

AFL HCC Challenge Cup 2022

Overall format

- The winner of the Championship will be the representative program that has the highest match ratio (percentage of wins from matches played) combined across all teams entered by that representative program.
- Age group winners will more than likely be announced.
- Winners to be announced on AFL Hunter Central Coast Juniors Facebook account
- Team photos to be taken on day 1

COVID Guidelines

- All players must bring their own water bottle
- All coaches' addresses need to be delivered outside the change rooms.
- All attendees to wash hands regularly and practice social distancing.

Helpers Needed

- Each team to provide one scoreboard operator for games where they are listed first.
- A time keeper from each side to be provided for each game.
- Goal Umpire spots will be filled wherever possible with centrally appointed Umpires, however teams may need to provide a Goal Umpire for some matches.
- First Aid/ERC person provided for each team for the initial assessment, we will have other first aid on site to assist where needed and for more complicated injuries. These first aid providers can administer the 'green whistle', oxygen etc where required.

Match Requirements

- A team sheet (template attached) listing all players in the squad, together with the player's jumper number, is to be provided to prior to each game to the ground manager.
- Coaches, Team Managers, Runners, Water Carriers to wear identification bibs, and listed on the team sheets.

Player eligibility

- Players meeting the age group requirements for the respective teams, and whose primary registration is with a club that affiliates to the League conducting the representative program are eligible to participate.
- Exemptions to the above can be sought from the Championship Competition Management Committee (CMC) in its absolute discretion.
- Exemptions will only be granted where a player who meets the eligibility requirements as stated above is not displaced from the team.

Match details

- Unlimited squad size, but a maximum of 22 on a team sheet for each match
- Squad rotation permitted throughout carnival, but no more than 22 to participate in any given match
- On field and bench numbers:
 - U13, U15, and U17 – maximum of 18 on field, 4 on bench
 - Youth Girls – maximum of 16 on field, 6 on bench
- Match duration:
 - U13, U13 YG, U15 YG, U17 YG – 4 x 13 min quarters with 4 min quarter and half time breaks
 - U15 and U17 – 4 x 15 min halves with 5 min quarter and half time breaks

- There is a 5 or 6 minute break between matches (pending on what game is being played), with the U15 and U17 times lots being 80 minutes and all other age groups time slots being 70 minutes.
 - Necessary to fit all matches into two day format
 - Coin toss – Umpires will attempt to conduct the toss before the preceding match finishes. Where Umpires have been appointed to back to back matches this role may be performed by the Ground Manager.
 - Teams must be ready to take the field and assume playing positions once preceding match has finished
 - As soon as one field is ready to start, siren will be sounded across all three grounds and any teams not ready to start will lose match time.

Siren Notifications

- 2 min warning – 2 sirens
- 1 min warning – 1 siren
- teams must respond to 1 min warning and move to positions with enough time to start. Failure to be ready on time may result in match starting without teams in place.

Rules

- 6,6,6 positional rule doesn't apply.
- Stand rule doesn't apply
- No Boundary Umpires – play re-starts with Umpire balling up 10 metres in from boundary unless a free kick for "deliberate" is paid
- If an injury occurs and game play is stopped and cannot be resumed – if the game is stopped before half time, the game will be awarded a draw. If it's stopped after half time, the team in front at the time will be declared the winner.
- If the injury from a previous game delays the start of the next game, then that game won't start until injured player can be moved. Game then starts and will play for whatever time is left in that game time slot.
- If the injury stops a game, but game is able to start again, game time is whatever is left of that time slot – clock won't be stopped.
- Due to the tight schedule of the day, we can't have games pushed back into the night. Game times will run to the siren.

Yellow and red cards

- Yellow card: the player issued with the card is off the field for the duration of a quarter for your respective match (excludes the quarter time/half time breaks) and can be replaced immediately.
- A player receiving multiple yellow cards during the carnival where there is no report will be suspended for one carnival match on the issuing of the second yellow card, and for a further carnival match for each yellow card issued without a report.
- Red card: the player issued with the card is off the field for the remainder of match and cannot be replaced until the duration of a quarter of the match play has elapsed (excludes breaks).
- Red card is an automatic report and is referred to the Competition Management Committee (CMC) for determination.

Disciplinary process

- All disciplinary matters will be determined by the Competition Management Committee (CMC) in its ultimate discretion.
- The CMC shall comprise three full time members of the AFL NSW/ACT Community Football team.

- The CMC will make its determination prior to the player's next scheduled match and this will be communicated to the relevant Team Manager.
- The CMC shall determine any reportable offences using the matrices contained within the National Handbook:
 - 5.2 Classifiable offences
 - 5.5 Auditory offences
- Where a matrix classifies an offence as attracting a base sanction of two or less matches, that sanction will be imposed and is to be served during the carnival.
- Matches conducted at the carnival will be deemed to be equal to a normal club match despite the shortened nature of the representative matches.
- Where a player wishes to challenge a sanction imposed by the CMC, the matter will be dealt with by the Tribunal of the player's home League. The player is unable to participate further in the representative carnival until the matter is resolved by the Tribunal.
- Where a matrix classifies an offence as attracting a base sanction of three or more matches, and/or where an offence occurs in the last match of the carnival, that matter will be referred direct to the disciplinary process of the player's home League. At the conclusion of the match in which the player was reported, the player will not be permitted to take any further part in the representative carnival as a player or as a team official.
- Should a player's involvement in the carnival be suspended and the player is referred to the disciplinary process of their home League for possible further sanctions, the player will be provided with a written statement detailing the amount of playing time missed during the carnival which may be submitted to a Tribunal hearing as mitigation of sanction. The Tribunal will determine, in their ultimate discretion, if this suspension of playing time is to be taken into account.
- All sanctions resulting from the representative carnival will be recorded in PlayHQ against the individual's Tribunal history and will contribute to the disciplinary process in the normal manner.

First Aid

- Each team to provide their own "first responder" to deal with on field injury
- Other first aid available from a central location between field 2 and 3, and another located on field 1.
- Teams will need to assess and then bring players to first aid or called over to the bench where needed.
- The additional first aider will assist on field when called.
- The first aid will not be doing precautionary strapping etc.
- First Aid will have final decision around concussion and will be using the Head Check app, all in line with the AFL Concussion Guidelines.

Other info

- Recommend that each region brings a marquee to use as an assembly point.
- AFL HCC are trying to secure a canteen provider but is struggling to find someone at time of distribution of this manual.
- 4 changerooms are available for all teams to use but these are to be used to get dressed in, do not store items or gear in these changerooms in case it goes missing.
- Parking is on site, with overflow parking on the street, or around the corner at the home maker centre.
- All teams (players and spectators) to clean up their oval/bench area of rubbish after each game.