

Year 7 Australian Football



Grand Final Carnivals 2026

Tuesday 23 June

WAFootball



Boys Grand Finals

Santich Park

Girls Grand Finals

Frankland Park



FREMANTLE
DOCKERS



History of Results

BOYS Eagles School Boys Cup Winners

2012	CBC Fremantle
2013	Sacred Heart College
2014	Corpus Christi College
2015	Sacred Heart College
2016	CBC Fremantle
2017	Sacred Heart College
2018	CBC Fremantle
2019	Mandurah Catholic College
2020	CBC Fremantle
2021	Bunbury Catholic College
2022	Our Lady of Mercy College
2023	Court Grammar School
2024	Emmanuel Catholic College
2025	CBC Fremantle

GIRLS Freo Dockers Cup Winners

2012	Seton College
2013	Corpus Christi College
2014	Mandurah Catholic College
2015	Seton College
2016	Mandurah Catholic College
2017	Mandurah Catholic College
2018	St Norbert College
2019	Irene McCormack Catholic College
2020	Aranmore Catholic College
2021	Emmanuel Catholic College
2022	Mater Dei College
2023	Mater Dei College
2024	Mandurah Catholic College
2025	Emmanuel Catholic College

The winners of each regional pool play in the Grand Final Carnivals.

POOL WINNERS AND GUERNSEY COLOURS

BOYS

Pool A - North Metro

Sacred Heart | red & white

Pool B - South Metro

Court Grammar | teal & navy

Pool C - South Metro

Emmanuel 1 | teal, white & navy

Pool D - South Metro

CBC 1 | black

Pool E - South West

St Mary MacKillop | maroon

GIRLS

Pool A North Metro

Sacred Heart | red & white

Pool B - South Metro

Court Grammar | teal & blue

Pool C - South Metro

Mandurah CC | maroon & yellow

Pool D - South West

Bunbury CC | white, green & red

DATE, LOCATIONS & CARNIVAL MANAGERS

CARNIVAL	DATE	VENUE	MANAGER
Grand Final Boys	Tues 23 June	Santich Park	Rebecca Abé - 0408 905 770
Grand Final Girls	Tues 23 June	Frankland Park	Tom Bottrell - 0416 127 839



Santich Park
20 Asquith St, Munster



Boys Grand Final

Santich Park

Set-up school: Emmanuel

FIELD

Round 1

09:45 AM

Court Grammar	v	CBC	N
St M MacKillop	v	Emmanuel	S
Sacred Heart		BYE	

Round 2

10:35 AM

Sacred Heart	v	Emmanuel	N
Court Grammar	v	St M MacKillop	S
CBC		BYE	

Round 3

11:25 AM

St M MacKillop	v	Sacred Heart	N
Emmanuel	v	CBC	S
Court Grammar		BYE	

Round 4

12:15 PM

CBC	v	St M MacKillop	N
Sacred Heart	v	Court Grammar	S
Emmanuel		BYE	

Round 5

1:05 PM

Emmanuel	v	Court Grammar	N
CBC	v	Sacred Heart	S
St M MacKillop		BYE	

Presentations commence at 1:50 PM

**All matches consist of two 15-minute halves,
with a 5-minute half time break.**

There is 15 minutes change-over time between games.



Frankland Park

250 Frankland Ave, Hammond Park



Girls Grand Final

Frankland Park

Set-up school: Court Grammar FIELD

Round 1

10:00 AM

Sacred Heart v Court Grammar E

Mandurah CC v Bunbury CC W

Round 2

11:05 AM

Bunbury CC v Court Grammar E

Sacred Heart v Mandurah CC W

Break for Lunch

11:50 AM

Round 3

12:20 PM

Court Grammar v Mandurah CC E

Bunbury CC v Sacred Heart W

Presentations commence at 1:15 PM

**All matches consist of two 20-minute halves,
with a 5-minute half time break.**

There is 20 minutes change-over time between games.

ACC Year 7 Australian Football Carnival Procedures & Rules

The competition manager reserves the right to cancel, change or amend any or all parts of this format leading up to and on the day including playing times and the fixtures. The ACC endeavours to uphold the Association's maxim of *'Sport in the Right Spirit'* in all stages of planning and running of this competition.

FIELD SET-UP

Set-up schools for 2026 are named at the top of each pool's fixtures. Set-up schools are required to arrive 1 hour prior to the Round 1 start time and bring sufficient field marking cones to mark out Year 7 sized ovals. Football goal post kits will be provided.

At the end of the final round of matches, all schools are required to assist with the return of temporary goal posts and oval markers (and goal post pads if used).

BRIEFING will occur at a central location at 9:15 a.m. at Santich Park and 9:30 at Frankland Park.
Coaches/Managers, captains and all umpires must attend the briefing at the allocated time.

TIMING Central timing will be used at all venues. All rounds will start on time; coaches are expected to have their teams briefed, adequately warmed-up and on field in position before the starting siren. All fixtures will be played in 2 halves. (See fixture pages.)

UMPIRES ***Schools are to provide a goal umpire*** (competent senior student or adult). ***Goal umpires must be attired correctly and professionally and have a set of white goal flags.*** Accredited field umpires from the WA Football will be sourced by the ACC. No boundary umpires are required.

SQUAD SIZES & PLAYER AGES

Squad sizes are **not to exceed 22**, with 15 players on field and each team permitted up to 7 interchange players. Numbers on field must always be even.

Teams are made up of Year 7 students only. In no circumstances can students in higher age groups participate. For the Grand Final Carnivals, **a team list must be submitted to the ACC two working days before the event.**

UNIFORMS & PLAYER EQUIPMENT

All players must wear an official school Australian Football uniform which includes the same shorts, socks and guernsey. **Schools should check their fixtures for possible similarities of colours with opponents and come prepared for this.** No jewellery can be worn. Mouth guards are strongly recommended by the ACC for all players. Schools allowing players to play without mouth guards take full responsibility for any injuries incurred.

Runners and water carriers must be wearing school PE uniforms and appropriate high-vis vests.

FOOTBALLS Each school must provide their own **size 3 leather** game ball and warm-up footballs.

WEATHER

In case of wet weather, teams are encouraged to bring a small pop-up tent for shelter around the ovals. There is some shelter around the club rooms at most venues.

DRINKS/FOOD

Each team is responsible for this. Drinking water is available at all venues for refilling water bottles. Students should be advised to bring a packed lunch and eat during their bye round or lunch break depending upon their fixtures. Team Managers/Coaches can bring an esky with ice, drink containers etc. A canteen might be available at some venues; you will be notified if this is to be the case.

FACILITIES & AMENITIES

There are toilets made available at all venues.

St John Ambulance Event First Aid Officers will be at all venues

START AND END OF GAME ACKNOWLEDGEMENTS

The first named team lines up in the centre of the ground and waits until the other team lines up opposite. At the completion of the game each team captain will call his team to give three cheers to the other team.

EVENT RULES are in accordance with the 2026 WA Football Year 7 Competition Rules 57.e to 57.p.

COMPETITION STRUCTURE

The winning team from each regional carnival pool qualifies to play in the Grand Final Carnival. If the winning team from a regional pool is unable to play in the Grand Final Carnival, the competition manager, at their discretion, may offer a place to a runner-up school.

Ladder points for games are: **2** points for a win. 1 point for a draw and 0 points for a loss.

SCORECARDS

Scorecards are to be signed by **both team coaches** at the completion of each fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the game and that all results handed in to the ACC are final.

A maximum margin of 48 points is to be applied. If a margin of 48 points is reached in a game, scorecards should be completed and no further scoring should be recorded. The game will continue until full time, with the expectation that the winning team modify their play to create a better contest (e.g. resting their strongest players, setting player challenges like playing with their non-dominant side, etc.)

RESULTS Carnival fixtures, results and ladders will be available online via *Clipboard*.

PRESENTATIONS

A representative from WA Football will attend to present the winning team and players with the team trophy cup and player medallions. Presentations will commence ASAP following the final round of fixtures. All players and coaches are asked to make their way to the designated area promptly once equipment has been brought in.

MATCH OPERATIONS

Football - Size 3 leather footballs. Ground size - 110m-140 (L) x 70m-110m (W).

Start of Play - Players are not permitted to take full possession out of a ruck contest.

Positions 5 forwards, 3 midfielders, 2 wings & 5 defenders or as per WA Football 'Match On-Field Equalisation (Even up and Even Down)' Policies.

Out of Bounds - Last Possession Rule

From a kick or handball, or if a player runs the ball over the boundary line, a free kick is to be awarded to the nearest opponent.

If the ball is off hands or a player's body, or if the field umpire has any doubt as to whose free kick it is, a ball-up is to occur 10m in from the boundary line.

Scrimmage

Umpires to stop play and with the help of the Coaches, instruct players to return to their positions before throwing the ball up. This is to teach players the positions and reduce congestion.

Marking - A mark is to be awarded for any kick that travels a minimum of 15m.

Bouncing - Players are only permitted to bounce (or touch the ball on the ground) twice before disposing of the ball.

Kicking Off the Ground - Players are permitted to deliberately kick the ball off the ground or use their feet to control the ball whilst it is on the ground.

Deliberate Rushed Behind - Deliberate Rushed Behind will be paid as per the AFL Laws of the Game.

Protected Area - The protected area at this level is 5m.

Order-off Rule - To be applied as per the Send Off Rule (Yellow and Red Cards). ACC stipulates that a player receiving a Red Card may not enter the playing surface for the remainder *of the day*; however, depending on school staffing, the player may sit with the bench.

Contact – Tackling, bumping, smothering and shepherding is permitted as per AFL Laws of the game. **All high contact** shall be paid as a free kick regardless of whether the ball carrier was responsible for the high contact via a shrug, drop, arm lift or duck.

COMPETITION ROLES

Field Umpires

All umpires must comply with the Laws of Australian Football, WA Football Junior and Youth Rules and Regulations and any competition variations adopted by the governing bodies.

- Should a field umpire not be available to officiate at any match, the opposing coaches or team officials may agree to appoint any person they deem appropriate to act in that capacity.
- All field umpires shall be suitably attired for the match.
- The collection of umpire related match documents is at the discretion of WA Football.
- Any officially appointed emergency umpire will have the same powers as the central umpires.

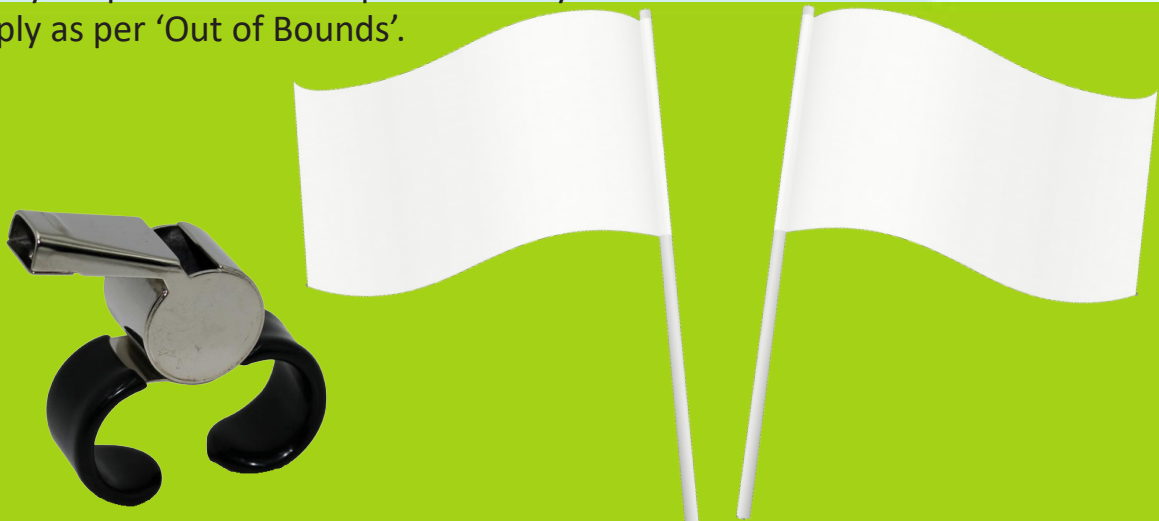
Goal Umpires

Each competing team shall supply a goal umpire who should be of sufficient knowledge and competency to carry out all responsibilities of the position, as defined in the Laws of the Game.

- The goal umpires will wear suitable attire with a white coat or high vis. vest and have two signalling flags.
- The goal umpires will be supplied with a scorecard and should understand how to complete it correctly.
- The goal umpires will keep a record of each team's score during the game. They will compare scorecards with the other goal umpire at the end of each half.
- At the conclusion of the game, the goal umpires will check scorecards, verify they are the same, have them signed by both Team Coaches and hand them to the ACC Carnival Manager.
- The goal umpire will endeavour to keep the area immediately behind the goal line clear of spectators and other obstructions.
- The goal umpire is not permitted to coach, encourage or otherwise engage with players.

Boundary umpires

Boundary umpires are not required for any Year 7 matches as the Last Possession Rule will apply as per 'Out of Bounds'.



Find fixtures & results online at

Clipboard

