



ASSOCIATED AND CATHOLIC COLLEGES OF WA

INCLUSIVE AFL CARNIVAL OPERATIONS MANUAL

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1.0 GENERAL INFORMATION

DATE Friday 27th June 2025

VENUE Alderbury Reserve
Alderbury Street FLOREAT

TIME SCHOOLS ARRIVE : 9:30am
EVENT TIME : 9:50am – 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)

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).
- With 9 players on field during player, there is limitless rotating interchange
- 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

2.1 Peer support students

- Schools are encouraged to have peer support students with a maximum of three (3) peer support students forming part of any team(s)
- There is a MAXIMUM of three (3) peer support students permitted on the field at any one time
- Peer support students are requested to wear a hi vis vest at all times, provided by the school
- The aim and purpose of peer support students is to support the flow of the game, and create maximum participation of the entire team, and NOT lead the direction of play
- Peer support students must be rotated in their positions, to ensure all ability students are provided the opportunity to play in numerous positions across the course of the carnival

NOMINATIONS DUE Friday, 13th June 2025

Nominations will open on the 30th May 2025 and can be submitted via [Nomination details ISP AFL Carnival | Associated & Catholic Colleges of WA](#)

No late

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.
- **If schools maintenance / ground staff are delivering and setting up shelter prior to the event, ACC staff must be notified at least one week prior to the event**
- 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 EQUIPMENT

- Mouthguards are encouraged, but are not a requirement
- It is advised that students DO NOT wear football boots

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

8.0 REFEREES AND SCORERS

- All games will be officiated by supporting partners
- **Schools will be advised promptly if they are required to support with student referees**
- **The first named team of fixtures is deemed the home team, and is responsible for scoring the respective game**
- **Each team is to assist with goal umpiring, being responsible for umpiring of the opposition's goal end**

9.0 FORMAT OF THE DAY

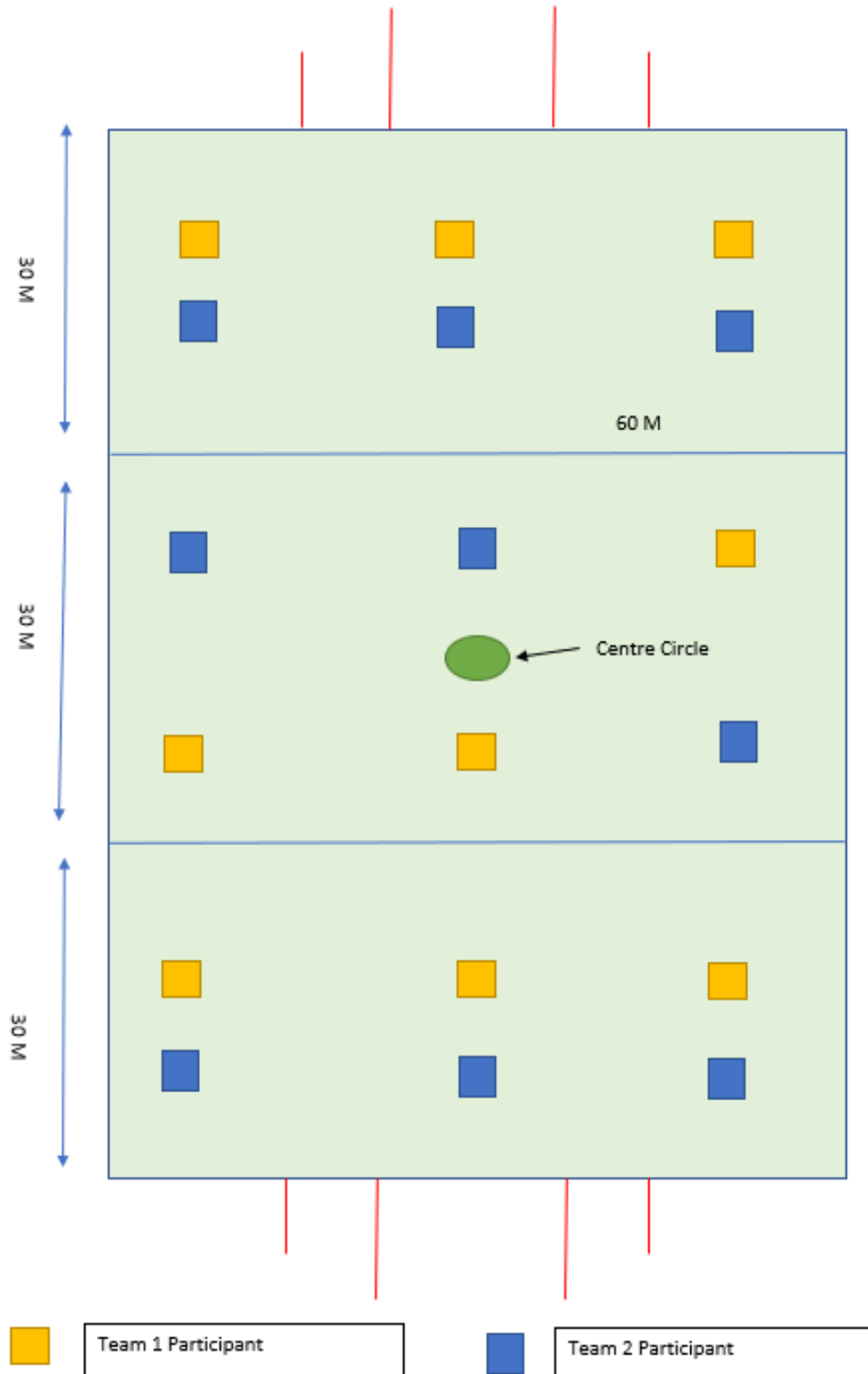
TIME	DETAILS
9:30am	Schools to be on site
9:45am	Carnival welcome
10am sharp	Activity sessions delivered by supporting partners
10:30am	Fixtures commence
11:10	RECESS
11:40am	Fixtures continue
12:20pm	LUNCH
12:50pm	Fixtures continue
1:30pm	Presentations

** Note : event timings are subject to change, and participating schools will be advised on circulation of the event day program

10.0 ACC INCLUSIVE FOOTBALL RULES

PLAYING GROUND

- The playing field is rectangular in shape in (approximately) 60m L x 40m W
- ** *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, **and if either or are scored, they will not be recorded on the scoresheet**
- 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 & GOALS

- Matches will be played with **a soft touch football**.
- Agility poles will be used as goal posts

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.
- **A minimum 5m distance should be provided to wheelchair participants**
- **When a player is in possession of the ball, they must not travel further than 10m before passing the ball to a team member, and this includes those students in wheelchairs**

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.
- **A minimum 5m distance should be provided to wheelchair participants**

- When a player is in possession of the ball, they must not travel further than 10m before passing the ball a team member, and this includes those students in wheelchairs
- 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 by the opposition
- A goal scored is worth 6 points.
- A behind is scored if the ball travels 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 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 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.

SCORING

- 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.

POINTS

WIN	3 points
LOSS	1 point
DRAW	2 points

- The winning school will be presented a perpetual shield and trophy. It is the schools responsibility to have the perpetual shield engraved with their school name, and return to the ACC prior to the carnival the following year.

11.0 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 _____