

# **CAS GIRLS AFL CARNIVALS 2025**



**THURSDAY 7<sup>TH</sup> AUGUST, 2025**  
**SENIOR GIRLS @ SEACREST RESERVE**  
**JUNIOR GIRLS @ MATER DEI COLLEGE**

# PARTICIPATING SCHOOLS

<b>Junior Girls AFLX (Year 7-9)</b>	<b>Senior Girls AFL (Year 10-12)</b>
<b>Mater Dei Prendiville Peter Moyes Irene McCormack St James St Marks St Stephens Lake Joondalup</b>	<b>Mater Dei Prendiville Peter Moyes Irene McCormack St James St Marks St Stephens Lake Joondalup</b>

## PURPOSE

- It is the aim of the Coastal Associated Schools, as a Sub-Association of the Associated and Catholic Colleges, to conduct interschool sport, encouraging participation, sportsmanship, and healthy competition.



# SENIOR CARNIVAL FIXTURES

@ SEACREST RESERVE

Arrival- 8:00am.

Pool A	
Round 1	Time: 9:05am
EAST - Peter Moyes V Mater Dei WEST - Irene McCormack V Prendiville	
Round 2	Time: 10:15am
EAST - Mater Dei V Irene McCormack WEST - Prendiville V Peter Moyes	
Round 3	Time: 11:25am
EAST - Prendiville V Mater Dei WEST - Peter Moyes V Irene McCormack	

Pool B	
Round 1	Time: 8:30am
EAST - St. Stephen's V St. James' WEST - Lake Joondalup V St. Mark's	
Round 2	Time: 9:40am
EAST - St. James' V St. Mark's WEST - St. Stephen's V Lake Joondalup	
Round 3	Time: 10:50am
EAST - St. Mark's V St. Stephen's WEST - Lake Joondalup V St. James'	

Break – 12:00-12:10pm
10 minutes for all teams and for Sports Co's to determine final standings for finals.

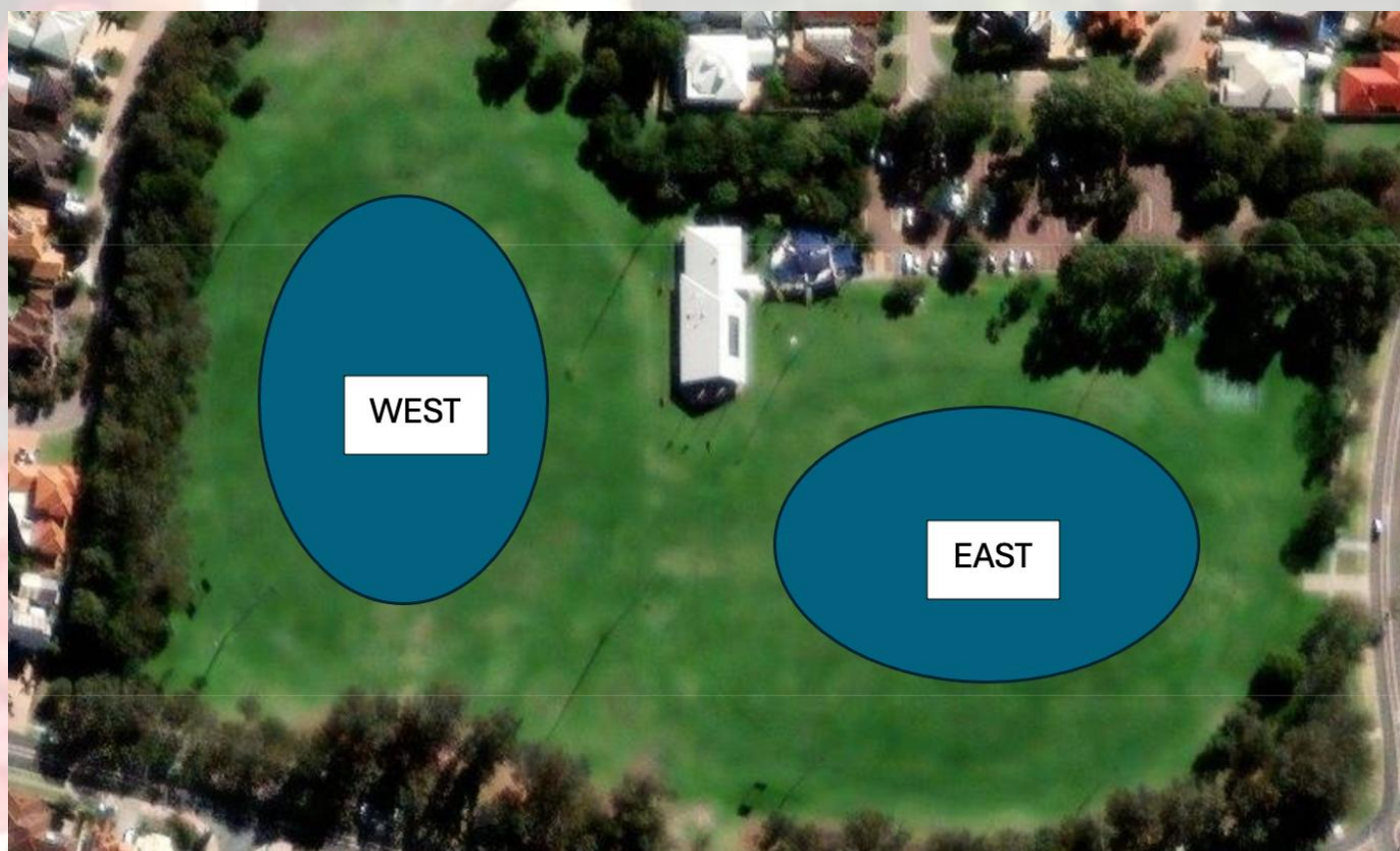
FINALS 1			
Time: 12:10pm			
3 <sup>rd</sup> Pool A	V	4 <sup>th</sup> Pool B	Game 3 - EAST
4 <sup>th</sup> Pool A	V	3 <sup>rd</sup> Pool B	Game 4 - WEST

FINALS 2			
Time: 12:45pm			
1 <sup>st</sup> Pool A	V	2 <sup>nd</sup> Pool B	Game 1 - EAST
2 <sup>nd</sup> Pool A	V	1 <sup>st</sup> Pool B	Game 2 - WEST

GRAND FINALS 1			
Time: 1:20pm			
Game 3 winner	V	Game 4 winner	5 <sup>th</sup> and 6 <sup>th</sup> place - EAST
Game 3 loser	V	Game 4 loser	7 <sup>th</sup> and 8 <sup>th</sup> place - WEST

GRAND FINALS 2			
Time: 1:55pm			
Game 1 winner	V	Game 2 winner	1 <sup>st</sup> and 2 <sup>nd</sup> place - EAST
Game 1 loser	V	Game 2 loser	3 <sup>rd</sup> and 4 <sup>th</sup> place - WEST

Concluding acknowledgements and presentations: 2:30pm  
 10 minutes to present CAS Premiers and final speeches.



# JUNIOR CARNIVAL FIXTURES

@ MATER DEI COLLEGE

Arrival- 8:00am.

Pool A	
Round 1	Time: 9:05am
Peter Moyes V Mater Dei – OVAL 1 Irene McCormack V Prendiville – OVAL 2	
Round 2	Time: 10:15am
Mater Dei V Irene McCormack – OVAL 1 Prendiville V Peter Moyes - OVAL 2	
Round 3	Time: 11:25am
Prendiville V Mater Dei – OVAL 1 Peter Moyes V Irene McCormack -OVAL 2	

Pool B	
Round 1	Time: 8:30am
St. Stephen's V St. James' – OVAL 1 Lake Joondalup V St. Mark's – OVAL 2	
Round 2	Time: 9:40am
St. James' V St. Mark's – OVAL 1 St. Stephen's V Lake Joondalup - 2	
Round 3	Time: 10:50am
St. Mark's V St. Stephen's – OVAL 1 Lake Joondalup V St. James' - OVAL 2	

Break – 12:00-12:10pm	
10 minutes for all teams and for Sports Co's to determine final standings for finals.	

FINALS 1			
Time: 12:10pm			
3 <sup>rd</sup> Pool A	V	4 <sup>th</sup> Pool B	Game 3 - OVAL 1
4 <sup>th</sup> Pool A	V	3 <sup>rd</sup> Pool B	Game 4 – OVAL 2

FINALS 2			
Time: 12:45pm			
1 <sup>st</sup> Pool A	V	2 <sup>nd</sup> Pool B	Game 1 – OVAL 1
2 <sup>nd</sup> Pool A	V	1 <sup>st</sup> Pool B	Game 2 – OVAL 2



### GRAND FINALS 1

Time: 1:20pm

Game 3 winner	V	Game 4 winner	5 <sup>th</sup> and 6 <sup>th</sup> place – OVAL 1
Game 3 loser	V	Game 4 loser	7 <sup>th</sup> and 8 <sup>th</sup> place – OVAL 2

### GRAND FINALS 2

Time: 1:55pm

Game 1 winner	V	Game 2 winner	1 <sup>st</sup> and 2 <sup>nd</sup> place – OVAL 1
Game 1 loser	V	Game 2 loser	3 <sup>rd</sup> and 4 <sup>th</sup> place – OVAL 2

**Concluding acknowledgements and presentations: 2:30pm**

10 minutes to present CAS Premiers and final speeches.



# PROCEDURES & RULES 2025

Associated and Catholic Colleges (ACC) reserves the right to cancel, change or amend any or all parts of this format leading up to and on the day including playing times and the fixtures. The ACC endeavours to uphold the Associations Motto of 'Sport in the Right Spirit' in all stages of planning and running of this competition.

## FIELD SET-UP

Mater Dei College will provide football goal post kits for both carnivals.

At the end of the final round of matches, all schools are required to assist with the return of temporary goal posts and oval markers (and goal post pads if used).

## BRIEFING for Coaches/Managers, Captains and Referees

will occur at a central location 20 minutes prior to Round 1 at all venues.

I.e. 8:10 am at Mater Dei College (Juniors) and Seacrest Reserve (Seniors).

## TIMING

Central timing will be used at all venues. All rounds will start on time; coaches are expected to have their teams briefed and on field in position before the starting siren.

## FORMAT

All fixtures will be 2 halves of 15 minutes with a 3-minute half time break. (See fixture pages.)

## UMPIRES

At both carnivals, schools are required to bring 1 goal umpire per team; this can be a senior student or appropriate adult that the school deems competent for the role. Both should be appropriately attired (goal umpires will require two white goal flags).

All games at both carnivals will be field umpired by 2 WAFC accredited umpires sourced from Perth Sports Institute. Boundary umpires will be supplied by Mater Dei College via Senior Physical Education Studies classes (AFL Academy students).

## FOOTBALLS

Each school must provide their own game and warm-up footballs for the day.

## SQUAD NUMBERS

There are no limits to squad size for either carnival (see rules on next page for each carnival field limits).

## UNIFORMS & PLAYER EQUIPMENT

All players MUST wear the official school AFL football uniform. This should include the same shorts, socks and guernsey. Schools should check their fixtures for possible similarities of colours with opponents and come prepared for this. No jewellery can be worn. Runners and water carriers must be wearing school PE shirt and shorts or appropriate vests. Mouth guards are MANDATORY by the ACC for all players. Schools allowing players to play without mouth guards take full responsibility for any injuries incurred.



## **DRINKS/ FOOD**

Each team is responsible for this. Drinking water is available at all venues for refilling water bottles. Students should be advised to bring a packed lunch and eat during their bye round or lunch break depending upon their fixtures. Team Managers/Coaches can bring an esky with ice, drink containers etc.

## **TOILETS**

There are toilets made available at all venues. Changerooms are available at Seacrest reserve for access.

## **WARM-UP**

Teams can arrive 30-45 minutes prior to the Round 1 start time for their warm-up.

**\*Coaches, captains and all umpires must attend the briefing at the allocated time.\***

## **FIRST AID**

2 responders from Medical Edge will be available at all venues (organised by the ACC).

## **WEATHER**

In case of wet weather, teams are encouraged to bring a small pop-up tent/ marquee for general coverage around the ovals.

## **START AND END OF GAME ACKNOWLEDGEMENTS**

The first named team lines up in the centre of the ground and waits until the other team lines up opposite. At the completion of the game each team captain will call his team to give three cheers to the other team.

## **POINTS FOR GAMES**

3 points for a win, 0 points for a loss and 1 point to each team for a draw **(no overtime)**

## **SCORECARDS**

Scorecards are to be signed by both team coaches at the completion of each fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the game and that all results handed in to the ACC are final.

## **RESULTS**

Scorecards are to be handed **immediately** to the results base at either carnival. Carnival fixtures, results and ladders are available via the GoJaro app post carnival.



# SENIOR GIRLS AFL CARNIVAL RULES

## TEAMS

All schools should endeavour to field 16 players on the field in the Senior CAS AFLW Competition with an unlimited number of interchange players. This is to encourage participation and prevent turning away keen players.

**NOTE : Schools are not obligated to reduce their playing number if they arrive at the venue with the correct number of sixteen (16) and the opposition have less than sixteen (16). E.g., 13 or 14 players.**

**However, both schools MUST meet the minimum number of players (12) for the game to record a valid result. If this does not happen, a forfeit must be called PRIOR to the start of the game if both teams agree to play a “scratch match”.**

## FURTHER INFORMATION TO CONSIDER

If a team chooses not to reduce playing numbers to match the opposition without a full team, they must still adhere to the ‘mercy rule’ parameters should the maximum margin (50 points) be met.

**NOTE : Both schools MUST meet the minimum number of players (12) for the game to record a valid result. If this does not happen, a forfeit must be called PRIOR to the start of the game if both teams agree to play a “scratch match”, where one team can loan players to the other team.**

**A penalty point system** where a team is penalised a point when any player is not in the correct school sports uniform. The coaches of each team shall confirm the penalty points immediately after the fixture has been completed. Coaches must write the penalty point on the scorecard, sign off before umpires sign. Teams who forfeit matches receive 0 points but the team, which wins on a forfeit, receives 4 points (3 points for a win and 1 point for correct uniform). Coaches are to BOTH sign scoresheets at the end of the game. All scoresheets to include a space to give a uniform penalty point. **If scoresheets are not signed by both coaches, then a penalty uniform point CAN be imposed.**

## DURATION OF PLAY

Games will consist of two (2) fifteen (15) minute halves with no time on. The half time break will be of three (3) minutes duration. There is no "time on".

## RULES (QUALIFYING FIXTURES)

Rules are in accordance with the Australian Football League rules. **No soccering is permitted.** The central umpire/s has/have the authority to send players off the ground for whatever reason deemed necessary. If a player has been sent off, **she is not to return to the field** of play for the duration of the game. An interchange player **may not** replace her. Bad language, argument and undue rough play are of particular concern.

The umpire should inform the coach for the reason of the send-off at the next formal break in play. The umpire is to make a written report on the incident and supply a copy to both Sports Coordinators who will take appropriate action.

Sin bin rule: 5 minutes for minor offences.

## **INTERCHANGE**

Opposing coaches are to frequently check on the opposition's number of on field players. If a discrepancy occurs, that coach should immediately bring the matter to the attention of the umpire, possibly via the boundary umpire who is in possession of a whistle.

## **EQUIPMENT**

The home team is to supply the ball. For Year 10-12 - size 4 regulation league ball must be used.

***Mouthguards are mandatory for all players.***

## **FORFEITS**

*Should any team forfeit a match, full points will be credited to the opposing team for a win and 50 points to nil (50 – 0).*





# JUNIOR GIRLS AFL CARNIVAL RULES

## CONDITIONS OF PLAY

- Players on field – 12 per side (no cap on substitution limit)
- AFLX size pitch.
- Strongly advise player positioning of four (4) forwards, four (4) midfielders, and four (4) defenders.
- Fast, free flowing football with heavy rotations to be encouraged at all times.
- Centre bounce after each goal scored.
- Normal AFL code rules except as stated below:
- Boundary throw ins (no last touch rule)
- No unduly rough play or conduct against the "Codes of Behaviour" will be tolerated.
- Tackling: Wrap around tackle or hand tackle is permitted.
- Whereby a player applies a legal tackle, the player with the ball must dispose of it correctly within three seconds or a free kick for "holding the ball" will be awarded.
- If player with the ball had ample time to dispose of the ball prior to being tackled, they will be deemed "holding the ball" also.
- If a player bounces the ball whilst being tackled, they will be deemed "holding the ball."
- In a "wrap around tackle" the tackler may wrap arms around the body and or arms of the opponent. Players may also bring their opponent to the ground in the tackle provided it is not via "slinging".
- "Slinging" a player is strictly not permitted. A sling occurs when the actions of the tackler cause the player to be thrown to the ground after or during possession.
- **No soccering is permitted.**
- Bumping / Barging:
- Bumping and barging is permitted as per AFL laws.
- A player may make contact with another player by using his hip, shoulder, chest, arms or open hands provided that the football is no more than 5 metres away from the player.
- A player may also fend off an opponent using an open hand to the chest or side of the body provided that the football is no more than 5 metres away from the player.
- High Contact: No contact above the shoulder is permitted.
- Umpires are instructed to award free kicks for any high contact. A free kick will be awarded regardless of whether the high contact is intentional or unintentional.
- WAFC Red/Yellow Send Off Card system will operate. A player can be warned or sent off immediately for conduct against the "Codes of Behaviour" or unduly rough play:
- YELLOW : order off/cool off for 15 minutes playing time (replacement player is permitted immediately). Coach responsible for timing the send off period.
- RED : Order off/stay off for the remainder of the match (replacement player is permitted only after 15 minutes of playing time has elapsed). Coach responsible for timing send off period.
- 1 running bounce only before a player must dispose of the ball.
- 15m penalties where necessary

**Download the SportsDash app  
for fixtures & results.**

**Search “SportsDash”  
in the App Store or Google Play  
or scan the QR code below.**



***SportsDash***