



ACC ISP

AFL

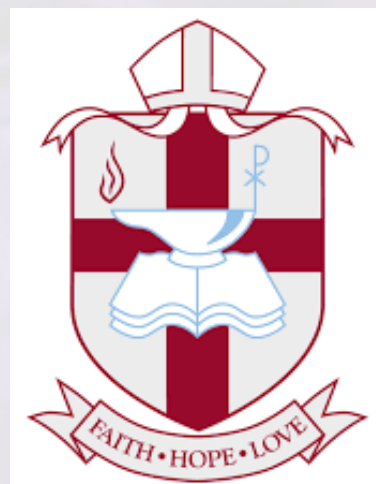
CARNIVAL

JUNE • 21 • 2024

ALDERBURY RESERVE, FLOREAT



PARTICIPATING SCHOOLS





Event day summary

ARRIVAL AND EVENT TIMES

By 9:30am	All schools on site and set up your school marquee
9:40am	ACC carnival welcome (<i>school marquee area</i>)
9:50am	Schools organise into pre-determined groups at numbered signs <ul style="list-style-type: none">• Students to line up behind their respective numbered corflu signs, supported by staff• Each group will have a WA All Abilities Football (WAAFA) or Stephen Michael Foundation (SMF) lead who will take them to the allocated activity area
9:55am	Activities commence (delivered by WAAFA and SMF)
10:15am – 10:55am	Rounds 1 & 2
10:55am	RECESS
11:20 – 12pm	Round 3 & 4
12pm	LUNCH
12:20pm	Grand Final games
12:45pm	Final event day activity
1:15pm	PRESENTATIONS Guest presenter, Mr Peter Collins, Principal, Irene McCormack Catholic College
1:40pm	Schools commence pack up of areas and return to school



Thankyou to Crystal Printing, for their continued support of the ACC Inclusive Sports Program. They have provided the participation certificates, for all the 2024 events.

www.crystalprinting.com.au

BUS DROP OFF AND PARKING

Buses can drop off students along Alderbury Street, per the site map enclosed

ARRIVAL

- Please arrive **no later than 9:30am**, to allow time to organise your marquee(s) and students
- Please ensure you 'check in' on arrival, so we are aware you are on site
- Please collect *wristbands* for those students who **DO NOT have photo permissions**

MARQUEES

Ensure you bring sufficient shade for the event, for your students / staff and set up per the site map. Please note, the permanent shade structure will not provide shade for all those attending, and is not sufficient cover in the event of rain.

WEATHER

While we have been fortunate in the past with weather conditions, a reminder to ensure that students and staff have suitable and warm clothing for the day, including a waterproof jacket if available. Should the weather be deemed not safe for the event to go ahead, the ACC will contact all schools by 8am, on the morning of the event to advise of such. If there is a forecast of showers and wind, the event will go ahead as scheduled.

FOOD AND WATER

- A coffee van will be on site for the duration of the event, however does not sell any food items.
- There are **no food providers** and there is **NO WATER fountain** onsite. Staff and students are to bring their own packed recess / lunch, which includes ensuring all have sufficient water for the duration of the carnival

FIRST AID

For any athlete taken to the First Aid Post they must be supervised by a staff member

PRE-GAME ACTIVITIES

- WAAFA and SMF will deliver some fantastic, engaging activities before we commence games
- Staff are asked to ensure they are aware of which groups your students are in, so students are organised into their groups promptly, and activities commence in a timely manner. Group information is enclosed within

FIXTURES

- Round robin fixtures will commence after the pre-game activities, per the event day summary
- SMF and WAAFA will umpire / coach / mentor all games
- Schools are to support with scoring, and each team is to provide a goal umpire for the opposition's goal end.
- There are two pools (Eagles and Swans), and due to team numbers, we will see a cross over game (between pools) each round, rather than x2 teams being on bye. After 4 rounds, the finals rounds will be played, with all schools participating.

EQUIPMENT

- Football boots are NOT to be worn for the carnival
- Mouthguards are optional, but definitely not a requirement or necessity

- All balls, cones and goals will be provided and set up by the ACC and sporting partners
- Schools are encouraged to bring their own football jerseys (if available) and / or bibs, to be worn should school uniforms clash

CERTIFICATE OF PARTICIPATION & SHIELD WINNERS

- These will be provided to each school, during the end of day presentations. Please have a student in mind and ready to collect these, on behalf of your school.
- The grand final winner will receive a trophy and perpetual shield – both of which are proudly supported by WA All Abilities Football Association.

I do hope this provides you with all the information you require, but do not hesitate to contact me should you have any questions. I look forward to seeing you all soon, for a fantabulous day for all involved !



Cherie Pirnie
Sport Operations Manager, Inclusion
Associated & Catholic Colleges
M | 044 750 2248

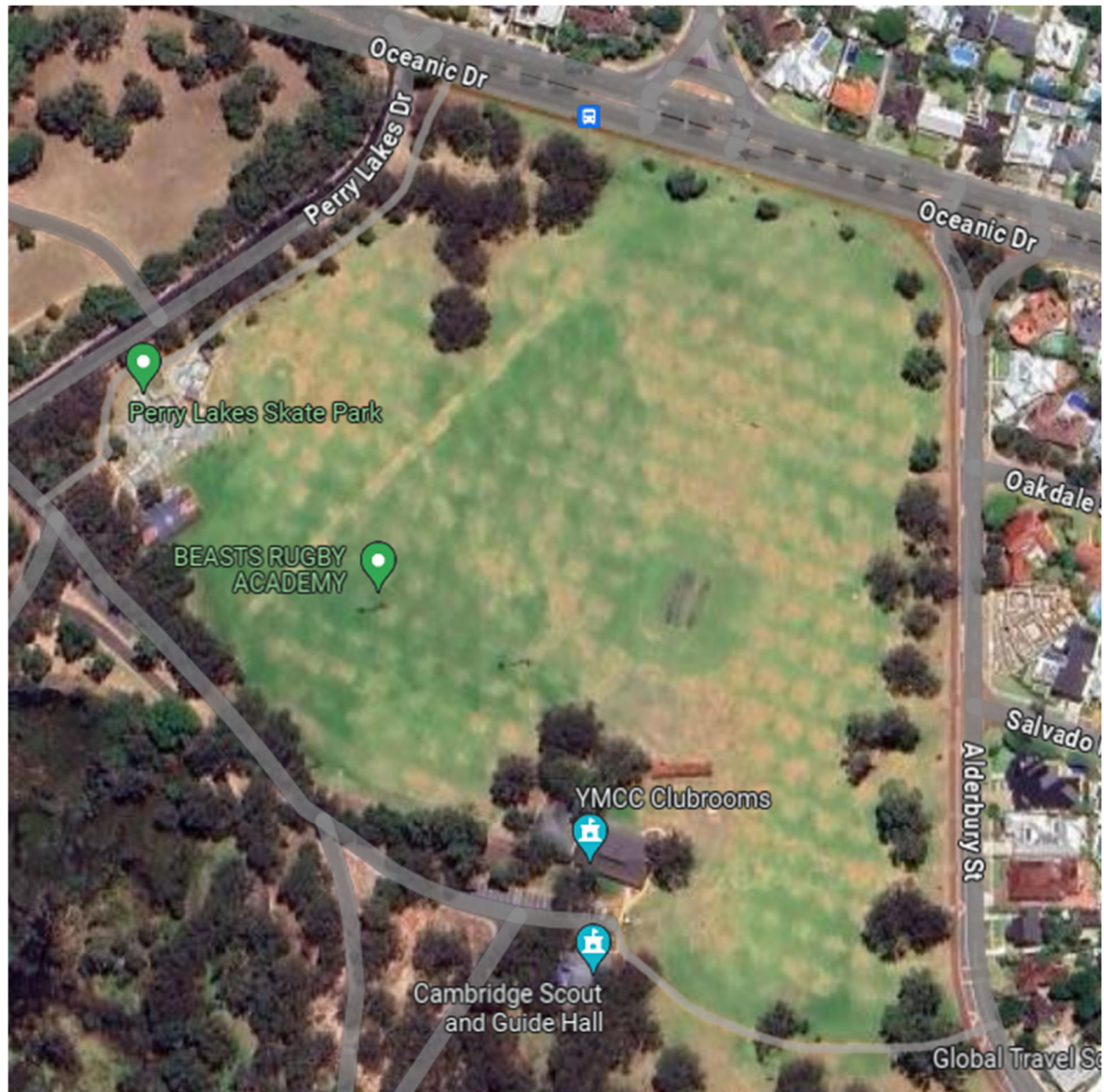
EVENT DAY CONTACTS

SCHOOL / ENTITY	EVENT DAY CONTACT	MOBILE	NO OF TEAMS
Christ Church Grammar	Amy Porter	0403 530 930	2
Irene McCormack Catholic	Jeremy Carbone	0428 555 991	1
John Septimus Roe	Susannah Sturmer	0403 345 082	1
Lumen Christi College	Gina Broderick	0408 944 507	2
Newman College	Antonia Johnstone	0422 498 984	1
Sacred Heart College	Damian Cato	0420 354 088	1
Seton Catholic College	Megan Rees	0438 140 005	2
Kyal's Coffee Kart	Kyal	0422 941 255	
St John Ambulance	Kelsey Livett	9373 3834 9334 1311 (A/H)	
City of Cambridge	Claire / Nick	9347 6000	
Stephen Michael Foundation (SMF)	Andrew McCarrey	0402 424 272	
WA All Abilities Football Association (WAAFA)	Sam Otway	0431 332 621	

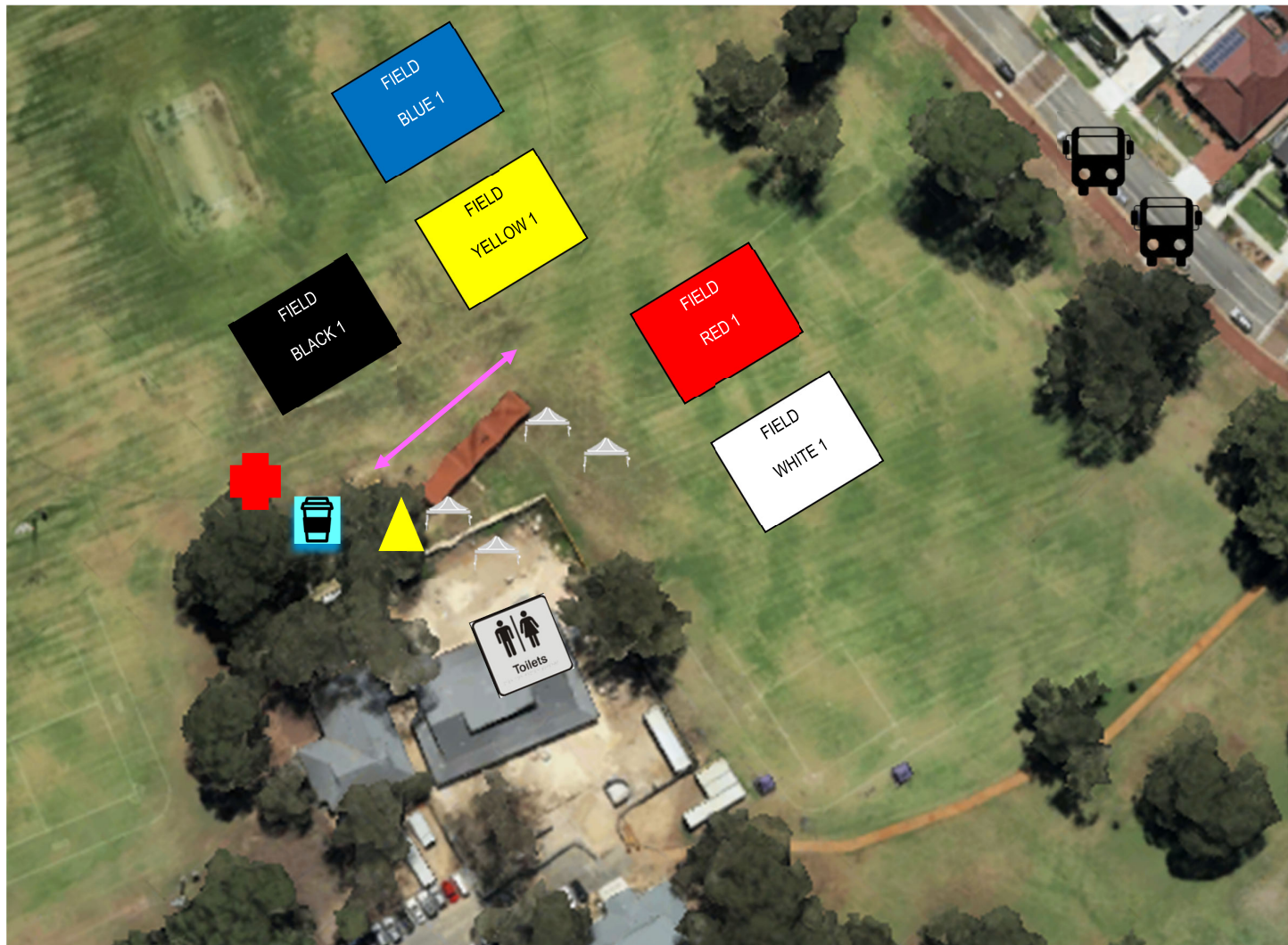
VENUE LOCATION

Alderbury Reserve


Alderbury Street, Floreat



SITE MAP





KEY


 Activity groups assembly point

 Coffee van

 Toilets

 School marquees

 Bus parking

 ACC tent

 1st Aid

NOTE : map is not to scale, and field locations may change on event day, however all fields will be clearly marked

PARTICIPANT ACTIVITY GROUPS

TEAM	GROUP
JSR	1
Lumen Lights	1
Lumen Legends	2
McCormack Panthers	2
Sacred Heart College	3
Newman College	4
Seton Eagles	5
Mighty CCGS	5
Seton Winners	6
CCGS Renegades	6

FIXTURES

TIME	FIELD	POOL	TEAM	TEAM
10:15am ROUND 1	Yellow 1	Eagles	Lumen Lights	JSR
	Blue 1	Eagles	McCormack Panthers	Seton Winners
	Red 1	Swans	Seton Eagles	Lumen Legends
	White 1	Swans	CCGS Renegades	Newman
	Black 1	Crossover	Mighty CCGS	Sacred Heart
10:40am ROUND 2	Yellow 1	Eagles	Mighty CCGS	McCormack Panthers
	Blue 1	Eagles	Seton Winners	Lumen Lights
	Red 1	Swans	Sacred Heart	CCGS Renegades
	White 1	Swans	Newman	Seton Eagles
	Black 1	Cross over	JSR	Lumen Legends
10:55am	RECESS			
11:20am ROUND 3	Yellow 1	Eagles	Seton Winners	JSR
	Blue 1	Eagles	Mighty CCGS	Lumen Lights
	Red 1	Swans	Newman	Lumen Legends
	White 1	Swans	Sacred Heart	Seton Eagles
	Black 1	Cross over	McCormack Panthers	CCGS Renegades
11:45am ROUND 4	Yellow 1	Eagles	Lumen Lights	McCormack Panthers
	Blue 1	Eagles	JSR	Mighty CCGS
	Red 1	Swans	Seton Eagles	CCGS Renegades
	White 1	Swans	Lumen Legends	Sacred Heart
	Black 1	Cross over	Seton Winners	Newman
12pm	LUNCH announcement of FINALS fixtures			
12:20pm GRAND FINALS	Yellow 1		1 st place Eagles pool	1 st place Swans pool
	Blue 1		2 nd place Eagles pool	2 nd place Swans pool
	Red 1		3 rd place Eagles pool	3 rd place Swans pool
	White 1		4 th place Eagles pool	4 th place Swans pool
	Black 1		5 th place Eagles pool	5 th place Swans pool
12:45pm	FINAL EVENT DAY ACTIVITY			

GAME RULES

THE TEAM AND ZONES

- Inclusive football is a game played between two teams.
- Teams are to consist of a minimum of 12 players and a maximum of 15, with 9 players on the field at a time.
- Interchange of players may take place at any time and are unlimited in number.
- Teams are to be comprised of a mixture of peer support students (where available) and students with disabilities, with 3 peer support students allowed on the field at one time
- Peer support students are to be split across the three marked thirds, and **CAN NOT** be in the same third
- Peer support students are on field to facilitate the game and are **unable** to score goals or behinds.
- Players are required to stay in their starting thirds; however, players may change their starting third between goals scored and the restart of play.

THE BALL

- Matches will be played with **a soft touch football**.

GAME DURATION

- Games will be 15 minutes in length made up of two 7-minute halves, and a 1-minute interval.

START OF PLAY

- The game shall be started by a ball-up between two centreline players in the centre of the ground; players must stand toe-to-toe in the ball-up (no run-up or raised knees allowed).
- The two competing players in the ball-up cannot grab the ball or take possession of it until it has been touched by one of the centre players not involved in the ball-up.
- The centre players not involved in the ball-up must start on the defensive side of the ruckmen and not be within two metres of the ball-up. They may play the ball if the ball hits the ground.

POSSESSION (NON-CONTACT)

- An opposing player **is not permitted** to touch a player unless the player is in possession of the ball.

- A player may maintain possession of the ball within their starting zone.
- The player must release (drop) the ball when the player is touched (with either one hand or two) and or is directed to dispose of the ball by the umpire.

BALL DISPOSAL

The ball must be disposed by either a kick, handball **OR** roll along the ground.

MARK

- A 'mark' is awarded if, in the opinion of the umpire, a player catches or takes control of the football after it has been kicked by another player (irrespective of the distance travelled).
- When a player is awarded a mark or free kick, an opposing player may stand at the position on the playing surface where the mark or free kick was awarded, known as 'the mark'.
- The player awarded the mark or free kick must only play on from behind the point of 'the mark' except if the field umpire plays the advantage in a free kick situation.
- No player (except for the player on the mark) may be closer **than two metres** away in any direction.
- There is to be absolutely no contact in a marking contest. The player in the front position has every opportunity to mark the ball, and the umpire may nominate which player has right-of-way to attempt a mark. A free kick will be awarded against any player initiating contact.

SCORING

- Players may score a goal by either kicking, handballing, or rolling the ball through the central goal posts.
- Only players in the forward third (that is their attacking third) can score a goal.
- The player kicking for goal must be inside the scoring zone. The field umpire will be the sole judge of whether the kick for goal was successful.
- A goal is scored if the ball touches the ground and bounces through, if it is kicked, handballed or rolled by a forward and has not been touched between making contact with the ground and passing through the goals.
- A Goal scored is worth 6 points.
- A behind is scored if the ball travel through the area marked between the central goal posts by the same method and rules of scoring a goal.
- A behind is worth 1 point.

BALL TRANSITION

- The ball cannot be kicked or handballed from the back zone directly into the forward zone. If this occurs, a free kick will be awarded to the opposing team at the point in which the ball entered the scoring zone.

OUT OF BOUNDS

- When the ball goes out of bounds (ball completely over the line) by hand or foot, the nearest opponent shall kick the ball back into play.

RESTART OF PLAY

- After a goal, play is restarted in the centre of the field via a ball-up.
- If a behind (one point) is scored the ball is required to be kicked back into play from between the goals by a defender.

BUMPING / TACKLING / BARGING / CONTACT

There is to be no contact or spoiling. Players cannot:

- Hold an opponent with their hands.
- Knock the ball out of an opponent's hands.
- Push the player in the side, front or back.
- Steal the ball from another player.
- Deliberately bump another player.
- Smother an opponent's kick by trying to block the kicking motion at the point of impact.
- Barge, fend off or shepherd opponents.
- Touch the ball while another player has possession.

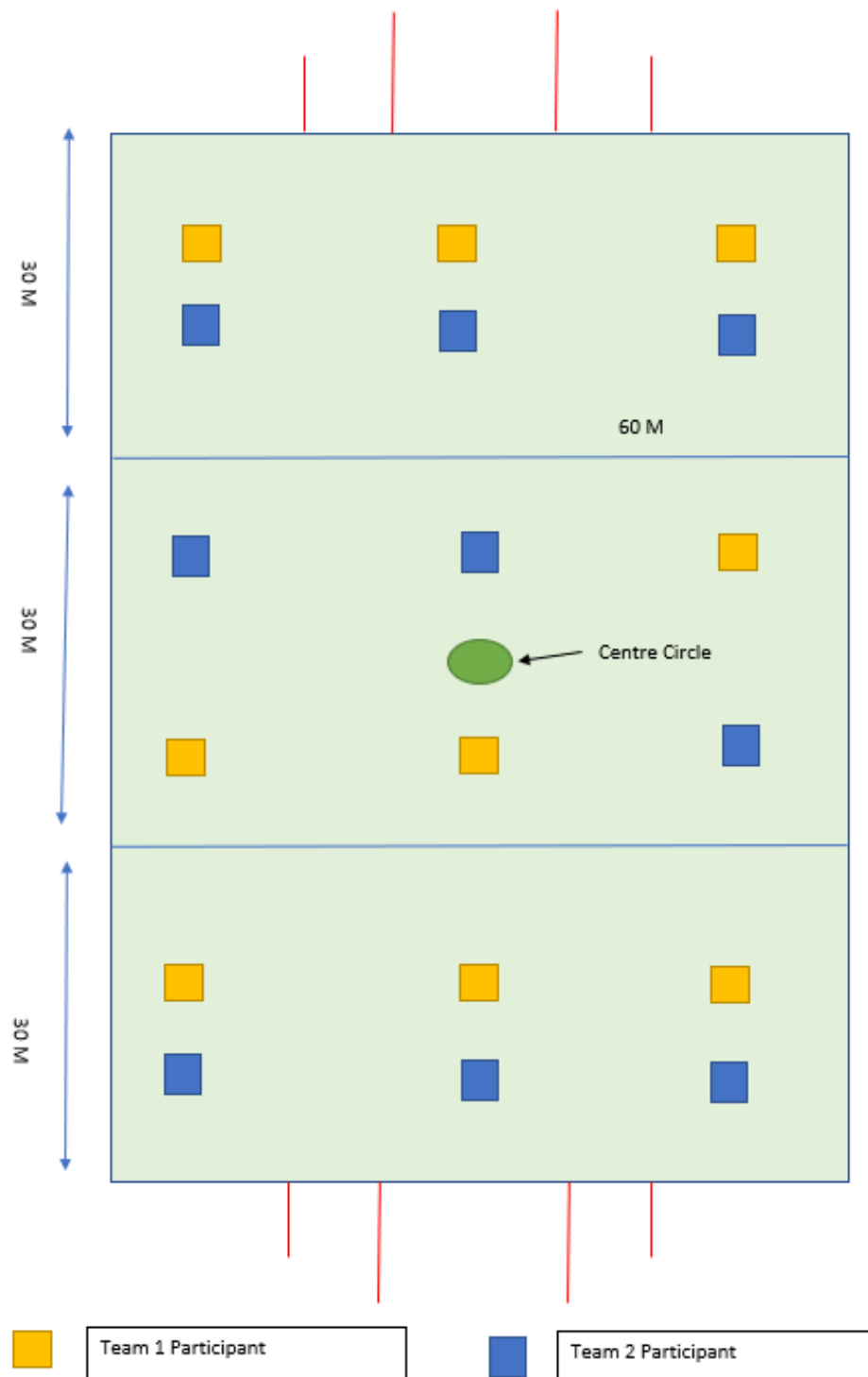
DETERMINING A MATCH WINNER

- At the conclusion of the game the team with the most points win.
- If teams are tied during a round robin match, the match is deemed to be a draw.
- If teams are tied at the end of a finals match, a next point wins extra period will take place.
- Teams will be awarded:

WIN	3 points
LOSS	1 point
DRAW	2 points

PLAYING GROUND

- The playing field is rectangular in shape, approximately 90 metres in length (goal to goal) and 60 metres in width (sideline to sideline).
- *** Field size may be modified on the day to suite the abilities of participants. ***
- The field is divided into thirds, with each team fielding 3 players in each third (see diagram)



SCORE CARD

AFL SCORECARD



POOL SWANS FIELD 1 ROUND 1

ABC COLLEGE

XYZ COLLEGE

	GOALS	BEHINDS	TOTAL
<u>ABC COLLEGE</u>			

	GOALS	BEHINDS	TOTAL
XYZ COLLEGE			

WINNER _____

A very special mention and thankyou to WA All Abilities Football Association and the Stephen Michael Foundation for their continued commitment to the ACC Inclusive Sports Program, and of this event. Without your support, the opportunity for students to experience Australia's favourite game would not be possible !

