Community Club Sustainability Program - 2024 Application for Individual Player Points Reassessment					
Club Name:					
Submitted By:					
Position at Club:					
Player's Name					
Player's Age					
Player's Address					
Current Player Points Allocation:					
Requested Player Points Allocation:					
On what grounds are you applying for Individual Player Point Reassessment? ^^					
Please indicate which of the criteria listed at Clause 7.3 of the Player Points System Policy you believe the individual player's reassessment is relevant to: (a) The age of the player, especially if the player is looking to play at a higher level. (b) The injury history of the player (c) The recent playing history of the player (d) The living, schooling and work arrangements of the player; or (e) Any other relevant consideration. Note: meeting one of the above criteria may not, on its own, provide for a reduction in a player's point allocation with the application to substantiate that the point allocation is inappropriate based on the Players playing history and achievements.					
List all other reasons and information to suppor	t this request:				
Player Payment per match (Please Circle)	\$0 \$1	-\$100 \$101-\$150	\$151-\$200	\$201+	
Where appropriate include attachements which provide evidence to support the request. For example: Where a player has moved to a town for work purposes – documentation from their employer confirming their residential address and the period of employment If a junior player is returning to play for a club where they grew up – confirmation of the address/location they lived as a child Where a player has moved to a town for general/other purposes – documentation such as a lease or gas/electricity bills confirming their residential address If the request is based on a player suffering a long term injury or multiple injuries, medical documentation confirming the injury/s Please complete and send to Regional General Manager - Cameron Tomlins Email cameron.tomlins@aftcentralvic.com.au					
		llow for a minimum of 5			