

2025

COACHES & MANAGERS FORUM

CAMPBELL PARK COMMUNITY
ROOM

NON-COMPETITIVE TEAMS
(UNDER 8 TO UNDER 12)



AJFC EXECUTIVE COMMITTEE

Chris Williamson
Club President and Club Secretary
(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)

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)

John Encina - Committee Member
(john@abbotsfordjuniorsfc.com.au)

Chad Gibson - Committee Member
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Moe Said – Committee Member
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Alison Carr – Committee Member
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Anita Kazi – Committee Member
(anita@abbotsfordjuniorsfc.com.au)

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

Sabrina Di Cosmo – Committee Member
(sabrina@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>

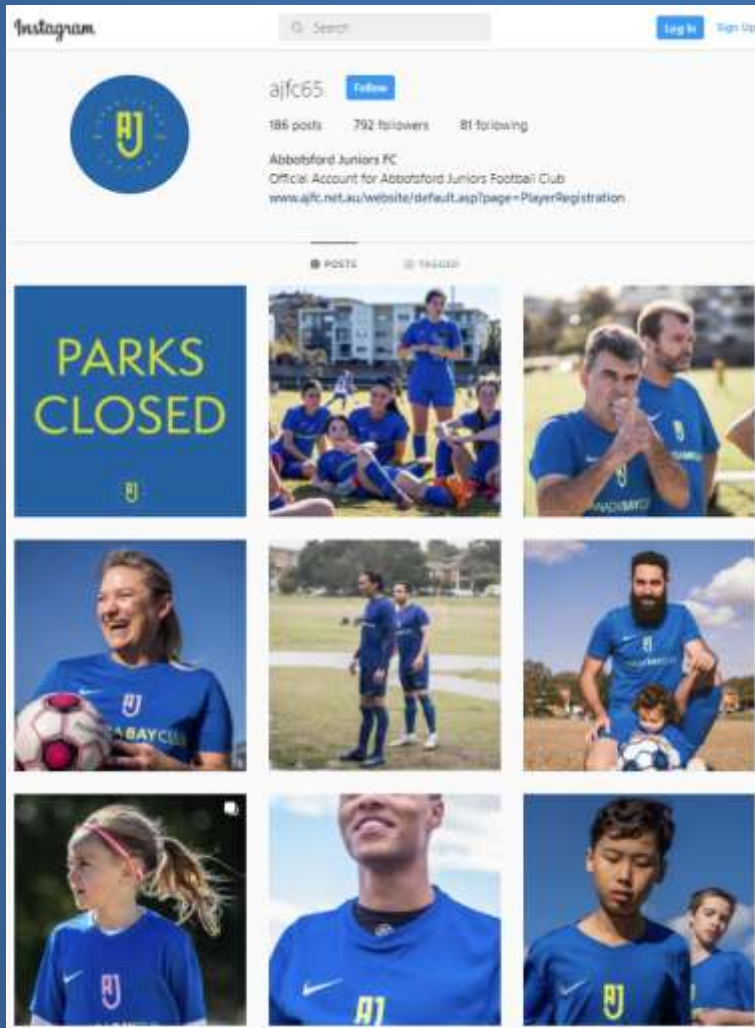
Your gateway to all the resources you need

- 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	Leysgate 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



FIELD SETUP FOR 2025



More info:

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

FIELD SETUP

Mini Fields and Half Fields grouped together on the same full field

- Lysaght Park hosts Lysaght Park Mini 1 and Lysaght Park Mini 2 fields
- Campbell Park hosts Campbell Park Half 1 and Campbell Park Half 2 fields
- Mini 1 and Half 1 fields are the closest to the Campbell Park Amenities building

Why?

- Allows schedule for Under 10 to 12 Half Field games to complete on Sundays by mid-day
- Avoids Under 11 and Under 12 teams playing at 1pm or 2pm in the afternoon
- Provides more full field pitch space
- Assists with Game Leader availability

Impacts

- Field roping instructions for Lysaght Park and Campbell Park fields set out in the AJFC Pitch Setup Guide

More info:

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

WORKING WITH CHILDREN



100% compliance without exception.

The Club cannot allow any applicable Coach or Manager of a Youth Team to continue in their volunteer role after April 11th, 2025 without providing a valid Working with Children Number. (if you have applied for clearance to register, you must provide the Club at registrar@abbotsfordjuniorsfc.com.au with the updated number as soon as it is available).

If a valid WWC cannot be provided, your accreditation as an AJFC Coach or Manager will be cancelled and you 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).



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:

<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/>



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 features a white picket fence, a blue car, and a building. The text "2025 SEASON AT ABBOTSFORD JUNIORS FOOTBALL CLUB" is overlaid in large, yellow, outlined letters.

2025 SEASON
AT
ABBOTSFORD
JUNIORS
FOOTBALL CLUB

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



AJFC KEY DATES



Monday 24th March: Coaches and Managers Forum Sessions
Tuesday 25th March: Regular Team Training Schedule Start (lights on)
Tuesday 25th March: Skills (Striker) Training Commences
Thursday 27th March: Academy Skills/Goalkeeper Training Commences
Friday 28th March: AJFC Socks and remaining Kit Delivery

WEEKEND – Finalisation of Game Day Kits (Socks and Jerseys)

Monday 31st March: Introduction to Mini-Roos Football Session
Tuesday 1st April: Team Coach and Manager "Game Day Collection" Starts
Wednesday 2nd April: Team Coach and Manager "Game Day Collection"
Thursday 3rd April: Team Coach and Manager "Game Day Collection"

Saturday 5th and Sunday 6th April: Opening Mini-Roos and Non-Competition Games for Season 2025

Wednesday 9th April: Intro to Goalkeeping (Girls) Event

Saturday 23rd – Sunday 24th August: SSF Presentation Round
Saturday 23rd August: Final Mini-Roos (U6&U7) Games
Friday 22nd – Sunday 24th August: Last Association Finals

Sunday 31st August – AJFC Community Day
Sunday 15th September – AJFC Youth Presentation Day and AJFC Awards



Youth Presentation Day and End of Season Presentation Evening TBA

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

TUESDAY 4:30 – 5:30PM

CAMPBELL 1		
CP-1 Northwest U7/3 Goannas 5:00-6:00	CP-1 Northcenter U7/2 Dingoes 5:00-6:00	CP-1 Northeast U7/1 Crocs 5:00-6:00
CP-1 Southwest Free 4:30-5:30	CP-1 Southeast U9 DIV 3 5:00-6:00	

LYSAGHT PARK

Lysaght Northwest Free 4:30-5:30	Lysaght Northeast 13 Girls Div 2 5:00-6:00
Lysaght Southwest Free 4:30-5:30	Lysaght Southeast Free 4:30-5:30

CAMPBELL 3

CP-3 Northwest Free 4:30-5:30	CP-3 Northeast 9 DIV 7 4:30-5:30
CP-3 Southwest free 4:30-5:30	CP-3 Southeast U9 DIV 3 5:00-6:00

CAMPBELL 2

CP-2 Northwest U6/3 Koalas 5:00-6:00	CP-2 North Center Spare 4:30-5:30	CP-2 Northeast U6/4 Kangaroos 4:30-5:30
CP-2 Southwest U6/6 Red Bellies 4:30-5:30	CP-2 South Center U6/7 Quokkas 4:30-5:30	CP-2 Southeast U6/5 Possums 4:30-5:30

Revision 4 25.09.2021



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.

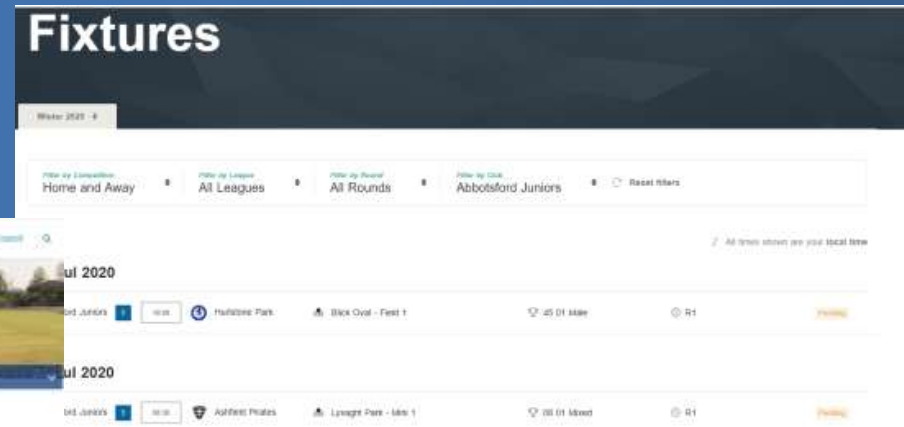
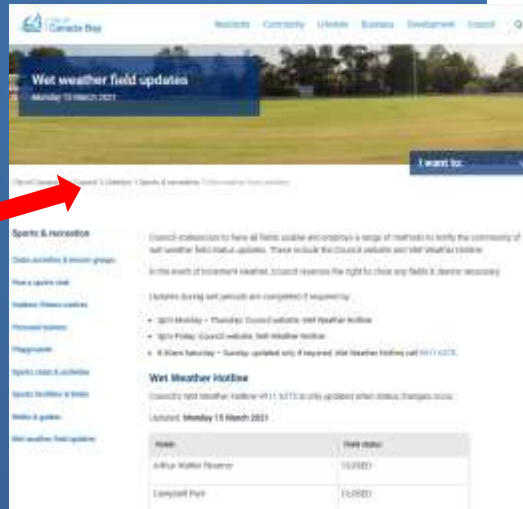
More info:

[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 to Mini-Roos coaches and managers via Social Media (Facebook page) and email.



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](#)



SMALL SIDED FOOTBALL

KNOW THE RULES – IT'S NOT ENGLISH PREMIER LEAGUE



Football Canterbury / FNSW SSG Rules and Game Leader Hints (2025)

Under 8-9:

- 7-a-side (including a goalkeeper);
- Minimum 5 of that team's registered players should be on the field to start the game.
- Maximum of four substitutes (recommend only 2-3 substitutes);
- Ball size 3
- Duration of game – 2 halves x 20 mins plus a 5min half time break

Under 10-12:

- 9-a-side (including a goalkeeper);
- Minimum 6 of that team's registered players should be on the field to start the game.
- Maximum of four substitutes (recommend only 2-3 substitutes);
- Ball size 4
- Duration of game – 2 halves x 25 mins plus a 5min half time break

Penalty area: 5m deep x 12m wide
Penalty kick spot: 8m from goal line

**** If the game starts late, cut the time down to finish on time, that is why it's important to start on time.**

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.

Safety:

Shin guards must be worn by all players without exception. Ensure that no one is wearing a watch or any other jewelry that could be deemed as being dangerous. Any player suspected or suffering from a concussion should be examined by a medical practitioner before returning to play. As a general rule, "If in doubt, sit it out".

Substitutes:

Substitutes may rotate during the entire game. The coach or parent is allowed to make substitutions while the ball is in play but the player coming on must wait until the substituted player has left the field. Substitutes waiting on the bench should wear bibs.

Every effort should be made to ensure all players, regardless of age, gender, and ability, are given equal playing time. *(Coaches responsibility)*

Method of scoring:

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goalposts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below the shoulder height of the player.

Match results and points tables:

The recording of match results should only 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 MiniRoo's football and do not exist.

RULES

Offside:

There is no offside rule in MiniRoo!!! However Game Leaders should strongly discourage children from permanently standing in blatant offside positions. 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 always adopt this philosophy during the game. (Coaches responsibility) Goals can be scored from the offside position. **However, the Game Leader may disallow a blatant offside goal (goal hanging), but only after having notified both teams, prior to the event (match).**

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. Opposition players are to move away from the GK while they try and release the ball. 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. A ball that is bounced by the keeper and then kicked is considered a drop kick and is not allowed. GK to re-take if performed incorrectly the first time.

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 teammate (Use this with discretion with the younger teams). Ideally warn them first and then after it continues 2-3 times then award a free kick.

Ball in and out of play:

The ball is out of play when it has wholly crossed the goal line or the sideline on the ground or in the air, or when play has been stopped by the Game Leader.

Ball crossing the goal line after touching the attacking team last:

Goal kick:
A Goal kick can be taken from anywhere within the penalty area. Opponents must remain at least 10 metres outside the top of the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are back the 10 metres. Opponents cannot move inside the penalty area until the ball is in play. 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. If one of the teams you are leading is faster or slower, you can increase this distance.

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 the goal line. Defenders must be 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.

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 their 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

The rules can be downloaded from:

<https://www.footballcanterbury.com.au/officiating/game-leader23>



GAME LEADERS 2025



GAME LEADERS

- Game Leader program across all Clubs in the Association last year.
- Continuing in 2025 - 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
- 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.



More info:

[**AJFC Game Leader Program - Abbotsford Juniors Football Club**](#)

GAME LEADERS

- Certified Game Leaders are identified by special pink bibs that confirm they are a qualified 'Game Leader' once they are trained and certified.
- Certified Game Leaders wearing a pink bib are paid in cash by AJFC Home teams when playing at Campbell and Lysaght Park
- Game Leader Fees can be claimed from the Club using a reimbursement form and process



Age Group/Grade/Division	Game Leader Fee
Under 8 (Mixed, Boys and Girls)	\$10.00
Under 9 (Mixed, Boys and Girls)	\$10.00
Under 10 (Mixed, Boys and Girls)	\$15.00
Under 11 (Mixed, Boys and Girls)	\$15.00
Under 12 (Mixed, Boys and Girls)	\$15.00

More info:

[AJFC Game Leader Payments - Abbotsford Juniors Football Club](#)



GAME LEADERS



Game Leaders across the Association will be learning and being trained while leading games at season start.

They will make mistakes and will learn from them.

Be patient and support them as they learn!

Do not yell or argue with a Game Leader

If you have an issue, speak to a Club Official about it; not the Game Leader.



GAME LEADER MENTORS

- Game Leader Mentors fulfil the role of Mentors to our Game Leaders and Ground Officials at Abbotsford Juniors home games
- They have all the rights of a Ground Official and will wear an Orange Ground Official vest
- FOLLOW THEIR INSTRUCTIONS



More info:

[AJFC Game Leader Program - Abbotsford Juniors Football Club](#)



GAME LEADER FEES

REIMBURSEMENT PROCEDURE



- GAME LEADERS must be paid IN CASH prior to each match. The match will not commence until payment is made and match sheets completed in Dribl.
- Game Leader Payment Record Sheet must be completed by officials. The sheet is found on the Coaches & Managers section of the AJFC website.
- Ensure the Game Leader name is present on the sheet and they initial it. The form has 8 matches on the one sheet. Use the same form until completed.
- Once complete please email the form to treasurer@abbotsfordjuniorsfc.com.au. Payments at AJFC are made in batches and it might be a week or two for reimbursement.

More info:

[AJFC Game Leader Payments - Abbotsford Juniors Football Club](#)



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:

[AJFC Game Leader Payments - Abbotsford Juniors Football Club](#)



GAME LEADER 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 then distribute to others that have contributed
- We appreciate that you are out of pocket for the match official payments made 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@abbotsfordjuniorsfc.com.au and the Club will do its best to pay ASAP.

More info:

[**AJFC Game Leader Payments - Abbotsford Juniors Football Club**](#)



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 OFFICIALS

Actions

- All Clubs must provide a minimum of one (1) active Ground Official for each Full Field (i.e. 2 x half fields, etc) in operation.
- 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

Non-Competitive Teams (Under 8-12 Mixed and Girls)

- **Game Leader Mentors will fulfil this role at AJFC Home Games**

Competition Teams (Under 13 to Over 45 Men)

- 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

For AJFC Supporters

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

For Away Team Supporters

- 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, or 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

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 Football Canterbury 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 the event of an injury, please use St John staff. They are better qualified to assist and triage injury!



REPORTING AN INJURY

- If a player is injured, please follow the Club's injury procedure (see the website for details). If on a Game Day and at our home fields, please seek the assistance of St John Ambulance staff. They are the experts and are there to help!
- 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



More info:

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





CDSEA Rules of Association

COMPETITION SCHEDULE



- Runs from 5th April to 23rd/24th August
(weather permitting)
- No Breaks in play in the April and July school holidays (with the exception of Easter Long Weekend and July mid-weekend for re-grading)
- No rescheduling of NON-Competition games

More info:
in the event of washouts

[Fixtures - Dribl Match Centre](#)



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, 18 Male – Sunday
- Under 12, 13, 14, 15, 16, 19 Female – Sunday
- Senior Football Preferred (Round) Match Scheduling
- All Age, Over 35, Over 45– Saturday (selected divisions on Friday)
- Under 21 Male – Sunday
- All Age Sunday Male – Sunday
- All Age and Over 35 Female – Sunday (selected divisions on Friday)



COMPETITION SCHEDULE



- The non-competitive Presentation Round (Under 8 to Under 12 Mixed and Girls teams) is planned for the weekend of Saturday 23rd / Sunday 24th August.



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 displays the 'Home and Away Winter 2020' competition, running from July 03, 2020, to October 04, 2020. Below this, there are buttons for 'View Results' and 'View Ladders'. A 'Fixtures' section is overlaid on the right, showing a list of matches for the 'Winter 2020 - H' season. The fixtures are filtered by 'Home and Away' and 'All Leagues'. The matches are listed by date, with the first match on 3rd Jul 2020 and the second on 4th Jul 2020. Each match entry includes the club name, league, venue, time, and a 'Fixtures' button.

Date	Club	League	Venue	Time	Fixtures
3rd Jul 2020	Abbotsford Juniors	All Leagues	Hulstree Park	Black Oval - First 1	45:01 Mixed
4th Jul 2020	Abbotsford Juniors	All Leagues	Adfield Poles	Lough Park - 1st 1	00:01 Mixed

More info:

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

U N I O N

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

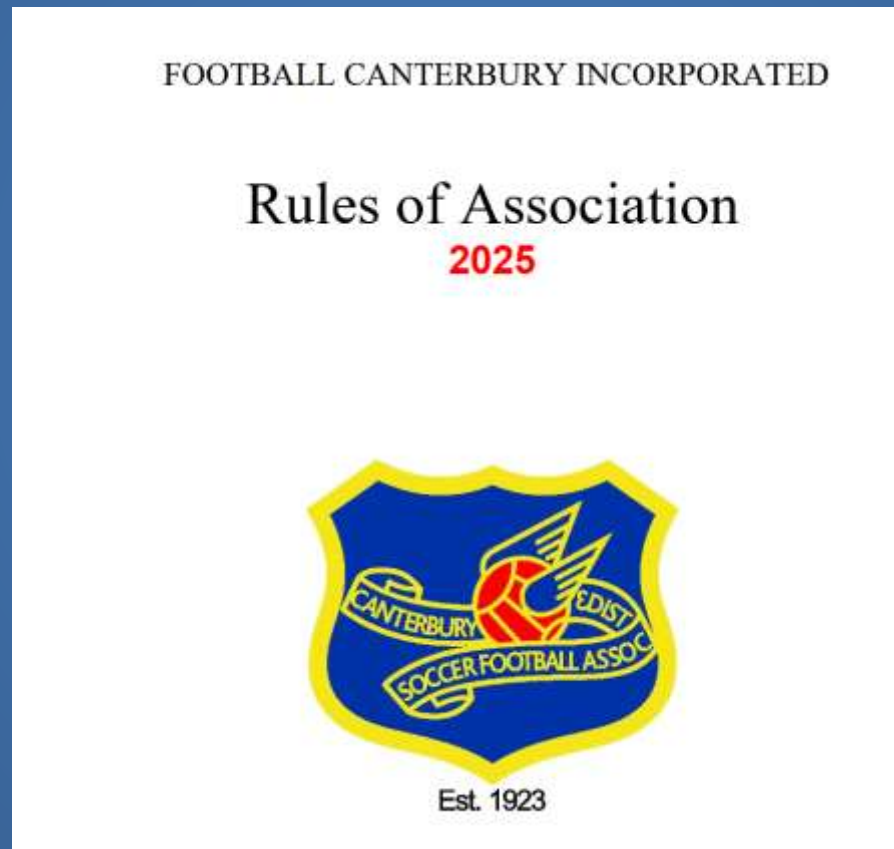
- Resolve with the opposition Team Manager and Game Leader (and Mentor) before leaving the field
- If not agreed, formally report issue to the Club as soon as possible after the game



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 in the team (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 suspension and/or team suspension
- If in doubt check with the Club at 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)

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 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 – 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



GAME DAY TECH AREA



Team Officials with Bibs and cards **ONLY** allowed in the roped off area
Team to be seated on bench seats; Team Officials to stay in the tech area

HOME PITCH SETUP/PACKUP

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

Schedule published weekly on AJFC Website once Association draw is finalised! Usually Thursday evening sometimes Friday if draw is changing

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](#)

FORFEITS (CHANGED)



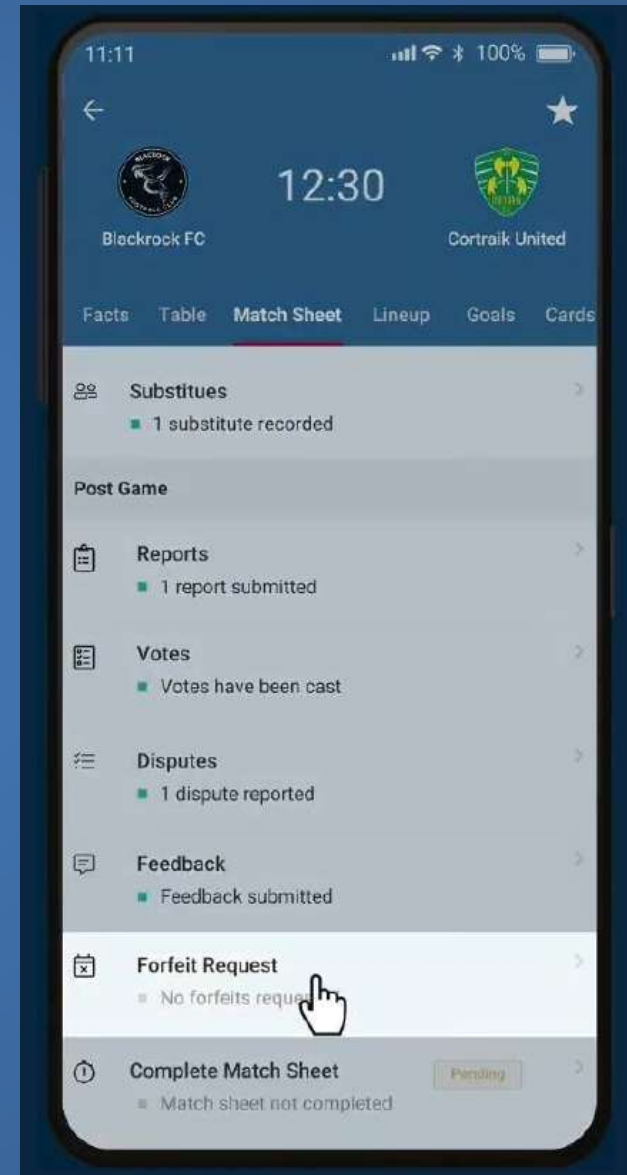
- This year, done by a Coach or Manager in Dribl
- MUST be done 48 hours prior to game
- Forfeit can be lodged within 48 hours but team will be fined and incur the full referee payment
- A No-Show is a forfeit as above
- Fines will be passed on to the team; a failure to pay will see the team stood down by the Club



GAME FORFEITS

FORFEIT PROCESS

- Forfeits **MUST** be made 48 hours prior to the scheduled game commencement time
- Can now be made via Dribl by Team Officials
- 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)
- **REMINDER:** For competition teams – there are points penalties for repeated Forfeits





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 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

70%

Of referees
leave in their 1st
year.

80%

Of the
reason is
abuse.



ZERO TOLERANCE



Tackling Abuse

- The Association 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
- The Association 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.



More info:

[Member Behaviour - Abbotsford Juniors Football Club](#)

WHAT CAN YOUR TEAM DO?

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

- Do not abuse, challenge 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 and provide formal feedback to the Association and the CRA

More info:

[**AJFC Incident and Injury 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 the Club.



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





CAN YOU HELP?



AJFC VOLUNTEERING

In 2025, Abbotsford Juniors will have well over 1,400 members, 91 teams and will finish with close to 1,250 players

We need your help to allow us to continue to grow the Club in support the demand for football in Canada Bay.

CALLING FOR VOLUNTEERS TO HELP

- Assistance with AJFC Events
- Kit Organisation and Distribution
- Ground Official Duty
- Age Coordinators assisting Coaches and Managers

IF YOU HAVE AN HOUR OR TWO TO GIVE, VISIT

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