SEASON 2023

COACHES & MANAGERS FORUM

ABBOTSFORD JUNIORS EST 1965

2023 AJFC CONTACTS

Chris Williamson - President

Adrian Timbs – Vice President, Member Protection Information Officer

Nick Ancona - Secretary, Registrar and Competition Secretary

Paul Simeoni - Treasurer

Tyron Farmer - Council Liaison Officer

Chad Gibson - Head of Marketing (Brand Ambassador)

Craig Brokenshire - Head of Sponsorship

John Encina - Committee Member

Luke Simeoni – Committee Member

Nicole Collins – Committee Member

Moe Said – Committee Member

AJFC WEBSITE

http://ajfc.net.au

Your gateway to all the resources you need

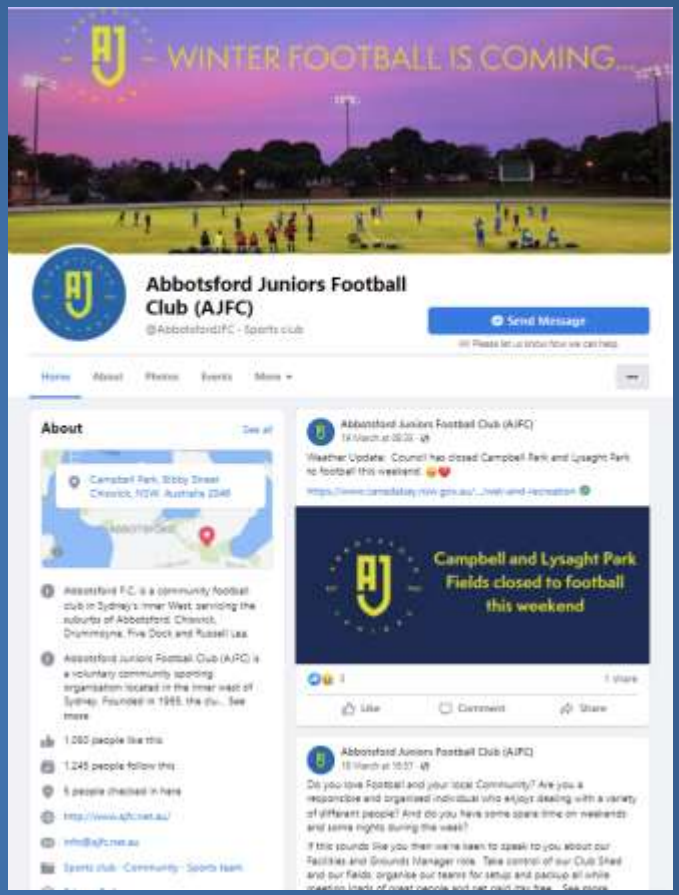
- Codes of Conduct
- Game Day checklists and Training Schedules
- Competition Management
- Pitch Closures and Wet Weather Info
- Forms and procedures
- Training Events

ABBOTSFORD JUNIORS EST 1965

AJFC SOCIAL MEDIA

Abbotsford Juniors Football Club (AJFC) | Facebook

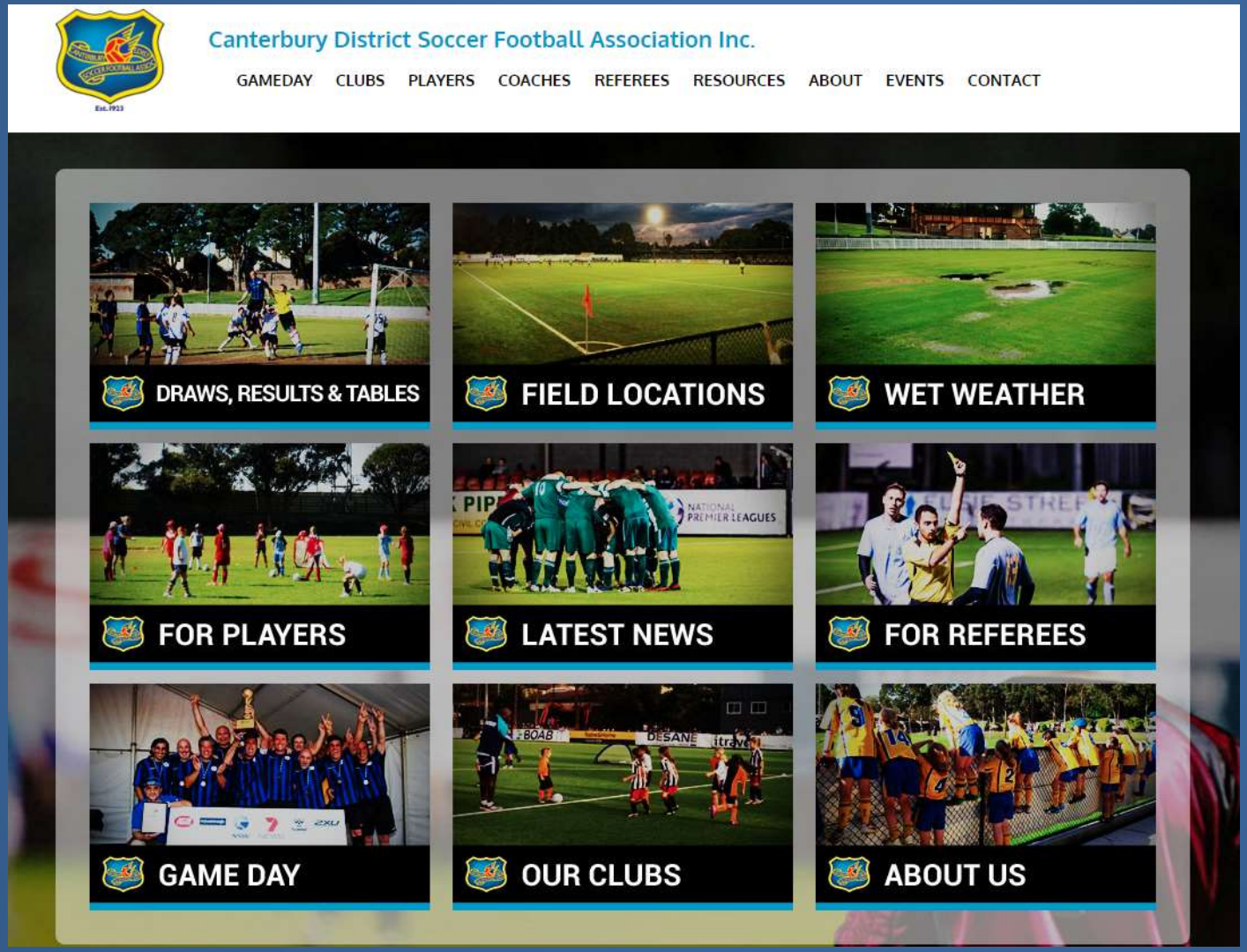
Abbotsford Juniors FC Instagram



ABBOTSFORD JUNIORS EST 1965

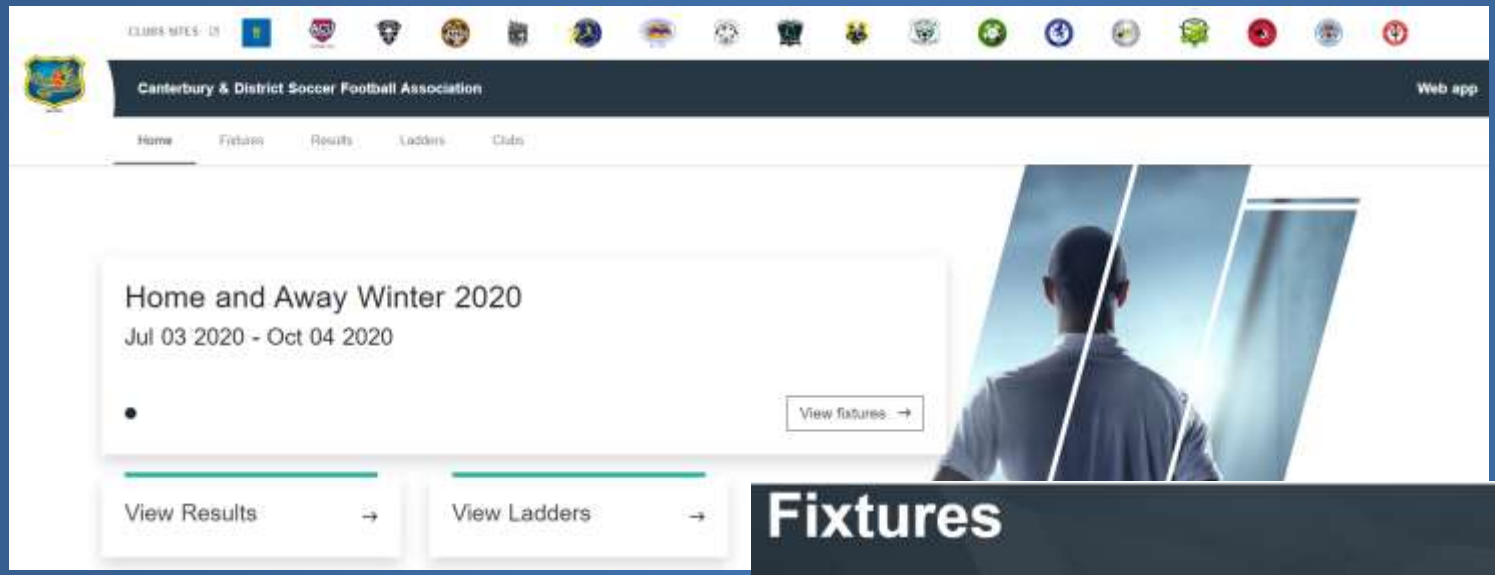
CDSFA WEBSITE

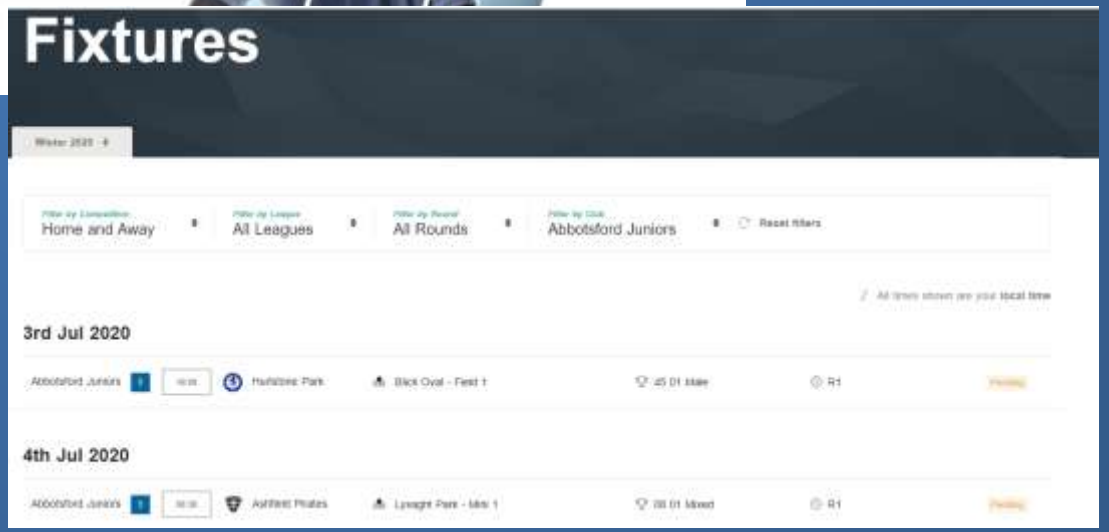
https://www.footballcanterbury.com.au



COMPETITION MANAGER

https://cdsfa.dribl.com/





ABBOTSFORD F.C.

VALUES

EXCHANGE IN THE COMMUNITY

RESPECT

FAIR PLAY

LEADERSHIP

DEVELOPMENT

COACHES CODE OF CONDUCT

- Play by the rules and spirit of the game
- Act in accordance with the Club's Core Values
- Do not abuse, ridicule or bully anyone
- Never argue with an official
- Avoid un-necessary physical contact with players
- Create a positive player experience
- Respect player's rights, dignity and worth
- Take responsibility for player behaviour and actions

COACH RESPONSIBILITY

Season Setup

- Ensure you are correctly registered and approved with the Club
- Ensure all team members are registered and approved
- Confirm a training time for your team with the Club

Weekly

- Coordinate regular team training sessions
- Arrive 10 to 15 minutes before training sessions start to setup drills for session
- Follow the Clubs training guidelines for COVID-19 (where required)

Game Day

- Ensure all aspects of game day transpire in an orderly manner
- Conduct player warm-up drills prior to game
- Allocate player positions for game
- Ensure fair play by players throughout game
- Remain in the technical area at all times during game play unless summoned by the game official
- Ensure replacement players remain seated in the technical area during game play

More info:

http://www.ajfc.net.au/website/default.asp?page=CoachingatAJFC

COACH ACCREDITATION

In 2022, Coaching Accreditation is a mandatory requirement to be recognised as a **Coach** within the CDSFA.

Coach ID Cards are issued accordingly to the aligned Accreditation. For those not currently holding a suitable Coaching Accreditation, they are a **Volunteer Team Official** until accredited.

COACH ACCREDITATION

	Grassroots Coaching Certificate (1)	Skill Training Coaching Certificate (1)	Game Training Certificate (1)	Senior Certificate (1)	Advanced Courses (2)
U6 & U7	Mandatory	Suggested	Suggested	N/A	N/A
U8-U11	Suggested	Mandatory	Suggested	N/A	Optional
U12-U14	N/A	Mandatory	Mandatory	N/A	Optional
U15-U21, WIL	N/A	Mandatory	Mandatory	Suggested	Optional
Adult	N/A	Suggested	Mandatory	Suggested	Optional

MANAGERS CODE OF CONDUCT

- Play by the rules and spirit of the game
- Act in accordance with the Club's Core Values
- Do not abuse, ridicule or bully anyone
- Never argue with an official
- Cooperate with my team members, coaches, opponents and officials
- Take responsibility for the actions of the team including my coach and parents

MANAGER RESPONSIBILITY

Season Setup

- Ensure club communication is distributed to parents and players
- Ensure all team members are registered and approved (including coaches)
- Confirm a training time for your team with the Club
- Review Team Manager Checklist

Weekly Activity

- Confirm game details (date, time and venue); it does and will change
- Ensure team detail on Match Sheet is recorded correctly
- Organise borrowed players to attend games where necessary
- Ensure forfeits (where necessary) are done at least 72 hours prior to a game to avoid a fine

Game Day

- Confirm field / pitch is open in the event of wet weather
- Organise parents / players to assist with ground setup / packup when scheduled
- Pay referee(s) match payment prior to match and obtain referee sign-off
- Ensure that all aspects of game day transpire in an orderly manner
- Confirm Match Sheet and score are correct and COMPLETE

More info:

http://www.ajfc.net.au/website/default.asp?page=TeamManagersatAJFC

WORKING WITH CHILDREN

100% compliance without exception.

The Club will not allow any applicable Coach or Manager of a Youth Team to continue in their volunteer role after April 30th 2023 without providing their completed WWC numbers. (if you have applied for clearance to register, you must provide the Club at registrar@ajfc.net.au with the updated number).

If a valid WWC number cannot be provided, your accreditation as an AJFC Coach or Manager will be deregistered. You will not be allowed to enter the Technical Area on Game Day. Someone else from the club will need to take up your position on game day and training from season commencement up until this is provided.

> In the interests of promoting child safety within the sport of Football, the Board of FNSW has implemented a new WWCC policy which will expand the categories of individuals requiring the NSW Government's WWCC.

MEMBER PROTECTION DECLARATION

The FFA and FNSW have a duty of care to everyone associated with football and to the individuals and organisations to who the National Member Protection Policy applies. In accordance with the National Member Protection Policy, Football NSW must enquire into the background of those who undertake any work, coaching or regular unsupervised contact with people under the age of 18 years.

This is applicable to all coaches, managers, referees and any other persons in either a paid or voluntary capacity who are aged over 16 years and are working or volunteering with children (under 18 years).

2023 SEASON
AT
ABBOTSFORD
JUNIORS
FOOTBALLCLUB

AJFC KEY DATES

Tuesday 28th March: Regular Team Training Schedule Start
Tuesday 28th March: Boys Academy Skills Development Squad Start
Tuesday 28th March: Mini-Roos (U6 and U7 Coaches and Managers Briefing)

Wednesday 29th March: Team Jersey Delivery
Wednesday 29th March: Team Coach and Manager "Game Day Collection"
Thursday 30th March: Girls Academy Skills Development Squad Start
Thursday 30th March : Team Coach and Manager "Game Day Collection"

Friday 31st March – Sunday 2nd April: Opening Round for Season 2023
Saturday 1st April: Mini-Roos Intro to Football Morning

Friday 7th – Monday 10th April: Easter – no games

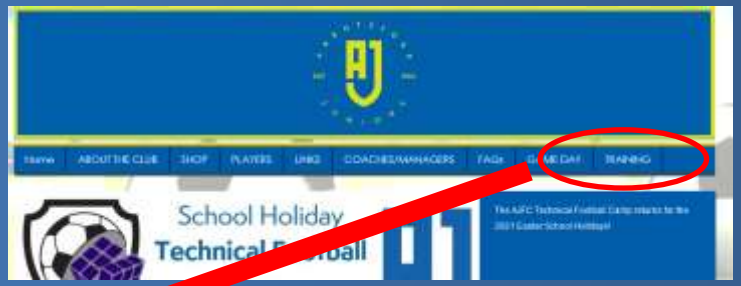
Friday 14th – Sunday 16th April: Season resumes

Saturday 19th – Sunday 20th August: SSF Presentation Round
Saturday 19th August: Final Mini-Roos (U6&U7) Games
Friday 26th – Sunday 28th August: Last CDSFA Football Fixtures

Youth Presentation Day and End of Season Dinner/Presentation Evening TBA

TEAM TRAINING

- Booked by registered Coach or Manager (teamtraining@ajfc.net.au)
- Training schedule and pitch locations are published on the AJFC website
- Please stick to your allotted time and field space
- Re-scheduled mid-week games due to weather may require a team to shorten or relocate their training (your team manager will be notified if this occurs)

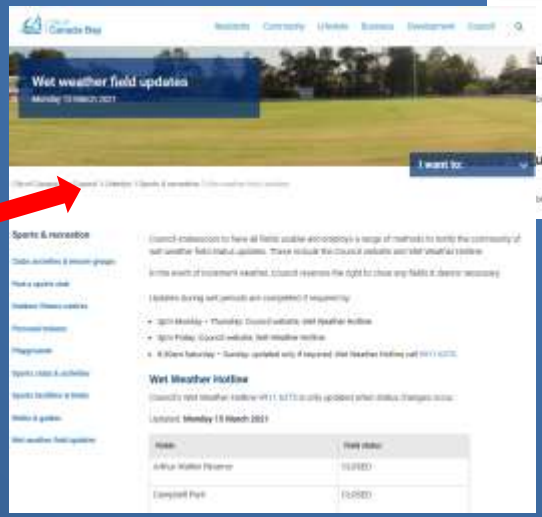


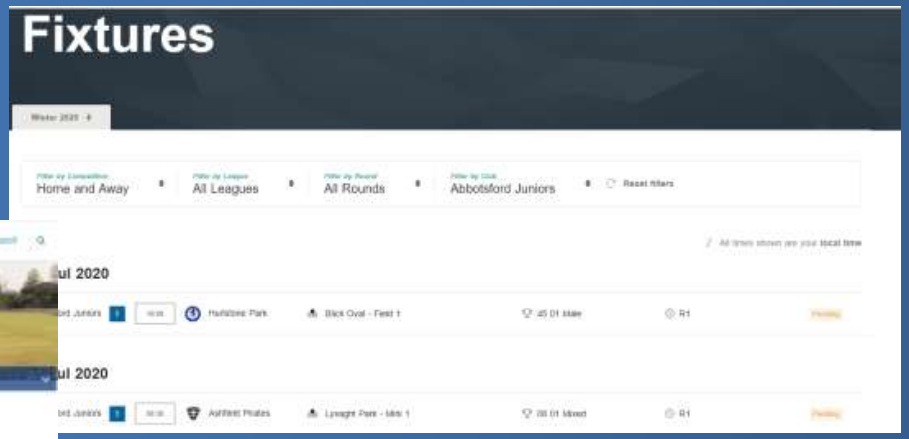
More info:

http://www.ajfc.net.au/website/default.asp?page=TrainingSchedule

WET WEATHER

- CDSFA Away Grounds – CDSFA website no longer provides ground status
- AJFC Home Grounds (Campbell and Lysaght Parks) – Canada Bay Council website provides ground status; this is a guide; it doesn't mean a game is washed out.
- A game is only officially washed out if it's status in Dribl confirms a WASHOUT RESCHEDULE or WASHOUT CANCELLED.





More info:

https://www.footballcanterbury.com.au/gameday/WetWeather/

https://www.canadabay.nsw.gov.au/lifestyle/sports-and-recreation/wet-and-recreation

WET WEATHER

- A game is only officially washed out if it's status in Dribl confirms a WASHOUT RESCHEDULE or WASHOUT CANCELLED.
-
- PENDING status means your game is still on and your team must turn up or be deemed to have forfeited

- IF A FIELD IS CLOSED, GAMES MAY BE TRANSFERRED TO OTHER FIELDS, AT VERY SHORT NOTICE, IF ANOTHER FIELD IS AVAILABLE, SO PLEASE CHECK THE SCHEDULE CONSTANTLY.

Check Dribl (https://cdsfa.dribl.com/)
regularly during wet weather for game status

More info:

https://www.footballcanterbury.com.au/gameday/WetWeather/

https://www.canadabay.nsw.gov.au/lifestyle/sports-and-recreation/wet-and-recreation

TRAINING AND TRIAL GAMES

DO NOT TRAIN OR PLAY ON ANOTHER CLUB'S GROUND WITHOUT EXPRESS PERMISSION

- Most Clubs will complain to the AJFC Committee; repeat offenders may be sanctioned
- Several Clubs in the area will lodge a formal complaint straight to CDSFA who hold the right to suspend or deregister the coach and manager and/or the team

TRAINING/GAMES WHEN PITCHES ARE CLOSED

- The information is accessible and in the same place every week/day; no excuse for not knowing
- If Grounds are closed; don't train or play
- If Council complains and asks for your team to be identified and sanctioned, the Club will do so
- More likely is that the Club will be instructed that the grounds will be kept closed for longer; including competition season

YOUR CHOICE – YOUR RISK – YOUR CONSEQUENCE

SMALL SIDED FOOTBALL

KNOW THE RULES – **IT'S NOT ENGLISH PREMIER LEAGUE**

FOOTBALL NSW

FOOTBALL AUSTRALIA

CDSFA /FNSW Game Leaders MiniRoos Rules and Hints.

Under 8-9:
7-a-side including a goalkeeper
Maximum of four substitutes
Recommended 2-3 substitutes.
Ball size 3
Duration of game, 2 x halves, 20mins plus a 5 min half time break.

Under 10-12:
9-a-side including a goalkeeper
Maximum of four substitutes
Recommended 2-3 substitutes.
Ball size 4
Duration of game, 2 x halves 25mins plus a 5 min half time break.

If the game starts late cut the time down to finish on time, that is why its important to start on time.
Penalty area: 5m deep x 12m wide

Goal Type:
It is preferable that portable goals are used where possible however, the use of poles or markers as goals is also suitable.
To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. The use of sandbags or pegs is recommended when using portable goals.

Offside:
There is no offside rule in MiniRoos.
Game Leaders should strongly discourage children from permanently standing in blatant offside positions.
Goals can be scored from the offside position.
Game Leaders should direct players permanently standing in blatant offside positions to move into onside positions.
Children should be made aware of the official offside rule during training and be encouraged to adopt this philosophy during the game at all times. *The Game Leader may disallow a blatant off side goal, after notifying both teams, prior to the event.*

Goalkeeper:
The goalkeeper is allowed to handle the ball anywhere in the penalty area.
To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The ball is in play when it is out of the GK's hands and on the field.
The goalkeeper is not allowed to kick or drop kick the ball directly from their hands (AFL style).
An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate. *(Use this with discretion with the younger teams)* ideally warn them first and then after it continues 2-3 times then award the free kick.

Ball crossing the Sideline:
Throw in.
Player faces the field of play, has part of each foot on the ground either on or behind the sideline, uses both hands and delivers the ball from behind and over his or her head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play once it enters the field of play.
A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last:
Corner kick; the attacking player places the ball on the corner arc on the side where the ball crossed over the line. Defenders must be far enough (3-5 metres) away until the ball is played. The ball is in play when it is kicked and moves. A goal can be scored directly from a corner kick.

Fouls and misconduct:
Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken. An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.

Fouls and misconduct are:
For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.
Fouls and misconduct are OBVIOUS:

- kicks or attempts to kick an opponent.
- trips or attempts to trip an opponent.
- jumps at an opponent.
- charges at an opponent.
- strikes or attempts to strike an opponent.
- pushes an opponent.
- tackles an opponent from behind to gain possession of the ball.
- makes contact with the opponent before touching the ball.
- holds an opponent.
- spits at an opponent.
- handles the ball deliberately.
- plays in a dangerous manner; and impedes the progress of a player.

Match results and points tables:
The recording of match results should be conducted for the purpose of assigning teams to appropriate leagues, ensuring the most enjoyable experience for all players.
Points tables are not applicable in MiniRoos football and do not exist.

Ball crossing the goal line after touching the attacking team last:
Goal kick from anywhere within the penalty area. Opponents remain at least 5 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 5 metres outside the penalty area. Opponents must be at least 5 metres outside the penalty area and cannot move inside the penalty area until the ball is in play. If one of the teams you are leading is faster or slower you can increase this distance. The ball is in play once it moves out of the penalty area, and/or has been touched/controlled by the ball possession team to ensure that the team in possession has a chance to start to play the ball out from the back.

The rules can be downloaded from: https://cdn.revolutionise.com.au/site/saabuju8dvih4ryh.pdf

GAME LEADERS 2023

GAME LEADERS

- Game Leader program across all Clubs in the Association last year.
- Continuing in 2023 - club members (aged 11 or over) who nominate are trained to "game lead"
- Will cover Campbell Park, Lysaght Park (and sometimes Nield Park) Small-Sided Games:
  - Saturday mornings - Under 8 to 11 Mixed games
  - Sunday mornings - Under 8 to 12 Female games
  - Sunday mornings - Under 12 Mixed games
- Game Leaders are identified by special pink bibs that say 'Game Leader' once they are trained and certified.
- They will be supported during their training period by a Game Leader Mentor at each Park and assisted on-going once qualified by Club Ground Officials.

GAME LEADERS

What changes?

- Game Leaders replace parent volunteers, coach/manager or club officials who have previously performed this role.
- No more scheduled referees for U10 and U11 games
- Game Leaders are paid in cash by a single team from the HOME field (whether HOME OR AWAY), $10 per game (U8-U9), $15 per game (U10-U12); This is claimable from the Club like Referees Fees
- Coaches and Managers must stay off the field when a Game Leader is present unless summoned
- If a Game Leader is not present at a game anywhere in the district, then an agreed parent/coach or manager step in just as they have to date.

NOTE: ADULTS WHO GAME LEAD ARE NOT PAID

GAME LEADERS

Game Leaders all across the Association will be learning and being trained as part of actual games at the start of the season.

They will make mistakes and learn from them.

Be patient and support them as they learn!

CDFSA REP LEAGUE

CONCEPT: To recreate the past model of having representative teams in some form with a CDSFA Representative League.

The main goal is to provide further opportunities for talented players within the CDSFA to develop and compete against the best in the Association.

FORMAT, TIMING AND STRUCTURE TO BE CONFIRMED

ST JOHN FIRST AID

AJFC is proud of our long standing partnership with St John.

For the last few seasons AJFC have been unique within the CDSFA in providing first aid support for all home games (Sat & Sun), providing critical Game Day first aid to home and away players. This has become the envy of other local clubs!

We are fortunate to have a dedicated first aid room at our club to support St John.

In 2018, we initiated a first aid course for Volunteers which was very well attended at Canada Bay Club. Based on the success and positive feedback, we will be running a similar course in 2023, dates TBC.

GAME DAY KIT COLLECTION

- Team Playing Jerseys – to be handed out to players by coach and manager; MUST return those un-used to Club Shed or no player exchange will be allowed for team
- Team Official Cards – cards for all registered team coaches and managers - must be worn at all times during the game
- Coach and Manager BiBs – 2 x yellow BiBs per team; no more available – keep with training kit and swap when absent
- Goalkeeper jersey and gloves – where required. One only per team
- Ground Official Bibs – available to Over 35/1 and Over 45/1 teams for Friday night game official duty (1 only)

- COLLECTION THIS WEEK – DATES AND TIMES VIA EMAIL

CDSFA Rules of Association

2023 COMP CHANGES

CHANGES TO UNDER 12 AND UNDER 17/18 MALE COMPETITION

REMINDER:

Under 12 *is Small Sided Football* *(no change to game day)*
SEE DETAILS ATTACHED TO THIS PRESENTATION

Under 17 & 18 Male = combined = ***Men's Intermediate League*** *(MIL)*

COMPETITION SCHEDULE

- Runs from 31st March to late August

- REMEMBER ..... 1st round, then EASTER WEEKEND, then SEASON CONTINUES the following weekend.

- No Breaks in the April school holidays!

COMPETITION SCHEDULE

- Small Sided Football Preferred Match Scheduling
- Under 6 & Under 7 Mixed – Saturday
- Under 8, 9, 10, 11 Mixed – Saturday
- Under 12 Mixed - Sunday
- Under 8, 9, 10, 11, 12 Female only – Sunday
- Junior Football Preferred (Round) Match Scheduling
- Under 13 Mixed and Under 14, 15, 16 Male – Sunday
- Under 12, 13, 14, 15, 16 Female – Sunday
- Senior Football Preferred (Round) Match Scheduling
- All Age, Over 35, Over 45– Saturday (selected divisions on Friday)
- Under 19, 20, 21 Male – Sunday
- All Age Sunday Male – Sunday
- Men's Intermediate League (U18) Male – Sunday
- Women's Intermediate League (U19) Female – Sunday
- All Age and Over 35 Female – Sunday (selected divisions on Friday)

COMPETITION SCHEDULE

Premiership – Home & Away Rounds + Top 4 Finals

6-team = 3 x round cycles

8-team = 2 x round cycles

10-team = 2 x round cycles

12(+)-team = 1 x round cycle of 11-fixtures then Split for 1 x round cycle of 5-fixtures (last resort)

Non-premiership = Rounds x 17/18-fixtures (pending calendar)

1.10 DURATION OF MATCHES

1.10.1 The normal duration of matches shall be as follows:

• All age groups and both genders from and including under 18 to Over 45	2 equal periods of 45 minutes
• Under 17	2 equal periods of 40 minutes
• Under 15 - 16	2 equal periods of 35 minutes
• Under 13 - 14	2 equal periods of 30 minutes
• Under 12	2 equal periods of 25 minutes

(Refer to clause 1.7 for rules relating to extra time)

Refer to FFA SSF Guidelines for match durations for under 6 – 11 age groups.

COMPETITION SCHEDULE

- Where a 10+ team (competitive) structure exists, teams WILL play DOUBLE HEADERS from early in the season and will have NO FREE weekends
- June long weekend and July school holiday middle weekend can/will have games set/rescheduled
- Rescheduled games can/will be set for alternate weekend playing days (when required)
- CDSFA will continue to look at using mid-week (evening/night) for rescheduled Youth competition games

COMPETITION SCHEDULE

- Unless you have direct access / control of an approved venue for night football – do not request a night game!
- Games that are required to be moved due to FNSW State Cup commitments will be rescheduled AND the participating team will have minimal scope for not agreeing to the new date / time.
- Entered team(s) will be responsible for any ground costs incurred when on neutral field.

COMPETITION SCHEDULE

- When requesting a "Self-Reschedule" of a fixture:
  1. The Club must lodge the Form 10-days prior to existing game date
  2. Get agreement from opposition team before submitting request
  3. Requesting Team incurs $55 fee
- Requesting Team is aware that for whatever reason an approved change cannot be played at the new date / time (e.g. weather etc) it will be an automatic forfeit to the opposition.

COMPETITION SCHEDULE

- Male 35/1 and 45/1 and some 35/2, 45/2 and 50/1 fixtures will be moved to Friday evenings where field availability exists.

- Adult women's teams (AA WOMEN and OVER 35 WOMEN) may also have a scheduled Friday evening fixture throughout the season.

- For Saturday afternoon matches, Adult game times may move to times such as 12:30 / 2:30 / 4:30PM or 1 / 3 / 5 PM where venues with suitable lighting are available.

COMPETITION SCHEDULE

- The non-premiership Presentation Round (Under 8 to Under 12 Mixed and Girls teams) is planned for the weekend of Saturday 19th / Sunday 20th August.

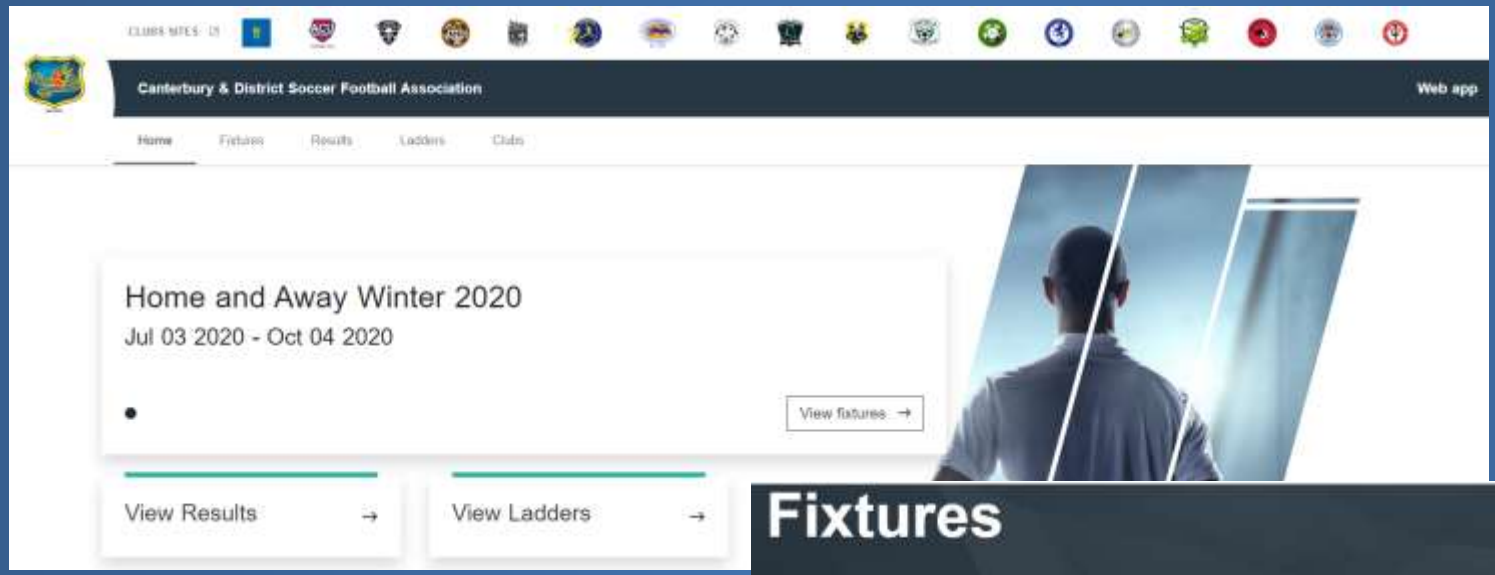
FORFEITS (IMPORTANT)

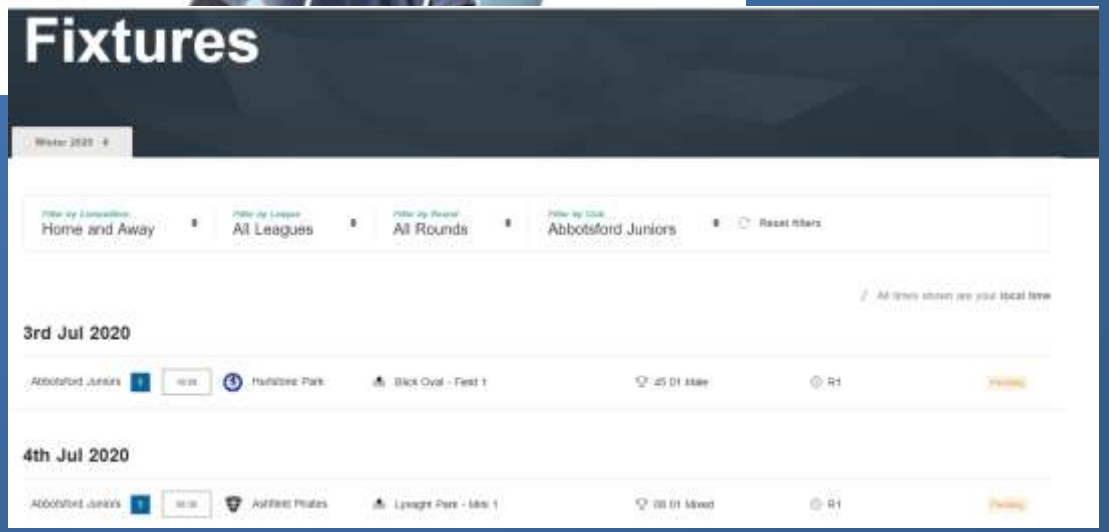
- 6pm Thursday for Saturday fixtures
- 6pm Friday for Sunday fixtures
- 12pm day prior for Weeknight (Mon-Fri) fixtures
- A No-Show means a team fine which includes the referees' payment

Remember that a Club Official must lodge the **forfeit so allow us time to do so...**

COMPETITION MANAGER

https://cdsfa.dribl.com/





DRIBL APP ACCOUNT ACTIVATION

- Download from App Store and Install- advice if you have already to delete and re-install
- Signup - Enter an email address (your unique login account). Be sure to use the same email address that was used when you first registered via the Dribl Store.
- Password - Enter a password - needs to be at least six (6) characters
- Verification – Enter the 4-digit verification code sent to your email address – be sure to check your spam/junk folders
- IMPORTANT: Profile Selection – Select your profile - you may be presented with multiple profiles including those of family members if you used a single email address for registration. It is important to only select your profile and not that of another member. If your profile is not listed, tap "None of these profiles are mine" and continue to create a new profile for yourself.
- Profile Match - Enter your First Name, Last Name and Date of Birth to verify that it matches the selected profile.
- Account Complete - Upon successful validation, your Dribl account and profile is successfully created.

More info:

http://www.ajfc.net.au/UserFiles/2023%20Season/Dribl%20acct%20activation.pdf

DIGITAL MATCH SHEET PROCESS

- Game Day administration is via Dribl platform - accessed phone app and/or website (dribl.com)
- Match Sheets - Game details, player confirmation, jersey numbers, referee assignment and game score are all online
- Digital Player Cards - Photo ID's are visible within the App and are to be reviewed by Team Manager(s) and Referee
- Team Officials Physical Cards – must obtained by team officials and worn at all times during the game
- Borrowing players – conducted by Team Manager within Dribl. Check rules before borrowing – Dribl does not enforce the rules!
- Final score entry by Referee and Team Managers using the Dribl app
- Sign-off (Approval) by Team Manager(s) is required via the Dribl app immediately after the game

DIGITAL MATCH SHEETS TEAM MANAGER ROLE

PRE-GAME (in Dribl)

- Login and select your match
- Review your team, update player availability and add borrowed players and record jersey numbers. Once complete – SUBMIT

GAME DAY (in Dribl)

- Check a Referee is allocated
- Make sure your team is correct in Dribl
- Review opposition team checking player/coach/manager photos against those present
- If in order, CONFIRM and play

POST GAME (in Dribl)

- Confirm the Score with the Match Official (Referee) and enter into Dribl
- Check yellow/red cards (if any), enter any Notes
- CONFIRM the result

DIGITAL MATCH SHEETS GAME DAY ISSUES

NO REFEREE ASSIGNED OR PRESENT

- With the opposition Team Manager, agree someone to act as a non-accredited referee and add their details into the Dribl App

INCORRECT PLAYERS/COACHES/MANAGERS

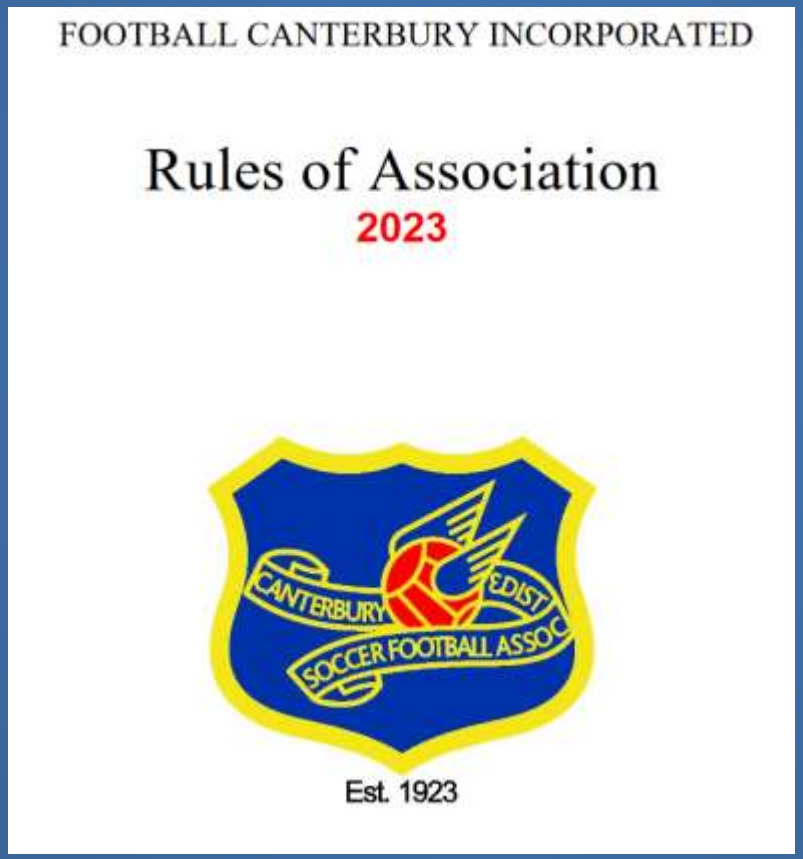
- Discuss with the opposition Team Manager and official to correct the issue.
- Do not play the game if you wish to raise a formal dispute and be sure to lodge a report to the Club

INCORRECT SCORE OR YELLOW/RED CARDS

- Resolve with the Official before leaving the ground
- If not agreed, add note to Match Sheet and report issue to the Club

GAME DAY RULES

Governed by Football Canterbury Rules of Association



Available at: https://www.footballcanterbury.com.au/resources/

DIGITAL PLAYER ID

NO REGISTRATION = NO PLAY

Rule 5.1.1

The Maximum number of players that may be added to a Dribl match sheet;

Under 6 & 7 = 7 players (4 + 3)

Under 8 & 9 = 11 players (7 + 4)

Under 10 & 11 & 12 = 13 players (9 + 4)

All other age groups = 16 players (11 + 5)

PLAYER ELIGIBILITY

LOTS OF RULES APPLY TO BORROWING PLAYERS!

5.2 PLAYER ELIGIBILITY AND PLAYING OUT OF AGE GROUP OR DIVISION UNDER 8 TO UNDER 21 COMPETITIONS

5.2.1 Subject to the restrictions imposed under rule 1.1 and the permissions extended under rule 5.2, players in the under 8 to under 18 age groups (for boys) and under 8 to under 16 age groups (for girls) must play in the age group of the birthday they will achieve in that calendar year or a maximum of 2 years higher age group.

No player in an under 8 to under 21 age based team may play for a team in an age group or in a division lower than the age group and/or division into which the player has been graded for that season. This provision being subject to any official regrading of the player's team during that season.

5.2.1.1 A male player must attain his 18th, 19th 20th or 21st birthday in the relevant year to be automatically eligible to register for a team in the under 21 boys age group.

5.2.1.2 A female player must attain her 16th, 17th, 18th, 19th 20th or 21st birthday in the relevant year to be automatically eligible to register for a team in the under 21 girls age group.

A female player who would turn 15 years of age in the relevant year may be eligible to play in this age group subject to parental application to the Board, and subsequent approval. Parental application for registration in this case must acknowledge and accept all risks deriving from that registration, and that application must be made and approved by the Board prior to the player participating in the under 21 competition.

5.2.2 A player in an under 8 to under 16 age based **girls** team may, from time to time, play for a team in a higher division or in a higher age group subject to the limitations set out in rules 1.1.1.4 and 5.2.2.1 to 5.2.2.3.

A player in an under 8 to under 18 age based **boys** team may, from time to time, play for a team in a higher division or in a higher age group subject to the limitations set out in rules 1.1.1.3 and 5.2.2.1 to 5.2.2.3.

A player in an under 21 team may, from time to time, play for a team in a higher division of the under 21 competition subject to the limitations set out in rules 5.2.2.1 and 5.2.2.2.

5.2.2.1 WITHIN THE SAME DIVISION:- Where two or more teams from the same Club are in the same division, then no interchange of players between those teams is permitted.

5.2.2.2 WITHIN THE SAME AGE GROUP:- A player registered and graded in a lower division team can play in a higher division team, but NOT the other way round.

5.2.2.3 BETWEEN DIFFERENT AGE GROUPS:- A player registered and graded in a lower age group can play in a higher age group, SUBJECT TO THE FOLLOWING RESTRICTIONS:

(a) Non-Premiership Division (U8-U11): When playing one (1) or two (2) years above the player's actual age, a player graded into a Division 1 team can only play into a division 1 team in that higher age group. A player graded into a Division 2 team or lower when playing up one (1) or two (2) years above their actual age may play in any Division in the higher age group. Any player who plays in a non-eligible Division is an ineligible player and will be dealt with as an ineligible player in accordance with the provisions contained within these rules.

(b) Premiership Divisions: Where the difference in age group is only one year (eg: under 12 to under 13) then a player from the lower age group can play in the higher age group at the same division or higher. eg: a 12/2 player could play in 13/2 or 13/1 but NOT in 13/3. Notwithstanding the foregoing, a maximum of two players from the lowest team in a particular division may play up into the lowest team of the next highest age group. eg: a 15/1 player may play up into a 16/2 team if both of those teams were the lowest graded teams in their respective age groups.

(c) Premiership Divisions: Where the difference in age group is two years (eg: under 12 to under 14) then a player from the lower age group can play in the higher age group in any division which is not more than 3 divisions lower than the player's registered division.

(d) For reasons of safety it is not permitted for a player registered in an under 6 to under 16 age based **girls** team, or an under 6 to under 18 age based **boys** team to play more than two years above the player's age group. For example, a player who turns 10 years of age in the relevant year, and who is registered in either an under 10 or an under 11 team, might play up in an under 12 team but not in an under 13 team.

5.2.2.1 WITHIN THE SAME DIVISION:- Where two or more teams from the same Club are in the same division, then no interchange of players between those teams is permitted.

5.2.2.2 WITHIN THE SAME AGE GROUP:- A player registered and graded in a lower division team can play in a higher division team, but NOT the other way round.

5.2.2.3 BETWEEN DIFFERENT AGE GROUPS:- A player registered and graded in a lower age group can play in a higher age group, SUBJECT TO THE FOLLOWING RESTRICTIONS:

(a) Where the difference in age group is only one year (eg: under 10 to under 11) then a player from the lower age group can play in the higher age group at the same division or higher. eg: a 10/2 player could play in 11/2 or 11/1 but NOT in 11/3. Notwithstanding the foregoing, a maximum of two players from the lowest team in a particular division may play up into the lowest team of the next highest age group. eg: a 15/1 player may play up into a 16/2 team if both of those teams were the lowest graded teams in their respective age groups.

(b) Where the difference in age group is two years (eg: under 9 to under 11) then a player from the lower age group can play in the higher age group in any division which is not more than 3 divisions lower than the player's registered division.

(c) Notwithstanding the provisions of clause 5.2.2.3(d), for reasons of safety it is not permitted for a player registered in an under 6 to under 16 age based **girls** team, or an under 6 to under 18 age based **boys** team to play more than two years above the player's age group. For example, a player who turns 10 years of age in the relevant year, and who is registered in either an under 10 or an under 11 team, might play up in an under 12 team but not in an under 13 team.

PLAYER ELIGIBILITY

- Before using a player(s) from another team CHECK the Rules to see if that person is eligible to participate in the team (DO NOT RELY ON DRIBL)

- The responsibility for ensuring a player can be used lies with the player, team and Club; not the Match Official

- Penalties for playing an ineligible player(s) may include player and/or team suspension and removal from finals

GAME DAY

EVERYONE – Games MUST start on time!

You don't need a full compliment of players – if the minimum is there the game starts!

11 a-side teams who are unable to confirm at least seven (7) of their registered players within 10 minutes of the scheduled starting time of the match shall forfeit the match

CRA Officials will be directed to ensure half-time breaks are strictly applied to maintain the day's game program.

Teams should ensure they:

- Make payment to officials at least 10 minutes before kick-off
- Complete any warm-up activity 5 minutes before kick-off
- Are ready for the referee to check players (in Dribl)
- Complete the coin toss 5 minutes before kick-off

GAME DAY – TEAM OFFICIALS

- MAXIMUM of **TWO** TEAM OFFICIALS that are holding & displaying a current season Team Official ID Card and wearing the Hi-Vis Vest.
- Only players **actually participating** in a game are permitted.
- NOT PERMITTED:
  - Non-playing members of the team (e.g. injured, excess squad)
  - Additional Team Officials above the Max. 2
  - Player's or Team Official's children, partners, friends, etc
  - Club Committee who are NOT acting as a VESTED GROUND OFFICIAL

OFFICIAL
NO

HOME PITCH SETUP/PACKUP

http://ajfc.net.au

Schedule published weekly on AJFC Website once CDSFA draw is finalised!
Usually Thursday evening

PITCH SETUP SCHEDULE

The AJFC game day Pitch Setup and Pack-down Sch[redacted]day prior to the weekend throughout the competitive season.

AJFC Pitch Setup/Packdown Schedule (Round 14)

Small Sided Football Pitch Setup and Pack Down

Junior and Youth teams who are nominated for pitch setup should ensure that they arrive their match start time to setup their pitch. We recommend team managers secure 2 to 3 pitch setup and pack-up for each home game that the team is nominated. Equipment for nets, corner and half-way line posts) will be available from the AJFC Club House on game

Teams nominated for pitch pack down must do so in a prompt manner as soon as the match is completed. In most cases, other AJFC teams will be in the process of setting up our full size pitches in readiness for matches that follow.

Abbotsford Juniors Football Club — **Team Schedule for Pitch Setup and Packdown** — 1/10/2020

ROUND 14

Date	Day	Game Start	Ground	Field	Action	Assigned Team
2020-10-03	Saturday	08:30	Lysaght Park	Mini 1	Setup	Abbotsford Juniors 08 Division 01 Mixed
2020-10-03	Saturday	09:30	Lysaght Park	Mini 1	Packup	Abbotsford Juniors 09 Division 09 Mixed 8 to 9
2020-10-03	Saturday	08:30	Campbell Park	Mini 1	Setup	Abbotsford Juniors 08 Division 08 Mixed
2020-10-03	Saturday	11:30	Campbell Park	Mini 1	Packup	Abbotsford Juniors 09 Division 06 Mixed A
2020-10-03	Saturday	09:00	Campbell Park	Half 1	Setup	Abbotsford Juniors 10 Division 06 Mixed
2020-10-03	Saturday	11:00	Campbell Park	Half 1	Packup	Abbotsford Juniors 10 Division 07 Mixed
2020-10-03	Saturday	13:00	Campbell Park	Field 1	Setup	Abbotsford Juniors AA Division 06 Male
2020-10-03	Saturday	15:00	Campbell Park	Field 1	Packup	Abbotsford Juniors BBC Division 01 Male
2020-10-03	Saturday	13:00	Campbell Park	Field 2	Setup	Abbotsford Juniors 35 Division 03 Male A
2020-10-03	Saturday	15:00	Campbell Park	Field 2	Packup	Abbotsford Juniors 45 Division 01 Male
2020-10-03	Saturday	13:00	Campbell Park	Field 3	Setup/Packup	Abbotsford Juniors AA Division 12 Male

More info:

http://www.ajfc.net.au/website/default.asp?page=GameDayPitchSetup

GAME DAY

7.4 GROUND OFFICIALS

7.4.1 Each Club must provide at least one Ground Official for each of its home fields that is being played upon. Where the match is being played at a neutral ground (or night venue), both teams (Clubs) are required to provide a Ground Official.

7.4.2 Each Club Ground Official must be clearly visible and be identified as an official wearing the designated Ground Official (orange hi-vis) vest.

7.5 WELFARE OF THE MATCH OFFICIALS

7.5.1 The Home Team will be solely responsible for the welfare of the Match Officials, from the time they arrive at the ground, until the time they depart the ground. Failure to carry out this requirement may result in a sanction by the CDSFA.

GROUND OFFICAL SCHEDULE

- Given the general lack of volunteering across all Clubs (including AJFC) the Committee approved a change last year
- Teams will now be scheduled to provide a ground official for home games (for your game) just like pitch setup and pack-up
- The team manager is responsible for organizing an adult volunteer from their team to fulfil the role (~ 5-7 times across 18 week season – only once per season if rotated)
- Ground official to "sign-in" at Club Shed, collect ground official bib and return it after duty is complete
- If no ground official present, the Team manager is responsible for finding a volunteer

GAME DAY – REFEREES PERSPECTIVE

Ground Officials

Need to play a PROACTIVE role at the grounds.

MOST Ground Officials are:

- Non visible
- Inactive
- Parents or spectators
- Not trained to prevent or stop abusive/inappropriate behaviour from spectators
- Non supportive of referees, often abusing referees during games themselves

Solution

- CRA to present to clubs on role of Ground Officials in supporting referees
- Better application memorandum sent by CDSFA to clubs
- Officials to approach referees before games advising them of support
- Continued monitoring of fields
- CDSFA to present at CRA Annual Seminar to back referee decisions

REFEREES WANTED

TEAM MANAGER & GROUND OFFICAL

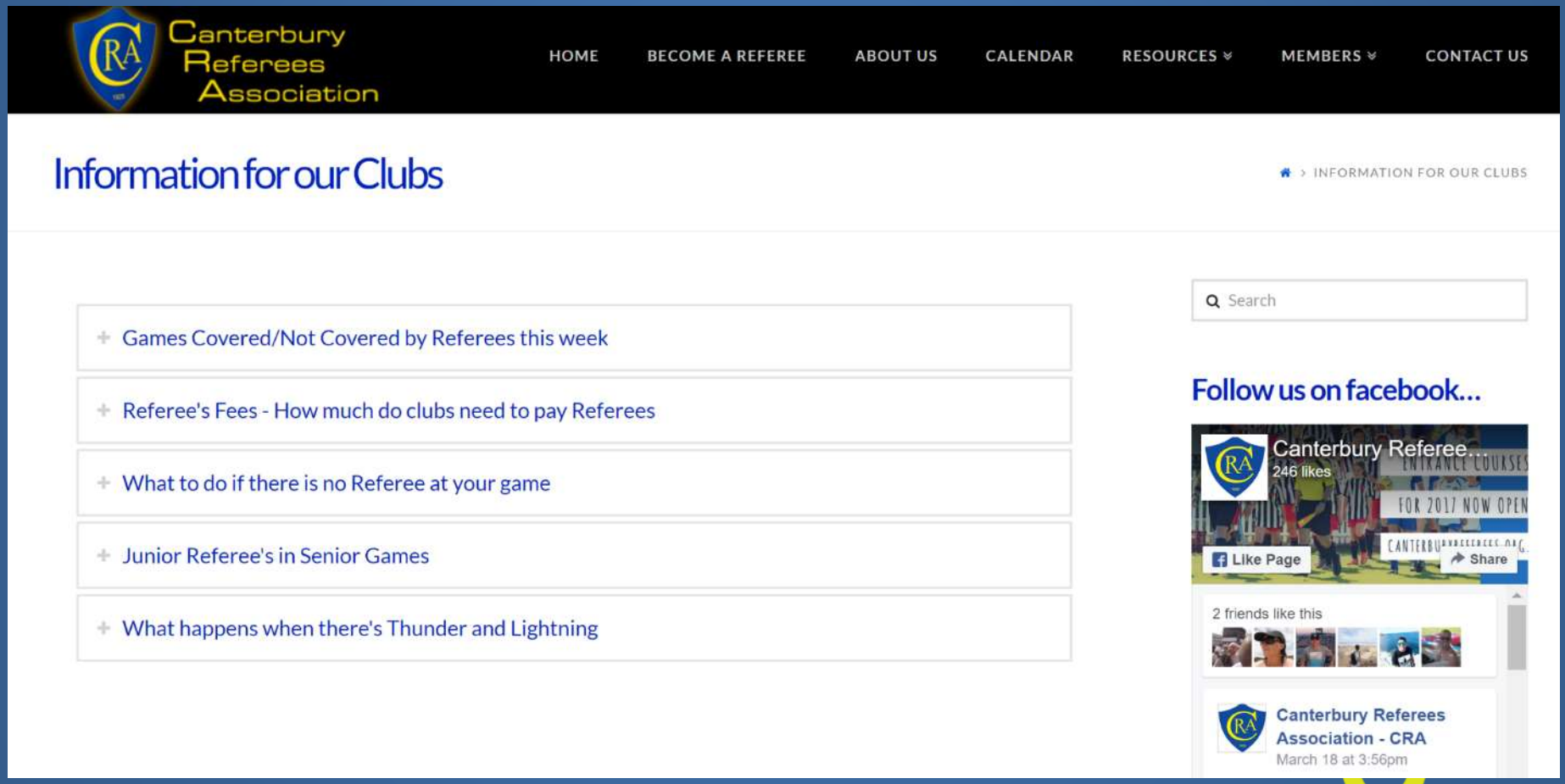
- Incident reports are written for things that occur before / during / after the game that are out of the ordinary
- All in brawls, abusive language by spectators, players, coaches or managers towards anybody, major injury / emergency that occurred (usually an ambulance is called), inclement weather, ground setup (i.e. the field not being roped off) and no ground official present
- All reports must be submitted by Monday 6pm following a weekend game
- For mid-week games, your report must be submitted within 48 hours of the game.

Fees, Fines & Reimbursements

ABBOTSFORD F.C.

CANTERBURY REFEREES

http://canterburyreferees.org.au/clubs/



MATCH OFFICIAL FEES
REIMBURSEMENT PROCEDURE

- Referees and any Assistants must be paid IN CASH prior to each match. The match will not commence until all payments are made and match sheets completed.
- Match Official Payment Record Sheet must be completed by officials. The sheet is found on the Coaches & Managers section of the AJFC website.
- Ensure Referee & any Assistants complete their section and sign it. The form has 8 matches on the one sheet. Use the same form until completed.
- Once complete please email the form to treasurer@ajfc.net.au. Payments will be made in batches and it might be a week or two for reimbursement.

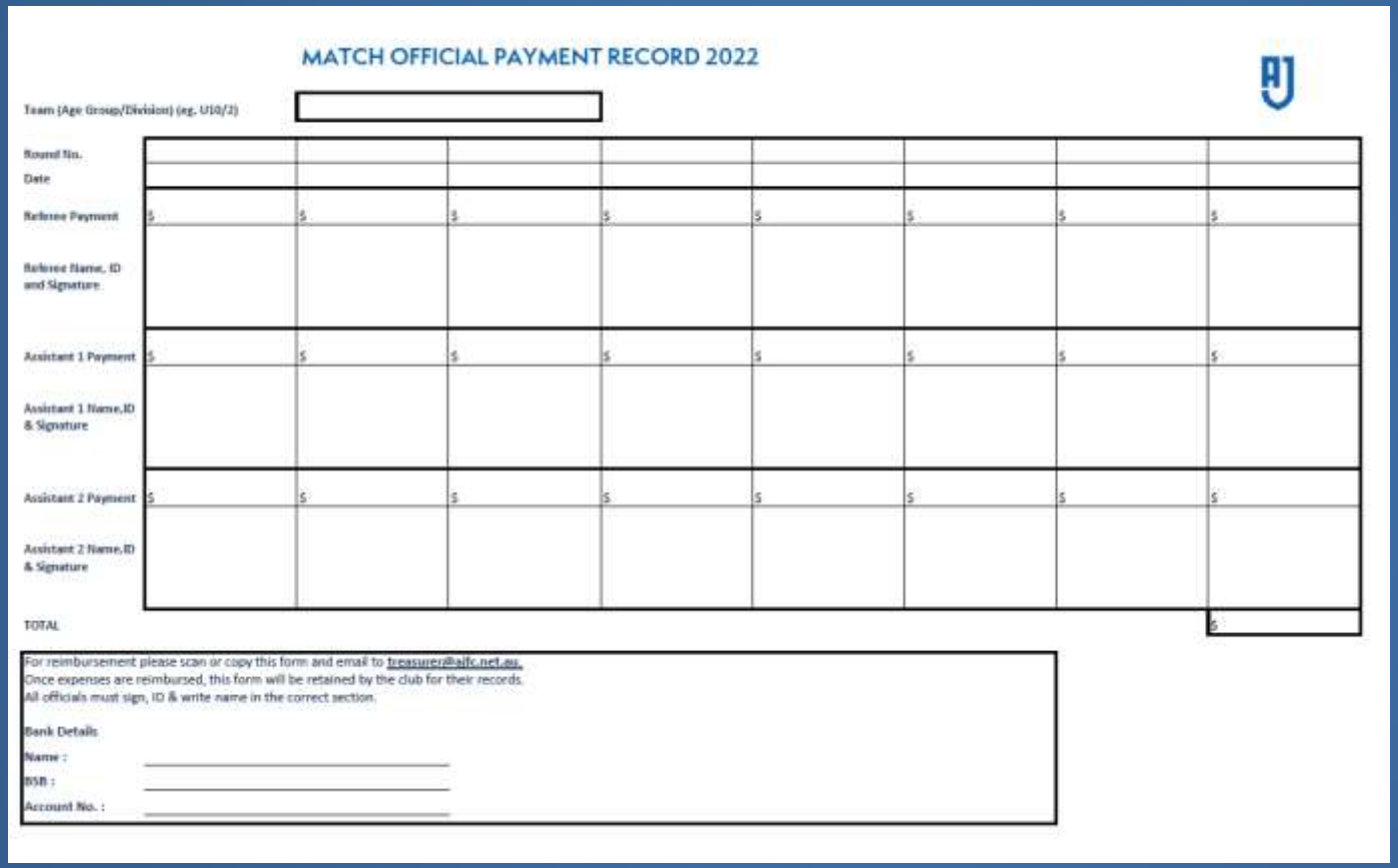
More info:

http://www.ajfc.net.au/website/default.asp?page=RefereeFees

http://ajfc.net.au/userfiles/2020%20Season/AJFC%20Match%20Official%20Payment%20Record%202020.pdf

MATCH OFFICIAL FEES

REIMBURSEMENT PROCEDURE



MATCH OFFICIAL PAYMENT RECORD 2022

Team (Age Group/Division) (eg. U10/2)

Round No.								
Date								
Referee Payment	$	$	$	$	$	$	$	$
Referee Name, ID and Signature								
Assistant 1 Payment	$	$	$	$	$	$	$	$
Assistant 1 Name,ID & Signature								
Assistant 2 Payment	$	$	$	$	$	$	$	$
Assistant 2 Name,ID & Signature								
TOTAL								$

For reimbursement please scan or copy this form and email to treasurer@ajfc.net.au.
Once expenses are reimbursed, this form will be retained by the club for their records.
All officials must sign, ID & write name in the correct section.

Bank Details

Name : _____

BSB : _____

Account No. : _____

More info:

http://www.ajfc.net.au/website/default.asp?page=RefereeFees

http://ajfc.net.au/userfiles/2022%20Season/AJFC%20Match%20Official%20Payment%20Record.pdf

REFEREES FEES

http://canterburyreferees.org.au/clubs/

Grade/Division	Referee Fee	Assistant Referee Fee
Under 10	$15.00	$5.00
Under 11	$15.00	$5.00
Under 12	$20.00	$10.00
Under 13	$20.00	$10.00
Under 14	$20.00	$10.00
Under 15	$25.00	$15.00
Under 16	$25.00	$15.00
Under 17	$30.00	$15.00
Under 18	$30.00	$15.00
Under 21/WIL	$35.00	$17.00
All Age	$35.00	$17.00
Over 35's	$35.00	$17.00
Over 45's	$35.00	$17.00
BBC/GMT	$40.00	$20.00
Junior Girls	As per age	As per age

MATCH OFFICIAL FEES
REIMBURSEMENT PROCEDURE

- All payments will be EFT to your nominated bank account. Ensure your details are completed on each form submitted.
- AJFC will not split the reimbursement amongst 2 or 3 people. Please arrange one person to receive the reimbursement and them distribute to others that have contributed
- We appreciate that you are out of pocket for the match official payments and we will try and be efficient in reimbursing fees.

Please understand that we are all volunteers and perform these tasks on our free time. If a reimbursement is urgent, then email treasurer@ajfc.net.au and the Club will do its best to pay ASAP.

More info:

http://www.ajfc.net.au/website/default.asp?page=RefereeFees

http://ajfc.net.au/userfiles/2020%20Season/AJFC%20Match%20Official%20Payment%20Record%202020.pdf

GAME LEADER FEES
REIMBURSEMENT PROCEDURE

GAME LEADER PAYMENT RECORD 2022

Round No.								
Team								
Date								
Game Leader Payment	$	$	$	$	$	$	$	$
Game Leader Name								
Game Leader Signature								
TOTAL								$

For reimbursement please scan or copy this form and email to treasurer@ajfc.net.au
Once expenses are reimbursed, this form will be retained by the club for their records.
All officials must sign, ID & write name in the correct section.

Bank Details
Name : _____
BSB : _____
Account No. : _____

More info:

http://www.ajfc.net.au/website/default.asp?page=RefereeFees

http://ajfc.net.au/userfiles/2022%20Season/AJFC%20Game%20Leader%20Payment%20Record.pdf

FINES AND PENALTIES

RED CARDS

- Red card fines for 1st offence is now $75 paid before card returned.

  There is no avenue to appeal a red card or the automatic suspension unless in the case of mistaken identity which should be raised at the game for the Referee to include in their report.

- Red card fine for 2nd offence is $150 paid before card returned. The player must front the disciplinary sub committee to explain why the club should allow him or her to continue to play.
- If a player is to appeal a red card sanction, they must lodge an appeal firstly with the AJFC Disciplinary sub committee. If an appeal is sanctioned, the player must meet the AJFC Disciplinary sub committee at Campbell Park Community Hall.

FINES AND PENALTIES
BEHAVIOUR

- All parents, spectators, players and team officials associated with a particular team are responsible for their behaviour. If a spectator misbehaves it is the responsibility of the team to ensure proper behaviour is observed and assist the club and game officials in identifying the people involved.
- All fines the club receives in regard to a player, team official, parents or spectators associated with a team, will be paid by the individual involved or team. The club has the right to withhold all team playing cards until a fine is paid.
- Any additional fines from CDSFA will be passed onto the player and or team. These may include judiciary meetings and associated costs. It costs to appeal a red card sanction at the association. (refer to sub-committee rules)
- Teams and or players involved will have the fine passed on to them.

FINES AND PENALTIES

NON-PAYMENT

- In the case of a team fine, if the fine is not paid within 2 weeks the Club will then forfeit the teams fixtures until such time the fine is paid.
- Some common fines include
  - Fixtures being forfeited too late (impact to referees)
  - No officials at game
  - Playing an ineligible player (if you are unsure check or don't risk it!)
  - no ground officials,
  - swearing from players and or supporters,
  - incorrectly roping the field,
  - non submission of match sheet and forfeit of matches within 4 days of the game.

Coaching and Managing is a tough job, but the club requires you to ensure your team play and behave in the manner the club expect. If you are struggling with non complying players, parents or spectators associated with the club, then please contact an Executive Committee Member and we can assist in ensuring the club values are enforced.

2019 Clubs Presentation

Club Coaches and Managers

Competitions Serviced

Servicing the World Game in Canterbury and abroad

www.canterburyreferees.org.au

NATIONAL PREMIER LEAGUES

Westfield W-LEAGUE

REFEREE ABUSE

The main reason for referees giving up!

Top 5 Survey Results from Football NSW and CRA.
Reasons why referees leave the game:

1. Abuse – Player, Managers, Coaches
2. Abuse – Spectators
3. Work Commitments
4. Education Commitments
5. Support from the Association

70%
Of referees leave in their 1st year.

80%
Of the reason is abuse.

CRA are fighting a losing battle right from the first entrance course

Solution

- Officials to approach referees before games advising them of support
- Continued monitoring of fields by Ground Officials
- Zero Tolerance policy
- Greater mentoring and support offered by CRA

ZERO TOLERANCE

Tackling Abuse

- CDSFA has a in Zero Tolerance Policy which tackles abusive conduct and language by ALL stakeholders

- Referees are directed to send players, coaches and managers off for ANY use of swearing

- CDSFA can, at its discretion, retrospectively suspend players for swearing

- ANY player found to be audibly swearing directed at other players, coaches or managers, match officials, spectators will be immediately sent from the field of play.

- Swearing does not discriminate! It can be:
  - In frustration to another person
  - In frustration to yourself
  - In frustration of injury

NO SPECIAL CAPTAINS RIGHT

Despite what you witness in Europe on the TV!

- There is NO right of a Captain to challenge & question the decisions of Match Officials. There has NEVER BEEN such a right.
- FIFA on several occasions has issued memorandum on the rights & responsibilities of captains – there are no "special" rights. They are a merely a player but one with greater responsibilities.
- Not a spokesperson for their team – expected to be a positive role model who assists controlling the behaviour of the players in their team.

WHAT CAN YOUR TEAM DO?

If you disagree with a incident or have issue with the performance of a referee:

- Do not challenge or abuse the referee before, during or after the game. If you do, your report will be viewed in the context of your teams' actions and there will be very little likelihood of a successful action.

- Team manager can and should lodge an Incident report with the Club providing feedback on the incident and/or the referee's performance

- The Club will review the report and discuss with the team concerned, and where judged appropriate, we will take action and provide formal feedback to the Association and the CRA

WHAT CAN COACHES AND MANAGERS DO?

If a player is getting heated on or off the pitch:

- Ensure that the team gets that player away from situations before things develop;
- Take them off the field for a period to "cool" down;
- If problems persist, sit them out for a game or have them removed from the sideline;
- And if you require assistance with player behaviour, please contact the Club.

IFAB

Laws of the Game 2020/21

Changes and clarifications

(and changes to the VAR protocol, Glossary and Practical Guidelines)

The International Football Association Board
April 2020

COACHING DEVELOPMENT

Refresher – Game Training
Mon 27 Mar 2023 5:30PM — 9:00PM
Strathfield Park, Chalmers Rd & Homebush Road, Strathfield NSW 2135

MINIROOS CERTIFICATE: HPWFC
Tue 28 Mar 2023 5:30PM — 6:45PM
Ewen Park, Cnr Smith Avenue and Tennent Parade, Hurlstone Park 2193

REFRESHER: SKILL TRAINING
Mon 03 Apr 2023 5:30PM — 9:00PM
Strathfield Park, Chalmers Rd & Homebush Road, Strathfield NSW 2135

SKILL TRAINING CERTIFICATE : (COACHING COURSE)
Monday 17th April - 5:30pm - 9:00pm; Monday 1st May - 5:30pm - 9:00pm and Monday 8th May- 5:30pm - 9:00pm.
Strathfield Park, Chalmers Rd & Homebush Road, Strathfield NSW 2135

For other training and coaching development events please visit:
Abbotsford Juniors Facebook Page
CDSFA Events Page
CDSFA Facebook Page

COACHING RESOURCES

TEAM TRAINING PLANS

Play Football - Coaching Resources - online training, education and information resources for AJFC Coaches

CDSFA Coaches Information - Association coaches reference information

Football Federation Australia - Skills Hub - online player skills hub with example drills and techniques for skill development

COACHES AND MANAGERS
RESOURCES

- AJFC Website – gateway to AJFC and CDSFA resources
- Abbotsford Juniors Facebook Page – up to date information, wet weather closures, events
- Dribl Competition Manager – CDSFA competition fixtures, results and tables
- Dribl Competition Manager App Sign-in – sign-in page for Team Coaches and Managers
- CDSFA Website – Canterbury and District Soccer Football Association website
- CDSFA Rules of Association 2023 - Canterbury and District Soccer Football Association Rules of Association including 2023 Competition Rules
- Field Locations - location information for CDSFA Clubs
- AJFC Report an Incident/Injury Form - printable form for reporting an incident and/or injury to the AJFC Committee
- CDSFA Fines and Penalties - information on CDSFA fines and penalties