

# AFL Masters Rules

## UMPIRING

All field umpires are to have a minimum of AFLQ Club qualification.

Without exception, the umpire has complete authority during the game. Club delegates are to work with the umpires to ensure the Footy For Fun principle is maintained and any umpire requests are carried out.

Dissent, abuse, insults and aggression will not be tolerated. Umpires can at any time direct unacceptable behaviour through the club delegate for their remedy. Should an umpire deem it necessary, they can report any unacceptable player behaviour through the opposition team sheet or by direct correspondence to a member of the MAFQ executive. There is no need to make a direct report at the time. The MAFQ will then conduct an investigation by phone/email to determine any relevant penalty, and unless an error of identification has occurred, will side with the umpire.

## UNDER AGE PLAYERS

Clubs are only allowed an underage player to make up team numbers. They **cannot** be used when over-aged players are available or just to make a team more competitive.

No more than three underage players can be on the field at any one time in either of the 35s or 45s competitions.

In order to take the field the player **MUST** already be 33/34 for the Over 35s or 43/44 in the Over 45s (there is no dispensation for a player turning 33 or 43 later in the year to take the field for a game).

All underage players must be identified on the team sheet and communicated to the opposition delegate and the umpires. Should an underage player display unfair ability or aggression, the opposing delegate has the authority to restrict the player's time on the ground and/or position or can even exclude him from the game.

Playing underage is a privilege and not a right, and the interests of overage players will always be a priority.

## RUCKING

- Only one player from each team to contest all ruck knocks. A free kick shall be awarded against a team that has two players involved in the ruck contest.
- At all times the ball shall be thrown up and not bounced.
- At centre bounces the white line (or imaginary line) shall be used.
- One ruckman from each team shall approach the throw up from opposite sides of the white line. Over 35s games are to contest from the outer circle. Over 45s games are to contest from the inner circle.
- At boundary throw-ins only one player from each team to contest the ruck. If there is no boundary umpire, the field umpire will throw up the ball 10 metres in from where the ball went out. (Care : refer "Umpire Instructions" below for additional rules)

## MARKING

The player in front of the pack competing for a mark is to be given every protection and opportunity to take the mark. Any unnecessary or deliberate interference by an opponent player/s in attempting to mark or prevent the player in front of the pack from taking the mark shall result in a kick being awarded to the player in front of the pack. The interference could take the form of a knee or boot being put into a player's body.

## **HOLDING THE BALL/BARGING**

The player in possession of the ball is to be given a most reasonable time and every opportunity to dispose of the ball.

1. A player attempting to barge, charge through or break a tackle can do so only if he has not had prior opportunity to dispose of the ball failing to do shall result in a free kick to the tackling player.
2. When a player is fairly bumped in the side and the ball falls from his hands - the call is play on. Likewise when a player is either knocked on the arm causing him to drop the ball or has his arm pinned to his side causing him to drop the ball - play on.

## **PLAYER PROTECTION**

- All players making the ball their objective are to be given the utmost protection by the umpire.
- Any contact other than a legal side bump or legal tackle (between knee and shoulder) to be deemed unduly rough play and a free kick to be awarded.
- Slinging players to the ground whether the player is in possession of the ball or not is illegal.
- Late contact, in any form, when the ball has been disposed of, will result in a relayed free kick being paid down the field.
- Chopping with a clenched fist will result in a free kick being awarded.
- A player can only be tackled front on by being grabbed with both hands; any attempt to bump or hit a player front on will result in a free kick awarded.
- Once a tackled player has been brought to the ground, no other player shall become involved in this tackle. If this occurs, a free kick will be awarded to the tackled player.

## **50 METRE PENALTY**

A 50 metre penalty only, shall be applied in all instances.

## **ADVANTAGE**

Advantage will be paid in all instances.

## **SCORING**

To be on the following basis:

- Behind** - Kicked by any type of kick score 1 point.
- Goal** - Kicked by punt kick or kicked off the ground score 6 points.
- SuperGoal** - No longer applicable.

## **UMPIRES COLOURED CARDS (currently under review)**

- GREEN CARD** - Automatic send off until end of current quarter plus one additional quarter.
- YELLOW CARD** - Automatic send off for remainder of the game.
- RED CARD** - As for **Yellow Card** plus 1 round penalty with referral to the MAFQ Management Committee for further action.

## **ORDER OFF RULE**

Any player ordered off by the umpire can be replaced during the penalty period.

Players can be ordered off for the following indiscretions.

1. **VERBAL ABUSE** - Green Card  
Verbal abuse or dissension to any person on field (i.e. Umpire, opposition player or team mate) or any self abuse using abusive language.
2. **UNDULY ROUGH PLAY** - Yellow Card  
Unduly Rough Play (shirt front, charge, or any unnecessary tackle or challenge likely to cause injury)
3. **FIGHTING** - Red Card  
Striking by fist, elbow or foot.

**Second offence of Green Card** will automatically attract a Red Card.

**Receiving of a Green Card and Yellow Card** in the same game attracts a **Red Card**.

**Any player** who receives a **Red Card** is automatically **suspended for 1 additional Round** Plus a referral to the MAFQ Management Committee for further action.

### **JUDICIAL PROCEEDINGS**

Should any umpire submit a written report following the send off of a player, the MAFQ Management Committee will meet to decide any additional penalty to be imposed.

### **LOCAL PLAYING RULES**

To be read in conjunction with playing rules

- All teams must have the same amount of players on the field at all times.
- This rule does not apply when a player is sent from the field by the umpire.
- If a player is injured and leaves the field and the player's team does not have a replacement the other side shall offer one of their interchange players to take their place or if they also have no replacement player shall take one of their own players off to keep the sides even.
- A player who is carded 3 times in a season could incur expulsion from MAFQ.

### **CARNIVAL PARTICIPATION**

To participate in the National Carnival for Queensland, preference will be given to registered and active club members.

### **UMPIRING INSTRUCTIONS**

1. **Pay the first kick** or use the advantage rule.
2. Give the utmost **protection to the player** in front or going the ball.
3. Give **reasonable time to dispose** of the ball (less emphasis on the tackler).
4. Free kick against **players raising a leg** when marking or spoiling from behind.
5. Strictly enforce the **verbal abuse and complaints** with the **Green, Yellow and Red Card** send off rule. All send-offs must be recorded by the Home Team on their Official Scoring Sheet.
6. **50 metre penalties** apply
7. **Ruck** can come from any direction but only **one from each team** to contest the knock or throw in. **At centre throw ups, the white line shall separate** the ruckmen.
8. **Umpires and teams** to assemble in the centre of the ground prior to the **start of each game for a game conference outlining the principals of Masters Footy**
9. Umpires to advise both **verbally and by sign** what a penalty kick is given for.
10. **All Red Card send offs** to be recorded by umpires in the form of a report and handed to or sent to the Secretary of MAFQ
11. **Boundary umpires when available** - throw in is in force.  
**When not available** the following procedures are to operate.
  1. Ball out of bounds by foot on the full - kick in by opposing team.
  2. Ball out of bounds by foot (but not on the full), or by hand - throw up 10 metres in by field umpire.
  3. Umpires to **throw up ball** not bounce in all ruck contests.
  4. **Trail Rule in 45s only for out of bounds**
    - a. Last disposal before the ball goes over the boundary line, ie kick, handball, dropped mark etc, TURNOVER to opposition team
    - b. Contested ball that goes over the boundary line, NO CLEAR INDICATION of who had last possession, BALL UP
    - c. NO direct shot at goal from a turnover

## **CLUB DELEGATES**

The Club Delegate shall ensure that the Club for which he represents shall uphold the decisions of the MAFQ Management Committee.

The Club Delegate and Club Registrar shall ensure that every player is registered and has completed an MAFQ online registration form prior to playing any MAFQ game and registration forms and payments shall be given to the Registrar.

The Club Delegate shall ensure that all match fees are paid to the MAFQ Treasurer by the required date.

The Club Delegate shall ensure that a team sheet generated from SportsTG is completed on game day and that all players are recorded on and have signed the team sheet and that no unregistered player shall take the field.

## **PLAYER INSURANCE**

MAFQ advises it takes no responsibility for loss or injury whatsoever to any participant in the Association.

You are reminded that it is YOUR responsibility for any loss or damage for both personal property or injury.

## **ALL CLUB DELEGATES MATCH DAY REQUIREMENTS**

Every club must provide the following at every game regardless of venue.

1. An esky with at least (2) bags of ice.
2. At least (3) calico (or zip lock) bags for ice pack treatment.
3. One goal umpire. (Not compulsory but must be over 14 years of age)
4. Boundary umpire (Not compulsory but must be over 14 years of age)
5. Water runner. (Must be over 14 years of age)

**No person under the age of 14 is to be on the field of play in any capacity i.e. water carrier, runner or goal umpire while a match is in progress; this is a responsibility of the clubs. Should this be noticed or brought to the attention of the umpires, they are directed to stop play immediately and instruct the Club to have them removed from the field of play. Play is not to commence until this has been done.**

## **HOST CLUB REQUIREMENTS**

1. Protective padding on Goal & Point posts.
2. Qualified level 1 sports trainer/first aid in attendance (Not playing).
3. Stretcher.
4. No person under the age of 14 is to be on the field of play while a match is in progress in any capacity i.e. water carrier, runner, goal umpire etc while a match is in progress. (All zones)
5. **Under no circumstances can any match commence or continue without the four above standard requirements. Umpires have been instructed to not start or continue matches by the management committee.**