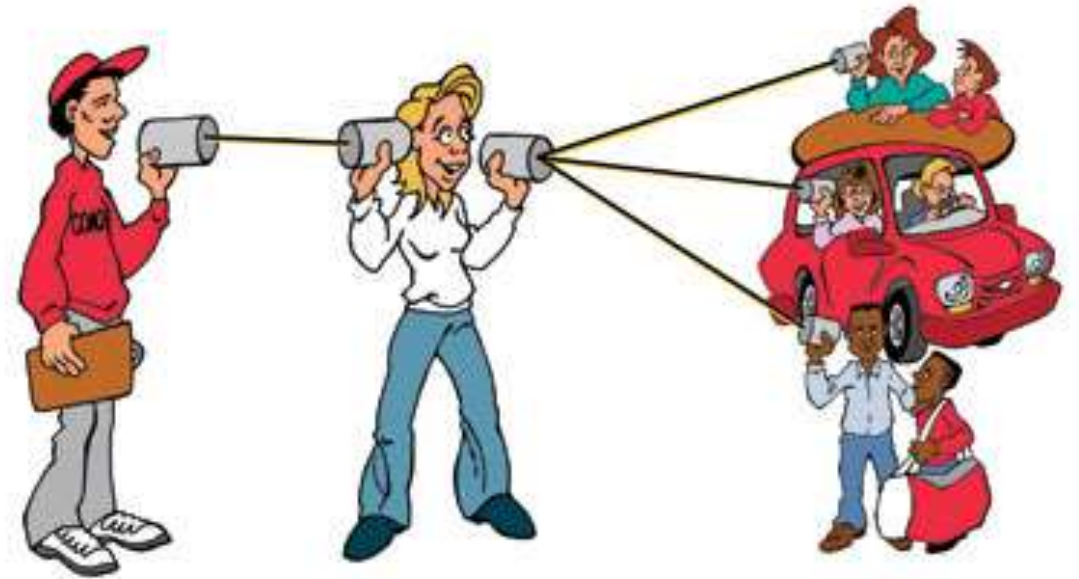


AFL SYDNEY JUNIORS CLUB DEVELOPMENT CONFERENCE Team Managers Presentation



YOUR ROLE

- Team organisation
- Paperwork
- Link between
 - Parents and the coaches
 - Team and the club committee
 - Team and match day officials
 - Teams on match day



WHERE DO I START?

Communications

Fixtures

Training

Player Availability

Health Concerns

Codes of Conduct

Team Volunteers

Transport

AFL SJ By Laws

COMMUNICATIONS



TEAM MANAGERS KIT



AFL (NSW-ACT) SCORING CARD Grade _____

Ground Grey Gums Date 12/18 2009

Swans U16 v Masters

QTR	GOALS	BEHINDS	PTS	GOALS	BEHINDS	PTS
1ST	1111	11	26	1	111	9
2ND	1		6	111	1	21
3RD						
4TH						
Totals			32			34

Goal Umpire Lee Field Umpire _____



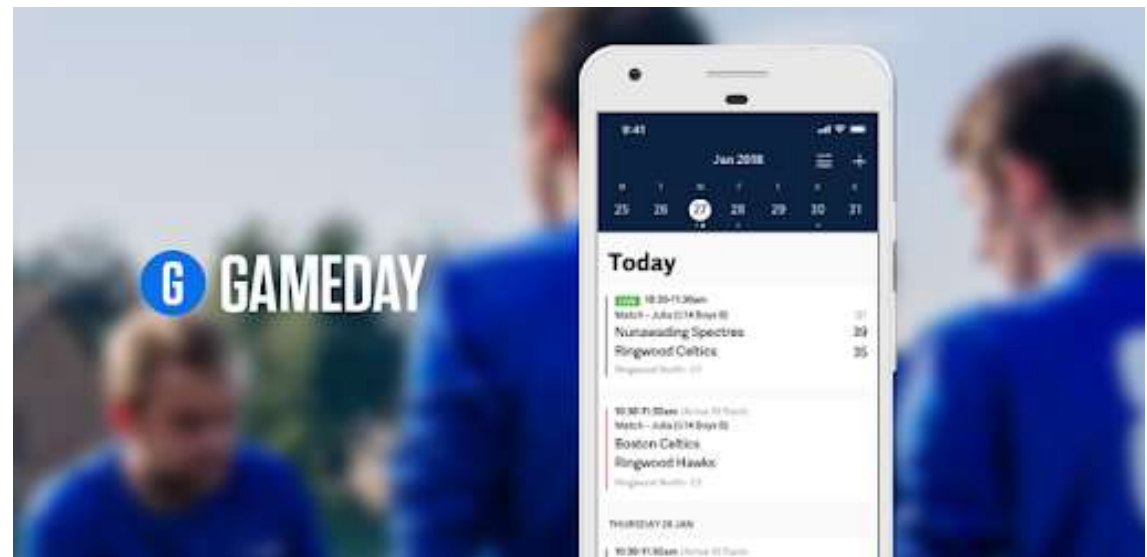
Goal Umpire - Function

- Introduce yourself to the Field Umpire before the commencement of play.
- Adjudicate on scoring during the match by standing behind the Goal line in line with the flight of the ball. If the ball is high move to a position under the ball's flight to judge the correct score. If the ball is coming in low, move to the post on the line to see that the ball crosses the line fully.
- Wait for the Field Umpire to give the all clear before giving a decision. A behind is signalled with one arm, a goal is signalled with two arms.
- Both Goal Umpires must wave the flags for a score. One flag is used for a behind, and two flags are used for a goal.
- Enter score on card and check with other Goal Umpire at the end of each quarter and at the end of the game that scores match.
- Give the scorecards to the Field Umpire at the end of the match to sign, and then give scorecard to team manager.
- Change ends of the ground at half time.

FIXTURES

SUNDAY:

SH U09 North Blue 2020	FIXTURE	RESULTS	LADDER
SH U09 North Gold 2020	FIXTURE	RESULTS	LADDER
SH U09 North Grey 2020	FIXTURE	RESULTS	LADDER
SH U09 North West 2020	FIXTURE	RESULTS	LADDER
SH U09 South 2020	FIXTURE	RESULTS	LADDER



BEFORE MATCH DAY

- Communicate with parents & players about upcoming game
- Player availability
- What does the team need to know?
- Player milestones
- Equipment
- Team sheet – 3 copies



TEAM SHEETS

ANGELA'S TEAM - Team Sheet Association: Test SW Online Teams: Perth Glory V Angela's Team Competition: Kanga Cup Round Robin Round: 8 Match Date: 09/01/14											
	ID	Jump No.	Player Name	Goals	Best	Yellow Cards	Red Cards	q1	q2	q3	q4
1	6504796		FW, Chris								
2	6504797		Person, Test								
3											

<https://passport.sportstg.com/>

MATCH DAY

- Arrival Time
- Check in with the Ground Manager
- Find your volunteers
- Guernsey numbers
- Volunteer names onto the team sheet
- Ensure the team sheet is signed by both managers
- Hand the team sheet to the ground manager as soon as practical
- Check first aid/ERC are in place
- Communicate with opposition team about numbers on field



WHO IS ALLOWED ON THE FIELD OF PLAY?

- Players
- Umpires
- Trainers
- Runners (not in 9s and 10s)
- First aid officials
- Ground manager
- Umpires escort



AFTER THE GAME

- Check for the all clear from umpires
- Check in with ground manager and collect the score card
- Collect your team football
- Enter results into SportsTG
 - U9s & U10s – draw
 - All competitive football matches – enter full score

ENTERING RESULTS

<https://passport.sportstg.com>

Display Matches
Use the filters below to list the desired matches.

Show matches between *dd/mm/yyyy*: and Season Venue Name

Match Status Clubs Competition Name



AFL SYDNEY JUNIORS BY LAWS

<http://aflsj.com.au/resources/by-laws-policies/>



AFL SYDNEY JUNIORS BY-LAWS 2020



DEVELOPMENT AGE GROUP RULES

Ball Size	Size 2 - Syn/Leather	Size 2 - Syn/Leather	Size 3 Leather	Size 3 Leather	Size 4 - Leather	Size 4 - Leather	Size 5 - Leather	Size 5 - Leather
Player Allocation	Min - 9 Max - 12 Bench - Unlimited	Min - 9 Max - 12 Bench - Unlimited	Min - 12 Max - 15 Bench - 6	Min - 12 Max - 15 Bench - 6	Min - 15 (Div1&2) 13 (Div 3) Max - 16 Bench - 6	Min - 15 (Div1&2) 13 (Div 3) Max - 16 Bench - 6	Min - 15 (Div1&2) 13 (Div 3) Max - 16 Bench - 6	Min - 15 (Div1&2) 13 (Div 3) Max - 16 Bench - 6
Playing Times	4 x 10 Mins Quarters 4/5/4 intervals	4 x 10 Mins Quarters 4/5/4 intervals	4 x 13 Min Quarters 4/5/4 Intervals	4 x 13 Min Quarters 4/5/4 Intervals	4 x 15 Min Quarters 4/5/4 Intervals	4 x 15 Min Quarters 4/5/4 Intervals	4 x 15 Min Quarters 4/5/4 Intervals	4 x 16 Min Quarters 4/5/4 Intervals
Smothering, Sheparding, Barging and Fending	X	X	✓	✓	✓	✓	✓	✓
Tackling	Modified Tackle	Modified Tackle	As per the laws of the game					
Zones	3 Zones - Only Forwards can score	3 Zones - Only Forwards can score	As per the laws of the game					
Starting and Restarting Play	No Full possession allowed from ruck As per match policy				As per the laws of the game			
Out of Bounds	Last Kick - Ball given to nearest opponent Off hands or body - Ball up 5m from Boundary				Ball Up - Field umpire 10m from Boundary		Boundary Throw In As per laws of the game	
Marking (Distance)	Any Distance	Any Distance	10m	10m	15m	15m	15m	15m
Run and Bounce	10m & 1 Bounce	10m & 1 Bounce	15m & 2 Bounces	15m & 2 Bounces	As per the laws of the game			
Distance Penalties	10m	10m	25m	25m	50m - As per laws of the game			
Kicking off the ground	X Unless accidental	X Unless accidental	X Unless accidental	X Unless accidental	As per the laws of the game			
Deliberate out of bounds	Not Applied	Not Applied	Not Applied	Not Applied	Not Applied	Not Applied	Not Applied	Not Applied
Playing On & Advantage	X	X	✓	✓	✓	✓	✓	✓
# of Umpires - Field	1	1	2	2	2	2	2	2
Boundary	N/A	N/A	N/A	N/A	N/A	N/A	Club to supply	Club to supply

MOST COMMONLY ASKED BY LAW QUESTIONS

- Use of gloves by Players in Matches is prohibited
- Full length undergarments may only be worn with the prior approval of the League. Short sleeved or sleeveless undergarments are acceptable.
- Players who wish to wear spectacles during matches and training sessions should wear spectacles with PLASTIC FRAMES and PLASTIC LENSES. A band must also hold the spectacles on securely.
- No person, including any Coach or Club Official, may remove, or cause to be removed, a Team from the field of play before the official completion of the Match.
- Ladder position will be determined by match ratio (subject to the initial application of Reward E-Points). Match ratio is determined by dividing the number of wins by the number of matches played
- Wet weather website www.wetweathercheck.com

MOST COMMONLY ASKED BY LAW QUESTIONS

- A forfeit will be claimed against any Team that cannot field the minimum number of Players for the relevant age group **within fifteen (15) minutes** after the agreed starting time.
- If your team needs to forfeit in advance of the Sunday game, advise your club ASAP.
- For Matches where there is a forfeit, only the non-forfeiting Club may enter a Team into Footyweb
- In the case of a forfeit win the score will be 60 – 0 for the non-forfeiting team

MOST COMMONLY ASKED BY LAW QUESTIONS

- Rewards E-Points has the objective of raising the quality of the match day environment, shifting the focus away from a winning at all costs approach.
- Wins and Losses on Match day are supplemented by “Points” that reward a Club for good behaviour. Yellow and Red cards, Reports and Code of Conduct breaches may result in a forfeiture of reward points and ultimately have an impact on a Team’s position on the ladder.
- The purpose of the 10 Goal Equalisation rule is to encourage Coaches, once a 10 goals/60 points lead is reached during a Match, to appreciate that it serves no purpose to inflict massive losses on their opposition
- The maximum winning margin for all Matches is 10 goals (60 points).
- Team managers enter the complete score after the conclusion of the match

MOST COMMONLY ASKED BY LAW QUESTIONS

- If a team leads by 10 goals or more at half time, three quarter time or full time the 10 goal rule is triggered
- If a team leads by 10 goals for more at half time or three quarter time it is the obligation of both coaches to equalise the on field competitive balance firstly by adjusting player numbers so the trailing team has 2 extra players on field – this is mandatory
- The scoreboard records the score at the time the scoring stopped



TEAM NUMBERS

WESTERN SYDNEY			
Age Group	Min #	Max. on field	Max. Interchange
U9 - U10	9	12	Unlimited
U11 - U12	12	15	6
U13 – U17	13	16	6

SYDNEY HARBOUR			
Age Group	Min #	Max. on field	Max. Interchange
U9 - U10	9	12	Unlimited
U11 - U12	12	15	6
U13 – U17	Division 1 & 2 - 15 Division 3 - 13 Where no divisions - 13	16	6

FEMALE FOOTBALL – ALL REGIONS			
Age Group	Min #	Max. on field	Max. Interchange
Girls Under 10	9	12	Unlimited
Girls U11 & U12	9	12	6
Youth Girls U13, U14 & U15	9	15	6
Youth Girls U16 & U18	12	16	6

TEAM NUMBERS

- JUNIOR AGES (U8-U12): To encourage maximum participation where the two Teams do not have the same number of Players, Clubs must borrow or loan available Players up to the maximum on-field number for that age group or division. Players must be rotated so that no single player plays more than one (1) quarter per match for the opposition team.
- YOUTH AGES (U13-U18): To encourage maximum participation where the two Teams do not have the same number of Players, Clubs may borrow available opposition Players up to the maximum on-field number for that age group or division. If as a result of a Coach not accepting the Players offered, the Team loaning additional Players will be able to play with such additional Players up to the maximum on-field number. If the coach accepts the players, they must be rotated so that no single player plays more than one (1) quarter per match for the opposition team
- These rules do not apply in finals series matches.

RESTRICTED PLAYERS LISTS

- In the event that a Club has more than one Team in the Under 11's to Under 18's age groups, the Restricted Player List (RPL) is used to manage the movement of Players between teams

	UNDER 11 – 12		UNDER 13 - 18	
# Teams	Harbour	West	Harbour	West
1	N/A	N/A	N/A	N/A
2	12	9	13	10
3+	See 9.2(c)	See 9.2(c)	See 9.2(c)	See 9.2(c)

- Players on the Restricted Player List cannot play down in their lower division Team or any age group under any circumstances unless agreed otherwise by the AFL

PLAYER MOVEMENT BETWEEN TEAMS

- This applies to boys age groups Under 11 – Under 17 in Sydney Harbour ONLY.
- Once a player has played Six (6) or more games in a higher age group, or higher division – they will be ineligible to participate in any lower age group or lower division.
- Where a club has more than one team in the same age group - once a player has played Six (6) or more games in one team, they will be ineligible to participate in the other team(s).



CLUB DEVELOPMENT CONFERENCE – SUNDAY 17TH MARCH

FINALS ELIGIBILITY

- Player must have played at least four (4) Matches during that season within the Team that they wish to play for
- Any Player who plays more Matches in an older age group or higher Division than in a younger age group or lower division is ineligible for finals in the younger age group or lower division. This applies across the oldest age group in AFL Sydney Juniors into AFL Sydney
- If a player misses a significant number of matches due to extenuating circumstances such as serious illness or injury (more than 6 matches) an application may be made to the AFL for them to play finals.

RED/YELLOW/BLUE CARDS

Under 9 / Under 10 / Under 10 Youth Girls					
CARD	DURATION OFF FIELD	BREAKS INCL	LOCATION	PLAYER REPLACEMENT	MATCH TO RECOMMENCE
Blue Card	10 mins	No	Player to sit with Ground Manager/Timekeeper Not on team bench	Yes	When Player Leaves Field
Yellow Card	10 mins	No	Player to sit with Ground Manager/Timekeeper Not on team bench	Yes	When Player Leaves Field
Red Card	Remainder of Match		Does not need to sit with Ground Manager/Timekeeper, but must leave the playing field. Should leave ground entirely, but if remains, must remove or cover up playing guernsey Not on Team Bench	After 15 Minutes	When Player Leaves Field

*** If the player refuses to leave field, their team forfeits the match*

RED/YELLOW/BLUE CARDS

Under 11 / Under 12 / Under 12 Youth Girls					
CARD	DURATION OFF FIELD	BREAKS INCL	LOCATION	PLAYER REPLACEMENT	MATCH TO RECOMMENCE
Blue Card	10 mins	No	Player to sit with Ground Manager/Timekeeper Not on team bench	Yes	When Player Leaves Field
Yellow Card	13 mins	No	Player to sit with Ground Manager/Timekeeper Not on team bench	Yes	When Player Leaves Field
Red Card	Remainder of Match		Does not need to sit with Ground Manager/Timekeeper, but must leave the playing field. Should leave ground entirely, but if remains, must remove or cover up playing guernsey Not on Team Bench	After 15 Minutes	When Player Leaves Field

If player refuses to leave field, their Team Forfeits Match

RED/YELLOW/BLUE CARDS

Under 13 / Under 14 / Under 15 / Under 16 Youth Girls / Under 18 Youth Girls					
CARD	DURATION OFF FIELD	BREAKS INCL	LOCATION	PLAYER REPLACEMENT	MATCH TO RECOMMENCE
Blue Card	10 mins	No	Player to sit with Ground Manager/Timekeeper Not on team bench	Yes	When Player Leaves Field
Yellow Card	15 mins	No	Player to sit with Ground Manager/Timekeeper Not on team bench	Yes	When Player Leaves Field
Red Card	Remainder of Match		Does not need to sit with Ground Manager/Timekeeper, but must leave the playing field. Should leave ground entirely, but if remains, must remove or cover up playing guernsey Not on Team Bench	After 15 Minutes	When Player Leaves Field

If player refuses to leave field, their Team Forfeits Match

RED/YELLOW/BLUE CARDS

Under 17					
CARD	DURATION OFF FIELD	BREAKS INCL	LOCATION	PLAYER REPLACEMENT	MATCH TO RECOMMENCE
Blue Card	10 mins	No	Player to sit with Ground Manager/Timekeeper Not on team bench	Yes	When Player Leaves Field
Yellow Card	16 mins	No	Player to sit with Ground Manager/Timekeeper Not on team bench	Yes	When Player Leaves Field
Red Card	Remainder of Match		Does not need to sit with Ground Manager/Timekeeper, but must leave the playing field. Should leave ground entirely, but if remains, must remove or cover up playing guernsey Not on Team Bench	After 15 Minutes	When Player Leaves Field

If player refuses to leave field, their Team Forfeits Match



WHERE YOU CAN FIND INFORMATION

- AFL Sydney Juniors By Laws 2020
- AFL Sydney Juniors website
- SportsTG support website
- Club Committee
- Other team managers
- Coming soon – admin.AFL

