



Social AFL

Competition Rules

As at December 2017

In this competition the emphasis is on enjoyment, social atmosphere and skill development/maintenance. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. All rules are open to the interpretation of the Umpire and their decision is final.

1. Responsibility of Players

All players are responsible for reading and understanding the rules contained herein.

Players and their associated spectators are not permitted to drink, or be under the influence of, alcohol (or other banned substances), during the games or at the venue.

If there are any rules that are not clear please discuss these with the Umpire prior to the commencement of the game or at half time. Because of time constraints the Umpires will not discuss rules or rulings during the game.

Should any player be found to consistently damage equipment, venue apparatuses or other associated materials, despite warnings, they shall be suspended from the competition and be required to pay for damages incurred.

2. Responsibility of Officials

Umpire

The Umpire is directly responsible for the game and ensuring the described rules are adhered to. They are responsible for the safety of the players and the timing and conduct of the games. They have a duty to be

respectful and considerate to teams, act in an unbiased manner and ensure the game remains social and enjoyable for everyone involved.

Convener

The Convener is responsible for the management of all the games, teams, venue, equipment and administration. They will be present at all games to ensure First Aid treatment is administered, information is provided and that all players and officials are conducting themselves in an appropriate manner. Also the Convener may observe the game and help the Umpire to make the correct decision regarding the infringements or player behavior during game play.

3. Conduct of Players

It is the responsibility of all the players to conduct themselves in a way that is respectful and considerate to team members, opposing teams, the officials and any other person concerned. Any behaviour, act or language that is considered inappropriate by the officials will not be tolerated. Poor conduct either on or off the field will be determined by the officials and action will be taken based upon the offence. This can include cautions or the removal of a player, or team from the competition, should they be deemed dangerous or offensive to players or officials.

4. Location

The location for social AFL may change each season depending on availability and conditions of the fields. Please check each season individually for locations.

5. Game Commencement

(a) Teams should arrive ten (10) minutes prior to the commencement of their match to allow for smooth transition of games. All players are also required to bring a form of PHOTO ID for the Convener to check when signing the team registration form for every game.

(b) Any teams that have not registered illegible players and are not ready to commence play with a minimum of six (6) appropriate players (see Rule 6) five (5) minutes after the Umpire has signaled the game can start will incur a 0-50 loss.

(c) A game may go ahead after ten (10) minutes; however the 0-50 loss will stand regardless of the actual score.

Please also remember that there is 50 minutes allocated to play your 45 minute game. In all circumstances the game must finish at the scheduled time.

6. Number of Players & Substitutions

There is no limit to the numbers of players that a team can register. However, team members can only play in the finals (quarter final, semi-final and grand final) if they have played three (3) or more games during the normal rounds. This must be indicated on the team registration form.

(a) A team is allowed a maximum of nine (9) registered/eligible players on the field. Six (6) registered/eligible players is the minimum number of players that a team can have without a forfeit resulting. Two (2) players in each third.

(b) In mixed there is a minimum of three (3) players of each gender on the field at all times.

(c) Teams are allowed unlimited substitutions, Can sub at any time during the game.

(d) Teams may commence games with six (6) players provided rule 6(b) is satisfied. Two (2) players in each third.

(e) In the event that rule 6(a), (b) or (d) are broken, at any time the Umpire notices an extra player on the field. The team will continue to play with a player down for the rest of the game. It is the responsibility of individual players and team captains to ensure that they maintain the appropriate number of players on the field in accordance with Rule 6. It is NOT the responsibility of the Umpire to monitor this.

(f) During finals matches (quarter final, semi-final and grand final), each player on field must have played a minimum of three (3) games to be eligible. If it is found that a player is on field that is ineligible for finals this will result in an immediate 50-0 forfeit by that particular team. It is the responsibility of individual players and team captains to ensure that all their players are eligible for finals matches. While the Umpire and Convener will try to prevent such situations via the team registration form, the responsibility does rest with the individual players and team captains.

(g) Continually breaching these rules will result in the offending team receiving an official warning. Persistent infringement may involve further disciplinary actions applicable to each case.

7. Required Uniform and Jewellery

UQ SPORT advises that players in a team should all wear the same colour shirt. If there is a clash between teams, coloured bibs will be provided by the Umpire/Convener. If they are distributed, it is the responsibility of the team captain to ensure that they are all returned to the Umpire after the game.

It is compulsory for all players to wear appropriate enclosed sports shoes. Plastic moulded tags are allowed but no screw in plastic or metal tags are allowed. No player can take the field with bare feet or while wearing jewellery of any kind. All watches, necklaces, dangling earrings, bracelets, rings which are not bands **MUST** be removed prior to the game, medical bands are allowed to be worn. The Umpire will ask any player breaking this rule to remove the piece of jewellery.

Only prescription sunglasses will be allowed. Other types of sunglasses could shatter and cause a serious injury to a players eyes.

Players must wear covered footwear and are not permitted to wear any type of screw-in studs, work boots or hiking boots. The Umpire, prior to the commencement of the game, shall inspect players footwear to ensure that they are appropriate. If they are deemed not to be appropriate, the player will not be able to take the field without the appropriate footwear.

8. Game Length

Games consist of two (2) twenty (20) minute halves separated by a five (5) minute half time break. No clock stoppages will be made except under exceptional circumstances. Such circumstances will be at the sole discretion of the Umpire. No time outs are allowed. Intentionally delaying the restart of play will result in a caution (yellow card).

If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is up to the discretion of the Umpire. If a drink break is required, all players must stay on the field while the quickly have a drink; the Umpire will not delay the restart for players not returning to the field.

9. Start & Restart of Play

To either start play, or restart play (after a goal) there will be a ball up at the centre of the field.

If a behind (1 point) is scored the ball is required to be kicked back into play from between the goals by a defender.

10. General Rules

Field of Play

An AFL 9s field is rectangular in size and divided into 3 zones, Forward, Midfield and Defensive zones. At the start and restart of play, the 9 players on each team must be divided so that 3 players of each team are in each zone of the field. After each start / restart of play there are no restrictions on player movement around the field.

Out of bounds

- When the ball goes out of bounds (ball completely over the line) by hand or foot, the nearest opponent shall kick the ball back into play.
- If there is any doubt as to which team last touched the ball before it went out of bounds, the umpire shall call a ball-up 5 metres in from the boundary line.

Gaining possession of the ball

A turnover occurs when the ball touches the ground as a result of a kick, handball or marking attempt and when the ball goes out of bounds

- If a turnover occurs the game stops and the opposing team gains possession of the ball from where the ball went out of bounds.
- Players may attempt to intercept the ball in flight, however must not make contact with an opposing player.
- A player is not permitted to touch an opponent unless the player is in possession of the ball.

Possession

A player may stay in possession of the ball for a maximum distance of 30 metres involving one bounce unless

- the player is touched with one or two hands (touch)

- directed to dispose of the football by the umpire

Ball touching the ground

A turnover occurs anytime the ball touches the ground, with possession being given to the opposing team of whoever touched the ball last.

The exceptions to this rule are:

- From a ball up, this rule does not apply until one team has taken clean possession of the ball. This means that a tap from a ball up can touch the ground.
- If shooting for goal, you can intentionally kick / dribble the ball along the ground. However, should the ball be touched prior to scoring, the usual turnover of possession will apply.

Dispossessing the player in possession

When a player in possession of the ball is touched by an opponent but deemed to have 'no prior opportunity', the umpire will call TOUCH and the player must kick or handpass within two steps or two seconds. Failure to do so will result in a free kick being awarded to the opposing team.

When a player in possession of the ball is deemed to have had 'prior opportunity' to dispose of it when touched by an opposing player, the umpire will award a Free Kick to the opposing team.

Run and Bounce

When a player is moving while in possession of the ball he/she must bounce the ball or touch it on the ground after 15 metres. A player in possession may bounce the ball only once. He/she must dispose of it by hand or foot and may not touch it again until it has been touched by another player.

Disposal of the ball

The ball must be disposed of by a handball or kick (as per the Laws of Australian Football). Players are not permitted to throw or hand the ball to another player or a free kick will be awarded to the opposing team.

Mark

- A Mark is awarded if, in the opinion of the umpire, a player catches or takes control of the football after it has been kicked by another player irrespective of the distance travelled.
- No player (except for the player on the mark) may be closer than 2 metres away in any direction.
- It is not a mark if the ball touches the ground or has been touched by another player during the period when the ball was kicked until it was caught or controlled by the player.
- When a player is awarded a Mark or Free Kick an opposing player may stand at the position on the playing surface where the mark or free kick was awarded known as "the mark"
- There is to be absolutely no contact in a marking contest. The player in the position where the ball is expected to drop is given every opportunity to mark the ball.
- The player taking the mark will have a reasonable opportunity to dispose of the ball or play on. If he/she delays the umpire will place a five-second count for play to resume.

Playing on

The umpire shall call "Play On" in the following:

- When a player after taking a mark runs around or over the spot "the mark" where he/she caught the ball.
- When a player after a turnover has occurred runs around or over the spot "the mark" where the ball made contact with the ground due to the turn over.
- The ball after being kicked has been touched in transit.

Bumping / Tackling / Barging

There is to be no contact or spoiling, players cannot:

- Hold an opponent with their hands
- Knock the ball out of an opponent's hands
- Push the player in the side
- Steal the ball from another player
- Deliberately bump another player
- Smother an opponent's kick by trying to block the kicking motion at the point of impact.
- Barge, fend off or shepherd opponents
- Touch the ball while another player has possession

11. Goals

Only designated forwards can kick for goal within their forward scoring zone. This can be during general play by receiving a kick or handball; or upon marking the ball and taking a set shot for goal. A designated forward may kick for goal from a Free Kick (initiating contact, holding the ball etc. but not from a turnover from either the ball hitting the ground or going out of bounds. To be eligible to shoot from a set shot, the player kicking for goal must be inside the scoring zone.

In mixed competitions, a goal scored by the female forward is worth 9 points.

The field umpire will be the sole judge of whether the kick for goal was successful.

12. Finals

All players must register and play three (3) games during the normal rounds to be eligible to play in the finals (quarter final, semi-final and grand final). If a team uses a player who is not eligible to play in the final rounds an automatic forfeit and disqualification will be recorded to the offending team. See Section 6 (f).

If a draw results during any of the finals, a coin is tossed to decide who takes the centre pass and then an extra five (5) minutes is played in which the golden goal rule applies. This means that the first team to score in this time shall be declared the winner.

If the teams are still even at the end of extra time, a penalty shoot-out shall take place to determine the winner of the match (In the mixed competition, at least 2 of the initial penalties must be taken by either sex). If there is no winner after the penalties, each team shall take a single penalty until one-team scores

and the other misses – determining the winner of the game (the scoring team). The scoring team will be deemed the winner. No single player can take more than one penalty, unless every team member has taken a penalty themselves.

13. Team Draws

It is the responsibility of the team captain and individual team members to read the draw and ensure players register and arrive at the correct field in time for the first centre pass. All correspondence will be forwarded via e-mail to the team contacts and will be available through the website.

Please ensure that you check the fixtures right up until game day as changes can be made to the fixtures from time to time.

14. Scorecards and Points

Umpires will keep a record of all points scored during a game on the official scorecard. The final result recorded by the Umpire is final. However, captains from each team are encouraged to verify the final result and sign the scorecard to acknowledge that the game was accurately recorded.

Competition points will be allocated as follows -

- Win – 3 points
- Draw – 2 points each team
- Loss – 1 point
- Forfeit – 3 points to winning team, 0 point to team forfeited (50-0 score).

Please note that the Competitions Coordinator reserves the right to ask a team to leave the competition, without refund, should they forfeit more than two (2) games and do not provide a valid reason. In this instance, what is deemed "valid" shall be at the sole discretion of the Competitions Coordinator.

Should teams finish with equal competition points at the end of the regular season then For/Against will be used to separate the teams ie. (Team A points scored – Team A points scored against) – (team B points scored – Team B points scored against).

If there is still a tie the team with greater points scored finishes above the other team. If it is still a tie the result of the game between those two teams during the season will determine the final position of the teams on the table.

15. Unforeseeable Acts

The following formula is to be used to determine the result for a game that cannot be completed for whatever reason (eg. Serious injury requiring ambulance attention, fields unsafe, power outages, etc).

- A game called off anytime in the first half will be declared a draw, regardless of the score. All attempts will be made to reschedule the match.
- A game called off anytime in the second half will be determined based on the score line when the game was called off.

16. Injury and Insurance

A player may call for a stoppage due to an injury or illness, although the decision to stop play shall be at the sole discretion of the Umpire. If a player is injured, it is their or their team mate's responsibility to immediately inform the Umpire. The Umpire may stop the game at any time.

For a minor injury, the Umpire should send the injured player or a bystander to the Soccer Convenor for first aid treatment and to collect an Incident Report Form (this must be completed by the injured or another responsible person before they return to the field of play or leave the venue for further treatment). A bond (e.g. student card) may be required if an ice pack is borrowed.

If a player has a minor injury or blood on their clothing or their person, they have a maximum of two (2) minutes to be treated and/or remove all signs of blood on field, or they will have to be substituted with another player. After two (2) minutes have elapsed, the Umpire should immediately restart the game. Time for injury will not be added on to the final half during grading or round games. The Umpire can stop a game for any period of time to deal with an emergency.

For a medical emergency, the Umpire is to remain with the injured player and send somebody else to inform the Soccer Convenor of the emergency. Time for medical emergencies will not be added on to the final half during grading or round games.

Time for medical emergencies will not be added on to the final half during grading or round games. See section 19 for information regarding the protocol for games that cannot continue due to injury.

During time for injury, all players must remain on the field unless involved in a substitution. In the event that a player is bleeding, they must leave the field immediately (for health and safety reasons) and not return until the wound has been cleaned and all blood and blood stained items have been removed and covered. If necessary, the ball and court surface shall be cleaned before play resumes.

During finals matches the above injury rules apply with injury time added to the final half. This includes any time taken for an emergency. However the injury time able to be accumulated is to be a maximum of ten (10) minutes.

Many injuries that occur during officially sanctioned and managed UQ SPORT activities are covered by our insurance policy. For further information regarding insurance please email insurance@uqsport.com.au or call 3365 6612. Alternatively you can contact the Competitions Coordinator at socialsport@uqsport.com.au or call (07) 3365 6612.

17. Grievance and Disciplinary Procedures

Should any person or team be conducting themselves in a manner that is felt to be inappropriate, discriminatory, disrespectful or dangerous, then action will be taken by UQ SPORT officials and management.

If you feel that a player, team or official has conducted themselves in such a manner, you may lodge a formal [Grievance Form](#) in order to report the incident.

Disciplinary Procedures are in place to ensure that action is taken against any player, team or official who has acted in an inappropriate manner. Any action(s) taken will be at the sole discretion of UQ SPORT Officials and Management.