



2026

COACHES & MANAGERS FORUM

CAMPBELL PARK COMMUNITY
ROOM

ADULT TEAMS
(UNDER 21 TO OVER 50)



AJFC EXECUTIVE COMMITTEE

Chris Williamson
Club President
(president@abbotsfordjuniorsfc.com.au)

Nick Ancona
Club Vice-President, Club Registrar and
Competition Secretary
(registrar@abbotsfordjuniorsfc.com.au)

Paul Simeoni
Club Treasurer
(treasurer@abbotsfordjuniorsfc.com.au)

Sabrina Di Cosmo – Committee Member
Club Secretary
(sabrina@abbotsfordjuniorsfc.com.au)

Matt Scott
Committee Member, Member Protection
Information Officer
(mpio@abbotsfordjuniorsfc.com.au)

Harveer Singh - Committee Member
(harveer@abbotsfordjuniorsfc.com.au)

Chad Gibson - Committee Member
(chad@abbotsfordjuniorsfc.com.au)

Moe Said – Committee Member
(moe@abbotsfordjuniorsfc.com.au)

Alison Carr – Committee Member
(alison@abbotsfordjuniorsfc.com.au)

Anita Kazi – Committee Member
(anita@abbotsfordjuniorsfc.com.au)

Jose Nunes – Committee Member
(jose@abbotsfordjuniorsfc.com.au)



AJFC KEY CONTACTS

info@abbotsfordjuniorsfc.com.au

– general enquiries about AJFC Club matters and information

teamtraining@abbotsfordjuniorsfc.com.au

– questions and issues regarding training times, schedule and questions regarding field availability

comp-sec@abbotsfordjuniorsfc.com.au

– questions, issues or information requests regarding competition, schedules, rules and or results including rescheduling of games

registrar@abbotsfordjuniorsfc.com.au

– for all enquiries regarding player registration and team management

treasurer@abbotsfordjuniorsfc.com.au

– for all matters related to finance including fines and financial penalties and game leader payment claims



AJFC WEBSITE

<http://abbotsfordjuniorsfc.com.au>

Your gateway to all the resources you need

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



AJFC SOCIAL MEDIA

Abbotsford Juniors Football Club (AJFC) | Facebook
Abbotsford Juniors FC Instagram



COMPETITION MANAGER

<https://cdsfa.dribl.com/>

dribl

CLUBS MPES 13

Canterbury & District Soccer Football Association Web app

Home Fixtures Results Ladders Clubs

Home and Away Winter 2020
Jul 03 2020 - Oct 04 2020

View fixtures →

View Results → View Ladders →

Fixtures

Winter 2020

Filter by Competition: Home and Away | Filter by League: All Leagues | Filter by Round: All Rounds | Filter by Club: Abbotsford Juniors | Reset filters

All times shown are your local time

3rd Jul 2020

Abbotsford Juniors	vs	Hurville Park	Black Oval - First 1	15:00	R1	Fixture
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4th Jul 2020

Abbotsford Juniors	vs	All Field Pirates	Leyside Park - 1st 1	15:00	R1	Fixture
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ASSOCIATION WEBSITE

<https://www.footballcanterbury.com.au>



Canterbury District Soccer Football Association Inc.

GAMEDAY CLUBS PLAYERS COACHES REFEREES RESOURCES ABOUT EVENTS CONTACT



DRAWS, RESULTS & TABLES



FIELD LOCATIONS



WET WEATHER



FOR PLAYERS



LATEST NEWS



FOR REFEREES



GAME DAY



OUR CLUBS



ABOUT US





2026 SEASON CHANGES



NEW PRINCIPAL PARTNER

 zdesign.

NEW MAJOR PARTNERS

CobdenHayson.
Drummoyne



RETURNING MAJOR SPONSOR



NEW AJFC PLAYING KIT - REGULAR



NEW AJFC PLAYING KIT - AWAY



NEW AJFC PLAYING KIT - REGULAR



NEW AJFC PLAYING KIT - DELIVERY

- NO ORDERING REQUIRED IN 2026
- Playing kits (jerseys, shorts and socks) will be issued by the Club to each team, pre-packed in a range of sizes for distribution to your players.
- Playing Kit Collection will occur the week commencing Monday 6 April and must be by a registered coach or manager (no parents)
- There will be some spares and limited smaller and larger sized items included in the packs. These are to be returned to the Club once allocations are complete
- Exchanges of jerseys, shorts or socks (due to sizing issues) will be possible during scheduled sessions. These will be confirmed by email.
- Note that exchange of jerseys must be coordinated with a coach or manager to avoid number clashes



GAME DAY KIT COLLECTION

THE FOLLOWING ITEMS WILL BE PROVIDED:

- A Training Kit (if not already collected)
- Pre-packed playing kits (jerseys, shorts and socks) for distribution to your players.
- A Game Ball
- 2 x Team Official Bibs (not more)
- A Ground Official Bib
- A Goalkeeper Kit (where required) – jersey and gloves

COLLECTION PLANNED FOR THE WEEK
COMMENCING MONDAY 6 APRIL
(SHED TIMES TBC)



ST JOHN FIRST AID ENDS

AJFC has been very proud of our long-standing partnership with St John.

Unfortunately, St John have advised us that they can no longer provide volunteers at our grounds

WHAT DOES THIS MEAN?

St John staff will no longer be present at Campbell Park on weekends

The Club is actively seeking alternative options for this type of service but is finding it very challenging to find a suitable cost-effective supplier

The First Aid room will still be available the event of an injury. See AJFC Club Shed officials for access (when required).

Ice and other first-aid equipment can be sourced by AJFC Club Shed or Club Officials when at our home grounds



COMPETITION RULE CHANGES



- **RESTART OF PLAY**

When play was stopped and is to be restarted with a drop ball and the ball was inside the penalty area; the referee drops the ball to the defending team's goalkeeper in their penalty area

- **GOALKEEPER CONTROL OF BALL**

If a goalkeeper has control of the ball with their hand(s)/arm(s) for more than eight (8) seconds, the referee will now award a corner kick on the side of the field closest to the goalkeeper's position when penalised.

The count is to begin when opponents are no longer blocking the keeper.

- There is no disciplinary action unless the goalkeeper repeatedly commits the offence.



COMPETITION RULE CHANGES



- PENALTY KICKS

Clarification has now been given that if a penalty kick taker accidentally kicks the ball with both feet simultaneously or the ball touches their non-kicking foot or leg immediately after the kick, if the kick is successful, it is to be retaken.

If a deliberate or accidental double touch happens during a penalty kick during a game an indirect freekick is awarded if the kick is unsuccessful UNLESS there is an opportunity to play advantage to the defending team.

If a deliberate or accidental double touch happens during a shootout and the kick is unsuccessful, the kick is recorded as missed.



AJFC KEY DATES

APRIL

- Wednesday 1st to Monday 6th : Campbell Park and Lysaght Park Field Closure (Winter Grass maintenance period)
- Friday 3rd – Monday 6th : Easter Weekend (NO GAMES PLAYED)
- Friday 10th to Sunday 12th : **2026 Winter Season Opening Weekend (AJFC Junior, Youth and Adult Teams – Under 8 to Over 55)**

JUNE

- June Long Weekend, 5th – 7th : No Small-Sided Games – Only 10+ team leagues and catch-up games (if necessary) played on this weekend.

AUGUST

- Saturday 22nd & Sunday 23rd : Football Canterbury Association Presentation Round (AJFC MiniRoos and Junior teams – Under 6 to Under 12)
- Sunday 30th : AJFC Community Day (TBC)

SEPTEMBER

- Sunday 13th : Abbotsford Juniors Football Club Youth Presentation Day and AJFC Awards Ceremony

More info:

[2026 Key Dates - Abbotsford Juniors Football Club](#)



ANZAC DAY – SAT 25 APRIL

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- No games played before 12pm
- ALL GAMES, including Under 8 to Under 11 Mixed games will be scheduled from Midday into the PM
- Games may be played on neutral fields to be accommodated
- The Association and the Club knows that teams may not be able to field a full squad – so long as you have a minimum, the advice is PLAY



More info:

[2026 Key Dates - Abbotsford Juniors Football Club](#)

A young girl in a blue and green soccer uniform is captured in the middle of kicking a soccer ball on a grassy field. She is wearing a blue cap with the Mizuno logo, a blue jersey with green accents, and blue shorts. The background shows a white fence and a blue car. The text "2026 SEASON AT ABBOTSFORD JUNIORS FOOTBALL CLUB" is overlaid in large, yellow, outlined letters.

2026 SEASON
AT
ABBOTSFORD
JUNIORS
FOOTBALL CLUB

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

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 match official
- Ensure replacement players remain seated in the technical area during game play

More info:

<https://www.abbotsfordjuniorsfc.com.au/coaches/>



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:

<https://www.abbotsfordjuniorsfc.com.au/managers/>



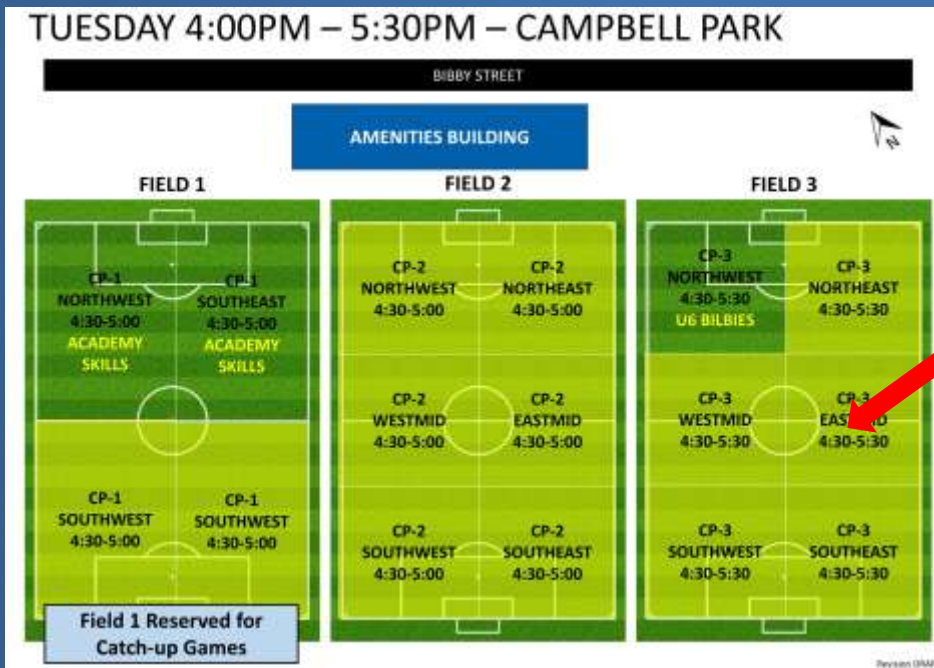
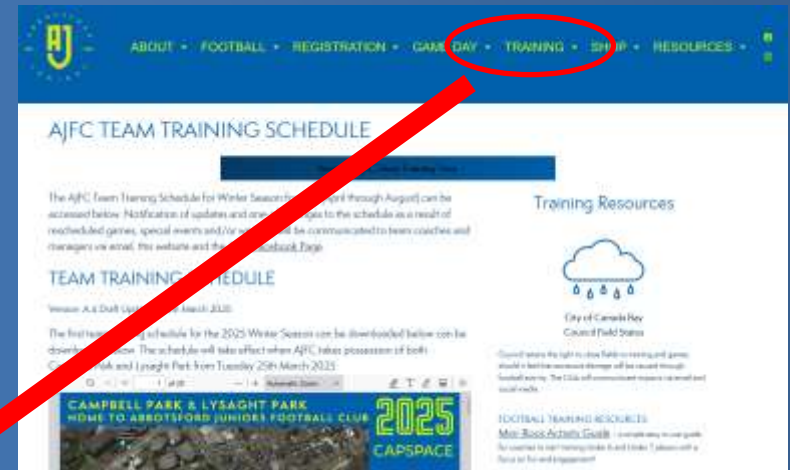
TEAM SEASON SETUP

- Confirm your Players and Registration
- Confirm Coach and Manager Registration
- Book a Team Training Time
- Collect a Training Kit
- Commence training at your allotted time and place
- Setup Dribl Application
- Collect Game Day Kit (when advised by Club)
- Confirm 1st Match and Game Day
- PLAY ON



TEAM TRAINING

- Booked by registered Coach or Manager (teamtraining@abbotsfordjuniorsfc.com.au)
- Training schedule and pitch locations are published on the AJFC website
- Club training days are Tuesday, Wednesday and Thursday



More info:

[Booking a Team Training Time - Abbotsford Juniors Football Club](#)



TEAM TRAINING

- Portable mini goals and poles can be borrowed from Club Shed for training
- MUST be returned after each training session
- Please stick to your allotted time and field space
- No mid-week “trial games” with goals/flags possible without prior approval of Club
- Mid-Week Catch-up Games
 - Mid-week games will occur where weather disrupts weekend competition games
 - Games kick-off at 7.15pm to ensure lights are available and game times are reserved in the training schedule for these on Campbell Park Fields 1 and 2
 - Teams training on a field which has a scheduled mid-week game must finish on time at 7pm.

More info:

[AJFC Team Training Schedule - Abbotsford Juniors Football Club](#)



WET WEATHER

- 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.
- AJFC will notify Home fields closure members via Social Media (Facebook page) and email as soon as practical.

WET WEATHER

Wet weather can cause fields to be closed by Clubs and/or local Councils when they determine that the field is not usable. The [Football Competition Management System - FCMS App](#) is the final source of truth for teams as to whether their game is on or not according to the following rules:

- If a game is marked as "Pending" in FCMS, the game is proceeding as scheduled at the present time and the team should prepare to attend the field.
- If a game is marked as "Washed Rescheduled" or "Washed Cancelled" in FCMS, then the game has been called off and the team does not need to attend the field.

Teams should ensure that they monitor their FCMS App carefully during periods of wet weather, the status of their game. It is important to note that in the event that a field is unavailable due to weather, games may be moved to another suitable field or a different location at short notice. The Association is in an effort to ensure that games are played.

If you are in the doubt about whether or not your game is proceeding, please contact your Manager and/or Coach for updated advice.

Please see the [Football Competition Association Wet Weather](#) page for more information on the management approach to wet weather and the rescheduling of games.

Wet weather field updates
Monday 19 March 2021

Wet weather field updates
Monday 19 March 2021

Area	Wet status
Arthur Miller Reserve	CLOSED
Campbell Park	CLOSED

Fixtures

Wet weather field updates

3rd Jul 2020

Abbotsford Juniors vs Hurlstone Park

Abbotsford Juniors vs Dick Oval - First 1

Abbotsford Juniors Football Club (AJFC)
Published by Dave Williamson · 19 March at 10:11 AM

Abbotsford Juniors Football Club (AJFC) members and teams, With all of the rain last night and today, City of Canada Bay Council has closed Campbell Park and Lysaght P... See more

CAMPBELL PARK AND LYSAGHT PARK CLOSED DUE TO WEATHER (NO TRAINING ALLOWED)

Abbotsford Juniors Football Club (AJFC)
Sports Club



More info:

<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 IF ANOTHER FIELD IS AVAILABLE AT VERY SHORT NOTICE, SO PLEASE CHECK THE SCHEDULE CONSTANTLY.

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

More info:

[Game Day at AJFC - Abbotsford Juniors Football Club](#)





FOOTBALL
CANTERBURY

COMPETITION SCHEDULE



- Runs from 10 April to 23 August (weather permitting)
- No Breaks in play in the April and July school holidays (with the exception of the July mid-weekend for re-grading)
- No rescheduling of NON-Competition games in the event of washouts

More info:

[Fixtures - Dribl Match Centre](#)



COMPETITION SCHEDULE



- Senior Football Preferred (Round) Match Scheduling
- All Age, Over 35, Over 45 and Over 55 – Saturday
(selected divisions on Friday)
- Some Twilight Games on Saturdays (12-2pm, 2-4pm and 4-6pm) for Saturday games where lights are available
- Under 21 Male – Sunday
- Women All Age and Over 35 Female – Sunday
- Catch-up games (Tuesday, Wednesday, Thursday or Friday nights @ Campbell)



COMPETITION MANAGER

<https://cdsfa.dribl.com/>

dribl

The screenshot shows the Dribl Competition Manager interface for the Canterbury & District Soccer Football Association. The top navigation bar includes 'Home', 'Fixtures', 'Results', 'Ladders', and 'Clubs'. The main content area features a banner for 'Home and Away Winter 2020' (Jul 03 2020 - Oct 04 2020) with buttons for 'View Results' and 'View Ladders'. A 'Fixtures' section is overlaid, showing a list of matches for 'Winter 2020 - H'. The fixtures are filtered by 'Home and Away', 'All Leagues', 'All Rounds', and 'Abbotsford Juniors'. The fixtures are listed by date: 3rd Jul 2020 and 4th Jul 2020. Each fixture entry includes the club name, league, venue, match type, and time.

Date	Club	League	Venue	Match Type	Time	Status
3rd Jul 2020	Abbotsford Juniors	Home and Away	Hurville Park	Black Oval - First 1	45:01 Mixed	R1
4th Jul 2020	Abbotsford Juniors	Home and Away	Adfield Poles	Loughe Park - Mid 1	00:01 Mixed	R1

More info:

[Dribl Use At AJFC - Abbotsford Juniors Football Club](#)

UNION

DRIBL APP ACCOUNT ACTIVATION



- Download from App Store and Install- advice if you have the App already and are having issues, **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 Registration 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. Select YOUR Coach or Manager profile and not that of your Child! 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:

[Dribl Use At AJFC - Abbotsford Juniors Football Club](#)



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 be 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)

- 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
- CONFIRM the result



DIGITAL MATCH SHEETS

GAME DAY ISSUES



NO GAME LEADER ASSIGNED OR PRESENT

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

INCORRECT PLAYERS/COACHES/MANAGERS

- Discuss with the opposition Team Manager and Official to correct the issue.
- If not corrected, report the incident to your Club

INCORRECT SCORE OR YELLOW/RED CARDS

- Resolve with the opposition Team Manager and Game Leader (and Mentor) before leaving the field
- If not agreed, formally report issue to the Club as soon as possible after the game



A young girl in a blue and green soccer uniform is captured in the middle of a kick on a grassy field. She is wearing a blue cap with the Mizuno logo, a blue jersey with green accents, and blue shorts. Her right leg is raised and extended towards a soccer ball. The background shows a white fence and a blue car. The text "2025 SEASON AT ABBOTSFORD JUNIORS FOOTBALL CLUB" is overlaid in large, yellow, outlined letters.

2025 SEASON
AT
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HOME PITCH SETUP/PACKUP

Schedule published weekly on AJFC Website once the Association draw is finalized. Usually Thursday evening sometimes Friday particularly if the schedule is changing due to weather impact.

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:

[Pitch Setup Schedule - Abbotsford Juniors Football Club](#)

FIELD SETUP FOR 2026



More info:

<https://www.abbotsfordjuniorsfc.com.au/ajfc-fields/>

FIELD SETUP

Campbell Park Fields 1, 2 and 3 and Lysaght Park Field 1 used for Competition matches

- Non-competition games will take place on Campbell Park Field 3 and Lysaght Park Field 1
- Fixed goal and field setup required on these fields prior to games

Team Field Setup

- Each weekend, the first and last team on a competition field will be assigned to setup or pack-up the field
- Team managers should organise players to attend a minimum of 30 minute prior to the game for setup
- Equipment (goalposts, nets, flags and benches) is collected from the Club Shed (if not already placed out) and setup on your field
- Club officials will guide what if any field roping is required

Team Field Packup

- Teams scheduled for pack-up are to do so promptly BEFORE BEERS.

More info:

[Pitch Setup Schedule - Abbotsford Juniors Football Club](#)



CLUB SHED STAFF & YOUTH VOLUNTEERS

VOLUNTEERS VS TEAM PACK-UP

Adult Team Field Packup

- Teams scheduled for pack-up are to do so promptly within 30 minutes of the game finishing
- Pack-up includes wheeled goals (Campbell 1 & 2), goal nets and equipment (Campbell 3 and Lysaght), corner posts, and benches; ropes and poles
- They are to be returned to the Club Shed in the trolley as soon as possible

Pack-up Myths

- Student Volunteers and Club Officials are there to do everything
NO. Scheduled teams are to do pack-up; Volunteers are there to assist
- Benches are for having drinks and a relax after the game
NO, they are for the games. Pack-up, then get your boots changed and then have your beers

CONSEQUENCE

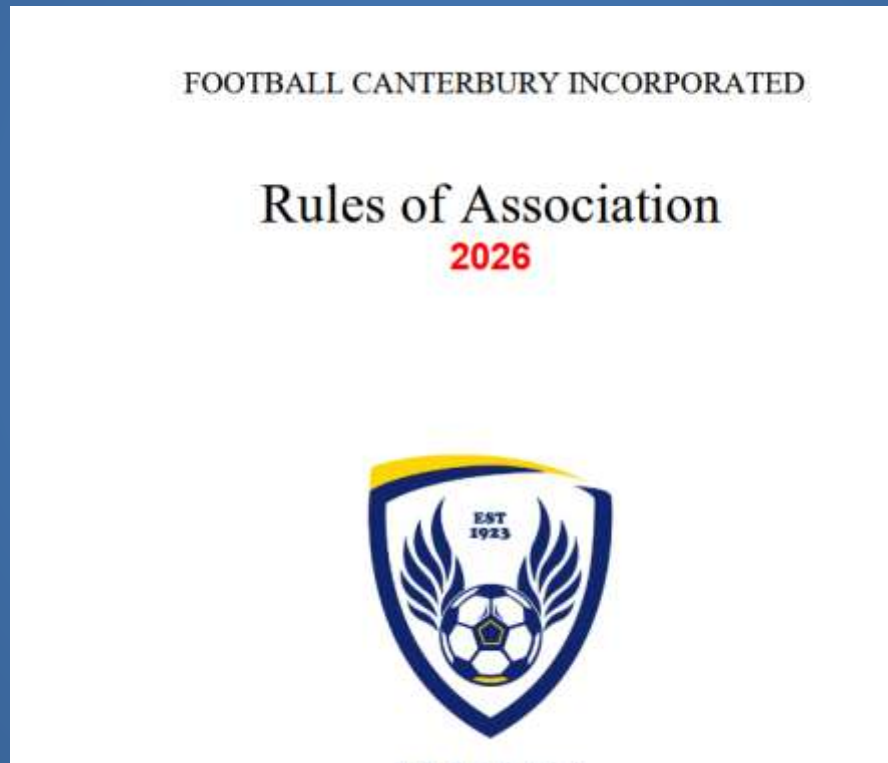
Teams that fail to complete pack-up in a timely manner; specifically - 30 minutes **after game completion...**

Your Team Manager will be asked to attend an AJFC Discipline Committee hearing and explain why an AJFC enforced penalty of a 1 game forfeit should not be applied to the Team.

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)

Over 45 and Over 50 = 18 (11 + 7)

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



PLAYER ELIGIBILITY



LOTS OF RULES APPLY TO BORROWING PLAYERS!

6.2 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 16 years of age in the relevant year may be eligible to play in the 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.

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.(a), 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 they are eligible to participate (DO NOT RELY ON DRIBL)
- The responsibility for ensuring a player can be used lies with the player and the borrowing Team Officials; not the Match Official
- Penalties for playing an ineligible player(s) may include player and team official suspension and/or team suspension
- If in doubt check with the Club (comp-sec@abbotsfordjuniorsfc.com.au)



BORROWING RULE REMINDER



Player and Team Share Responsibility

- A player may play 5 times outside of their team; playing a 6th time will be classed as an ineligible player
- Result: Team forfeit of game and fine
- Result: Player suspension

DO: Check the player's Dribl records before proceeding to confirm how many times they have played outside their "home" team (i.e. been borrowed)



USE OF AWAY KIT JERSEYS



- Used if two AJFC teams playing or a colour clash with another team (e.g. Canterbury Lions or Sydney Uni)

GENERAL RULE IF AN AWAY KIT (JERSEY) IS REQUIRED

- The HOME team sources and wears the Away Kit - WHY?
- Because the Home team usually has access to their home Club Shed/venue where Away Kit is kept by Clubs.
- For AJFC derby's, the same rule applies, the HOME team sources and wears the Away Kit.



OBTAINING AWAY KIT



AT HOME GROUNDS

- Home coach or manager retrieves Away Kit (jerseys) from the staff at the Club Shed before game
- After game, Home coach or manager retrieves all Away jerseys and returns them in the bag to the Club Shed for cleaning

AT AWAY GROUNDS

- Home coach or manager retrieves Away Kit (jerseys) from Club staff at the Club Shed during mid-week
- After game, Home coach or manager retrieves all Away jerseys, washes them and returns them in the bag to the Club Shed as soon as possible (i.e. next training session)
- Note that Away Kits are often required for mid-week games.

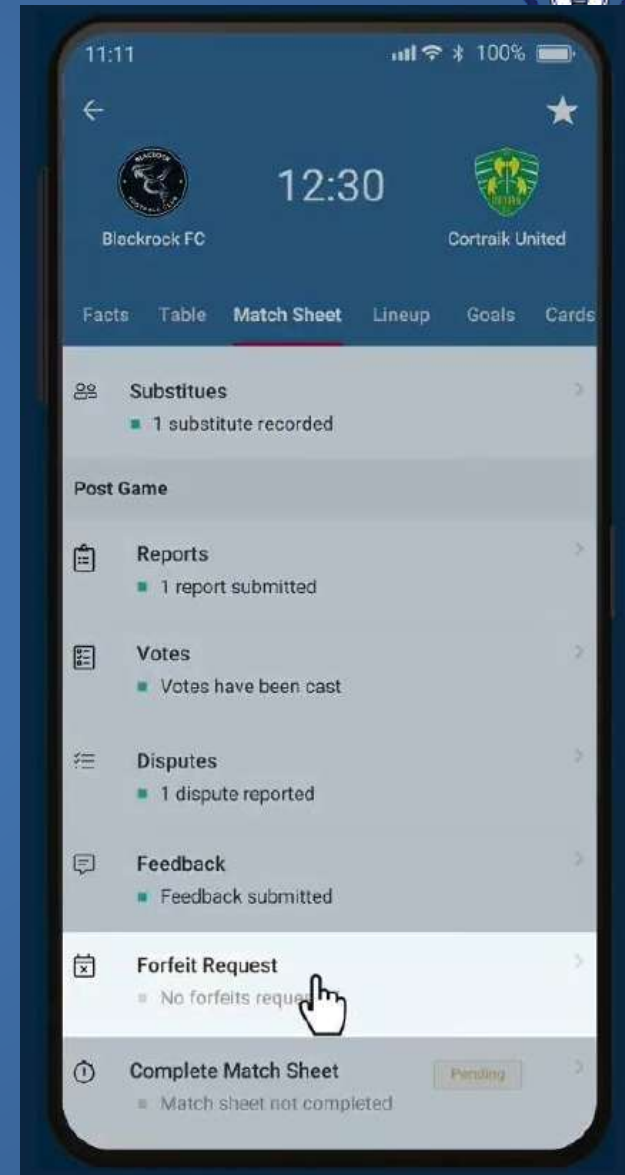


GAME FORFEITS



FORFEIT PROCESS

- Forfeits **MUST** be made 48 hours prior to the scheduled game start time
- Lodged by a Coach or Manager in Dribl
- Do not need to contact or submit via the Club
- **BE WARNED:** If forfeit is late, the Team will be fined + pay full referees fees (both team's fees)
- A **NO-SHOW** is a forfeit
- **REMINDER:** For competition teams – there are points penalties for repeated forfeits



GAME DAY START



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

Teams should ensure they:

- 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 TECH AREA



Maximum 2 x Team Officials with bibs and cards **ONLY** allowed in the roped off area with team substitutes to be seated on bench seats

GAME DAY – TEAM OFFICIALS



PERMITTED IN THE ROPED OFF AREA:

- 2 x Team Officials ID Card wearing a Yellow Hi-Vis Vest
- **NO ID CARDS FOR ADULT COACHES OR MANAGERS**
- Only players actively participating in a game are permitted.

NOT PERMITTED IN THE ROPED OFF AREA

- Non-playing members of the team (e.g. injured players)
- Additional Team Officials
- Player's or Team Official's children, partners, friends, etc
- Ground Officials - unless requested to be present by a Match Official
- Club Officials not acting as Ground Officials

Any abuse of match officials for applying these rules, will **NOT** be tolerated



GROUND OFFICIALS



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 OFFICIALS

All Clubs must provide a minimum of one (1) active Ground Official for each Full Field in operation.

- A failure to provide the required number of vested and active Ground Officials within 10-minutes of the nominated kick-off time will result in the offending Team being fined

Adult Competition Teams

- All teams must provide one adult to act as a Ground Official for their game
- One (1) Orange Ground Official Vest will be provided to all competition teams

IMPORTANT NOTE:

- The Ground Official cannot be a person who is on the match sheet as a Team Coach or Team Manager.

More info:

[AJFC Ground Officials - Abbotsford Juniors Football Club](#)

GROUND OFFICIAL ACTIONS

For Match Officials (Referees and Assistant Referees)

- Make themselves clearly visible to the Match Officials prior to the commencement of a Match
- Assist Match Officials in ensuring that roped off field areas are kept clear of spectators
- Stay outside the Technical Area unless requested to enter by a Match Official

For AJFC Supporters

- Ensure that AJFC Supporters always comply with the FA Spectator Code of Behaviour (Code of Behaviour)

For Away Team Supporters

- DO NOT, unless it is safe to do so, approach opposition Spectators behaving inappropriately. Report spectator behaviour to an AJFC Club representative at the Club Shed, if in attendance, and lodge an Incident report with the Club after the game

For Serious Behavioural Issues with Supporters (Home or Away)

- Report behaviour to an AJFC Club representative at the Club Shed. If required, contact the NSW Police

GROUND OFFICIAL ACTIONS

DO NOT

- Enter the Technical Area unless requested to do so by a Match Official
- Coach or yell instructions to anyone on the field of play
- Speak to the anyone on the field of play about behaviour – this is the Match Official's responsibility.
If there is an issue, report it to the Club.
- Barrack or support your team whilst acting as a Ground Official (if you can't do this, don't act as a Ground Official)

DEALING WITH AN INJURY

- If injury occurs during a game, alert match officials to stop the game (do not enter the field of play until told to by the match official)
- If injury occurs during a training or other activity, halt the activity, secure and assess the individual involved
- Identify as best as possible the extent of the injury to determine if medical attention is required.
- Contact Ground Officials present and/or local Club Officials for assistance
- Contact/call for an Ambulance (000) where necessary
- Treat injury, following all directions provided by any medical personnel present
- If during game, request that the referee notes the occurrence of an injury in their match report

More info:

[AJFC Injury Report - Abbotsford Juniors Football Club](#)



REPORTING AN INJURY

- Follow the Club's injury reporting procedure (see the website for details).
- A team coach or manager must submit an injury report to the Club as soon as possible after the event
- This is important for both your own and the Club's risk as well as necessary to activate any claim that might be made against Football NSW Insurance policy
- A reminder that St John Ambulance staff are no longer present at Campbell Park and Lysaght Park. See the assistance of a Club Official at the park and follow the instructions on our website

More info:

[AJFC Injury Report - Abbotsford Juniors Football Club](#)



CRA REFEREES AND ASSISTANT FEES



- Fees for CRA (Canterbury Referees Association) Referees and their Assistants, when present, are paid by the Club via Dribl.
- Please ensure that you verify the presence of the Referee and Assistants in the Match Sheet on the Dribl App before commencing the game.
- Where CRA Referees are not present and an Associate Referee is used by the host Club, the home ("host") Club may elect to pay the referee and then invoice the away Club.
- If you pay a referee for any reason, please claim it using the AJFC Match Official claim form by emailing treasurer@abbotsfordjuniorsfc.com.au outlining why the cash payment was made. Club payments will be made in batches and it might be a week or two for reimbursement.

More info:

<https://www.abbotsfordjuniorsfc.com.au/ajfc-match-official-payment/>



Fees, Fines & Reimbursements



ABBOTSFORD F.C.

DISCIPLINE AND PROCESS



Yellow Cards

- 2 Yellow Cards in one game = Red Card
- 5 Yellow Cards accumulated = 1 Game Suspension
- + 3 Yellow Cards accumulated = 2 Game Suspension and AJFC Discipline Committee hearing

Red Cards

- 2 Red Cards = double min and max penalties for the 2nd offence
- 3 Red Cards = stand-down, AJFC Discipline Committee hearing and FC Judiciary Committee hearing

Teams

- 3 Red Cards = -1 competition point; every additional Red Card = -1 competition point
- Sanctions/suspensions for 5 Cards (Yellow or Red) or 3 Red Cards in one game
- Threats or force against a Match official
- Violent conduct by team members or spectators

More info:

[Resources - Football Canterbury](#)



DISCIPLINE AND PROCESS



FC Judiciary Committee

- Issues suspensions for red card and other offences
- 2 days to appeal a suspension after notice
- Minimum suspensions cannot be appealed other than for:
 - Mistaken Identity (identity of the offender is required)
 - Exceptional circumstances
 - Video evidence

AJFC Discipline Committee

- Reviews suspensions and appeal requests
- Must sanction appeals (no appeal without Club endorsement)

Judiciary Appeals

- Only if sanctioned by the AJFC Discipline Committee
- Requires a Club Official to attend

More info:

<https://www.abbotsfordjuniorsfc.com.au/ajfc-match-official-payment/>





RESPECT AND FAIR-PLAY

REFEREE/GAME LEADER 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

CRA and Clubs are fighting a losing battle

Solution

- Officials to approach referees before games advising them of support
- Continued monitoring of fields by Ground Officials

70%

Of referees
leave in their 1st
year.

80%

Of the
reason is
abuse.



WHAT CAN YOUR TEAM DO?

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

- Do not challenge, abuse or threaten the referee, game leader or ground official before, during or after the game. If you do, your report will be viewed in the context of you and your teams' actions as much as those of the other party and there will be very little likelihood of a successful action.
- Team Managers 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 appropriate, the Club will take action with the Club concerned, the Association and/or the CRA

More info:

[**AJFC Incident Reporting - Abbotsford Juniors Football Club**](#)



WHAT CAN COACHES AND MANAGERS DO?

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

- Ensure that the team takes ownership and moves the player away from situations before things develop;
- Take them off the field for a period to “cool” down;
- If problems are persistent, discuss their behaviour with their parents;
- If you require assistance with a specific player and their behaviour, please contact Club Officials.



COACHES AND MANAGERS RESOURCES



- [AJFC Resources](#) – gateway to AJFC online 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
- [Football Canterbury Website](#) – Football Canterbury Association website
- [Rules of Association 2024](#) - Football Canterbury Association Rules of Association including 2023 Competition Rules
- [Field Locations](#) - location information for Association Clubs
- [AJFC Report an Incident/Injury Form](#) - printable form for reporting an incident and/or injury to the AJFC Committee
- [Association Fines and Penalties](#) - information on AJFC Member Behaviour, Fines and Football Canterbury Association fines and penalties



COACHING DEVELOPMENT



MINIROOS COACHING COURSE



COLES
MINIROOS

\$ FREE
Enrol Today

6.00pm-8.00pm
March 02
Majors Bay Reserve, Concord



FOUNDATION OF FOOTBALL COACHING COURSE

The Foundation of Football is aimed at **volunteer parents and coaches** working with beginner to competitive level players or players aged up to approximately fifteen (15) years old.



Friday's - 1st, 8th & 15th of August
6:00pm to 9:00pm - \$100
Night 1: Campbell Park, Abbotsford
Night 2: Waterfront Drive, Lilyfield
Night 3: Sydney Secondary College, Leichhardt

Register Now footballcanterbury.com.au  

FOUNDATION OF FOOTBALL COACHING COURSE

COACHES U18 (YOUTH)

The Foundation of Football is aimed at **teenagers** wanting to start their coaching journey working with beginner to competitive level players or players aged up to approximately fifteen (15) years old.



Wednesday 9th & Thursday 10th - July
9:00am - 1:00pm (Both days)
Strathfield Park
For coaches aged 14 to 17 years old

Register Now footballcanterbury.com.au  

COACHING DEVELOPMENT



Football Australia/Football NSW National Approach

- <https://learn.footballaustralia.com.au>

The screenshot displays the Football Australia LMS interface. The user is logged in as Chris Williamson. The main content area is titled 'Training Event' and features search filters for 'Member Associations' and 'Courses'. Below the filters, there are tabs for 'My Enrolled Events', 'My Waitlisted Events', and 'Events With Positions Available'. The central part of the interface is a calendar for April 2024, showing several training events scheduled across the month. The left sidebar contains navigation options: Home, Skills Passport, Document Library, Training Library, Training Event (highlighted), My Training, and Help.

