



**ASSOCIATED AND CATHOLIC COLLEGES OF WA**

# **AFL Carnivals Operations Manual**

**2026 v1**

**Year 7 Carnivals**

**Year 10 Carnivals**



**WAFootball**



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## **AIM**

The AFL Carnivals are an initiative of the Associated & Catholic Colleges and WA Football, to further enhance the development of Australian Rules Football within the ACC.

## **GENERAL CONDITIONS OF PARTICIPATION**

### **Nominations**

To nominate a team for the AFL Carnivals competition please complete the relevant online nomination form on the ACC web site by the due date on the ACC planner.

Year 7 team nominations are due **Term 2, Week 4, Wednesday**.

Nomination form: <https://www.accsport.asn.au/carnivals/afl-carnivals/year-7-nomination-form>

Year 10 team nominations are due **Term 2, Week 8, Friday**.

Nomination form: <https://www.accsport.asn.au/carnivals/afl-carnivals/year-10-nomination-form>

When you have completed the form print a copy for your records and then press the submit button to send your nomination to the ACC. Once the form is submitted you should see a confirmation page appear on the web site and you will receive an email from the ACC to confirm your nomination. If you do not receive a confirmation email from the ACC then please contact the ACC office to verify that your nomination was received.

### **Withdrawn Team Nominations**

Schools can withdraw their team/s from the competition; however, the following will apply:

- Withdrawn teams within 3 weeks of the competition will incur the allocated nomination fee.
- Withdrawn teams within 1 week of competition will incur shared costs for venue hire, first aid and umpires.

### **Fees**

The nomination fee in **2026** is **\$93** per team nominated. The ACC will invoice schools for the nomination fee. Any additional fees incurred by the ACC will be on-charged to the schools, i.e., umpires, venue hire, first aid. Total costs for country schools will be calculated separately to the total costs for metro schools.

For Year 7 carnivals, schools will see the following cost items on their term 2 invoice:

- Venue fees
- First aid fees
- AFL Umpire fees

Schools qualifying for the year 7 grand final carnivals will be charged fees relevant to those carnivals. These fees are additional to regional carnival costs.

For Year 10 carnivals, schools will see the following cost items on their term 3 invoice:

- Venue fees
- First aid fees
- AFL Umpire fees

### **Dress**

All players **MUST** wear their official school AFL football uniform with the same shorts, socks, and jumper. A list of jumper colours will be included in the carnival booklets. If there is a clash in jumper colours, schools can contact each other and arrange an alternative set of jumpers.

## Staffing

Suitable teaching staff are assigned a coaching or managing task by the Principal in consultation with the Sports Coordinator in such a way that each team is accompanied by a teacher or a responsible adult acting on authorization from the Principal.

If necessary, qualified (in the estimate of the Principal and Sports Coordinator) parents, past students or community coaches may be authorized by the Principal to coach/manage teams.

## General Equipment

An equipment set-up school will be allocated at each carnival venue. This role is rotated from year to year across the carnivals, among the participating schools, and takes into consideration schools proximity to venues.

It is the responsibility of the set-up school to ensure all equipment is in place prior to the start of the first round and returned to the relevant owner/s following the conclusion of the final game of the day. Equipment set-up schools are required to supply oval boundary marking cones. At most venues, goal post pads and/or temporary goal posts will be provided. Occasionally schools might be asked to bring a set of goal post pads with them.

**\*\*For junior AFL games, the field set up should include goal and behind posts at 6.4m apart\*\***

Football Size    Year 7 = size 3 leather footballs              Year 10 = size 4 leather footballs

**\*\*All schools are required to provide their own game and warm-up footballs for the day\*\***

## Points

Win    2 Points  
Loss    0 points  
Draw   1 points

Should two or more teams achieve the same total point score at the end of a carnival, the finishing position will be determined by:

1. Points For divided by Points Against Percentage
2. Head-to-head game result
3. Total points For

A maximum margin of 48 points is to be applied for blown out games. **If a margin of 48 points is reached in a game, scoring is to stop** and the scorecards are to be completed at that point. The game will continue until full time, without further scores being recorded and 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.)

## Forfeits

If a forfeit occurs due to a team arriving late, then the forfeit must be called before the start of play. Early communication is essential to alleviate problems arising from forthcoming forfeits.

A team causing the forfeit will receive 0 points, whilst the opposition receives 2 points for that fixture. To assist with the separation of teams with equal points on the competition ladders, the team winning a forfeit, will be awarded a point score of 45-0. The team losing will be awarded 0-45.

Where a "mutual" forfeit has occurred, both teams will receive "draw" points (i.e., 1 point each), and the average point score of all teams throughout the day.

### **Protective Equipment**

Mouth guards are strongly recommended by the ACC for all players. Schools allowing players to play without mouth guards must take full responsibility for any injuries incurred.

### **Results**

Score cards are provided by the ACC for the goal umpires and should be signed by the coaches after each game. Scorecards are to be submitted to the ACC carnival manager after each game for results entry and ladders. 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.

All results are entered into the *Clipboard* results management program by the ACC. Fixture results and ladder placings are available to everyone via *Clipboard* and the ACC website.

### **Inclement Weather**

Matches/carnivals will only be cancelled in cases of extreme weather that pose a risk to player safety. Rain is not considered extreme weather.

### **First Aid**

Accredited first aid officers will be arranged by the ACC for all carnival venues to assist with injury management. Schools should still have their own first aid kit to deal with minor injuries and contingency plans in place in case of serious injury.

### **Rules and Conditions of Play**

Rules and conditions of play can be found at <https://wafootball.com.au/resources/145/rules-regs-umpiring-laws-of-the-game>.

## **VENUES**

It is the responsibility of all schools to leave the venues in good condition at the end of the carnival. All rubbish should be placed in bins provided.

Match venues will vary from year to year. They will be noted on the ACC website and on carnival fixtures. The ACC will make all ground bookings. Venues are subject to change as they are dependent on ground conditions and team nominations.

## SANCTIONS, DISPUTES AND PROTESTS

### **Australian Football**

First misdemeanour will automatically earn a **yellow card** (this does not preclude a red card and automatic exclusion for a serious offence). A yellow card will necessitate removal from the playing area for coach counselling for a period of not less than 15 minutes.

#### **Player ordered off under a Yellow Card:**

- Required to leave the Playing Surface immediately through the interchange.
- Not permitted to resume playing for fifteen (15) minutes of playing time across the two halves. If the card is issued in the second half, they do not play for the remainder of the round.
- May be replaced on the Playing Surface by a benched player immediately.

#### **Player ordered off under a Red Card:**

- Required to leave the Playing Surface immediately through the interchange.
- Not permitted to sit on the bench or enter the Playing Surface for the **remainder of the day**. Depending on school staffing, the player may sit on the bench.
- May be replaced on the Playing Surface by a benched player after fifteen (15) minutes of playing time across the two halves. If the card is issued in the second half, they cannot be replaced for the remainder of the round.

A **red card** means automatic exclusion for the rest of the day and an appearance before the sport coordinator. Umpire to report name of offender and school to the carnival manager and the sport coordinator.

Any two red cards presented to an individual, coach or players at any time leading up to, during, or after any game, including finals, will result in loss of game.

Any suspension issued at finals games will be transferred to games played at a local community level.

### **Disputes Procedures**

Sort out amicably at coach-to-coach level.

Discuss problem with carnival manager.

Protests panel if unresolved.

### **Protests Panel**

This will follow ACC dispute resolution procedures.

## CODES OF BEHAVIOUR

The ACC Codes of Behaviour were made with reference to [Play By The Rules](#), [The Equal Opportunity Act of 1984](#) and behaviour codes produced by the **Australian Sports Commission**. They have been developed to assist everyone involved in ACC sport to promote worthy competition and make it clear what is deemed acceptable behaviour. All those involved in ACC fixtures such as players, coaches and spectators are required to adhere to these codes, which can be accessed here: <https://www.accsport.asn.au/acc-information/codes-conduct>.

## **Risk Management, Safety, Emergency and Evacuation Procedures**

During ACC competitions there may be situations that occur due to circumstances over which we have no control. Most will be minor incidents but some may be acute or more significant in nature. Some examples of incidents that may lead to emergencies include sudden illness/injury, fires, weather events, bomb threats and unauthorised intruders to the site.

The ACC has endeavoured to make allowances for all credible eventualities and to arrange safe locations and playing surfaces for all events. Sporting events have inherent risks to human safety; the event specific rules and conditions of play are in place to mitigate these risks.

First Aid personnel will be on site to assess and care for anyone suffering injury or sudden illness, and to make the call for an ambulance in the case of a medical emergency. Their location will be made clear at the carnival's morning briefing.

The Carnival Managers will be alert to any forecasts of severe weather and will make the call to abandon play should the risk of lightning occur.

### **ACC CLASSIFICATION OF POTENTIAL RISK**

The ACC has classified risk situations into four categories: Incident, Minor Emergency, Major Emergency and Catastrophe.

1. An Incident is defined as being an occurrence that may be fixed quickly and efficiently on site with minimal fuss. All incidents should be reported to officials, supervising teachers and/or the Carnival Manager.
2. A Minor Emergency relates to an occurrence that has the potential to significantly impact on more than one person and will necessitate shared decision making and a clearly defined course of action. These are to be handled by the Carnival Manager in consultation with the supervising school teaching staff.
3. A Major Emergency refers to any critical situation that affects small groups of people and requires a series of actions that ease the way for an external agent to impact it quickly and efficiently. These are to be handled by the Carnival Manager and or local government.
4. A Catastrophe is defined as being anything serious that impacts a large number of people and that requires intervention from one or more external agents. Catastrophes require action by the Carnival Manager and need to be coordinated in conjunction with the West Australian Police Force and Emergency Services if required.

### **EMERGENCY CONTACTS**

Venue Specific:

- Carnival Manager            mobile phone contact listed in event booklet
- First Aid onsite                as stated in event booklet
- The mobile phone number provided to the ACC for the school staff member with each school team is in the event booklet.
- Local government main number and/or security/ranger services as listed in the event booklet

Local Police – 13 14 44

Department of Fire & Emergency Services - 13 33 37

State Emergency Service (SES) emergency line – 13 25 00

Poisons - 13 11 26

ATCO GAS Utility - 13 13 52

Western Power Utility - 13 13 51

Emergency: Fire/Ambulance/Police - 000

### **EMERGENCY MANAGEMENT ROLES & RESPONSIBILITIES**

The ACC carnival manager will

- have ready access to a phone and to alarm signalling equipment

- indicate the emergency signal/alarm, evacuation assembly point and evacuation route at the morning briefing at each venue.
- in consultation with school staff, evaluate the need for action/evacuation, considering the severity of the incident, the likelihood of escalation and whether or not the incident can be controlled with the resources available.
- check all toilets in the case of an evacuation taking place.
- ensure the 000 call is made for police or fire services if required.
- evaluate, in consultation with emergency services if appropriate, if the event is safe to be resumed after an evacuation or abandoned play.

School staff are responsible for

- having up-to-date emergency contact details for all their students readily available.
- managing the behaviour of their students and acting to prevent competitive aggression, abuse, harassment and other harmful conduct.
- Providing the ACC with a mobile phone number for the school staff member responsible for each school team.
- their duty of care obligations
- the safe evacuation of all their students, should the need arise, and communicating to the Carnival Manager once all are accounted for.

First Aid personnel will be responsible for

- the management of any medical emergencies
- ensuring they have adequate resources for the management of medical emergencies
- the calling of 000 for an ambulance if required.

All present are to act on the instructions of any arriving Emergency Services.

## PROCEDURES

The procedures for the response to all emergency or potential emergency situations, which may arise during the conduct of an ACC carnival, are outlined below. It is the responsibility of all attending school staff and officials to be familiar with these procedures.

All staff and officials are requested to act immediately on emergencies in conjunction with and under the direction of the relevant authorities as above. Each emergency must be treated on its own merits to ensure appropriate action is taken.

In the case of a Major Emergency or Catastrophe the Western Australian Police Department and/or SES, DFES may coordinate all procedures in direct liaison with other emergency services. The ACC Carnival Manager will instruct all staff to either, assist in the orderly movement of all students from the event environments back to their team areas or another designated place, or conduct a swift and orderly evacuation of students, officials and any other people present to a designated muster point.

If an evacuation is necessary, repeated horn blasts or sirens will sound until the staff from all schools present have either evacuated their people to the relevant venues muster point, or made their way to the Carnival Manager for instruction. If a Public Address System or megaphone is available, the announcement will be made through this. Staff will be instructed to assist in the orderly movement of all students to the designated muster point. Once the venue is clear, re-admittance will not be permitted until the emergency is over and the Carnival Manager gives the "All-Clear".

## EMERGENCY EXIT AND ASSEMBLY AREAS

Evacuation routes and assembly areas will be noted at the carnival's morning briefing.

If unsure at any venue, assemble in the main carpark at a point nearest to the road.

If present at the venue, the locations of the following will be indicated on displayed floor plans:

Fire extinguisher/blanket/inergen gas system/hose reel, fire alarm manual call point, emergency exits/door releases, defibrillator, emergency assembly points and evacuation routes, etc.

### Summary of Emergency / Evacuation Procedures

- Depending on the type of incident, immediately notify the Carnival Manager.
- Alert other Staff/Officials in the immediate area of the situation.
- ACC Carnival Manager and/or Venue Staff will sound the alarm (if need be) and issue instructions via PA system, loud hailer or in person. Smoke and thermal alarms, when activated, will trigger an audible alarm and will also automatically alert the Fire and Rescue Service.
- Assist people to evacuate to safe assembly areas and ensure people do not re-enter the venue without the “All Clear” from the Carnival Manager.
- Event official and school staff should inform the Carnival Manager if they believe someone is still in the area.
- Liaise with First Aid personnel regarding injured persons.
- Under no circumstances talk to the media; direct them to the Carnival Manager.
- At the end of any emergency, await the Carnival Manager’s direction before returning to normal operations.
- It is the responsibility of each school to carry out a full roll call of their students, school staff and school officials in the evacuation muster areas. The Carnival Manager is to be advised immediately if a person or persons are missing with undue cause.
- Ambulance Procedures:
  - If an Ambulance needs to be called, the First Aid event officers will make this contact. (If the school decides that they think an Ambulance is required, they should report to the First Aid event officers and allow them to coordinate the Ambulance contact.)
  - First Aid officers will notify the ACC Carnival Manager and venue staff (if present). The Carnival Manager will attempt to notify any relevant supervising teacher/s of the need for an Ambulance should they not already be aware. The Carnival Manager in conjunction with venue staff (present or not) will ensure an accessible entry/exit point for the Ambulance vehicle.

A review of this plan will be undertaken immediately following any major incident/emergency occurring.

## **YEAR 7 CARNIVALS**

### **Involvement**

Year 7 AFL carnivals are to include teams of Year 7 female or male students only. Each competition will be named with the following titles:

**Boys - Year 7 Eagles Schoolboys Cup**

**Girls - Year 7 Freo Docker's Cup**

The Year 7 carnival dates and proposed venues are available on the ACC website at <https://www.accsport.asn.au/carnivals/afl-carnivals>.

The Yr 7 program will offer the following benefits to participating schools:

- Match balls for grand final carnivals (provided by WA Football).
- Trophies and medallions for grand final winners (provided by WA Football).
- SEDA student umpires at regional carnivals *where available*.
- Accredited umpires for Grand Final Carnivals only.

### **Hours of Play**

Year 7 Carnivals - All carnivals will include fixtures with 1.5-2.5 hours of playing time.

The spirit of the AFL Competitions is that all schools must ensure that they arrive on time to ensure the fixture starts on time. In some instances, this will require the schools to leave early to allow for travel time to the venue and adequate warm up.

Sports Coordinators are expected to discuss these 'time issues' with their Principal and Deputy Principal well in advance of the fixture to ensure that the necessary organization is in place.

Warm Up: All teams should be at the venue 30 minutes prior to the round 1 fixtures, to attend the morning briefing and have adequate time for warming up.

### **Team Size**

The squad size rule must be adhered to for all carnivals. Schools are not to exceed the total squad number set by the ACC and WA Football. The numbers on the field should always be even.

Year 7: 15-a-side. Each team is permitted up to seven (7) interchange players.

Depending on the field size for the year 7 girls carnivals, the number of players on the field can vary from 12-a-side to 15-a-side.

For the year 7 Grand Final carnivals, a team list must be submitted to the ACC the week before the event.

### **Insufficient Player Numbers**

Should a team find themselves with an insufficient number of players for any fixtured match of this 15-a-side competition, the following will apply.

- If a team cannot field 15 players, they must inform the opposition team coach and the ACC Carnival Manager of any potential or actual shortage of players before the match begins.
- If a team is 1-3 (inclusive) players short, the decision to implement one of the following will be at the discretion of the Carnival Manager, in consultation with the two team coaches.
  - The on-field number can be reduced, down to 12-a-side if need be.

- The team with the greater number of players can offer additional players to the lesser numbered team until team numbers comprise 15, are even, or differ by only one. Should this occur, players must be rotated so that no single player plays more than one half match in the day for an opposition team.
- If a team is 4 or more players short, that team will be considered to have forfeited the match; however, a friendly scratch match should take place with the team with the greater number of players offering additional players to the lesser numbered team until team numbers comprise **12**, or if more, are even or differ by only one. Should this occur, players must be rotated so that no single player plays more than one half match in the day for an opposition team.

## Umpires

**Schools will need to provide their own Field umpire and Goal umpire for this Competition.** No boundary umpires are required. WAFL clubs may be able to provide development staff and/or players to assist if available. Schools should contact their [WAFL Development Manager](#) for assistance.

The ACC will source 1 qualified umpire mentor per match to support the learning and development of the school supplied umpires.

Goal umpires should be attired in white jackets and have flags. Goal umpire flags and jackets to be provided by each school.

## Fixtures and Carnival Information Booklets

Year 7 AFL fixtures and carnival information booklets will be available on the ACC website at <https://www.accsport.asn.au/carnivals/AFL-Year-7-Freo-Dockers/program-booklets>.

## Finals

The winners of each boy and girls' carnival/zone will play off in a grand final competition. The number of teams in the final will depend on how many zones operate in that year. The ACC will source umpires for the year 7 AFL Grand Final Carnivals.

## Competing Schools

These details will be provided in the [carnival information booklet](#), available on the ACC website once nominations close and fixtures have been created.



## **YEAR 10 CARNIVALS**

### **Involvement**

Teams are made up of year 10 male or female students. In no circumstances can students in Years 7, 8, 11 or 12 participate. Teams can be supplemented with year 9 students if the following applies:

1. For Divisions 1-3 Boys teams, there is a cap of 6 year 9 students (1/3 of team squad capacity).
2. For Divisions 4-6 Boys and all girls' teams, there is a cap of 5 year 9 students.
3. Schools do not promote talented Year 9 students into the Year 10 team. This is not in the spirit of the competition.

Each competition will be named with the following titles:

***Boys - Year 10 Eagles Schoolboys Cup***

***Girls - Year 10 Docker's Cup***

The Year 10 carnival dates and proposed venues are available on the ACC website at <https://www.accsport.asn.au/carnivals/afl-carnivals>.

The Yr 10 carnivals will offer the following benefits to participating schools:

- Match balls for Division 1 carnivals (provided by WA Football).
- Perpetual Cup and medallions for Division 1 winners (provided WA Football).
- Winning shields to other division winners.
- Accredited umpires for all Carnivals.

### **Competition Structure**

The Year 10 AFL carnivals are divisional. Divisional elevations and relegations occur at the end of the series each year based upon each carnival's placings.

### **Carnival Divisions**

Participating schools have been allocated into divisions that are available for viewing on the ACC website at <https://www.accsport.asn.au/carnivals/afl-carnivals>. These allocations are variable depending on team nominations and venue availability each year. Schools will be notified of any updates.

Schools not listed in a division can still nominate a team. New teams will create a new division or replace a team that may not participate in a particular year.

### **Hours of Play**

Year 10 Carnivals - All divisions will consist of 4-6 teams with 1.5 - 2.5 hours playing time per carnival.

The spirit of the AFL Competitions is that all schools must ensure that they arrive on time to ensure the fixture starts on time. In some instances, this will require the schools to leave early to allow for travel time to the venue. All teams should be at the venue 30 minutes prior to the round 1 fixtures, to attend the morning briefing and have adequate time for warming up.

Sports Coordinators are expected to discuss time issues with their Principal and Deputy Principal well in advance of the fixture to ensure that the necessary organization is in place.

### **Team Size**

The squad size rule must be adhered to for all carnivals. Schools are not to exceed the total squad number set by the ACC and WA Football. The numbers on the field should always be even.

Boys (Divisions 1-3): 18-a-side. Each team is permitted up to seven (7) interchange players.

Boys (Divisions 4-6): 15-a-side. Each team is permitted up to seven (7) interchange players.

Girls: 15-a-side. Each team is permitted up to seven (7) interchange players.

### Multiple Teams

Schools will be allowed to enter a second team ONLY if a place in a carnival division becomes available. If a school is granted approval to nominate more than one team, the second team will NOT be elevated or relegated to another division for the following year. The participation will be viewed as “invitational” only and schools should always select their strongest team for the higher division.

### Umpires

The ACC will source accredited umpires for all carnival divisions and schools will be invoiced for the total umpire cost which will then be shared equally. If this is not possible, schools will be asked to provide a field umpire. Each school is to provide a goal umpire. No boundary umpires are required. Goal umpires are to be qualified and experienced, appropriately attired in white jackets and have a set of white flags.

### Fixtures

Year 10 AFL Fixtures are available in the carnival booklets as per link below.

### Carnival Booklets

Year 10 AFL Fixtures are available on the ACC website at <https://www.accsport.asn.au/carnivals/AFL-Year-10-Schools-Cup/program-booklets>

### Finals

The boys' and girls' division one carnivals contain the strongest schools in the competition and are referred to as the **grand final carnivals**. The division one carnivals are scheduled on a separate date to the other divisions (see Item 2 for dates and venues). A place in each division 1 carnival will be reserved each year for the winner of the boys and girls South West carnivals.

For the division 1 boys' and girls' carnivals, a team list must be submitted to the ACC the week before the event.

After each year's competition, schools will be elevated or relegated from their allocated division depending on their place at the end of each carnival. The following protocols apply to this process:

1. The 1st placed school in each division will be elevated to the higher division, e.g., winner of division 3 will be elevated to division 2, etc.
2. The 5th placed school in each division will be relegated to the lower division, e.g., last place for division 3 will be relegated to division 4, etc.
3. In the event that the South West carnival winning school withdraws from their place in the division 1 carnival, the winner of the second division has the option to play in this carnival in that same year. The following applies:
  - If they choose to play, and they place 5th in the carnival, they will be relegated to division 2 and will remain in that carnival division the following year, i.e., they lose their right to be elevated. If they place higher than 5th, they will remain in division 1.
  - If they choose not to play, they will be elevated to division 1 in the following year.

4. Schools that are unable to participate in a particular year can open a place in their allocated division for a team in a lower division to be elevated. The school that withdrew in that year cannot be guaranteed a place in the same division on return the following year.
5. A school requesting to change their division due to inability to play on an allocated date will be reviewed by the ACC and will depend on availability and suitability. The ACC will apply the reallocation if it doesn't affect other schools already in that division. If the request is accepted, the team requiring the change will stay in the new division the following year.

The winner of the division one carnivals will be presented with the perpetual trophy – Eagles Schoolboys Cup (boys) and Freo Docker's Cup (girls). All other carnival division winners will be presented a perpetual shield.