



Rules & By-Laws

2019 AFL National Inclusion Carnival

July 2019



This Handbook relating to the AFL National Inclusion Carnival has been formalised to provide official and binding rules and by-laws for competing teams.

Governed by the AFL, the AFL National Inclusion Carnival exists to provide footballers with an intellectual disability the opportunity to participate in Australian football at the elite level.

It is the responsibility of each competing team to ensure that all appointed officials and players are fully aware of the contents of this Handbook to enable the competition to be conducted efficiently and in the true spirit of sportsmanship.

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1. Naming rights

The competition governed by these rules and by-laws (**Rules**) is to be referred to as the AFL National Inclusion Carnival and must be referred to as such in all written/printed communication except in these Rules, where the AFL National Inclusion Carnival is also referred to as the '**Carnival**'.

2. Management

The Carnival is conducted under the control of the AFL who shall have the power to determine any matter related to the Carnival, unless the determination of such matter is otherwise specifically provided for in this Handbook.

3. Player Eligibility

[Sport Inclusion Australia](#) administers the player eligibility process. To compete in the AFL National Inclusion Carnival, a player must be:

- Male;
- 16 years of age, at day one of the Carnival; and
- Have an intellectual impairment.

Sport Inclusion Australia will determine whether an individual has an intellectual disability based on the Sport Inclusion Australia Athlete Registration and Primary Eligibility Application Guidance Notes.

Subject to item 4 of these Rules, a player will be eligible to compete in the Carnival when Sport Inclusion Australian is satisfied that a player meets all 3 elements of the above criteria.

4. Temporary Eligibility

If a player does not meet one or more of the player eligibility criteria to the satisfaction of Sport Inclusion Australia, temporary eligibility may be determined by Sport Inclusion Australia on a case by case basis. An application for temporary eligibility must be submitted in writing to the AFL Inclusion (All Abilities) Manager at least six weeks before the Carnival. If temporary eligibility is granted by Sport Inclusion Australia, it is only valid for the year in which temporary eligibility is granted, and the player must apply for eligibility to compete the following year.

For clarity, a player with temporary eligibility is **not** eligible to be selected in the All Australian team.

Please contact the AFL Inclusion (All Abilities) Manager should you have any queries in relation to temporary eligibility.

5. Teams

A total of eight (8) teams will participate in the Carnival. These teams will represent:

- New South Wales / Australian Capital Territory;
- Northern Territory;
- Queensland;
- South Australia;
- Tasmania;
- Victoria – Country;
- Victoria – Metro; and
- Western Australia.

6. Squad size

Each team participating in the Carnival can select a maximum of sixteen (16) players to attend the Carnival. Each team must have twelve (12) players on the field at any one time, unless an exemption is granted by the AFL to have less than twelve (12) players on the field in special circumstances, with a maximum of four (4) players on the bench.

7. Squad selection

Players must play for the state/territory team in which the football league they primarily play for is affiliated.

Should a player not be registered or otherwise affiliated to a football league, they can trial for the state/territory where the player resides. Upon selection, that player will be required to register to a league within the state/territory league.

Should a team be short on numbers, the relevant AFL state body can then approach players from another state/territory **after** selections have been made by that other state/territory body.

8. Players Code of Conduct

All players attending the Carnival agree to uphold the Carnival's Players Code of Conduct. Failure to do so may result in approval for them to participate in the Carnival being revoked or other disciplinary action being taken against the relevant player, at the discretion of the Carnival Tribunal. Refer to appendix 1 for the Players' Code of Conduct.

9. Coaches and Officials Code of Conduct

All coaches and team officials attending the Carnival agree to uphold the Carnival's Coaches' and Officials' Code of Conduct. Failure to do so may result in approval for them to participate in the Carnival being revoked or other disciplinary action being taken against the relevant person, at the discretion of the Carnival Tribunal. Refer to appendix 2 for the Coaches' and Officials' Code of Conduct.

10. Competition Format

The AFL shall be responsible for determining the Carnival fixtures. Day one & two of the Carnival will run as a lightning carnival, where game times will be reduced as set out at item 16 of these Rules and all teams will play each other once.

At the conclusion of the lightning carnival, teams will be split into two divisions determined by a team's competition points (1st – 4th, Division 1 and 5th – 8th, Division 2). Each team will then play each other team in their division once.

At the conclusion of divisional games, the two teams with the highest amount of competition points in each division will playoff in their respective division Grand Finals, and the two other teams in each division will also playoff third in their respective divisions. The final games will therefore be:

Division 1

- 1st v 2nd;
- 3rd v 4th;

Division 2

- 1st v 2nd;
- 3rd v 4th;

11. Competition Points

Points will be awarded for all games as follows:

Win	4 Points
Draw	2 Points
Loss	0 Points
Forfeit To	4 Points
Forfeit Against	0 Points

Each team's percentage will not be displayed but will be recorded. In the case that two (2) or more teams finish on the same number of points after the lightning or divisional stages, the team with the higher percentage will progress higher on the ladder.

12. Drawn Match

In the event of a drawn game during the lightning carnival and divisional games, the draw will stand as is and points from the match will be shared as noted in item 11 of these Rules.

There shall be no drawn matches in the Grand Finals and final playoffs. Where scores are level at the end of full time, for a Grand Final or final playoff match, the siren will sound. Teams will take a 5-minute interval, before entering 'golden point', whereby the timekeepers shall not sound the siren until another score (goal or behind) is registered. The siren will sound immediately after that final score.

13. Awards

The following trophies and awards shall be awarded for the Carnival:

- Carnival Cup (Perpetual) - Winner Division 1;
- Carnival Cup (Perpetual) - Winner Division 2;
- Premiers Flag - Winner Division 1;
- Premiers Flag - Winner Division 2;
- Premiers Medallions - Winner Division 1;
- Premiers Medallions - Winner Division 2;
- Game Ball, Best on Ground – All Grand Finals and final playoff matches;
- Best & Fairest Trophy, from each team; and
- All Australian Certificate.

Voting

Team Best & Fairest will be determined by the umpires at the conclusion of the Carnival. Umpires are to make this determination using the AFL's values:

- Play to WIN;
- Play FAIR;
- Play as one TEAM; and
- Play with PASSION.

The All Australian squad will represent the best performing players and coaches during the Carnival and will be determined by the AFL in consultation with the head coaches (see appendix 5) of all the teams participating in the Carnival. Twenty-six (26) players are to be selected, plus two head coaches.

14. Rules

Unless otherwise provided in these Rules, Matches will be played in accordance with the Laws of Australian Football (**AFL Laws**).

15. Football Requirements

Leather Sherrin – size 5.

16. Length of Games

All matches within the Carnival will be played with **NO TIME ON. TIME ON** will only apply should the stretcher be called on the field.

Lightning carnival:

- A match will consist of two (2), 7 minute halves

Divisional games:

- A match will consist of four (4), 10 minute quarters

Grand Finals:

- A match will consist of four (4), 10 minute quarters

The AFL Inclusion (All Abilities) Manager may at their absolute discretion alter the duration of each quarter.

17. Intervals

Lightning Carnival:

- $\frac{1}{2}$ time = 4 minutes

Divisional Games & Grand Finals:

- $\frac{1}{4}$ time = 3 minutes
- $\frac{1}{2}$ time = 6 minutes
- $\frac{3}{4}$ time = 3 minutes

Timekeepers shall sound the siren (1 blast) one (1) minute prior to and at the due commencement time for each quarter. The AFL Inclusion (All Abilities) Manager may in their absolute discretion alter the duration of intervals between each quarter.

Teams are not permitted to leave the ground during any of the intervals.

18. Rule Adaptions

i. Out of Bounds-Last Touch

No throw-ins. The team who last touches the football prior to ball going over the boundary line, will be paid a free kick against from where the ball crosses the boundary line. Should the umpire be unable to determine who last touch the ball, the field umpire will move five (5) metres in from the boundary line and throw the ball up.

ii. Marking

A mark is to be paid to a player who marks the ball from a kick that has travelled at least ten (10) metres, and has not been touched in transit.

iii. **Bouncing the Ball**

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 hand or by foot.

iv. **15 Metre Penalty**

A fifteen (15) metre penalty may be applied on top of a free kick at the umpire's discretion.

v. **Starting Positions**

Players are **not** required to adhere to the starting positions as stipulated by rule 13.1 (a) – (g) in the AFL Laws of the Game.

vi. **Mercy Rule**

All matches are to play off the mercy rule, meaning should a team reach a margin of 40 points, the Mercy Rule is activated. Meaning, if the leading team scores a point, the trailing team will take the kick out from the half back line. If the team leading scores a goal, the trailing team will take possession of the ball in the centre circle, not requiring a ball up to restart play.

If the trailing team brings the margin back under the set margin, the Mercy Rule is deactivated, and play will revert to normal.

19. Walkover/Forfeits

In the case of there being a walkover or forfeit, the non-forfeiting team will receive four competition points. Teams involved will further receive the average 'for' and 'against' scored, for that round, in their division/conference.

In the event that the average 'for' and 'against' cannot be taken (e.g. all games in the round were forfeited), the score line 30 - 0 will be recorded.

20. Finals Eligibility

A player must have played (taken the field) in at least half of the fixtured matches (lightning matches and divisional matches) for their team before being eligible to play in a Grand Final or a final playoff match. The AFL may grant an exemption to players injured during the Carnival with the provision of relevant medical advice.

21. Umpires

For all games, a minimum of two field umpires and two goal umpires will be rostered to all games.

22. Jewellery

No Jewellery is to be worn on the ground whilst playing. If an umpire notices a player wearing jewellery the player will be asked to leave the ground and may only come back on once the jewellery has been removed.

Should the jewellery not be able to be removed, the player will be required to place tape over the top of it.

23. Order Off Rules

Players may be ordered from the field by the field umpire for breaching the AFL Laws or these Rules.

Yellow Card

A player shown a Yellow card by a field umpire must immediately leave the ground, the player may come back on the ground once five (5) minutes – Lightning Carnival or ten (10) minutes – Divisional of **PLAYING TIME** has passed. Players receiving a Yellow card **CAN** be replaced.

If a player commits a second Yellow card offence, then the umpire will show a Red card.

Red Card

A player shown a Red card by a field umpire must immediately leave the ground and is not permitted to return to the ground for the remainder of the game. Players receiving a Red card **CANNOT** be replaced for that match.

Should a player receive two yellow cards or a straight red card from the umpire, the player will receive an automatic one (1) match suspension. The one (1) match suspension is to be served directly after the game in which the incident occurred. If the game in which the two Yellow cards or the Red Card are received by a player is a Grand Final or final playoff, the one (1) match suspension will be served in the first game of the Carnival in the following year in which the player participates in the Carnival. The Tribunal has the option of adding additional match suspensions should they deem the matter serious enough.

24. Notice of Report

The head field umpire may report a player for breaching the AFL Laws or these Rules. The head field umpire should make their offence report to 'Competition Logistics' at the completion of the game, in which the offence occurred.

25. Tribunal

The Carnival will have set penalties in place should a player act outside the AFL Laws or these Rules. The set penalties are set out at (ii) below.

Should a reported offence be deemed to be of a serious nature, the offending player along with a team delegate will need to attend a tribunal hearing. The time and

location of the tribunal hearing will be communicated to the team manager from the relevant player's team. The tribunal may make any determination it deems appropriate.

i. Tribunal Members

- a) The Tribunal will be made up of no less than two (2) members representing the AFL.
- b) The AFL Inclusion (All Abilities) Manager may at their absolute discretion appoint an independent person to sit on the Tribunal and that person will be deemed to be a member of the Tribunal.

ii. Set Penalties

1 MATCH PENALTY

- Attempting to strike another person
- Attempting to trip another person whether by hand, arm, foot or leg
- Using abusive, insulting, threatening or obscene language
- Disputing a decision of an umpire
- Using an obscene gesture
- Engaging in time wasting
- Engaging in an act of staging
- Engaging in a melee, except where the player's sole intention is to remove a teammate from an incident
- Wrestling another person
- Interfering with a player kicking for goal
- Intentionally shaking a goal or behind post when another player is preparing to kick or is kicking for goal or after the player has kicked for goal and the football is in transit
- Wearing prohibited boots, jewellery and equipment, improper uniform or equipment
- Sent off from the game (2 yellow cards or 1 red card)

2 MATCH PENALTY

- Intentionally or carelessly striking another person
- Intentionally or carelessly charging another person
- Intentionally or carelessly engaging in rough conduct against an opponent which in the circumstances is unreasonable
- Intentionally or carelessly bumping or making forceful contact to an opponent from front-on when that player has his head down over the football
- Intentionally or carelessly tripping another person whether by hand, arm, foot or leg
- Attempting to kick another person
- Intentionally or carelessly scratching another person
- Carelessly making contact with an umpire
- Instigating a melee
- Pinching another person

MANDATORY TRIBUNAL HEARING

- Intentionally or carelessly kicking another person
- Intentionally or carelessly kneeling another person
- Intentionally or carelessly stomping on another person
- Intentionally or carelessly head-butting an opponent or making contact to an opponent using the head
- Intentionally or carelessly eye-gouging an opponent or making unreasonable or unnecessary contact to the eye region of an opponent
- Intentionally or carelessly making unreasonable or unnecessary contact to the face of an opponent
- Intentionally or carelessly making unreasonable or unnecessary contact with an injured player
- Intentionally or carelessly scratching another person
- Intentionally, recklessly or negligently making contact with or striking an umpire.
- Attempting to make contact with or strike an umpire or official
- Vilification of another player, umpire or official
- Spitting at or on an umpire
- Spitting at or on another person
- Using abusive, insulting, threatening or obscene language towards or in relation to an umpire or official
- Behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an umpire or official
- Failing to leave the playing surface when directed to do so by a field umpire.
- Any act of serious misconduct (e.g. king hitting, head butting, etc.)

26. Coaches and Officials

All teams have the option of having the following officials present at match day;

- Head Coach;
- Assistant Coach;
- Team Manager;
- First Aider/Physio;
- Runner x 2; and
- Water Carrier x 4.

No coaches are permitted to step onto the field during play to provide instructions to their players. Runners and water carriers are only permitted to step onto the field during play to carry out their role as a runner or a water carrier and must only do so at appropriate times.

27. Registration/Insurance

All players must be registered with their AFL state/territory affiliated club before taking the field. All participants will automatically receive Platinum cover for any injuries sustained whilst participating in the Carnival, regardless what state/territory player cover is in place. Cover does not include any Loss of Income.

28. First Aid Requirements

A minimum of one accredited level 1 sports trainer will be rostered to all games. The role of the trainer is to act as the first point of contact for someone who may be injured or ill.

All players are to bring their own strapping tape should they require strapping prior to the game. Strapping tape will not be supplied.

29. Uniform

All teams playing in the Carnival must have the Carnival logo printed on their playing uniform. For branding guidelines please refer to Appendix 3. Any team that does not comply with the branding guidelines in Appendix 3 may be penalised at the discretion of the Tribunal.

Trainers are required to wear Hi-Vis orange. Runners are required to wear Hi-Vis pink. Water carriers are required to wear Hi-Vis blue.

Player's wanting to wear SKINS Compression **must** be beige or the player's skin colour. No under garments which can be seen will be accepted.

Players and officials are to wear their teams' uniform to all functions/events/activities coordinated as part of the Carnival.

30. Injuries

In the case of a serious injury the trainer can call for a stretcher to be brought onto the ground to safely transport the injured player off the ground.

A player who is removed from the field by a stretcher **cannot** return to the ground in that match.

Players who suffer cuts and bleeding can be ordered from the ground at the discretion of the field umpire and may only return once they have received appropriate treatment from their trainer.

31. Alcohol Policy

Alcohol consumption is strictly prohibited at the AFL National Inclusion Carnival. It is strongly recommended that all State/Territory bodies set clear guidelines on the expectation around alcohol consumption with both players and support staff prior to attending the carnival.

32. Extreme Weather Policy

In the event of dangerous or extreme weather (e.g. lightning or hail) or other life-threatening events, the Umpires and Match Manager should be aware of the dangers of allowing play during thunder/electrical storms. Play should cease if lightning is seen in the vicinity of the playing field. The Match may be terminated by the Field Umpire, or Match Manager.

33. Social Media Policy

All affiliated team officials (including coaches and team managers), players, volunteers and umpires are to uphold the Carnival's social media policy which can be found in full in appendix 4. Failure to uphold the social media policy may result in their approval to be involved with the Carnival being revoked or other disciplinary action being taken against the relevant person, at the discretion of the Carnival Tribunal.

Appendix 1 – Players' Code of Conduct

All players representing at AFL National Inclusion Carnival agree to uphold the below behaviour expectations.

1. Abide by the rules of the games and rules set down by your coach and support staff.
2. Never argue with an official or umpire. If you disagree, have your coach or team manager approach the official during a break or after the game.
3. Always show respect for umpires and respect decisions made.
4. Control your temper. Verbal or physical abuse during a game will not be tolerated.
5. Work equally hard for yourself and your team.
6. Be a good sport. Applaud all good plays whether they be by your team or the opponents.
7. Maintain a high standard of personal behaviour on and off the field.
8. Treat all players as you would like to be treated.
9. Cooperate with your coach and team mates, and respect the ability of your opponent.
10. Play for the 'fun of it' and within the spirit of the Carnival.
11. Uphold all rules outlined in this handbook.
12. Take responsibility for your actions.

Any player found to be in breach of the above code of conduct may be requested to answer to the tribunal and face potential suspension.

Appendix 2 – Coaches' and Officials Code of Conduct

All coaches and officials attending the AFL National Inclusion Carnival agree to uphold the AFL National Inclusion Carnival Coaches and Officials Code of Conduct outlined below.

I understand that as an integral component of my team I must maintain a high standard of behaviour and conduct in the best interests of the game and the players/staff in my care.

In representing myself in an honest manner, and without bringing my position or the Game into disrepute, I will endeavour to uphold the following to the best of my ability:

1. I will respect the rights, dignity and worth of all individuals within the context of my involvement in Australian Football, by refraining from any discriminatory practices including, but not limited to, discrimination on the basis of race, religion, gender, ethnic background, special ability/disability or sexual orientation, preference or identity.

2. I will abide by and teach the AFL Laws of Australian Football and Carnival Rules & By-Laws.
3. I will be reasonable in the demands I make on the time commitments of the players in my care, having due consideration for their health and wellbeing.
4. I will be supportive at all times and I will refrain from any form of personal or physical abuse or unnecessary physical contact with the players in my care.
5. I will have due consideration for varying maturity and ability levels of my players.
6. As a Coach/Official I will avoid overplaying the talented players, aiming to maximise participation, learning and enjoyment for all players regardless of ability.
7. I will stress and monitor safety always.
8. In recognising the significance of injury and sickness, I will seek and follow the physician's advice concerning the return of injured or ill players to training.
10. I will at all times display and teach appropriate sporting behaviour, ensuring that players understand and practise fair play.
11. I will display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators.
12. I will ensure that players are involved in a positive environment where skill-learning and development are priorities and not overshadowed by a desire to win

Appendix 3 – Guernsey Branding



The following guidelines outline the requirements for the AFL – Carnival guernsey branding:

1. Carnival logo to be on the right-hand-side of the player's chest, 14cm below the shoulder seam
2. Logo size:
3. No other logo to be placed above or below the League logo
4. All other areas of the Guernsey are available for team use
5. All Artwork to be forwarded to AFL's All Abilities Inclusion Manager for approval

PMS COLOUR CODES

AFL Logo colours:

AFL Red is 485 AFL Blue is 287

Logo colours:

Navy 281C Teal 7466C Light Green 389C Dark Green 390C

Appendix 4 – Social Media Policy

Social Media is a rapidly expanding form of communication. The AFL realises that participation in Social Media by Team Officials and players will continue to increase. If you choose to participate in any form of Social Media the AFL expects you to adhere to the standards set out in this Policy when referencing your association with the AFL and the AFL National Inclusion Carnival.

Social Media includes but is not limited to:

- Any form of Blogging or Microblogging on websites such as Twitter;
- Social Networking websites such as Facebook; and
- Video and Photo sharing websites such as YouTube and Instagram.

POLICY SCOPE

This policy is applicable to all Carnival affiliated team officials, players, volunteers and umpires who participate in any form of Social Media.

YOUR CONDUCT IN SOCIAL MEDIA ACTIVITY

While all individuals are welcome to participate in Social Media, it is expected that everyone who participates in online commentary in relation to activities involving the AFL National Inclusion Carnival and its Stakeholders shall respect and adhere to the following simple but important guidelines:

- Never represent yourself, the AFL National Inclusion Carnival or your affiliated team in a false or misleading way. All statements must be true and not misleading; all claims must be proven.
- Post meaningful, respectful comments — in other words, no spam and no remarks that are offensive.
- Use common sense and common courtesy: for example, it's best to ask permission to publish or report on conversations that are meant to be private or internal to the AFL National Inclusion Carnival.
- When disagreeing with others' opinions, keep it appropriate and polite.
- Think carefully about what you publish as it is easily seen by many people and you should be respectful at all times of people, religions, races and different cultures.

These guidelines are in place to assist in achieving our overall goal, that is, to participate online in a respectful, relevant manner which protects the reputation of the competition and the individuals within it, and of course follows the letter and spirit of the law

Appendix 5 – All Australian Selection Criteria

The AFL National Inclusion Carnival All Australian team is a representative team selected from participants in the AFL National Inclusion Carnival. Selection in the team is the highest honour available in the AFL Inclusion Pathways and represents a significant achievement. In 2019 an extended squad will be selected, consisting of; three (3) players from each side and two (2) additional 'development' players (26 in total), and two (2) coaches'. The following AFL values will form the basis for the criteria that will be used for selection, upon reviewing the player votes which will be collected after each game;

Play to Win

This player rose to every challenge and did what they say they would do – on and off the field.

Play Fair

This player oozes respect, integrity, honesty, empathy and has a great work ethic – on and off the field.

Play with Passion

This player loves what they do. Passion, energy, fun and perseverance is at the heart of their approach to this carnival – on and off the field.

Play as One Team

This player brings out the best in their team mates to achieve individual and shared success. They celebrate the wins and always have their team mates back – on and off the field