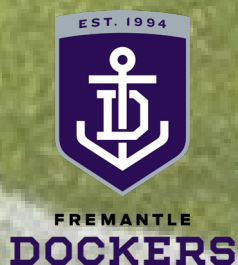


Year 7 Australian Football Carnivals 2026



North Metro	Tuesday	9 June
South West	Wednesday	10 June
South Metro	Tuesday	16 June
Grand Finals	Tuesday	23 June



The winners of each pool
will qualify to play in the
Grand Final Carnivals on 23 June.

DATES, LOCATIONS & CARNIVAL MANAGERS

<i>CARNIVAL</i>	<i>DATE</i>	<i>VENUE</i>	<i>MANAGER</i>
North Metro Boys	Tues 9 June	Lightning Park	Trent Sharpe - 0408 958 415
North Metro Girls	Tues 9 June	Altone Park	Rebecca Abé - 0408 905 770
South West	Wed 10 June	Hay Park	Tom Bottrell - 0416 127 839
South Metro	Tues 16 June	Santich Park	Rebecca Abé - 0408 905 770
South Metro	Tues 16 June	Frankland Park	Tom Bottrell - 0416 127 839
South Metro	Tues 16 June	Botany Park	Cherie Pirnie - 0447 502 248
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

POOLS, VENUES AND GUERNSEY COLOURS

BOYS

North Metro (Pool A) Lightning Park - 9/06/2026

Aranmore | blue & red
La Salle | red & yellow
Mater Dei | navy blue
Quinns | black & red
Sacred Heart | red & white
St Mark's | white, maroon & gold
Swan Christian | navy with teal sash

South Metro (Pool B) Santich Park - 16/06/2026

CBC 2 | white
Corpus Christi | white with burgundy & navy crest
Court Grammar | teal & navy
Kennedy | navy
Seton | black & red

South Metro (Pool C) Frankland Park - 16/06/2026

Emmanuel 1 | teal, white & navy
Mazenod 2 | royal blue & white
Mandurah CC | maroon
St John Bosco | purple with white & blue

South Metro (Pool D) Botany Park - 16/06/2026

CBC 1 | black
CBC 3 | green & white
Emmanuel 2 | teal, white & navy
Mazenod 1 | royal blue & white
Mother Teresa | blue & white
St Norbert | blue & gold

South West (Pool E) Hay Park - 10/06/2026

Bunbury CC | white, green & red
Bunbury CGS | navy blue & gold
Frederick Irwin | green & gold
Our Lady of Mercy | navy blue
St Mary MacKillop | maroon
St Mary MacKillop 2 | maroon & white

GIRLS

North Metro (Pool A) Altone Park - 9/06/2026

Aranmore | blue & navy
La Salle | red, yellow & pink
Mater Dei | light blue
Mercedes | green & white
Quinns | red & black
Sacred Heart | red & white

South Metro (Pool B) Santich Park - 16/06/2026

Corpus Christi | navy with burgundy & white crest
Court Grammar | teal & blue
Kennedy | navy
Seton | red & black

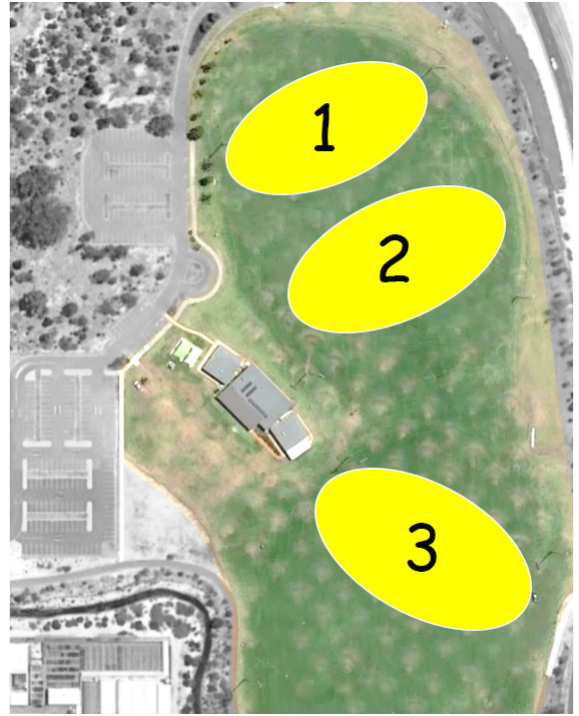
South Metro (Pool C) Frankland Park - 16/06/2026

Emmanuel CC | teal, white & navy
Mother Teresa | blue & white
Mandurah CC | maroon & yellow
St John Bosco | purple with white & blue

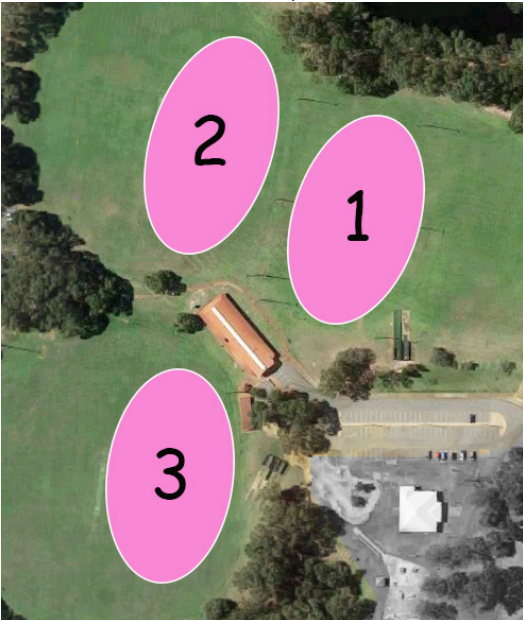
South West (Pool D) Hay Park - 10/06/2026

Bunbury CC | white, green & red
Bunbury CGS | navy blue & gold
Frederick Irwin | green & gold
Our Lady of Mercy | navy blue
St Mary MacKillop | maroon

Lightning Park
Della Rd, Noranda



Altone Park
332 Benara Rd, Beechboro

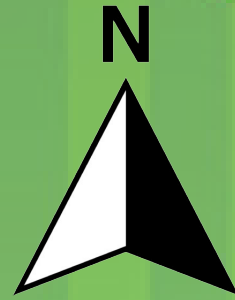


Hay Park
Rotary Drive, Bunbury



Santich Park

20 Asquith St, Munster



Botany Park

71 Macquarie Blvd, Hammond Park



Frankland Park

250 Frankland Ave, Hammond Park



Boys Pool A

Tues 9 June

Lightning Park

Set-up school: Swan Christian College

FIELD

Round 1 9:30 am	Aranmore	v	Sacred Heart	1
	Mater Dei	v	La Salle	2
	St Mark's	v	Swan	3
	Quinns	bye		
Round 2 10:10 am	Swan	v	Mater Dei	1
	La Salle	v	Aranmore	2
	Sacred Heart	v	Quinns	3
	St Mark's	bye		
Round 3 10:50 am	Quinns	v	La Salle	1
	Aranmore	v	Swan	2
	Mater Dei	v	St Mark's	3
	Sacred Heart	bye		
Round 4 11:30 am	Swan	v	Quinns	1
	La Salle	v	Sacred Heart	2
	St Mark's	v	Aranmore	3
	Mater Dei	bye		
Round 5 12:10 pm	Quinns	v	St Mark's	1
	Aranmore	v	Mater Dei	2
	Sacred Heart	v	Swan	3
	La Salle	bye		
Round 6 12:50 pm	Swan	v	La Salle	1
	Mater Dei	v	Quinns	2
	St Mark's	v	Sacred Heart	3
	Aranmore	bye		
Round 7 1:30 pm	Quinns	v	Aranmore	1
	La Salle	v	St Mark's	2
	Sacred Heart	v	Mater Dei	3
	Swan	bye		

Concluding acknowledgements commence at 2:10 pm

All matches consist of two 12-minute halves,
with a 3-minute half time break.

There is 13 minutes change-over time between games.

Girls Pool A

Tues 9 June

Altone Park

Set-up school: Mater Dei College

FIELD

Round 1 9:45 AM

Quinns	v	La Salle	1
Mercedes	v	Sacred Heart	2
Mater Dei	v	Aranmore	3

Round 2 10:35 AM

Aranmore	v	Mercedes	1
Quinns	v	Mater Dei	2
Sacred Heart	v	La Salle	3

Round 3 11:25 AM

La Salle	v	Aranmore	1
Mercedes	v	Mater Dei	2
Quinns	v	Sacred Heart	3

25 minute break

Round 4 12:25 PM

Sacred Heart	v	Mater Dei	1
La Salle	v	Mercedes	2
Aranmore	v	Quinns	3

Round 5 1:15 PM

Mater Dei	v	La Salle	1
Aranmore	v	Sacred Heart	2
Mercedes	v	Quinns	3

Concluding acknowledgements commence at 2:00 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, with a
slightly longer 25-minute break after Rounds 3.

Boys Pool B

Tues 16 June

Santich Park

Set-up school: Kennedy Baptist College

FIELD

Round 1

09:45 AM

Corpus	v	Seton	1
CBC 2	v	Kennedy	2
Court Grammar		BYE	

Round 2

10:35 AM

Kennedy	v	Corpus	1
Seton	v	Court Grammar	2
CBC 2		BYE	

Round 3

11:25 AM

Court Grammar	v	Kennedy	1
Corpus	v	CBC 2	2
Seton		BYE	

Round 4

12:15 PM

Kennedy	v	Seton	1
CBC 2	v	Court Grammar	2
Corpus		BYE	

Round 5

1:05 PM

Court Grammar	v	Corpus	1
Seton	v	CBC 2	2
Kennedy		BYE	

Concluding acknowledgements 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.

Girls Pool B

Tues 16 June

Santich Park

Set-up school: Kennedy Baptist College

FIELD

Round 1

10:00 AM

Court	v	Kennedy	3
Seton	v	Corpus	4

Round 2

11:05 AM

Corpus	v	Kennedy	3
Court	v	Seton	4

Break for Lunch

11:50 AM

Round 3

12:25 PM

Corpus	v	Court	3
Kennedy	v	Seton	4

Concluding acknowledgements commence at 1:50 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.

Boys Pool C

Tues 16 June

Frankland Park

Set-up school: St John Bosco

FIELD

Round 1

10:00 AM

Mazenod 2	v	Mandurah CC	1
S J Bosco	v	Emmanuel 1	2

Round 2

11:05 AM

Mandurah CC	v	S J Bosco	1
Mazenod 2	v	Emmanuel 1	2

Break for Lunch

11:50 AM

Round 3

12:20 PM

Emmanuel 1	v	Mandurah CC	1
S J Bosco	v	Mazenod 2	2

Concluding acknowledgements 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.

Girls Pool C

Tues 16 June

Frankland Park

Set-up school: St John Bosco

FIELD

Round 1

10:00 AM

S J Bosco	v	Mandurah CC	3
Emmanuel	v	Mother Teresa	4

Round 2

11:05 AM

Mandurah CC	v	Mother Teresa	3
Emmanuel	v	S J Bosco	4

Break for Lunch

11:50 AM

Round 3

12:20 PM

Emmanuel	v	Mandurah CC	3
S J Bosco	v	Mother Teresa	4

Concluding acknowledgements 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.

Boys Pool D

Tues 16 June

Botany Park

Set-up school: CBC

FIELD

Round 1 09:40 AM

White	CBC 3	v	Mazenod 1	1
Grey	CBC 1	v	Emmanuel 2	2
BYE	St Norbert	&	Mother Teresa	

Round 2 10:25 AM

White	Mazenod 1	v	St Norbert	1
Grey	Mother Teresa	v	CBC 1	2
BYE	CBC 3	&	Emmanuel 2	

Round 3 11:10 AM

White	St Norbert	v	CBC 3	1
Grey	Emmanuel 2	v	Mother Teresa	2
BYE	Mazenod 1	&	CBC 1	

Semi Finals 11:55 PM

SF 1	White 1st place	v	Grey 2nd place	1
SF 2	White 2nd place	v	Grey 1st place	2

Consolation 12:40 PM

	Loser SF 1	v	Loser SF 2	1
	White 3rd place	v	Grey 3rd place	2

Pool C Final 1:20 PM

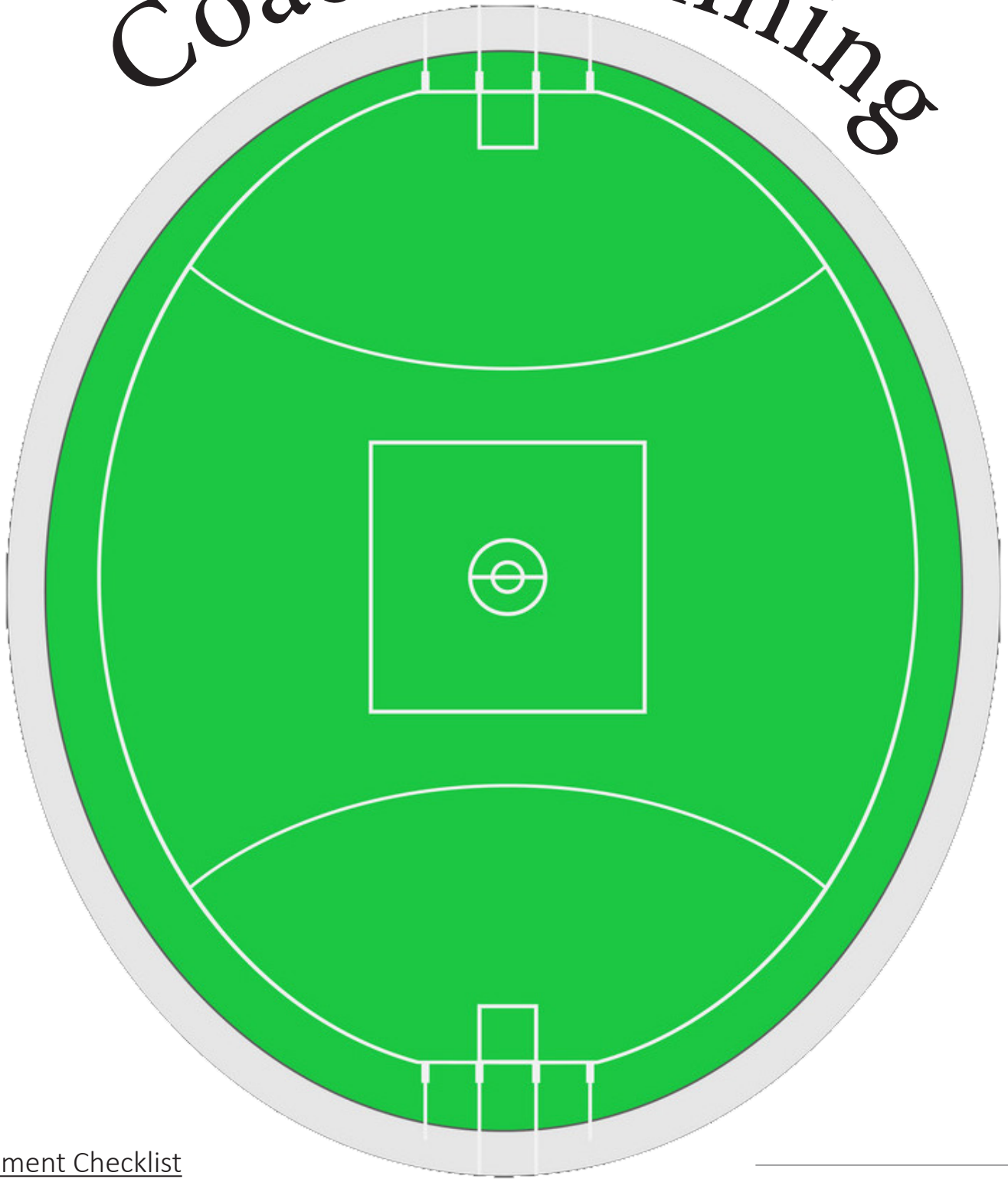
	Winner SF 1	v	Winner SF 2	1
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Concluding acknowledgements commence at 2:05 PM

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

The change-over time between games is 10 minutes, with 5 minutes between the Consolation and Final rounds.

Coach's Planning



Equipment Checklist

- umpires: two white goal flags, correct attire, whistles, pens,
- size 3 leather footballs
- first aid kit for minor injuries
- team uniforms and bibs/alternatives in a different colour if playing similarly coloured opponents
- high vis. vests for runners
- drinks/water containers
- field markers (if allocated field set-up duty)
- pop-up shelter if wanted

Boys Pool E

Wed 10 June

Hay Park

Set-up school: Bunbury Catholic College

FIELD

Round 1

09:45 AM

St M MacKillop	v	Bunbury CGS	1
Frederick Irwin	v	O Lady o Mercy	2
Bunbury CC	v	St M MacKillop 2	3

Round 2

10:35 AM

St M MacKillop 2	v	Bunbury CGS	1
St M MacKillop	v	Frederick Irwin	2
Bunbury CC	v	O Lady o Mercy	3

Round 3

11:25 AM

Frederick Irwin	v	Bunbury CC	1
O Lady o Mercy	v	Bunbury CGS	2
St M MacKillop	v	St M MacKillop 2	3

Round 4

12:15 PM

St M MacKillop 2	v	O Lady o Mercy	1
Bunbury CGS	v	Frederick Irwin	2
Bunbury CC	v	St M MacKillop	3

Round 5

1:05 PM

O Lady o Mercy	v	St M MacKillop	1
Bunbury CGS	v	Bunbury CC	2
Frederick Irwin	v	St M MacKillop 2	3

Concluding acknowledgements 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.

Girls Pool D

Wed 10 June

Hay Park

Set-up school: Bunbury Grammar

FIELD

Round 1

9:45 AM

Bunbury CC	v	Frederick Irwin	4
Bunbury CGS	v	O Lady o Mercy	5
St M MacKillop		BYE	

Round 2

10:35 AM

St M MacKillop	v	O Lady o Mercy	4
Bunbury CC	v	Bunbury CGS	5
Frederick Irwin		BYE	

Round 3

11:25 AM

Frederick Irwin	v	Bunbury CGS	4
St M MacKillop	v	Bunbury CC	5
O Lady o Mercy		BYE	

Round 4

12:15 PM

Bunbury CGS	v	St M MacKillop	4
O Lady o Mercy	v	Frederick Irwin	5
Bunbury CC		BYE	

Round 5

1:05 PM

O Lady o Mercy	v	Bunbury CC	4
Frederick Irwin	v	St M MacKillop	5
Bunbury CGS		BYE	

Concluding acknowledgements 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.

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. Football goal post kits will be provided. Set-up schools are required to bring sufficient field marking cones to mark out Year 7 sized ovals.

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 9:00 a.m. at Lightning Park, 9:30 at Frankland Park and 9:15 a.m. at all other venues. ***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 required to bring **1 field umpire and 1 goal umpire per team** and are encouraged to bring keen senior students deemed competent to fill these roles. There will be **one WA Football accredited umpire at each match to provide support and mentoring to the school supplied field umpires.** This is to provide a learning and development opportunity to motivated senior students who wish to further their umpiring skills, and to ensure an appropriate standard of umpiring for each match.
All umpires should be appropriately equipped and attired (goal umpires will require two white goal flags).

The Grand Finals will be umpired by WA Football accredited umpires sourced by the ACC.

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*.

POST-GAME

Acknowledgements/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. At the Grand Final Carnivals, a representative from WA Football will attend to present the winning team and players with the team trophy/perpetual cup and medallions.

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 Behinds 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

