



# ACC ISP AFL CARNIVAL

JUNE • 27 • 2025

ALDERBURY RESERVE, FLOREAT

## 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	Teams line up behind pre-determined group signs
	<b>** Each group will have a WA All Abilities Football (WAAFA) or Stephen Michael Foundation (SMF) lead who will take them to allocated activity area</b>
10am	Activities commence
10:30am – 11:10am	Rounds 1 & 2
11:10am	RECESS
11:30 – 12:35pm	Round 3 - 5
12:35pm	LUNCH
1:05pm	Grand Final games
1:30pm	PRESENTATIONS
1:45pm	Schools commence pack up of areas and return to school

## BUS DROP OFF AND PARKING

Buses can drop off students along Alderbury Street, per the site map enclosed. If small school buses are being used, the YMCC Clubroom carpark (entry off Perry Lakes Drive) can also be used

## ARRIVAL

- Please ensure you 'check in' on arrival, so we are aware you are on site
- Collect **wristbands** for those students who **DO NOT have photo permissions** from ACC tent

## MARQUEES

Ensure you bring sufficient shade for the event and set up per the site map. Please note, the permanent shade structure WILL NOT provide shade for all attending, and is not sufficient cover in the event of rain.

## WEATHER

AFL is a winter sport, with wet and cold weather not considered grounds for cancellation. Should the weather be deemed not safe for the event to go ahead (severe thunderstorms and or localized lightning), the ACC will contact all schools by no later than 8am on the morning of the event to advise as such.

## 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 the only water fountain, is located at the skate park (Perry Lakes Drive). Staff and students are to bring food and sufficient water for the duration of the event.

**FIRST AID** any athlete taken to the First Aid Post, must be supervised by a staff member

## PRE-GAME ACTIVITIES

- WAAFA and SMF will deliver some fantastic, engaging activities before the rounds commence
- Staff are to be aware of which group your team is in, and organise teams behind the respective numbered signs promptly, when advised to do so (groups detailed within)

## FIXTURES

- Round robin fixtures will be umpired / mentored by SMF and WAAFA staff
- Schools are to support scoring, and teams are to provide a goal umpire for the opposition's goal end.
- There are two pools (Eagles and Swans). Ladder placings of each pool after the five rounds, will determine the final round fixtures, with all teams 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 and/or bibs, to be worn should school uniforms clash

## CERTIFICATE OF PARTICIPATION & SHIELD WINNERS

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

## EVENT DAY CONTACTS

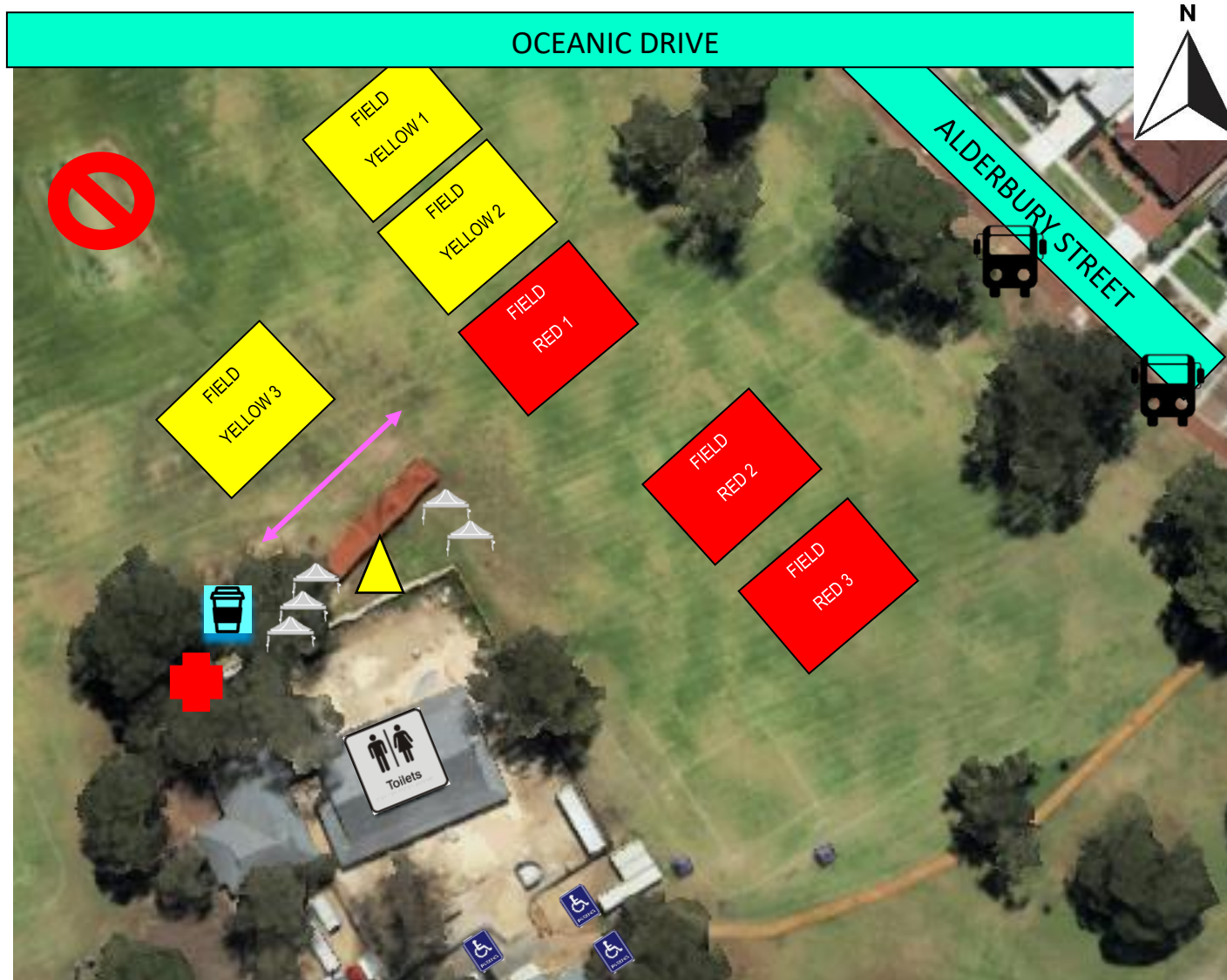
SCHOOL	EVENT DAY CONTACT	TEAM(S)	POOL	GROUP NUMBER
Corpus Christi College	Erin Mias	Corpus Christi Legends	Swans	9
		Corpus Christi Spirit	Eagles	2
Christ Church Grammar	Amy Porter	Christedes	Eagles	1
Irene McCormack	Gemma Wong	McCormack Panthers	Swans	11
John Septimus Roe	Katrina Lloyd	JSR Rockets	Eagles	4
La Salle College	Chelsey Harding	La Salle Lions	Eagles	6
		La Salle Legends	Swans	10
Lumen Christi College	Gina Broderick	Lumen Legends	Eagles	5
Mercedes College	Jo Lauriston	Christedes	Eagles	1
Newman College	Antonia Johnstone	Newman 1	Swans	12
Seton Catholic College	Megan Rees	Seton Eagles	Eagles	3
		Seton Dockers	Swans	7
St John Bosco	Lauren Dyson	Bosco Bears	Swans	8

ENTITY	EVENT DAY CONTACT	CONTACT NUMBER
ACC	Cherie Pirnie (Carnival Manager)	044 750 2248
St John Ambulance	Kelsey Livett	9373 3824
City of Cambridge	Jonathon Scadding	9383 8900
Kyal's Coffee Kart	Kyal	0422 941 255
Stephen Michael Foundation (SMF)	Maddi Hewson	0478 788 197
WA All Abilities Football Association (WAAFA)	Sue Briggs	0414 927 529

## FIXTURES

TIME	FIELD	POOL	TEAM	TEAM
10:30am ROUND 1	Yellow 1	Eagles	Christedes	Corpus Christi Spirit
	Yellow 2		Seton Eagles	JSR Rockets
	Yellow 3		Lumen Legends	La Salle Lions
	Red 1	Swans	Seton Dockers	Bosco Bears
	Red 2		Corpus Christi Legends	La Salle Legends
	Red 3		McCormack Panthers	Newman
10:55am ROUND 2	Yellow 1	Eagles	JSR Rockets	Christedes
	Yellow 2		La Salle Lions	Corpus Christi Spirit
	Yellow 3		Lumen Legends	Seton Eagles
	Red 1	Swans	La Salle Legends	Seton Dockers
	Red 2		Newman	Bosco Bears
	Red 3		Mccormack Panthers	Corpus Christi Legends
11:10am	RECESS			
11:30am ROUND 3	Yellow 1	Eagles	Christedes	La Salle Lions
	Yellow 2		JSR Rockets	Lumen Legends
	Yellow 3		Corpus Christi Spirit	Seton Eagles
	Red 1	Swans	Seton Dockers	Newman
	Red 2		La Salle Legends	McCormack Panthers
	Red 3		Bosco Bears	Corpus Christi Legends
11:55am ROUND 4	Yellow 1	Eagles	Lumen Legends	Christedes
	Yellow 2		Seton Eagles	La Salle Lions
	Yellow 3		Corpus Christi Spirit	JSR Rockets
	Red 1	Swans	McCormack Panthers	Seton Dockers
	Red 2		Corpus Christi Legends	Newman
	Red 3		Bosco Bears	La Salle Legends
12:20pm ROUND 5	Yellow 1	Eagles	Christedes	Seton Eagles
	Yellow 2		Lumen Legends	Corpus Christi Spirit
	Yellow 3		La Salle Lions	JSR Rockets
	Red 1	Swans	Seton Dockers	Corpus Christi Legends
	Red 2		McCormack Panthers	Bosco Bears
	Red 3		Newman	La Salle Legends
12:35pm	LUNCH - announcement of FINALS fixtures			
1:05pm GRAND FINALS	Yellow 1	1 <sup>st</sup> place Eagles pool		1 <sup>st</sup> place Swans pool
	Yellow 2	2 <sup>nd</sup> place Eagles pool		2 <sup>nd</sup> place Swans pool
	Yellow 3	3 <sup>rd</sup> place Eagles pool		3 <sup>rd</sup> place Swans pool
	Red 1	4 <sup>th</sup> place Eagles pool		4 <sup>th</sup> place Swans pool
	Red 2	5 <sup>th</sup> place Eagles pool		5 <sup>th</sup> place Swans pool
	Bed 3	6 <sup>th</sup> place Eagles pool		6 <sup>th</sup> place Swans pool
1:30pm	PRESENTATIONS			

## SITE MAP



## KEY

Activity groups assembly point



Coffee van



Toilets



School marquees



Bus parking



Out of bounds



ACC tent



Disabled parking bays

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



**CRYSTAL  
PRINT &  
PACKAGING  
SOLUTIONS**

Thankyou to Crystal Printing, for their continued support of the ACC Inclusive Sports Program.  
They have provided the participation certificates, for all the 2025 events.

[www.crystalprinting.com.au](http://www.crystalprinting.com.au)



## 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, maximum of 15, with 9 players on the field
- 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 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.
- There is a 10 minute changeover between each game

### 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** rolled 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 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 passes through the centre posts (kicked, handballed or rolled) by a forward, and is not touched from this point until going through the goals.
- A behind is scored if the ball travels through the behind posts (either side of the goals posts) by the same method and rules of scoring a goal OR is touched before going through the centre posts
- A goal scored is worth 6 points, 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.

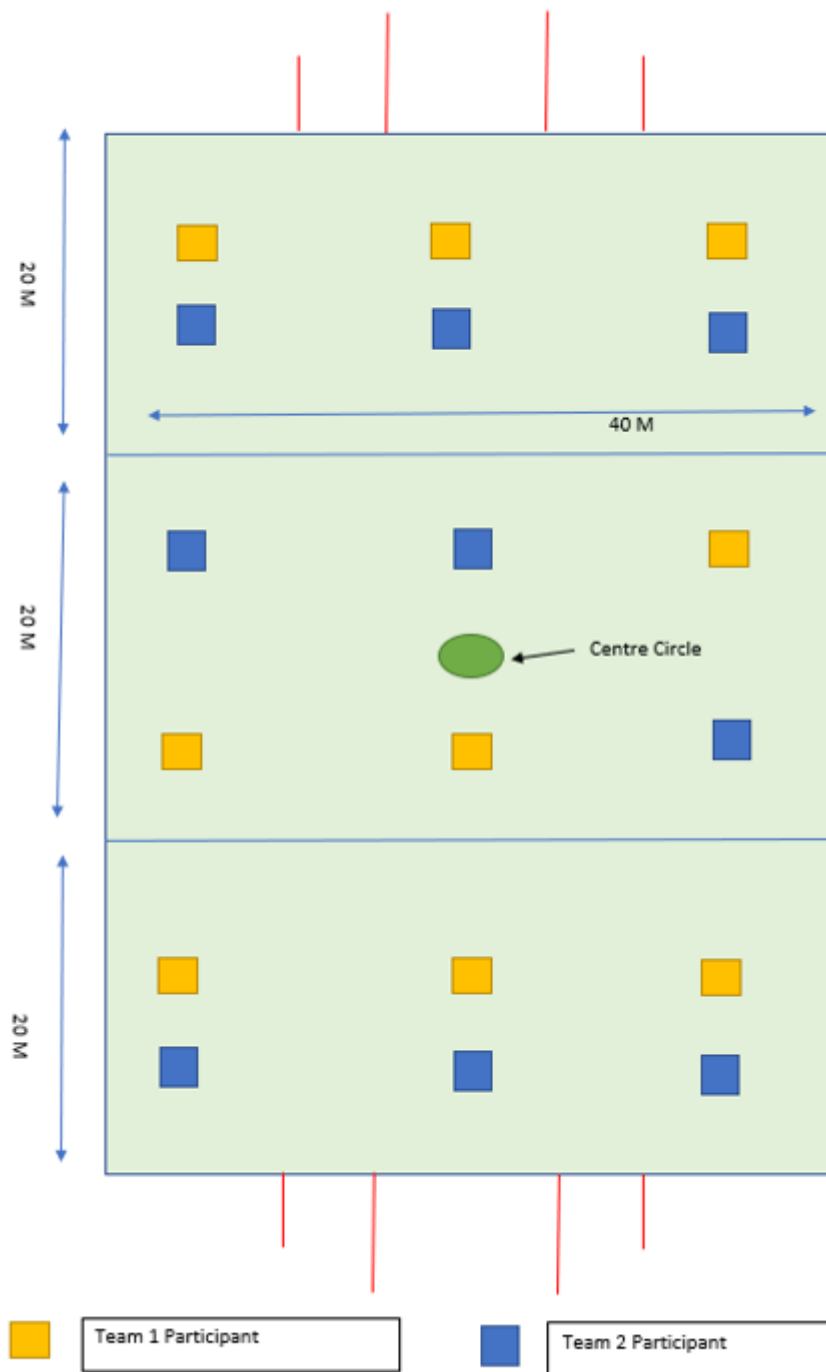
## **DETERMINING A MATCH WINNER**

- 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 90m (goal to goal) x 60m in width
- \*\* *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



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 !

