

M.A.F. Playing Rules with Vic Metro Modifications - 2007

Match Rules & Umpiring Instructions for MAF Matches.

All matches shall be conducted under AFL rules found in the National Australian Football Council Handbook in conjunction with the rule modifications detailed below:

1. SCORING

To be on the following basis:

1.1 Behind - kicked by any type of kick is 1 point. Kick out after flags are waved.

1.2 Goal - kicked by punt kick is 6 points

1.3 Supergoal - kicked by drop-kick outside the Goal Square will be awarded 1 goal and 3 behinds, being 9 points on the score.

1.4 Supergoal signal shall be signalled by a goal umpire waving 1 white flag and 1 coloured flag.

1.5 Should a doubt arise about the validity of a super goal, the field umpire shall adjudicate. Should both field and goal umpires be unsighted then a six (6) point goal shall be awarded.

2. RUCKING

2.1 At all times the ball shall be thrown up and not bounced.

2.2 Only one **nominated** ruckman from each team to contest all ruck knocks.

2.3 Involvement in contest of a third or subsequent player shall result in a free kick against third or subsequent player.

2.4 A free kick shall be awarded against any ruckman who raises his knee or leg against his opponent when contesting any ruck knock,

2.5 At boundary throw ins only one **nominated** player from each team to contest the ruck. However if throw-in is poor or misdirected the umpire is to immediately call play on and not recall the throw-in. If throw-in is satisfactory any third or subsequent player involvement in the rucking contest will result in a free kick against such player.

2.6 If there is no boundary umpire (SUPERS), the home team will be required to throw the ball in, central umpire may throw up the ball 10 metres in from where the ball went out.

2.7 At centre ball-ups the white line (or imaginary line) shall be used. No two circle rule.

3. 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.

4. HOLDING THE BALL / PRIOR OPPORTUNITY RULE

These rules replace the previous barging rules.

4.1 A player in possession of the ball who has had reasonable time (prior opportunity) to dispose of the ball **MUST** when legally held by an opponent firmly enough to retard his progress, dispose of the ball by a kick or handball within a reasonable time of being held, otherwise a free kick shall be awarded against the player for failing to dispose of the ball in a legal manner.

4.2 The field umpire shall throw the ball up when the player with the ball has the ball held to his body by an opponent, unless the player has had a reasonable time (prior opportunity) to dispose of the ball prior to being tackled, in which case a free kick shall be awarded for holding the ball.

4.3 A player in possession of the ball who has had reasonable time (prior opportunity) to dispose of the ball **MUST** when legally held by an opponent firmly enough to retard his progress, dispose of the ball by a kick or handball within a reasonable time of being held, otherwise a free kick shall be awarded against the player for failing to dispose of the ball in a legal manner.

4.3 Holding The Ball In: A player who elects to dive on the ball and or drag the ball under him when he is on the ground will be penalised for holding the ball if he does not immediately hit the ball clear when held legally.

4.4 When a player is fairly bumped in the side and the ball falls from his hands - the call is play on. Like wise when a player is either knocked on the arms causing him to drop the ball - the call is play on.

5. PLAYER PROTECTION

5.1 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) shall be deemed unduly rough play and a free kick awarded.

5.2 Charges (shirt front) are banned irrespective of ball proximity. A charge means an act of colliding with an opposition player where the amount of physical force used is unreasonable or unnecessary, irrespective of ball proximity.

5.3 Slinging players to the ground, whether the player is in possession of the ball or not is illegal and shall result in a free kick being awarded or if it happens after the ball has been disposed of, a free kick shall be awarded down the field where the ball lands.

5.4 Late contact, in any form, when the ball has been disposed of, will result in a relayed free kick being paid down the field.

5.5 Chopping with a clenched fist will result in a free kick being awarded.

5.6 A free kick shall be granted against a player who deliberately kicks at the ball whilst an opposing player has his hand on or near the ball or is on the ground in the immediate vicinity of the ball.

6. PENALTIES / ADVANTAGE

6.1 30 metre penalty - A 30 metre penalty only shall be applied in all instances.

6.2 AFL Advantage Rule - To be paid at all times:

6.2.1 The ball shall be kept in motion. The field umpire shall call "Play On" even though a free kick should have been awarded, but by doing so would penalise the team offended against.

6.2.2 If the field umpire has sounded his whistle for a free kick, he may cancel such a free kick by calling "Play On" or "Advantage" if the side offended against will be penalised by enforcing the free kick. Should the field umpire cancel a free kick, he may reverse the decision if it is obvious that it is not to the advantage of the team concerned.

7. ORDER OFF RULE

Field umpires shall carry red, yellow and green cards for all matches.

7.1 Players can be ordered off for the following indiscretions:-

GREEN CARD: Any player who commits the following offences: **May be Replaced**

- using audible abusive, insulting, obscene or threatening language to another person which may be an opposition player, team mate or spectator,
- wasting time shaking goal posts either before, during or after a kick for goal.

Green Card Penalty shall be automatic send-off for remainder of current quarter plus one additional quarter

YELLOW CARD: Any player who commits any of the following offences:

May be Replaced

- throwing a player to the ground after the ball is out of play
- attempting to strike another player;
- charging another player;
- engaging in a melee;
- engages in rough play - including shoulder charges to the back of an opposing player; charges on shepherding players, or unnecessary vicious pushes and shepherds.

Yellow Card Penalty shall be automatic send-off for duration of current match and the remainder of the current game day.

RED CARD: NOT TO BE REPLACED

Any player who commits the following offences:

- unduly interferes with or assaults or uses threatening language to an umpire or behaves in a threatening manner towards an umpire.
- assaults another player or official kicks or attempts to kick another player or official intentionally or attempts to trip by foot or leg front on shoulder charging (shirt front)

Red Card Penalty shall be automatic send off for remainder of game and the remainder of the current game day. **This is an automatic 1 (one) game suspension.**

A **THIRD OFFENCE** of a **Green Card** **SECOND OFFENCE** of a **Yellow Card** will automatically attract a **Red Card. (in the current season)**

7.2 When an emergency umpire is in attendance, he shall have the power to issue cards for any indiscretions.

8. RACIAL ABUSE

8.1 No player, spectator or official shall act towards or speak to any other person in a manner, or engage in any other conduct which threatens, disparages, vilifies or insults another person on the basis of that person's race, religion, colour, descent or national or ethnic background.

8.2 In the event that a person has contravened Rule 8.1 an umpire, club or player may lodge a complaint in writing within 24 hours to the Executive Director, who shall call a tribunal meeting.

9. BEST & FAIREST AWARDS

Any player receiving a RED card (or equivalent) is not eligible for a best and fairest award.

10. JUDICIAL PROCEEDINGS

Should any umpire submit a written report following the red carding of a player, the League Board or its appointed Tribunal shall meet to adjudicate on the case as per Rule 7.1.

An umpire must submit a written report following the RED Card send off of a player, the Vic Metro Board will meet to decide any additional penalty to be imposed.

Any other matters must be submitted by a written report no later than TUESDAY after the incident.

11. BLOOD BIN

11.1 No person - ie: players, umpires, trainers, runners, etc. shall participate in a game if he is bleeding or has blood on his uniform or person. A bleeding person will leave the field when directed by the field umpire and may be replaced.

11.2 The bleeding person cannot return to the field, until the cause of the bleeding has stopped, the injury is securely covered and blood has been cleaned from the uniform and body to the satisfaction of the field umpire.

11.3 PROCEDURE: Only the field umpire in charge of play has the responsibility to send bleeding person from the ground. On noticing the blood or having the matter brought to his

attention the field umpire shall stop play at the next available break in play (score, out of bounds, ball up) and then direct the person from the field. Person leaving the ground must do so from the nearest point with field umpire acknowledging entry of replacement player, if the bleeding person is a player. Such replacement player may enter the field of play and take up his position before the bleeding player has left the field of play.

12. Boundary Umpires

12.1 If there is no boundary umpire (SUPERS), the home team will be required to throw the ball in, central umpire may throw up the ball 10 metres in from where the ball went out. Masters Rule.

12.2 Centre Square Rules to operate if boundary Umpires are available.

13. NEGATIVE TACTICS

13.1 No player is to impede the path, touch or harass an opposition player when the ball is outside 5 metres.

13.1.1 When any such act of harassment occurs one of the field umpires must immediately give a free kick

13.1.2 This free kick is to be given, even if it is by the second umpire who is not in control.

13.1.3 The free kick shall not disadvantage the team offended against.

13.2 If the player repeats the act of harassment, that player is to be carded according to the severity of the incident.

13.2.1 The report shall be for misconduct in that the player committed a breach of the laws against an opponent in a deliberate and/or violent manner.

13.3 Goal/Boundary umpires are instructed that they are to inform field umpires at the next appropriate break in play (after a score, ¼, ½, ¾ time), when these tactics are noticed by them.

14. BEHIND THE PLAY INCIDENTS

Many times things happen on a football field that neither the umpires or officials have witnessed, although it is obvious that something untoward has occurred, with a player who has been hit and is in distress.

Previously, this act could not be reported by the umpire because it had not been witnessed. Umpires having observed that such an incident has occurred are now required to list players in the vicinity and call for names of any witnesses. Names of players remonstrating after the act are also to be included. Umpires are request to recommend if they feel any action should be taken, but the Board reserves the right to call a hearing if they feel this course of action is necessary.

15. INSURANCE

Umpires, **Club Coaches, Staff and Officials** are covered by the National MAF Insurance Scheme, and the League Administrator can supply relevant information.

16. PAPER WORK

16.1 Team Sheets: - Officiating umpires must receive from each team a copy of the team sheet which details a complete list of participating players signed by the respective team managers prior to commencement of play. The team sheets are to be handed to the **Home Team Manager** at the completion of the game and posted to the Administrator immediately.

16.2 Correct Match Scores: - At the completion of the game field umpires must ensure the correct match score is agreed upon by goal umpires and that this is recorded on the goal scoring cards and handed to the **Home Team Manager** after the game along with the team sheets. These are to be phoned to the Administrator before 5:30pm on match day.

16.3 Best and Fairest Votes: - At the completion of the game field umpires are asked to consult each other before awarding votes on a **3,2,1** basis to the players who they believe deserve votes. **3** votes shall be for the best player and so on down the scale. Votes are to be recorded on the vote cards provided and handed to the **Home Team Manager** ASAP after the game.

16.4 Penalty Cards and Reports: - Officiating umpires must record the numbers of any players shown a green, yellow or red card during the game. The names of players shown cards must be circled on the sheet with card colour noted alongside their names. If a player is shown a red card a separate written report is to be completed in readiness for a tribunal

hearing. The sheet along with any red card reports are to be handed to the **Home Team Manager**.

16.5 Communication: - Any concerns or issues relating to the officiating are to be directed to **VicMetro** Umpires Coordinator.

17. Officials minimum Age: 14 years for all on-ground officials

20. National Carnival Eligibility

A minimum of three matches.



VICTORIAN METROPOLITAN SUPERULES

Match Rules - Superules

21. The game shall consist of:

- a) Four (4) x twenty minute quarters with no TIME ON ADDED.
- b) Both teams to accept responsibility for appointing a suitable timekeeper for all matches.

22. Up to six (6) interchange players may be used.

- a) the interchange position shall be the position of the coaches bench.
- b) Players interchanging may do so only when the player being interchanged has left the field.

23. AGE:

All players to be aged 35 or over in the year that they first play Masters Australian Football.

Evidence of age shall be required prior to any player participating in the competition. i.e.

Drivers licence, birth certificate.

PENALTY FOR NON COMPLIANCE.

Loss of game points, percentage, plus additional loss of four (4) premiership points.

24. When an underage player competes with the permission of the opposing captain, the team playing the ineligible player shall lose match points in the event of a win.

25. In the event of any team being short of players and receiving assistance with numbers from their opponents (FOR ANY LENGTH OF TIME), the team receiving assistance shall not lose match points in the event of their winning the match.

26. ORDER OF RULE (Refer Umpiring Information)

- a) Audible Obscenity, Abuse, Unwarranted Dissention, Fighting, Unduly Rough Play (Shirtfront, charge etc.)

The field umpire shall order the player off the ground, using the card system.

Green Card-the remainder of the present quarter plus the next quarter. (This player can be replaced)

Yellow Card-the rest of the game (this player can be replaced)

(2nd yellow card incurs a red card penalty, any after this means a tribunal appearance.)

Red Card-automatically disqualified for the rest of that day, NO REPLACEMENT, and 1 match suspension, Tribunal appearance at the Umpires discession.

2nd Red card player must face the Disciplinary Committee

27. NOTIFICATION OF MATCH SCORES.

- a) **HOME TEAM**

It shall be the responsibility of the home team to notify the administrator the exact scores before 5:00 p.m. match day.

b) PAPER WORK

The results of each game plus team sheets, best and fairest votes and umpire match reports are to be forwarded to the administrator by the Tuesday after the game.

c) PROTESTS/COMPLAINTS

Any team desirous of lodging a complaint or protest resulting from a game must do so, in writing, not later than Tuesday following the game. Protests/Complaints received later than the required time will only be considered at the discretion of the administrator. Any protest/complaint received will be investigated by the administration whose decisions will be final at all times.

28. PLAYER ELIGIBILITY

- a) No player shall be eligible to play for a team other than the team with whom he has previously fielded, within that year, without gaining prior approval from his original team.

Approval to play for a team other than the team for whom a player has previously fielded must be obtained from the President of the Club concerned.

- b) Players under suspension from any other football League are not permitted to play in Masters Australian Football matches until that suspension has expired.
- c) Application for such players must be submitted to the Board for approval before said player can play in any VicMetro sanctioned game.

29. TEAM COLOURS

All players to be correctly attired in the registered colours of their Club, including socks and shorts. **If there is a clash of colours the away team are to alter their colours.**

30. UMPIRES

Home teams to be responsible of the appointment of:

- a) 2 suitably qualified and registered field umpires. (if not provided by the League)
- b) 2 suitably qualified and attired boundary umpires -14 years or older
- c) 2 suitably qualified and attired goal umpires - 14 years or older

All of whom are to be competent and fully conversant with the rules relating to Superules Football.

31. HOSPITALITY

The home team shall arrange for umpires refreshments at all quarter time breaks.

It is an unwritten law that the home team provides 'suitable' refreshments for the away team immediately after the match.

It is an unwritten law that the home team provides a 'suitable' award for the oppositions best player in their welcome and presentation after the game.

It is an unwritten law that the away team enjoys the hospitality of the home side in their Club room after the match.

32. MATCH REQUIREMENTS

The home team shall provide for all home matches:

- a) A suitable match ball and spare
- b) A suitable scoreboard attendant.
- c) A suitable time keeper – AWAY TEAM – the away team is to supply a suitable time keeper
Both shall be fully conversant with Rule 1 and 36.

33. MATCH TIMES

All matches are to be made up of four (4) -twenty (20) minutes quarters with NO time on unless serious injury or unforeseen circumstances prevail [commonsense is to prevail at all times]

Superules to begin at 2:15 p.m.

Masterules to begin at 12 noon.

[Unless prior agreed arrangements have been made, including notification to League Administrator and Umpires Advisor]

34. COMMUNICATION

It shall be the responsibility of the home team to arrange contact with their opponent at least 7 days prior to the scheduled game to ensure that the game is conducted in the required manner.

35. PREMIERSHIP POINTS & PERCENTAGES

Awarded in the usual manner.

36. QUARTER BREAKS

Breaks will be observed between quarters in the following manner, with both teams leaving the oval at half time.

a) Quarter Time: 3-5 minutes

b) Half time: 10 minutes (this may be adjusted with permission of both Captains)

c) Three quarter time: 3-5 minutes

37. FINAL SERIES

A final series will be conducted at the conclusion of the home/away games. The qualifying Finals shall comprise two matches with officially appointed field, boundary and goal umpires.

Competing teams shall provide a competent timekeeper and scoreboard attendant.

The timekeeper must be familiar with the VicMetro Superules playing rules.

a) Teams finishing 2 & 3 shall play a curtain raiser match for a position in the Grand Final.

b) Teams finishing 1 & 4 shall play a match for a position in the Grand Final.

c) The winners of the qualifying finals shall play a Grand Final match to determine the competitions Premiership.

d) In the event of a draw. The game shall consist of two five minute halves. Teams shall kick initially towards the opposite end to the end they were kicking at the time of the siren being sounded. This continues until a winner is found.

e) All quarters will be 20 minutes.

38. FINALS ELIGIBILITY

To compete on finals day each player must have played at least four (4) games for his team during the current season.

A player included on the team sheet must participate in the relevant match dressed in full Club attire.

39. PREMIERSHIP

A premiership Cup will be awarded to the Premier Club in each Division

40. MASTERULES / SENIORULES

All Masterules/Seniorules games are played under the same conditions outlined except that there is no limit to interchange players, on field equalisation of player numbers is mandatory and no Finals are played.

41. FORFEITS

As per forfeit resolution 2003 [see manual page 21]

42. CLUB REQUIREMENTS

Insurance / Incorporation / MAFVicMetro Duties / Team List / Uniform /
Risk Management Policy / Emergency Response /Code of Conduct /
Communicable Diseases Policy / Privacy Policy / Legal Liability /
Equal Opportunity Policy / Professional Conduct