- (g) the loss of Premiership Points; and/or
- (h) for minor breaches relating to social media, an offender may be issued with a warning and required to remove the inappropriate 'post'.

### 19.2 Serving Suspensions

Suspensions are to be served pursuant to section 27.1 of the National Handbook, with the following additions and amendments to that provision:

- (a) Reported Players playing on the same weekend as being issued a Report (addition to section 27.1).
  - (i) A Reported Player may continue to play Australian Football unless and until that Player has accepted a Set Penalty/had a Set Penalty imposed (this means, if a Player is playing two (2) Matches on one day and is Reported in the first Match, they may participate in the following Match, if they have not yet accepted a Set Penalty for the first Match/had the Report considered by a Tribunal).
- (b) Practice Matches while suspended (amendment to section 27.1(b)(iv))
  - (i) If a Player is serving a suspension of three (3) matches or less, section 27.1(b)(iv) of the National Handbook applies, unless AFLQ/an Affiliate League determines otherwise.
  - (ii) Where a Player is serving a suspension of four (4) matches or more, the Player cannot participate in any AFLQ/Affiliate League sanctioned practice matches.

- (c) Forfeited Matches (amendment to section 27.1(b)(iv))
  - (i) Where a Match within a Player/Official's period of suspension is forfeited by the opposing Team, that Match will count towards that Player/Official's service of their suspension.
  - (ii) Where a Match within a Player/Official's period of suspension is not played for any reason (including cancellation due to wet weather), that Match will not be taken into account with respect to a Player/Official's suspension.

### 19.3 Penalty Units value

The unit value for all AFLQ/Affiliate League Competitions is \$5.00 per unit.

## 20. REFERENCE DOCUMENTS

The documents and policies listed throughout this document are linked to the relevant webpage. As referenced in these AFLQ Rules and Procedures, all policies, rules and other resources are available on the AFLQ website via [AFLQ Resources](#).

## Appendix 1 – Melee Matrix

<b>MELEE MATRIX</b>		
<b>Melee Details</b>	<b>Activation Points</b>	<b>Allocated Points</b>
<b>Players actively involved from ONE team</b>		
<b>6 or less</b>	5	
<b>7 - 9 players</b>	15	
<b>10 - 12 players</b>	40	
<b>13 or more players</b>	60	
<b>Duration of Melee</b>		
<b>0 - 30 seconds</b>	5	
<b>30 - 60 seconds</b>	15	
<b>60 - 120 seconds</b>	30	
<b>&gt;120 seconds</b>	60	
<b>Level of Aggression in Melee</b>		
<b>Low (minor wrestling, push and shove)</b>	10	
<b>Medium (wrestling, jumper punches, headlocks)</b>	30	
<b>High (striking and/or reports)</b>	50	
<b>Umpires Intervention in Melee</b>		
<b>Not involved</b>	0	
<b>1 ump asking players to break it up</b>	5	
<b>2 ump asking players to break it up</b>	10	
<b>3 umps or more asking players to break it up</b>	15	
<b>Officials involved</b>		
<b>No officials involved</b>	0	
<b>2 or less manhandling own players</b>	10	
<b>3 or more manhandling own players</b>	20	
<b>2 or less manhandling opposition players</b>	40	
<b>3 or more manhandling opposition players</b>	60	

# Appendix 2 – Junior Rules Matrix

10 MINS	10 MINS	10 MINS	10 MINS	13 MINS
<p><b>MIXED &amp; GIRLS UNDER 8</b> INTRODUCTORY</p> <p>GROUND SIZE 80m x 80m</p> <p>SIZE 1 SYNTHETIC</p> <p>ZONES</p> <p>9-A-SIDE</p> <p>SCORING No scores, ladders or finals</p> <p>RESULTS No recording of best players or goal kickers. No individual player awards.</p>	<p><b>GIRLS UNDER 9</b> DEVELOPMENT</p> <p>GROUND SIZE 80m x 80m</p> <p>SIZE 1 SYNTHETIC</p> <p>ZONES</p> <p>9-A-SIDE</p> <p>SCORING No scores, ladders or finals</p> <p>RESULTS No recording of best players or goal kickers. No individual player awards.</p>	<p><b>MIXED UNDER 9 &amp; 10</b> DEVELOPMENT</p> <p>GROUND SIZE 100m x 80m</p> <p>SIZE 2 SYNTHETIC</p> <p>ZONES Under 9</p> <p>Under 10* <small>*scoring positions only, reset to starting zone after score</small></p> <p>12-A-SIDE</p> <p>SCORING No scores, ladders or finals</p> <p>RESULTS No recording of best players or goal kickers. No individual player awards.</p>	<p><b>GIRLS UNDER 11</b> DEVELOPMENT</p> <p>GROUND SIZE 100m x 80m</p> <p>SIZE 2 SYNTHETIC</p> <p>ZONES</p> <p>12-A-SIDE</p> <p>SCORING Scoring permitted No ladders or finals permitted</p> <p>RESULTS No recording of best players or goal kickers. No individual player awards.</p>	<p><b>MIXED UNDER 11</b> COMPETITION</p> <p>GROUND SIZE 130m x 90m</p> <p>SIZE 3 LEATHER</p> <p>ZONES</p> <p>14-A-SIDE</p> <p>SCORING Scoring permitted No ladders or finals permitted</p> <p>RESULTS No recording of best players or goal kickers. No individual player awards.</p>
<p><b>⊗</b></p> <ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Berjing</li> <li>Smothering</li> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<p><b>⊗</b></p> <ul style="list-style-type: none"> <li>Bumping</li> <li>Berjing</li> <li>Smothering</li> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<p><b>⊗</b></p> <ul style="list-style-type: none"> <li>Bumping</li> <li>Berjing</li> <li>Smothering</li> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Deliberately rushed behind</li> </ul>	<p><b>⊙</b></p> <ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Berjing</li> <li>Smothering</li> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Last disposal rule</li> </ul>	<p><b>⊙</b></p> <ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Berjing</li> <li>Smothering</li> <li>Fending off</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Last disposal rule</li> </ul>
<p>⊙ LAST DISPOSAL RULE</p> <p>BOUNCING THE BALL Not permitted</p> <p>KICKING OFF GROUND Not permitted unless accidental</p> <p>OUT OF BOUNDS If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.</p> <p>MARKING Any distance, reasonable attempt</p> <p>PENALTIES No distance penalty applies Players can be ordered off at the umpire's discretion</p>	<p>⊙ LAST DISPOSAL RULE</p> <p>MODIFIED TACKLING</p> <p>BOUNCING THE BALL 1 max</p> <p>KICKING OFF GROUND Not permitted unless accidental</p> <p>OUT OF BOUNDS If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.</p> <p>MARKING Any distance, shows control</p> <p>PENALTIES 10m penalty can be applied at umpire's discretion Players can be ordered off at umpire's discretion</p>	<p>⊙ LAST DISPOSAL RULE</p> <p>MODIFIED TACKLING</p> <p>BOUNCING THE BALL 1 max</p> <p>KICKING OFF GROUND Not permitted unless accidental</p> <p>OUT OF BOUNDS If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.</p> <p>MARKING Any distance, shows control</p> <p>PENALTIES 10m penalty can be applied at umpire's discretion Players can be ordered off at umpire's discretion</p>	<p>⊙ NO DELIBERATE OUT OF BOUNDS</p> <p>⊙ NO DELIBERATE RUSHED BEHINDS</p> <p>BOUNCING THE BALL 1 max</p> <p>KICKING OFF GROUND Not permitted unless accidental</p> <p>OUT OF BOUNDS If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.</p> <p>MARKING 10m, direct catch</p> <p>PENALTIES 10m penalty can be applied at umpire's discretion Players can be ordered off at umpire's discretion</p>	<p>⊙ NO DELIBERATE OUT OF BOUNDS</p> <p>⊙ NO DELIBERATE RUSHED BEHINDS</p> <p>BOUNCING THE BALL 2 max</p> <p>KICKING OFF GROUND Not permitted unless accidental</p> <p>OUT OF BOUNDS If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.</p> <p>MARKING 10m, direct catch</p> <p>PENALTIES 25m penalty applied at the umpire's discretion Players can be ordered off at umpire's discretion</p>
<p>FIELD UMPIRES Club/Coach (1)</p> <p>GOAL UMPIRES Club (2)</p> <p>⊙ BOUNDARY UMPIRES</p> <p>COACHES On field</p>	<p>FIELD UMPIRES Club (1)</p> <p>GOAL UMPIRES Club (2)</p> <p>⊙ BOUNDARY UMPIRES</p> <p>COACHES On field</p>	<p>FIELD UMPIRES Club (1)</p> <p>GOAL UMPIRES Club (2)</p> <p>⊙ BOUNDARY UMPIRES</p> <p>COACHES On field</p>	<p>FIELD UMPIRES Club (1)</p> <p>GOAL UMPIRES Club (2)</p> <p>⊙ BOUNDARY UMPIRES</p> <p>COACHES Sideline</p>	<p>FIELD UMPIRES Association (1)</p> <p>GOAL UMPIRES Club (2)</p> <p>⊙ BOUNDARY UMPIRES</p> <p>COACHES Sideline</p>

## Appendix 3 – Youth Rules Matrix (noting ‘out of bounds’ is replaced by ‘last disposal’ rule)

<p><b>MIXED</b> <b>UNDER 13</b> COMPETITION (13.5)</p> <p>15 MINS</p> <p>x4</p> <p>GROUND SIZE 120m - 150m x 90m - 110m</p> <p>SCORING &amp; RESULTS</p> <p>16 Max on ground 18 Max on team sheet</p> <p>SIZE 4 LEATHER</p>	<p><b>BOYS</b> <b>UNDER 15</b> COMPETITION (15.5)</p> <p>15 MINS</p> <p>x4</p> <p>GROUND SIZE 135m - 185m x 110m - 155m</p> <p>SCORING &amp; RESULTS</p> <p>18 Max on ground 22 Max on team sheet</p> <p>SIZE 5 LEATHER</p>	<p><b>BOYS</b> <b>UNDER 17</b> COMPETITION (17.5)</p> <p>20 MINS</p> <p>x4</p> <p>GROUND SIZE 135m - 185m x 110m - 155m</p> <p>SCORING &amp; RESULTS</p> <p>18 Max on ground 22 Max on team sheet</p> <p>SIZE 5 LEATHER</p>	<p><b>GIRLS</b> <b>UNDER 13</b> COMPETITION (13.5)</p> <p>15 MINS</p> <p>x4</p> <p>GROUND SIZE 120m - 150m x 90m - 110m</p> <p>SCORING &amp; RESULTS</p> <p>14 Max on ground 16 Max on team sheet</p> <p>SIZE 3 LEATHER</p>	<p><b>GIRLS</b> <b>UNDER 15 &amp; 17</b> COMPETITION (15.5 &amp; 17.5)</p> <p>15 MINS</p> <p>x4</p> <p>GROUND SIZE 135m - 185m x 110m - 155m</p> <p>SCORING &amp; RESULTS</p> <p>16 Max on ground 19 Max on team sheet</p> <p>SIZE 4 LEATHER</p>
<p>✔</p> <ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> <li>Last disposal rule</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Smothering</li> <li>Deliberately rushed behind</li> </ul>	<p>✔</p> <ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> <li>Last disposal rule</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Smothering</li> <li>Deliberately rushed behind</li> </ul>	<p>✔</p> <ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> <li>Last disposal rule</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Smothering</li> <li>Deliberately rushed behind</li> </ul>	<p>✔</p> <ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> <li>Last disposal rule</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Smothering</li> <li>Deliberately rushed behind</li> </ul>	<p>✔</p> <ul style="list-style-type: none"> <li>Tackling</li> <li>Bumping</li> <li>Barging</li> <li>Smothering</li> <li>Fending off</li> <li>Last disposal rule</li> <li>Shepherding</li> <li>Stealing the ball</li> <li>Deliberate out of bounds</li> <li>Smothering</li> <li>Deliberately rushed behind</li> </ul>
<p><b>BOUNCING THE BALL</b> Unlimited</p> <p><b>KICKING OFF GROUND</b></p> <p><b>OUT OF BOUNDS</b> If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.</p> <p><b>MARKING</b> 15 metres, direct catch</p> <p><b>DISTANCE &amp; OTHER PENALTIES</b> 50m penalty can be applied at umpires discretion. Players can be ordered off at the umpire's discretion</p>	<p><b>BOUNCING THE BALL</b> Unlimited</p> <p><b>KICKING OFF GROUND</b></p> <p><b>OUT OF BOUNDS</b> If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.</p> <p><b>MARKING</b> 15 metres, direct catch</p> <p><b>DISTANCE &amp; OTHER PENALTIES</b> 50m penalty can be applied at umpires discretion. Players can be ordered off at the umpire's discretion</p>	<p><b>BOUNCING THE BALL</b> Unlimited</p> <p><b>KICKING OFF GROUND</b></p> <p><b>OUT OF BOUNDS</b> If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.</p> <p><b>MARKING</b> 15 metres, direct catch</p> <p><b>DISTANCE &amp; OTHER PENALTIES</b> 50m penalty can be applied at umpires discretion. Players can be ordered off at the umpire's discretion</p>	<p><b>BOUNCING THE BALL</b> Unlimited</p> <p><b>KICKING OFF GROUND</b></p> <p><b>OUT OF BOUNDS</b> If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.</p> <p><b>MARKING</b> 15 metres, direct catch</p> <p><b>DISTANCE &amp; OTHER PENALTIES</b> 50m penalty can be applied at umpires discretion. Players can be ordered off at the umpire's discretion</p>	<p><b>BOUNCING THE BALL</b> Unlimited</p> <p><b>KICKING OFF GROUND</b></p> <p><b>OUT OF BOUNDS</b> If the ball moves out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.</p> <p><b>MARKING</b> 15 metres, direct catch</p> <p><b>DISTANCE &amp; OTHER PENALTIES</b> 50m penalty can be applied at umpires discretion. Players can be ordered off at the umpire's discretion</p>
<p>FIELD UMPIRES Association (1)</p> <p>GOAL UMPIRES Clubs to supply (1) each</p> <p>BOUNDARY UMPIRES Sideline</p> <p>COACHES Sideline</p>	<p>FIELD UMPIRES Association (2)</p> <p>GOAL UMPIRES Clubs to supply (1) each</p> <p>BOUNDARY UMPIRES Sideline</p> <p>COACHES Sideline</p>	<p>FIELD UMPIRES Association (2)</p> <p>GOAL UMPIRES Clubs to supply (1) each</p> <p>BOUNDARY UMPIRES Sideline</p> <p>COACHES Sideline</p>	<p>FIELD UMPIRES Association (1)</p> <p>GOAL UMPIRES Clubs to supply (1) each</p> <p>BOUNDARY UMPIRES Sideline</p> <p>COACHES Sideline</p>	<p>FIELD UMPIRES Association (2)</p> <p>GOAL UMPIRES Clubs to supply (1) each</p> <p>BOUNDARY UMPIRES Sideline</p> <p>COACHES Sideline</p>