



ASSOCIATED & CATHOLIC COLLEGES  
of WESTERN AUSTRALIA



**Associated & Catholic Colleges  
Of  
Western Australia (Inc)**

***Charter of Operations  
for  
No Limits AFL Carnival***

## 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 No Limits Football Rules .....	6
10.0	Scorecard .....	9

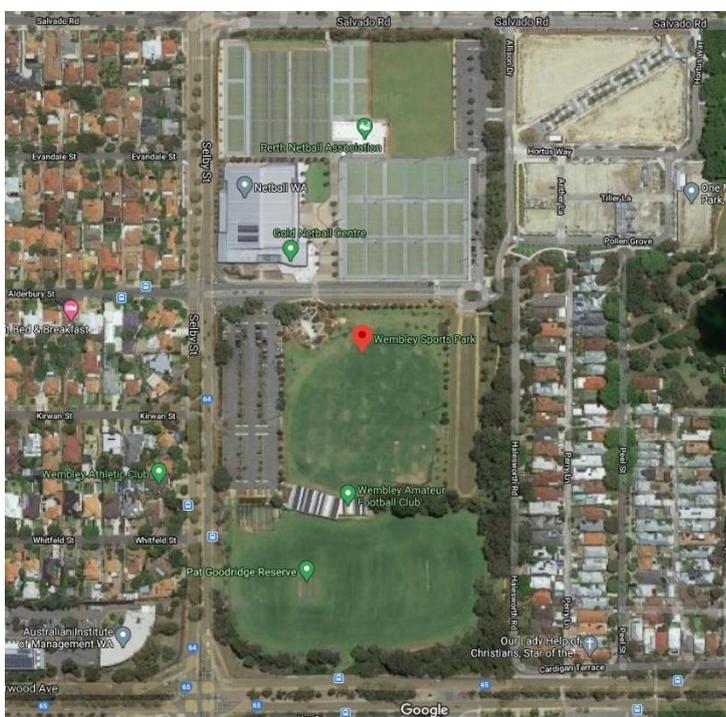
## 1.0 General Information

The ACC No Limits AFL carnival is an integrated sporting event for ACC students with a disability and mainstream 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 to bring three mainstream students to participating in this integrated format.

**Date:** Friday 4<sup>th</sup> June

**Venue:** Pat Goodridge Reserve

**Address:** Selby St, Jolimont



**Facilities:** Toilets

Changerooms

Shaded undercover area

**Time:** 10:00am – 1:30pm

***Schools are encouraged to arrive at 9:30am for school seating set-up and briefing.***

**Cost:** Costs for the day will be shared amongst participating schools

These costs will include: Venue Hire /Council Booking

First Aid Attendance

**Partnership:** The ACC No Limits AFL Carnival is run in partnership with the WA All Abilities Football Association, Western Australian Football Commission 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. The event is open to and caters for students of all abilities and is a non-contact modified version of AFL.

Teams are comprised of a minimum of 12 students and a maximum of 15. The No Limits AFL Carnival is an integrated event and teams require a mix of mainstream students and students with a disability.

There are 9 players on field during play with a limitless rotating interchange, 2 mainstream students must be on the field of play at all times.

Team and student nominations are to be submitted to the ACC website via the following link:

<https://www.accsport.asn.au/carnivals/inclusive-sports-program/no-limits-afl-carnival/nominations>

**Nominations are Due: Monday 24<sup>th</sup> May**

## 3.0 Supervision

Schools nominating students must make arrangements for adequate supervision and Ensure adequate number of staff are available to supervise all of your students in their school cricket team

School supervising staff are required to assist with students needs throughout the day.

## 4.0 First Aid

Injuries are to be attended by the individual school staff.

The ACC will provide St John Ambulance First Aid team at the event which will be an oncost for all participating schools.

Students receiving First Aid care **must** be under the supervision of a staff member that their relevant case history and specific needs are communicated.

Schools and students are to wear sun protection at all times. Football boots and mouthguards are recommended: however, due to the event being non-contact they are not a requirement.

## 5.0 Spectators

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

## 6.0 Marquees and Weather

All schools are encouraged to source their own provisions for shade/shelter/protection. In the event that the forecast for the day is inclement weather, the ACC will SMS all school Inclusive Coordinators representatives and advise accordingly by 8.30am on the morning of the carnival.

Marquees are to be set-up by schools to use on day. Please bring your school marquee and tarpaulin for seating if required.

## 7.0 Format of the Day

Schools are to arrive at the venue by 9.30am to set up their school base and erect any shade or shelter provisions.

At 9.35am the ACC Inclusion Officer and WA All Abilities Football representative will formally welcome and address all schools in attendance and usher the teams to their designated coaching area group.

All teams will attend a 30-minute coaching clinic conducted by the WA All Abilities Football Association and SEDA AFL students focused on the skills and rules of the modified No Limits AFL game.

Students will then participate in a round robin competition where matches will take place over 15 minutes ( 7 minute halves with a 1 minute interval)

Teams will play in a Round Robin Format, with a Semi-Final and Final round.

All participants will receive an ACC / WAFC participation certificate, and the winning school will receive a perpetual trophy.

**NOTE:** Assistance throughout the day will be from the WAFC and SEDA Cricket Australia.

## 8.0 Equipment

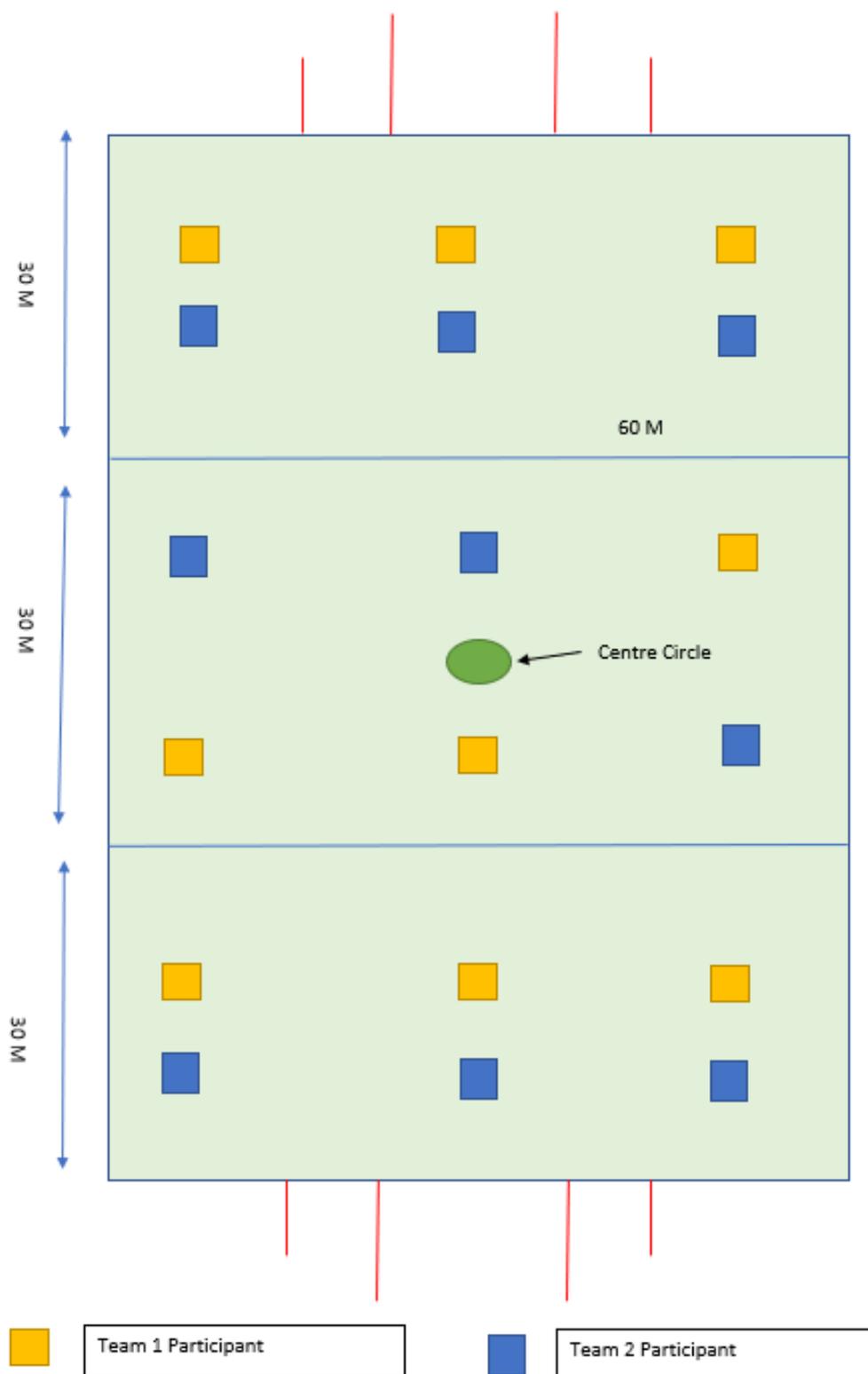
Cones and goal posts will be provided by the ACC, the WA All Abilities Football Association will provide modified touch balls for the matches.

Seda students will provide their own whistles for officiating.

## 9.0 ACC No Limits Football Rules

### The 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 the participants.*
- The field is divided into thirds, with each team fielding 3 players in each third, *See diagram.*



## The Team and Zones

- No Limits 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 anytime, and be unlimited in number.
- Team are to be comprised of a mixture of mainstream students and students with disabilities with 2 mainstream students to be present on the field at all times.
- Mainstream 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***.

## Duration of Game

- 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 is directed to dispose of the ball by the umpire after a count of 1-2-3.

## Disposal of the Ball

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 traveled.
- The umpire will have the discretion to award a 'mark' if the umpire takes into account the participants capacity and genuine attempt to mark resulting in a 'mark' being awarded
- 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, provided that 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.

## 10.0 Scorecard

	<b>ACC NO LIMITS FOOTBALL</b>	
<b>RD:</b>	<b>TEAM 1:</b>	<b>SCORE:</b>
<b>TIME:</b>	<b>TEAM 2:</b>	<b>SCORE</b>
<b>WINNER:</b>		