



Local Conditions

Rules

The Rules of AFL 9s are available from <http://afl9s.com.au/rules/>

Terms of Participation

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Local Conditions

The following are Local Conditions of the AFL Canberra 9s Summer Competition.

1. Venue

Phillip Oval (Wednesday) – Ainsworth Street, Phillip ACT 2606.

2. Divisions

The following divisions will be offered:

- Mixed
- Men's
- Juniors (must be aged 12 or less on 1 January, 2019)
- Youth (must be aged 16 or less on 1 January, 2019)

Please note that if insufficient nominations are received, divisions will be cancelled or merged.

3. Competition Times

It is anticipated that the following divisions will be played at the respective times:

- Mixed – 6:50pm
- Men's – 7:40pm
- Juniors/Youth – 6:00pm

Please note that if insufficient nominations are received, timings may be modified or rotated between timeslots.

4. Team Nomination Fees

Through the Online Team Nomination process, a \$150 Deposit is required to enter the competition. The \$150 will not be refunded if you pull out of the competition after it has commenced.

Team Nominations are due Wednesday, 24th January 2018 and can be accessed from <http://afl9s.com.au/register/>

The following is the remaining costs (excluding Deposit) to participate:

- Juniors/Youth – \$290 (GST Inclusive) per team
- All other Divisions – \$450 (GST Inclusive) per team

Teams that have not paid in full will be unable to accumulate competition points and risk being removed from the competition

5. Season Dates

The following are season dates for the respective competitions:

- Round 1 – Wednesday, 7 February 2018
- Round 2 – Wednesday 14 February 2018
- Round 3 – Wednesday 21 February 2018
- Round 4 – Wednesday, 28 February 2018
- Round 5 – Wednesday 7 March 2018
- Final – Monday, 14 March 2018

6. Uniforms

All teams are required to be in same uniform top. The uniforms need to be the same design, cut and colour i.e. all wearing matching blue singlets. Individual playing numbers will no longer be required.

Any individual out of uniform, the opposition team will be awarded one Goal (up to maximum of five Goals) per game.

Uniforms can be ordered through the official supplier <http://www.afl9store.com.au/> although other methods i.e. buying identical shirts through eBay are encouraged.

7. Competition Ball

Each team will receive an official Competition Ball during the first week of competition to keep. Teams are required to bring this ball each week to use during the games. If two balls are available, the Umpire will choose which ball to use.

8. Competition Ladder

The competition will be based on the percentage of games won. If even, the following will apply:

- For and against percentage; if even
- Total points For; if even
- Toss of the coin (Lowest alphabetical to call).

9. Forfeits

If a team forfeits a game, the opposition will receive the win and a 100-0 score line.

Unfortunately as no costs can be refunded to the team forfeited to due to unrecoverable costs i.e. sportsgrounds, umpires and insurance costs.

10. Umpires

We will look to appoint accredited Umpires to each match. In the unlikely event of an Umpire not being available, teams will be required to self-officiate. The teams will share in available Umpire Match payments.

11. Late Arrivals

Games are required to start on time. Teams can be penalised one Goal per minute late. The Umpire will be the sole judge of time. If a team is not ready to play after five minutes after the advertised starting time, a forfeit will result.

12. Injuries

All registered participants are covered by insurance whilst playing AFL 9s under JLT AFL 9s insurance. The JLT insurance form can be found on the AFL 9s Canberra Website or at www.jltsport.com.au

If a major injury occurs:

- Please take the necessary steps required to assist the injured player
- If required call an Ambulance on 000 for assistance and all participants are asked to follow their instructions
- Ensure that there is a clear path for an ambulance to reach the injured player
- If the injured player is eligible to make a claim they need to head to www.jltsport.com.au/af for all the necessary paperwork.

13. Score Verification

Umpires will confirm the score verbally with the team captains at half time. At the completion of the game, team captains will be required to sign the score card at full time and hence verifying the score.

If there is a disagreement with the score, it is required for the various parties to come to an agreement. If an agreement cannot be made, the score that the Umpires recorded will be regarded as the final score.

14. Washouts

If venues are closed, games will be called off with individuals notified via various channels (normally occurs around 10am).

After this time, games will only be called off if lightning is in the vicinity or other dangerous factors i.e. hail. Decisions to cancel games will be made at the venue by the Ground Manager.

If a washout occurs, unfortunately we cannot replay the game due to the structure of the competition. If a washout occurs, each team will be given a \$25 voucher to be used at AFL Canberra 9s competition within the next 12 months.

15. Finals

To participate in finals, individuals must have played in a minimum of one game (and recorded online) prior to the final round to be eligible to play.

Finals will be straight playoffs i.e. 1 v 2, 3 v 4, 5 v 6 etc

In the event of a game being a draw at the end of regulation time, extra time will occur starting with a ball-up in the middle of the field (re-start). The winner will be the first to score a goal.

16. Prizes

The Winners of each division will receive a \$100 voucher to be used at AFL Canberra 9s competition within the next 12 months.

The Runners Up of each division will receive a \$50 voucher to be used at AFL Canberra 9s competition within the next 12 months.

17. Match Results

Team Contacts are required to enter the players that participated in each game within 24 hours of their game. If at least five players are not credited in playing online, a forfeit will occur. Details of how to enter details is below:

Sportingpulse Passport

SP Passport combines your SportingPulse accounts, such as mySport or Membership, in one location.

<https://passport.sportingpulse.com>

IF you don't have an account, click the register button on the front page.

An orange rectangular button with the word "Register" in white text.

To sign in use the email address and password you specified when creating your SP Passport account.

A sign-in form with a light gray background. It features the text "Sign in" at the top left. Below it are two input fields: the first is empty, and the second contains the placeholder text "password". A blue link "Forgot Password?" is positioned below the password field. At the bottom left is a green button with the text "Sign in" in white.

Once logged in you will see the SP Passport dashboard with the various options you can perform

To access your league or clubs SP Membership account click on the **Membership & Results Entry** tile

Logins

Membership & Results Entry

Click here to access your Membership and Results Entry pages. If you have a new User Name and Password, you can also set up new access points here.

Match Results

1. Choose **Match Results** from the **Comp Management** menu
2. A new browser window will open with SP Match Results
NOTE: the window may not open if you have a pop up blocker enabled on your browser

Match List

1. Set appropriate filters based on, date range, season, club, competition name and venue.

Display Matches
Use the filters below to list the desired matches.

Show matches commencing on (dd/mm/yyyy):	<input type="text"/>	Season	--Select a Season-- ▼	Venue Name	Select Some Options
and concluding on (dd/mm/yyyy):	<input type="text"/>	Clubs	--Select a Club-- ▼	Competition Name	Select Some Options

SHOW MATCHES

2. Press the **Show Matches** button to display matches involving your club teams at the current login level.

For example if the login is club level and the club has three teams competing in various competitions than the list will show matches involving any of the three teams. If the login level is for one of the teams, only matches involving that team will be displayed in the match list.

3. Choose the options for a match by clicking on either the **Pre Game**, **At Game** and **Post Game**, button on the line of the corresponding match

Pre-Game

The Pre-Game section is used to setup team lists for the match and print team sheets.

1. Click the + button corresponding with players on the **Available Players** list to register in the match on the **Selected Players** list
2. Click the – button corresponding with players on the **Selected Players** list to remove from the match

Available Players

Filter	
Allmark, Joshua Dean	+
Alosta, Niyazi	+

Selected Players

Name	No.	
Ault, Jonathon	3	-
Cameron, Lucas	7	-
Dunkley, Chaise	14	-

3. Selected Players lists can also be selected by using the **Autoselect Players** option

Autoselect Players

- No Auto Select
- Players who played last week
- Players registered to this team

4. Update jumper numbers by typing a number into the **No.** column of the **Selected Players** list
5. Click on the **Save** button under the **Selected Players** list to update
6. Print a Team Sheet using the **Single Team – Team Sheet** button

NOTE: Players included on the Selected Players list once the match has been finalized will be credited with a match in their player statistics. It is important to ensure that the Selected Players list reflects accurately to players that actually played in the match.