



Championships Morwell 2011

16th -18th December 2011

**Latrobe City Sports and Entertainment
Stadium**

powered by



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1. STRUCTURE OF COMPETITION

1.1 COMPETITION FORMAT

AFS State Championship games will be played as listed below:

11 v 11 Games

- 15 minute halves for U12 age group
- 20 minute halves for U14 and U16 age groups
- There will be group games played
- Each of the groups after all the round games will progress to finals and play offs.
- Medals will be awarded to 1st, 2nd and 3rd placed teams in each age group
- Medals will also be awarded to winners and runners up of minor finals

1.2 FINAL PLACINGS

Final placing of teams after pool games are decided by applying the following:

1. Team with the most points
2. Best Goal Difference
3. Most Goals For
4. Least Goals Against
5. Team with the most wins
6. Head to head result

If all of the above is equal, then the following will occur:

1. The result of the game between the two equal teams
2. A penalty shoot-out in accordance with FIFA regulations

1.3 GROUP PLAY-OFFS AND GRAND FINALS

In the event of the Play Offs and/or Grand Final being drawn at full time, 2 halves each of 5 minutes extra time will be played, if the score is still tied after extra time, a penalty shoot out will be conducted in accordance with FIFA regulations.

2. MATCH POINTS

Match Points are awarded as follows:

Win	3 points
Draw	1 point
Loss	0 points
Forfeit	3 points and 3-0 to Opposing Side

3. PLAYER REGISTRATION

3.1 TEAM SHEETS IN GOTSPORT

All team sheets must be provided to AFS Head Office prior to the tournament starting

3.2 PARTICIPATION

Players that are not affiliated to the FFV nor registered with their club will not be covered by their own club insurance cover and policies; hence participate at their own risk. AFS does not take any responsibilities for any injuries they may suffer or incur.

A player can only participate in one team per age group.

Players from the same club are allowed to participate in more than one team, as long as they are not in the same age group and they meet the necessary age requirements. i.e. an U12 can play in the U14s comp and the U12 comp.

Overage players may only be used if there is a shortage in squad numbers and it has been approved by the tournament directors prior to the tournament commencing.

Girls that are 2 years older may compete in the age groups, for example a girl that is U16 may compete in the U14 competition, but may not compete in the U12 competition.

2 players that are born in 1994 can be used in the U16 competition by each squad.

4. TEAM RESPONSIBILITY

4.1 PLAYERS STRIP

If strips clash, it is the responsibility of the away team to wear an alternate colour

All first named teams in the fixture will be deemed the "Home" team and therefore will play in their colours. It is the responsibility of the away team to change into their strip, if there is still a clash, bibs will need to be used by the away team.

Goalkeepers shall wear any colour provided it does not clash with either team's outfield players.

4.2 MATCH BALL

Match balls will be provided by the referee, in case there is not one available; it is the responsibility of the home team to provide the match ball. This must be approved by the referee at the commencement of the match.

- A size 4 match ball will be used for U12s competition.
- A size 5 match ball will be used for the U14s and U16s

Match balls cannot be changed during that match without the permission of the referee.

4.3 Assistant Referees

If an assistant referee is not appointed to a particular game, it will be the responsibility of the teams to supply assistant referees in the following order:

1. Away team to provide one assistant referee
2. Home team to provide one assistant referee

The centre referee has the right to approve or decline anyone to carry out these duties at his/her discretion.

4.4 AFS OFFICIALS

There will be an AFS Official wearing royal blue Adidas polo tops, they easily identified in case information needs to be relayed or clarification needs to be provided to coaches, parents or referees.

There will also be ground Marshalls at each of the games and the tournament directors will be at the main information desk located on the smaller grandstand adjacent to the main pitch.

5. DECISIONS OF THE MATCH OFFICIAL

5.1 MATCH RULES

All the decisions of the match referee are final and binding as far as the result of a match is concerned, and no protest can be lodged.

11 v 11 format

- Full pitch
- 15 min halves (U12)
- 20 min halves (U14 and U16)
- 5 minute half time break
- Interchange substitutions
- Reserved and sensible coaching (no commentating)
- All coaches and players must occupy designated technical areas during the game
- All other rules as noted under the FIFA Laws of the Game

6. EXTREME WEATHER CONDITIONS

In extreme weather conditions, the AFS or the appointed match official reserves the right to shorten, postpone, delay or abandon any fixture that in his/her opinion compromises player safety.

In extreme heat conditions the AFS or the appointed match official reserves the right to include *drink breaks* at any time during a fixture.

7. INTERCHANGE OF PLAYERS

Interchanges may only take place during a stoppage in play and with the referee's permission.

Each team can make an unlimited amount of interchanges in any given fixture.

8. DURATION OF MATCHES

8.1 DURATION OF MATCHES – NORMAL TIME

Game durations are noted in the table below:

All games will be 15 minute halves (U12) and 20 minute halves (u14 & U16) with no injury time, unless at the discretion of the referee.

All Teams will have a 5-minute break during the half-time interval.

If a team is not on their allocated pitch ready to start, five minutes after their scheduled kick off time, they will forfeit the game, and a 3-0 loss will be listed as the official result for that particular game.

8.2 INJURY TIME

Generally, injury time will not apply however the referee and AFS reserve sole rights to add on injury stoppage time at their discretion.

9. OTHER

9.1 INCOMPLETE SQUAD COMPLIMENTS

Squads with incomplete compliments are still required to participate in their scheduled matches. The opposition team does not have to reduce their numbers accordingly players from younger age groups can play up an age group in order to lessen this problem.

Players from another team that participates in the same age group cannot be used.

Older players playing in younger age groups can only be used if approved by tournament director prior to the tournament

9.2 RED AND YELLOW CARD OFFENCES

Red and yellow cards can be issued during a match at the discretion of the referee;

Red card serves an automatic one match suspension of the subsequent game. If a match official is assaulted or extreme abusive behavior is demonstrated the player/official or coach may be suspended from the tournament.

If the whole team demonstrates repeated abusive behavior, they will be expelled from the competition.

Yellow cards in different games will not be accumulated for suspension throughout the tournament.

9.3 BLOOD RULE

In the event a player from either team suffers an injury or wound which results in the loss of blood, the appointed match official will request that the injured player receive attention outside the field of play.

Only when the appointed match official is satisfied that the injury or wound has been safely covered and contained, will the player be permitted to rejoin the game.

In the event the player's uniform or attire is splattered with blood, the referee will instruct that player to change their attire before being permitted to rejoin the game.

Should the injured player be required to change their uniform, then the appointed match official will show discretion in allowing the player to wear an alternative numbered shirt if another shirt of the same number is unavailable.

9.4 JEWELLERY

In accordance with FIFA 'Laws of the Game', a player is forbidden to wear jewellery of any kind. Players wearing jewellery will be required to leave the pitch until such time as the offending jewellery is removed and the player has gained the Match Official's permission to re enter the playing area.

9.5 FIRST AID

First Aid staff will be on hand for the duration of the tournament. Taping and strapping will not be part of the duties of the First Aid Staff.

Ambulances will be called in case of emergency, it is up to the responsibility of the player or official to ensure they have adequate ambulance cover.

9.6 TECHNICAL AREAS

Only players, AFS officials, match officials and first aid staff will be allowed to enter the playing area. All other spectators will not be allowed to enter the playing area and will have full view of the games from behind the playing arenas.

Everyone that is allowed to enter the playing arena may only do so via the clearly designated area.

Spectators will be asked to clear off clearly marked out technical areas.

10. CODES OF CONDUCT

Players' Code of Conduct

"For the Good of the Game"

This code of conduct shall apply to all participants involved in the tournament. Any breach thereof shall be subject to disciplinary action by AFS with possible expulsion from the premises and not be allowed in future events or programs.

- Winning at all costs isn't everything; at this age learning is more important than winning.
- I will only listen to my coaches' instructions during training and games. No one else.
- I will not engage in the use of crude, foul or abusive language that may be deemed offensive or engage in any conduct detrimental to the image of the game when on or off the field.
- I will never argue with the referee and/or assistant referees regarding decisions they make.
- I will treat participants, officials and spectators with respect.
- I will play by the laws of the game.
- I will cooperate with my coach, teammates, and referees and officials at all times.
- I will not use any banned substance or drugs of dependence throughout my involvement in the tournament.
- I will display good sportsmanship at all times.
- I will play for the fun of it and not just to please parents and coaches.

Parents' Code of Conduct

"For the Good of the Game"

This code of conduct shall apply to parents and guardians. Any breach thereof shall be subject to disciplinary action by Australian Football Skool, may be expelled from the premises and not be allowed into future events or programs.

- Do not Coach your child during training sessions and games. That's what the coaches are there for; it sends mixed messages to the players creating confusion.
- Do not interfere with training sessions, stay clear of training areas.
- Cheer on and encourage the players at all times, even the opposition, applaud good football all-round.
- Winning at all costs isn't everything, we're here to develop the players, and at this age learning

is more important than winning.

- Remember that children play sport for their enjoyment, not yours.
- Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children to always participate according to the rules.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best by example, applaud good play by all teams.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation of coaches, officials and administrators. Without them, your child could not participate.
- Respect the facilities that are being used in partnership with AFS.
- Keep clear from technical areas, benches and change rooms during games and tournament. This is the ideal time for coaches to teach players without any interference

Coaches' Code of Conduct

"For the Good of the Game"

This code of conduct shall apply to AFS staff. Any breach thereof shall be subject to disciplinary action by Australian Football Skool, be expelled from the premises and not be allowed to any future events or programs

- Remember that players participate for fun and winning is only part of the fun
- Never ridicule or yell at players for making mistakes or for not winning games
- Be reasonable in your demands on a player's time, energy and enthusiasm
- Always operate within the rules and spirit of the game and teach your players to do the same
- Ensure that the time players spend with you is a positive experience. All players are deserving of equal attention and opportunities
- Avoid overplaying the talented player the less developed player need and deserve equal time
- Ensure that the equipment and facilities meet safety standards and are appropriate to the age and ability of all players
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage players to do the same

- Show concern and caution towards sick and injured players. Follow the advice of a doctor when determining whether an injured player is ready to recommence training or competition games
- Obtain appropriate coaching qualifications and keep up to date with the latest coaching practices and the principles of growth development and conditioning of junior players
- Any physical contact by the coach with a player should be appropriate to the situation and necessary for the player's skill development.
- Respect the rights, dignity and worth of every player regardless of their gender, ability, cultural background or religion
- Refrain from over coaching during games, let the players play and learn from their own mistakes