



RULES & REGULATIONS 2025

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PART ONE: INTRODUCTION

Governed by SANFL, the SANFL Wheelchair Football League exists to provide an organised regular competition for the sport of Wheelchair Football (AFL) in South Australia. It is designed to increase participation of people with disability in an all-inclusive and safe environment.

On behalf of the competing teams/clubs, the SANFL Wheelchair Football League is conducted under the control of SANFL, who shall have the power to determine any matter not specifically provided for in these rules and regulations.

Four SANFL Clubs hold licences to represent in the SANFL Wheelchair Football League. The clubs will play a key role in branding their teams, and promotion of the league and the clubs involvement.

The competition is to be referred to as the Novita SANFL Wheelchair Football League. In all written/printed communication this format must be identical.

PART TWO: ADOPTED REGULATIONS, POLICIES AND GUIDELINES

The following policies (as amended from time to time) are adopted as part of these Regulations and its terms are deemed terms of these SANFL Wheelchair League Regulations.

Where the SANFL Wheelchair League Regulations relate to a specific regulation in any of the following documents, the SANFL Wheelchair League Regulations will prevail to the extent of the inconsistency. Where the SANFL Wheelchair League Regulations fall silent, the following Policy, Regulations and Guidelines will apply.

1. Adopted Documents

- (a) The SANFL Wheelchair League adopts the Laws of Australian Football.
- (b) The SANFL Wheelchair League adopts the South Australian National Football League's Master Regulations.
- (c) The SANFL Wheelchair League adopts the 2023 State and Territory Tribunal Guidelines for circumstances relating reportable offences.
- (d) The SANFL Wheelchair League adopts the Classification Table found in appendix 3 for reported incidents of abuse as outlined in the 2023 State and Territory Tribunal Guidelines, appendix 1. 7. (h) Umpire Abuse (ii) & (i) Using Abusive, Insulting or Obscene Language (ii).
- (e) The SANFL Wheelchair League adopts the National Community Football Policy Handbook.

PART THREE: PLAYER ELIGIBILITY

The SANFL Wheelchair Football League is designed to provide people with a physical disability and/or impairment the opportunity to play a competitive form of football. The sport is all-inclusive for people all ages, gender and ability, including the participation of people without disability.

Detail on the Classification Framework is found at Appendix 1.

2. Classification Framework

- (a) Players are given a classification grading between 1 and 5 depending on their mobility and/or impairments. There are restrictions regarding the number of players without a physical disability and/or impairment on court, and within a squad, to ensure opportunities are prioritised for people with a physical disability and/or impairment.
- (b) Players who do not meet the classification criteria but believe they should not be considered a 'player without a physical disability and/or impairment' within the context of the SANFL Wheelchair Football League can apply to SANFL for an exemption.
- (c) SANFL can grant an exemption at their absolute discretion. An exemption would have implications affecting the number of athletes without a physical disability and/or impairment on court, or within the squad.
 - (i) Where an exemption has been granted by the SANFL, all clubs are to be notified of the exemption.
 - (ii) SANFL withholds the right to revoke the exemption at any time upon review of the player and their performance.

PART FOUR: LIST MANAGEMENT

3. Player Registration

- (a) All players must be registered with SANFL before taking the field and appear on the online database (*Play HQ*), registered to their nominated team.
- (b) Players can be registered up until the completion of Round 3
- (c) New registrations must be received by SANFL before 12pm on the Thursday preceding that round of matches. NOT on match days.
- (d) Players under the age of eighteen (18) are required to have permission from their parents and/or caregivers before they are granted permission to participate in the SANFL.

4. Insurance

- (a) All players, umpires, officials and volunteers registered within the SANFL Wheelchair Football League are covered under the AFL National Risk Protection Programme, through Marsh Insurance, receiving Bronze cover.
 - (i) For more information on insurance including how to make a claim, please visit the SANFL website.

5. Squads

- (a) Each participating Club must register a minimum of 10 players to their squads.
- (b) Each participating Club can register up to a further 6 players to their squad. Totalling a 16 player maximum.
 - (i) Clubs can only begin registering any new players once all competing clubs have fulfilled the minimum 10 player requirement.

6. Player Transfers

- (a) Players can transfer between March 1 until March 30 each year.
- (b) Transfers not officially approved by SANFL Wheelchair Football League will result in penalties to the teams and clubs involved.
- (c) Transfers will need to be agreed on by both clubs and SANFL. Transfers will be completed on the PlayHQ system.
- (d) Where a club does not seek prior approval of a transfer by SANFL Wheelchair Football League any premiership points will be forfeited in the event that the transfer is revoked.
- (e) Transfer caps will apply as below
 - (i) A SANFL Wheelchair Football League affiliated club shall transfer no more than two (2) players into their team in a football year. Of these two (2) players, no more than one (1) shall be from any one club.
 - (ii) Clubs may apply to SANFL Wheelchair Football League for an exemption to any transfer caps where special circumstances exist.

- (f) Rule 5. (d) does not apply where the former club does not field a team in the SANFL Wheelchair Football League, and the former club has informed SANFL Wheelchair Football League that they will not be fielding a team.
- (g) All transfers must abide by the AFL National Player Transfer Regulations.
- (h) For any player requesting a second (or subsequent) transfer within any one season, each club with which the player has been registered in the previous 12 months will be considered in the application of regulation 5. (d).

PART FIVE: LEAGUE OPERATIONS

7. Match Schedule

SANFL shall be responsible to determine the fixture of matches. Any changes to start times will be made known to clubs no later than 5 days prior to the match.

8. Drawn Match

- (a) In the event of a drawn game during the home and away season, the draw will stand as is and points from the match will be shared.
- (b) There shall be no drawn matches in the Finals series. In the event of scores being level at the elapsed time, after a two-minute break, each team will be given three (3) minutes at each end with no time on. Teams will continue to kick to the same end as they were in the last half. At the end of the first three (3) minute period there will be a two-minute break and teams will swap ends. In the event of scores still being level at the end of the extra time, the siren will not sound until one team scores. The siren will sound immediately following the score.

9. Walkover/Forfeits

- (a) In the case of there being a walkover or forfeit, the non-forfeiting team will receive four competition points. Teams involved will further receive the average 'for' and 'against' scored, for that round, in their division.
- (b) In the event where the average 'for' and 'against' cannot be taken (eg, all games in the division were forfeited), the score line 30 - 0 will be recorded.

10. Competition Points

- (a) Win – 4 Points
- (b) Draw – 2 Points
- (c) Loss – 0 Points
- (d) Forfeit To – 4 Points
- (e) Forfeit Against – 0 Points

11. Finals Eligibility

- (a) A player must have played (taken the field) in minimum 33% of matches.

- (b) SANFL may grant an exemption to players injured during the season with the provision of medical advice.

12. Team Captains / Team Manager

Team Captain / Team Manager duties are:

- (a) Be the first point of contact for your players/team;
- (b) Be the representative and spokesperson for your team;
- (c) Ensure adequate communication channels are in place between you and your players/team;
- (d) Attend team captain meetings with SANFL (max 4 per year); and
- (e) Ensure your players/team play within the spirit of our league.

13. Match Manager

SANFL will appoint a Match Manager to every game, who's responsibilities are:

- (a) Court marking of goal square (refer to Playing Field for specs)
- (b) Removal of court markings
- (c) Promotional signage
- (d) Goal posts (refer to Playing Field for specs)
- (e) Equipment (footballs, colour bands placed on scorer's bench)
- (f) Scoring and Time Keeper;
- (g) Collecting MVP votes from umpires at the conclusion of the game;
- (h) Entering of results into PlayHQ
- (i) Forward all match paperwork onto SANFL, a maximum of 24 hours after the completion of the round.

14. Umpires

- (a) SANFL will appoint two (2) field umpires and two (2) goal umpires for all fixtured games. In the case that SANFL is unable to appoint an umpire, or an umpire does not attend, team captains will be notified accordingly.
- (b) Where SANFL has not supplied umpire's uniforms, umpires shall wear their League's official uniform.
- (c) In the event where no goal umpires are appointed, the field umpires will also act as the goal umpires for the games.

15. Team Sheets

- (a) Team Captains must check the team sheets prior to the game. It is compulsory that player jumper numbers are listed on the team sheet.
- (b) At the completion of the match, all the appropriate paperwork will be collected by the designated Match Manager.

16. Uniform

- (a) All clubs/teams playing within the SANFL Wheelchair Football League must have the league logo printed on their playing uniform and the player's number on the back of the guernsey.
- (b) Players wanting to wear compression garments must be of black colour.
- (c) Players have the option of wearing shorts or pants, however they must be black in colour, or part of their team's approved uniform.
- (d) No Jewellery is to be worn on the field whilst playing. If an umpire notices a player wearing jewellery the player will be asked to leave the field and may only come back on once the jewellery has been removed.

17. First Aid

- (a) The venue is equipped with first aid provisions (not including sports tape) and staff with first aid accreditation.
- (b) It is recommended that each team has their own team official/sports trainer responsible for delivering first aid.
- (c) If serious injury or emergency, then an ambulance will be called.

18. Injuries

- (a) Players who suffer cuts and bleeding will be ordered from the ground at the discretion of the umpire and may only return once they have received appropriate treatment from their trainer.
- (b) In the case that a player is ordered from the ground for a blood rule they can be replaced.

19. Alcohol Policy

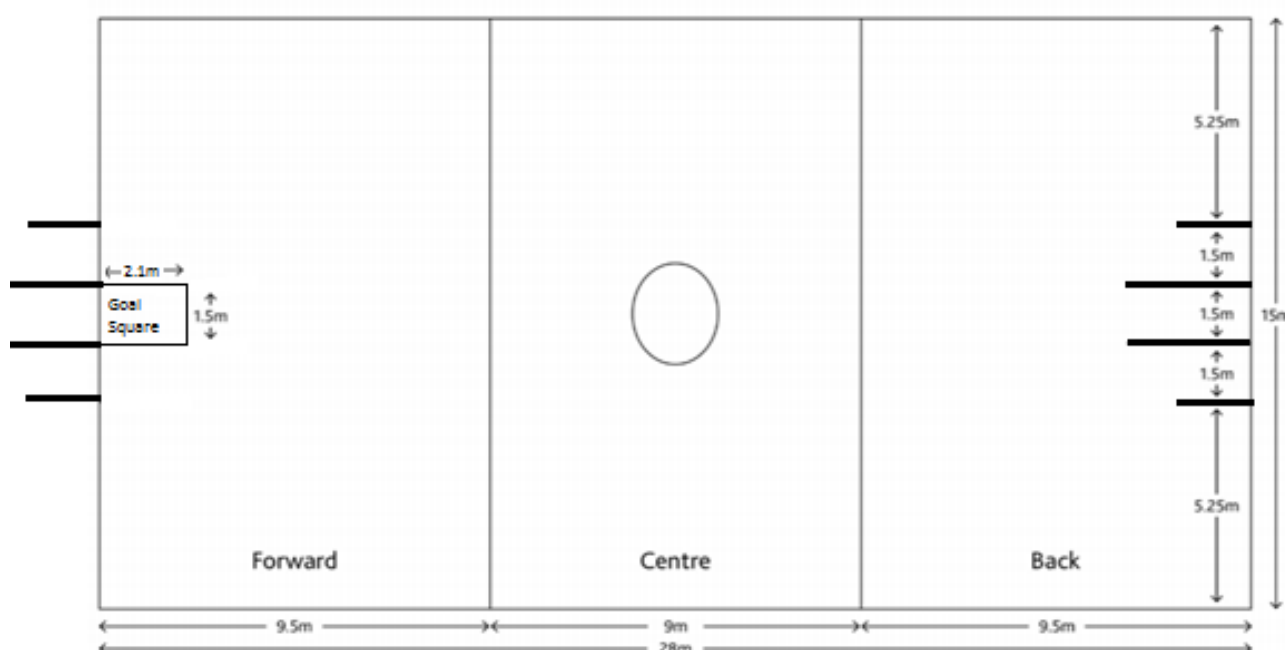
No alcohol consumption will be tolerated by players or team officials during any SANFL Wheelchair Football League matches.

PART SIX: GAME OPERATIONS

Per part two of these Regulations, SANFL Wheelchair League adopt the Laws of Australian Football. The Rules following, in part six are specific to those of the SANFL Wheelchair League and therefore prevail.

20. Playing field

Games will be played on a basketball/netball court, as per the specs in the below diagram.



21. Zones

There are designated zones (forward, centre and defence) which dictate where assigned players can play. If a player accidentally moves into a zone they are not allowed to go, but do not impact play and immediately move out, this is allowed. A player's momentum can sometimes bring them forward into a disallowed zone – but must be in their allowed zone to pass the ball.

(a) 5 v 5

- 2 x Forwards. Can only move in the Forward or Centre zones
 - o Only the designated forwards can score
- 2 x Defenders can only move in the Centre and Back zones
- 1 x Centre can move in all zones

(b) 4 v 4

- 1 x Forwards. Can only move in the Forward or Centre zones

- o Designated forward and centre can score
- 2 x Defenders can only move in the Centre and Back zones
- 1 x Centre can move in all zones
- o Designated forward and centre can score

(c) 3 v 3

- 1 x Forwards. Can only move in the Forward or Centre zones
 - o Designated forward and centre can score
- 1 x Defenders can only move in the Centre and Back zones
- 1 x Centre can move in all zones
 - o Designated forward and centre can score

22. On Field Participants

- (a) A game should be played 5 players v 5 players, which is the maximum numbers of players on the court at one time. A Club can field a Game Day League Squad of maximum of eight (8) Players. This is to be made up of five (5) players on field and three (3) on the interchange.
 - a. Rule 21 (a) is not applicable to Reserve Grade Matches.
- (b) The minimum to constitute a game is 3 v 3. Teams unable to meet these numbers will result in a forfeit.
- (c) Regardless how many players each team has on match day, each team is required to play with equal numbers against one another.
 - i. Eg. 4 v 4. 5 v 5. Team captains should meet prior to the start of the game to discuss their player numbers.
- (d) Should team captains be unable to agree on starting numbers, the umpire will determine the starting number.

23. Identifying players

To identify which players are a forward, centre or defender, each player will wear coloured wristbands as approved by the SANFL.

- (a) Players/individual clubs are responsible for providing their own sets of wristbands.
- (b) Each player is to wear a wristband on both wrists.
 - (i) Red = Defender,
 - (ii) Yellow = Centre,
 - (iii) Green = Forward

24. Football Requirements

It is the responsibility of SANFL to provide a game ball for all games. The appropriate ball for the SANFL Wheelchair Football League is a Synthetic Burley – Size 5.

25. Length of Games

- (a) All matches shall consist of four (4), 10-minute quarters with NO TIME ON*.

- (b) Intervals
 - (i) $\frac{1}{4}$ & $\frac{3}{4}$ Time = 2 minutes
 - (ii) $\frac{1}{2}$ Time = 5 minutes
- (c) The timekeeper will start the clock as per the umpire's instructions.
- (d) The only time the clock may be stopped during the game:
 - (i) Is in the final quarter, when a player falls from their chair, and the umpire calls time off.
 - (a) When a player falls from their chair during the first three quarters, umpires can use their discretion (e.g. may take some players longer to get back in their chair)
 - (ii) Classification breach check
 - (iii) At the umpire's discretion to protect the integrity of the game

26. League Specific Laws

- (a) Arm chop;

A player when defending, must not deliberately chop the arms of the opposition player when they are marking or passing the ball. A free kick will be given if this occurs.

- (b) Disposal;

A handpass is equivalent to a kick, and a single-handed underarm throw is equivalent to a handpass in SANFL Wheelchair. The players arm when throwing the ball must remain under shoulder height for the disposal to be legal. There is no kicking allowed. A double handed chest pass is classed as an illegal disposal.

- (c) Too Far;

- (i) A player may stay in possession of the ball for a maximum of 3 pushes/change of direction of the wheelchair or covered 10 metres before bouncing the ball.
- (ii) Players are only allowed to have a maximum of 1 bounce and 6 pushes of the wheelchair. Players can have 3 pushes of the wheelchair, 1 bounce, then 3 more pushes of the wheelchair before they need to dispose of the ball.
- (iii) Players have the option of bouncing the ball the traditional way or by touching the ball on top of the wheel of their wheelchair.

- (d) Ball Up;

- (i) At a centre ball up, both centre players must contest the ruck. Each team is permitted to have one additional team member in the centre zone.
- (ii) Should a team have more than one additional team member in the centre zone, a free kick will be awarded against the offending team.
- (iii) A Ball Up may also be called by the umpires if they deem:
- (iv) Multiple players have the ball and the ball is not moving.

- (v) A player has wheeled on top of the football with other players surrounding.

(e) Player Falling Out of Chair;

If a player falls out of the chair during play, the umpire will immediately suspend play if there is any chance of danger to the fallen player. If not, the umpire will withhold their whistles until the particular play in progress has been completed. If a player falls out of the chair to gain possession of the ball or by falling keeps opponents from gaining possession of the ball, the ball is awarded to the opposing team.

(f) Holding the Ball;

- (i) Tackling is prohibited. The equivalent to a tackle is a touch with one hand. A player has two seconds or one push to warrant prior opportunity, before holding the ball can be awarded.
- (ii) Holding the ball will also be awarded for any player that takes the ball out of a ruck contest.

(g) Holding;

A player must not hold another player, with any part of their chair or body, that will impede a player moving in any direction.

(h) Charging/Bumping;

A player cannot charge or bump a stationary player in a reckless manner and must avoid contact where possible when travelling at speed/with momentum. At no time can a player bump another player in the back of the chair.

(i) Ball Transition;

- (i) The football cannot be passed from the defensive zone into the forward zone without a player touching it in the centre zone.
- (ii) If no player touches the ball in the centre zone before it enters the forward zone, then a Free Kick will be awarded to the opposing team at the point where the ball entered the forward zone.

(j) Scoring;

Scoring can only take place by the designated forwards from within the forward zone. This includes from outside the boundary within this zone at a dead ball situation. A player can also take their shot from outside the zone if they have taken a mark or been paid a free kick within the forward zone as adjudicated by the umpire.

- (i) When the ball crosses the goal line (goal or behind), the umpire will signal 'no score' when:
 - (a) Last possession, without being touched, is from a non-forward player

- (b) Last possession, without being touched, is from outside the forward zone (except where the umpire has set the mark inside the forward zone for a mark or free kick)

(ii) A 'rushed behind' will be awarded when:

- (a) Last possession is in the forward zone and any player touches the ball before it crosses the goal line, no matter who has had the last possession
- (b) An opposition player carries or disposes of the ball across the goal line

(k) **Shepherding;**

A player can shepherd the ball carrier, where contact can be made with the defending player. However, the shepherding player must not bring the defending player to a complete stop otherwise it will be classed as 'holding'. The shepherding player must also not hold the chair of the defending player, as this too will be classed as 'holding'.

Should the shepherding player shepherd in a reckless manner, a free kick will be awarded.

Further to this, a free kick will be awarded to the opposition, if a player blocks an opposition from reaching a contest where the ball is within a 2m radius of the players.

(l) **Wheelchair Obstruction;**

A player must not rise from the seat of their wheelchair and if possible both feet should be placed on the footplate or below the chair. If a player is deemed to use movements to their advantage to gain possession or dispose of the ball a free kick may be awarded to the opposing team.

(m) **Out of Bounds;**

- (i) The 'last touched rule' will be in effect during the match.
- (ii) For the ball to be deemed out of bounds, the ball must completely cross the line. A player's wheelchair being out of bounds will not characterise the ball being out of bounds. Should the player manage to keep the ball in the field of play, even though their wheelchair is out of bounds, this will be deemed 'play on'.
- (iii) Should the umpire be unable to decide who the ball came off last, the umpire will move two (2) metres in from the boundary line and throw the ball up.
- (iv) When the football goes out of bounds, the closest player to the ball must take the ball from the sideline.
- (v) If a forward was the closest player to where the ball went out of bounds within a scoring zone, and the siren sounds, then the forward is able to have a set shot on goal. However, if a centre was the closest to where the ball went out of bounds, then the quarter is finished.

(n) **Marking;**

- (i) A mark is to be paid to a player who marks the ball from a handpass provided that handpass has travelled at least three (3) metres and has not been touched in transit.
- (ii) If the player takes the mark right on the zone line, whereby an opposition player cannot go into that zone. The opposition player has the right to stand the mark, even

if they are not allowed in that third. But once the ball has been moved on, they must go back to their allowed zones.

(o) 5 Metre Penalty;

A 5-metre penalty may be applied on top of a free kick at the umpire's discretion. If the penalty is given to whereby a player cannot go (for example, a back into a forward zone), the ball can be taken by the forward and is permitted to have a shot on goal.

(p) Playing on from a behind;

- (i) Following the score of a point, the player may roll out of their defensive goal square to signal to the umpire they have played on.
- (ii) The player standing the mark shall be placed on the white semi-circle at the end of the goal square.

(q) In Danger;

A player second to the contest, has a duty of care to protect the hands and head of the player first to the contest. Should any player second to the contest fail to approach the contest with safety, a free kick will be awarded against.

(r) Classification Breach;

Only captains can call for a classification breach. A captain can call for a breach by alerting an officiating umpire. Captains can do this whilst on the field of play, or from the interchange bench, should they be on the Interchange at the time of the breach.

Should a team breach the classification points limit or falsely accuse a team of breaching the classification points limit, limited to the current game only, the penalty will be as follows:

- (i) 1st breach – 1 goal (6 points) automatically awarded to non-guilty teams score line, with the non-guilty team to start with the ball in the centre of the ground, avoiding a ball up to commence play
- (ii) 2nd breach – 2 goals (12 points) automatically awarded to non-guilty teams score line, with the non-guilty team to start with the ball in the centre of the ground, avoiding a ball up to commence play
- (iii) 3rd breach – 3 goals (18 points) automatically awarded to non-guilty teams score line, with the non-guilty team to start with the ball in the centre of the ground, avoiding a ball up to commence play.

Should a team call for a classification review, after a score against their team, the team requesting the review needs to call it prior to the ball up (after a goal) or kick out (after a point). The umpire is to remove the goal/point scored, if the classification review is success, and was called before the ball up or kick out took place. Should the request for the review be called after the ball up or kick out, and the classification is success, the score will stand and not be deducted.

(s) Set shot timer;

Players have 15 seconds from the time the umpire sets the mark to have a shot at goal.

(t) Interchange;

Interchange of players can occur at any time during the match. Players must enter and exit the field from the centre zone. The entering player must wait until the exiting player is completely outside the boundary line before they can enter the centre zone.

(u) Front on Contact;

Players are not allowed to make forceful front on contact with an opponent in a marking contest if they are not simultaneously attempting to mark or spoil the ball. Should a player not be making a genuine attempt at the ball, whilst going back with the flight of the ball, a free kick against the infringing player is to be awarded.

(v) Illegal Advantage;

A player who does not have the possession of the football may not leave the playing field deliberately to gain an advantage when the ball is live. The player may leave the playing field to avoid an injury to themselves or others. If circumstances cause the player to leave the playing field, the player must return to the playing field at the point nearest to where they exited. When the player returns, they may not gain an advantage they did not have while on the court, and they may not reclaim any advantage they lost by leaving the court.

- (i) Should the player take illegal advantage, and that player's team has the football, the umpire is to pay a free kick against the team who has the football. The defending team is to take the free kick wherever the football is located during the infringement, resulting in a turnover.
- (ii) Should a player from the defending team take illegal advantage, the umpire is to pay a free kick against the defending team. The attacking team is to take the free kick wherever the football is located during the infringement.

(w) Illegal Player Advantage;

Players going out of bounds (off court) and then coming back onto the court to gain advantage to get away from a defending player. Players will have a free kick paid against them.

(x) Wheelchair Specifications;

All player's wheelchairs must be equipped with a seat strap and players must wear the strap at all times while playing. Wheelchair foot bars need to be adjusted so the feet sit behind the edge of the bar.

27. Order Off Rules

Players may be ordered from the field by the field umpire and may be reported. Players can be ordered from the field for breaching the 'AFL Laws of Australian Football' / SANFL Wheelchair Football League Rules and By-Laws.

(a) Yellow Card

A player being shown a Yellow card must immediately leave the ground, the player may come back on the ground once Ten (10) minutes of PLAYING TIME has passed. Players receiving a Yellow card CAN be replaced.

Reasons an umpire may give a Yellow card can include, but are not limited to;

- Swearing
- Abusing umpire
- Abusing Opposition
- Losing Temper
- Head on Contact (when appropriate)

(b) Second Yellow Card

If a player commits a second Yellow card offence then the umpire will show a Red card and the below rules will apply.

(c) Red Card

A player being shown a Red card must immediately leave the ground and is not permitted to return to the field for the remainder of the game. Players receiving a Red card CANNOT be replaced.

Reasons an umpire may give a Red card can include, but are not limited to;

- Spitting
- Striking
- Wrestling
- Head on Contact (when appropriate)

A Player/Official sent from the field with a Red Card is deemed to have committed a reportable offence and shall be formally reported to SANFL Football Operations to review.

APPENDIX 1 – CLASSIFICATION FRAMEWORK

Prepared by Dr Lisa Chaffey (ClinScD) – AFL Wheelchair Chief Classifier, updated February, 2023.

What is classification and why is it important?

The AFL Wheelchair classification is the grouping of players into 5 classes, based on the player's use of their trunk, lower limbs and upper limbs when undertaking actions required to play AFL Wheelchair: pushing the wheelchair, braking and pivoting, handballing, passing, marking and catching, and reacting to contact.

A classification system in wheelchair sport ensures fairness for all players. From an individual perspective, a player will have the same chance of being on the playing field regardless of their level of impairment. From a team perspective, classification creates a system whereby all teams have players of similar impairment, which stops a league being dominated by a team made up of players with less impairment.

How was the AFL Wheelchair classification system developed?

AFL Wheelchair based its classification system on that of the International Wheelchair Basketball Federation (IWBF). The IWBF have developed a robust classification system, which has been constantly refined since the late 1980's. The IWBF have gifted the intellectual property of this system to AFL Wheelchair in the spirit of developing disability sport. Consultation also took place with players within the SANFL Wheelchair Football League and SANFL Clubs to determine this approach.

The following modifications to the IWBF system were made to use this system in AFL Wheelchair:

- The IWBF half-point classifications were removed, creating a system of 1-5 points.
- Classes were modified to reflect football-specific tasks, such as handballing and picking the ball from the floor.
- The total points assigned to a team of five players on court must not exceed 16 – they may be below 16.

How will players be classified?

AFL Wheelchair classification is based on observation. All players will be observed during pre-season training sessions. During the training sessions, the classifiers will meet with each player and ask about their disability.

Players do not need to bring any medical information to these training sessions.

At the end of the training the classifiers either confirm the players classifications or defer the decision until further observation. In the event that a player's classification cannot be confirmed during the pre-season training sessions, further observation will take place during the competition and a provisional classification will be applied until this takes place.

What are the classifiers looking at?

The range, strength and coordination of a player's trunk, lower limbs, and upper limbs are taken into consideration when classifying. First, these are looked at as individual components, and then as they impact actual football situations of pushing the wheelchair, braking and pivoting, handballing, passing, marking and catching, and reacting to contact.

Players with lower limb deficiencies are generally classified on how a decreased length of a residual limb may result in decreased range and strength in wheelchair football situations.

To classify the player with an upper limb impairment, the classifiers first place the player into a class according to lower limb and trunk function. The classifiers then take into account the severity and significance of the upper limb impairment when the player is in a game situation.

Concession points

Players who are female or aged under 18 will receive a 1-point concession to focus on the development of players within these targeted groups. A player can only use one deduction point.

Table 1. Examples of trunk function and AFL Wheelchair action of each class

Trunk function	AFL Wheelchair example – Handball
Class 1	
Generally, a 1 point player sits back into their backrest. They have little or no control of their trunk when they lean forward, and no control when they lean sideways. They have no active rotation of the trunk. When they are unbalanced, they use their arms on their wheelchair or knees to return to an upright position.	<ul style="list-style-type: none"> Typically leans back into the backrest to counterbalance when handballing. A handball is accompanied by a backward movement of the head and shoulders to maintain an upright position. Lack of rotation of the trunk limits the ability to generate power in the handball. Often overbalances during follow through requiring arm support to remain upright.
Class 2	
A 2 point player has active control of their upper trunk, but not the lower trunk. They can actively rotate their upper trunk without using their hands on the chair. They have partial controlled movement when they lean forward. They have no controlled sideways trunk movements.	<ul style="list-style-type: none"> A handball is performed with minimal loss of stability, but the lower trunk is not used to gain power. Able to lean the upper trunk forward for handballing, but more often remains on the backrest, particularly for longer range handballs. Can rotate the upper trunk towards the intended handball recipient if the lower trunk is supported by the backrest.
Class 3	
A 3 point player has complete control of their trunk to rotate and lean forward from the backrest. They have no controlled sideways trunk movements, and use their hands on their wheelchair or knees to return to upright when they reach out into this area.	<ul style="list-style-type: none"> A handball is performed with no loss of stability using forward motion of the trunk to gain maximum power and momentum. Can rotate their full trunk towards the intended handball recipient unsupported by the backrest.
Class 4	

<p>A 4 point player has complete control of their trunk to rotate and lean forward from the backrest. They have complete sideways trunk movement to at least one side. These players impairments could include lower limb injuries or PTSD.</p>	<ul style="list-style-type: none"> • Able to handball forward without support from the wheelchair. • Can rotate their full trunk towards the intended handball recipient unsupported by the backrest. • Able to actively move their trunk to at least one side to handball and return to an upright position without loss of stability.
Class 5	
<p>A 5 point player has no identified impairments.</p>	<ul style="list-style-type: none"> • A player with no physical mobility issues

A manual with additional information relating to the AFL Wheelchair Classification Framework is available.

APPENDIX 2 – CYBER SAFETY & SOCIAL MEDIA POLICY

CREATING A CYBERSAFE ENVIRONMENT

Social networking sites like Facebook, Instagram, Twitter, Snapchat, YouTube and TikTok can be a great way for clubs to provide information, promote their sport, their activities and successes.

As with off-line communities, some social media users can act anti-socially and show disrespect for their online community with little consideration of the social and potentially legal implications. Issues like bullying and harassment, unwanted or inappropriate contact, uploading of inappropriate or offensive content can cause issues for individual club members or the club involved.

In the club environment, you may choose to promote cybersafety by recommending to your members to:

- Use the privacy settings.
- Keep your private information private.
- Think before you post any content, video, images or text online. You can put it up, but you can't necessarily take it down. Ask before posting images or stories about others. What you see as harmless fun may be embarrassing and humiliating for them and create a poor club image.
- Don't project an undesirable self-image of yourself or the club.
- Choose your online friends wisely. Others' inappropriate views and behaviours can reflect badly on you and the club.
- Communicate with others as you would do offline, with courtesy and respect.
- If you think someone is being bullied or harassed online, speak out. If club members are involved, speak with your coach or club official. The club will not tolerate this behaviour.

RATIONALE

The SANFL Wheelchair Football League has an obligation to maintain a safe, physical and emotional environment for league officials, staff, registered players, umpires, coaches, club members, parents, spectators and sponsors. This responsibility is increasingly being linked to the use of the Internet and Information & Communication Technologies (ICT), and has seen the emergence of a number of related cybersafety issues. The Internet and ICT devices/equipment bring great benefits to all users.

The SANFL Wheelchair Football League places a high priority on the acceptable use of ICT devices/equipment which will benefit members, however it recognises that the presence in the sporting arena of these technologies can also facilitate anti-social, inappropriate, and even illegal behaviour and activities. Therefore, SANFL Wheelchair Football League aim to maximise the benefits of these technologies, whilst at the same time, minimise the dangers and manage the risks.

IMAGE OF CHILDREN

In South Australia under the Summary Offences Act 1953, a person must not engage in indecent filming. Images of children and adults should not be used inappropriately or illegally.

Wherever possible, obtain permission from a child's parent/guardian before taking an image of a child that is not their own and ensure that the parent knows the way the image will be used. The privacy of others needs to be respected and clubs should disallow the use of camera phones, videos and cameras inside changing areas, showers and toilets.

Clubs or Associations displaying an image of a child should avoid naming or identifying the child or, wherever possible, avoid using both the first name and surname.

Do not display personal information such as residential address, email address or telephone numbers without gaining consent from the parent/guardian.

Additional information such as hobbies, likes/dislikes, school, etc should not be included as this information can be used as grooming tools by pedophiles or other persons.

It is the responsibility of the organisation to only use appropriate images of a child, relevant to the sport and ensure that the child is suitably clothed in a manner that promotes the sport.

CYBERBULLING

“Cyberbullying is a way of delivering covert psychological bullying. It uses information and communication technologies to support deliberate, repeated and hostile behaviour, by an individual or group that is intended to harm others.” (Belsey 2007)

Cyberbullying includes, but is not limited to, the following misuses of technology: harassing, teasing, intimidating, racially vilifying or threatening another person by sending or posting inappropriate and hurtful email messages, instant messages, text messages, phone messages, digital pictures or images, or website postings (including social network sites e.g. Facebook or blogs) and the sending, receiving and/or possession of naked or sexually explicit images of a person. Club members must also be aware that postings from their individual accounts, whether done by themselves or another person, will remain the responsibility of the account owner.

All members of the SANFL Wheelchair Football League and individual clubs must be aware that in certain circumstances where a crime has been committed, they may also be subjected to a criminal investigation by Police over which the league and/or club will have no control. This particularly applies to ‘sexting’ where the image is of a person under the age of 18 years, Police will be informed immediately as soon as a club becomes aware of the situation.

PROCEDURE

SANFL Wheelchair Football League and/or club officials or members who feel that they have been the victims of such misuses of technology should save and store the offending material on their computer, mobile phone or other device. They should then print a copy of the material and immediately report the incident to the relevant club/league representative.

All reports of cyberbullying and other technology misuses will be investigated fully and may result in a notification to Police where the SANFL Wheelchair Football League, league or club is legally obliged to do so.

If the SANFL Wheelchair Football League and/or individual League’s executive receives a complaint about an online issue, the allegations will be forwarded to the relevant League Investigation Officer.

If there is evidence, charges will be laid and the complaint will proceed to the league’s Independent Tribunal, exactly the same as if the investigation relates to physical violence or other reportable offences.

For more resources and information, please visit:

<https://www.esafety.gov.au/>

<http://www.cybersafekids.com.au/>

APPENDIX 3 – VERBAL OFFENCES & OFFENSIVE GESTURES

For any incident report received involving the use of offensive language and/or gestures, the following table may be used to classify the severity of the offence.

Conduct	Level	Base Sanction	Early Guilty Plea
Threat	High	5 matches	4 matches
	Medium	4 matches	3 matches
	Low	3 matches	2 matches
Abuse	High	4 matches	3 matches
	Medium	3 matches	2 matches
	Low	2 matches	1 match
Other	H/M/L	1 match	Reprimand