



ASSOCIATED AND CATHOLIC COLLEGES OF WA

**INCLUSIVE AFL CARNIVAL
CHARTER OF OPERATIONS 2024**



Contents

1.0	General Information	3
2.0	Nomination of students	4
3.0	Supervision	4
4.0	First Aid	4
5.0	Spectators	4
6.0	Marquees and weather	5
7.0	Format of the day	5
8.0	Equipment	5
9.0	ACC Inclusive Football Rules	6
10.0	Scorecard	10

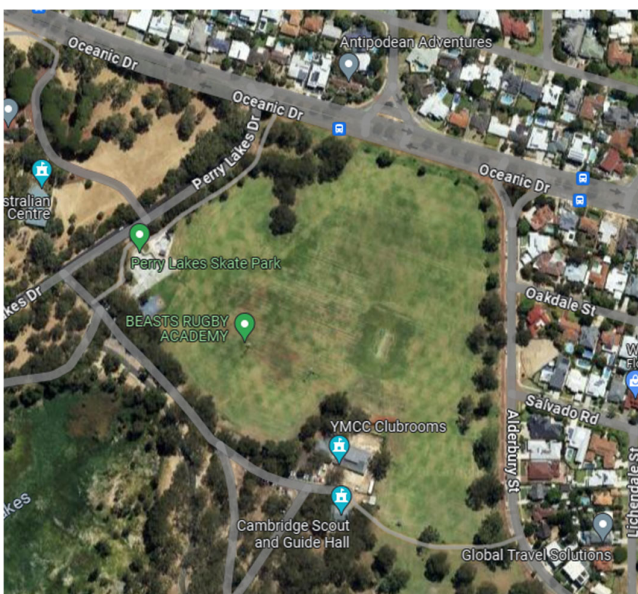
1.0 General Information

The ACC ISP AFL carnival is an integrated sporting event for ACC students with a disability and peer support students. The event involves modified AFL games played throughout the day culminating in a grand final at the end of the event. Any student with a disability (Years 7 to 12), whether enrolled in an Education Support unit or not, is eligible to attend. Schools nominating a team are also required (**where possible**) to bring three peer support students to participate in this integrated format.

DATE	Friday 21st June 2024
VENUE	Alderbury Reserve
ADDRESS	Alderbury Street, Floreat
ARRIVAL TIME	9:30am
EVENT TIME	10am – 1:30pm
COST	Costs for the day will be shared amongst participating schools, which include venue hire and First Aid support

PARTNERSHIP

The ACC ISP AFL Carnival is run in partnership with WA All Abilities Football Association (WAAFA) and the Stephen Michael Foundation (SMF) **and the SEDA Group.**



2.0 Nomination of students

- Any student with a disability (Years 7 to 12), whether enrolled in an Education Support unit or not, is eligible to attend.
- Teams are made up of a total of twelve (12) players, (nine are on the field at one time), with a suggested team consisting of no more than fifteen (15). A maximum of three (3) peer support students can form part of a team(s)
- With 9 players on field during play, there is limitless rotating interchange, with a MAXIMUM OF 3 peer support students (if they form part of a team) to be on the field of play at all times.
- If a school does not have enough players to form a full team(s), this should be stated as such on the nomination form, and the ACC will coordinate for these students to join another school team
- ~~Schools are encouraged to bring a maximum of three mainstream students per team, to participate in the integrated format.~~
- Peer support students participating, are reminded (as are staff) that their role is SUPPORT ONLY and facilitating games

NOMINATIONS DUE Friday, 7th June 2024

Nominations can be submitted via: [Nomination Details ISP AFL Carnival | Associated & Catholic Colleges of WA \(accsport.asn.au\)](#)

3.0 Supervision

Schools nominating students must make arrangements for adequate supervision and ensure adequate number of staff are available to supervise all students in their football team(s). Supervising staff are required to assist with students needs throughout the day.

4.0 First Aid

- The ACC will provide St John Ambulance First Aid for the event
- Students receiving First Aid care **must** be under the supervision of a staff member, so that relevant case history and specific needs are communicated.

5.0 Spectators

Spectators are permitted but to be supervised by school staff at all times.

6.0 Marquees and weather

- Schools are encouraged to source their own provisions for shade/shelter/protection. Marquees and / or ground tarpaulins are to be set-up by schools prior to the carnival start.
- In the event the forecast for the day is inclement weather, the ACC will SMS all school Inclusive Coordinators representatives by 8am of the morning of the carnival.

7.0 Format of the day

- Schools are to arrive **by 9.30am** to allow time to organise for the day ahead, including marquee set up
- At 9.40am the ACC, WAAFA and SMF representatives will formally welcome and address all schools in attendance and support teams to designated coaching area group(s)
- The WAAFA and Stephen Michael Foundation will conduct a 30-minute coaching clinic for these groups, ~~and SEDA AFL students~~ focusing on the skills and rules of the modified ~~Inclusive~~ AFL game.
- Students will participate in a round robin competition, with 15 minutes (7-minute halves with a 1-minute interval), with semi-final and finals rounds.
- All games will be supported and umpired by the staff of WAAFA and SMF
- Staff and peer support students are requested to assist with scoring and goal umpiring, with each school of a game, responsible for goal umpiring the opposition's goal end
- All participants receive a participation certificate, and the winning team will receive a perpetual trophy.

8.0 Equipment

- Students are always to wear sun protection.
- Mouthguards are encouraged, but are not a requirement
- It is advised that students do not wear football boots

ACC TO PROVIDE	WAAFA TO PROVIDE	SMF TO PROVIDE
Agility goal posts	Whistles for officiating	Whistles for officiating
Field cones	Footballs for activities and games	Footballs for activities and games
Spare game bibs	Sound system	
Filed and activity group signs		
Siren for game timing		
Scorecards, event programs, participation certificates, winner's cup		

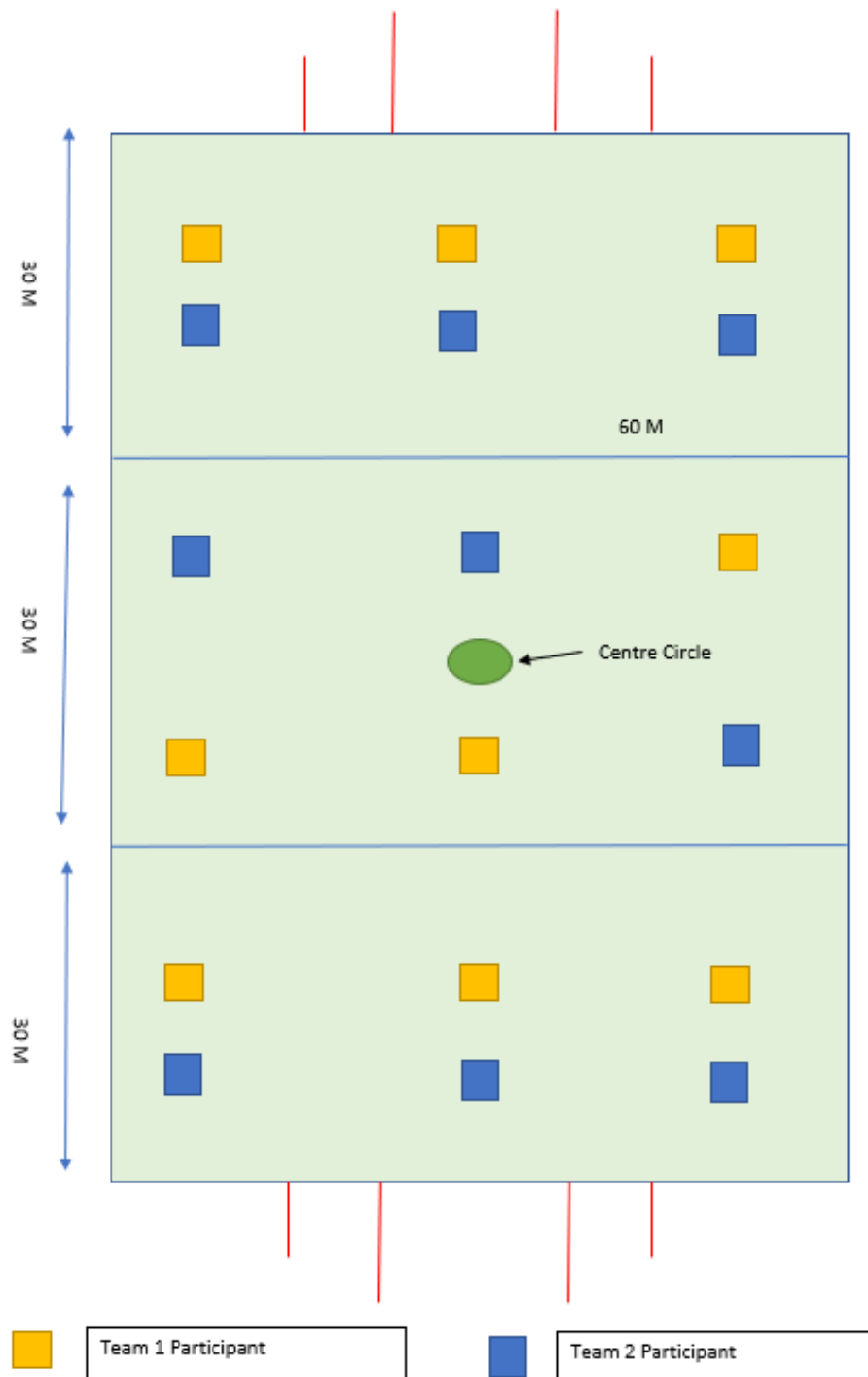
9.0 ACC Inclusive Football Rules

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)



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

10.0 Scorecard

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 _____