



Sydney AFL Masters

"Footy For Fun"

Welcome to Sydney AFL Masters (AFLM).

AFL Masters is Australian Rules football for mature footballers (over 32 years of age at local & state level) & is designed to allow those who still love their footy, to play in a slightly modified & safe environment. It provides players with the opportunity to be physically active & compete on the football field, as well as enjoy social contact off the field. Winning is not all important in AFL Masters & the game is played in the spirit of "footy for fun".

Each year National Carnivals are held with different states hosting on a rotating basis. Players represent their states in four age groups & must be over 35 years to compete at the national level:

Supers - Aged 35 - 39 years Masters - 40 - 44 years Seniors - 45 - 49 years
Super Seniors 50 - 54 years Super Veterans 55 years +

History

Superules (as the game was originally named) was formulated in the country areas of Victoria, with the first match being played at Ballarat in September 1980. Within a few years, the concept had spread to others states with the first National Carnival being played in July 1983 at Melbourne. National Carnivals have been held every year since. The 1986 carnival in Perth was the first one with all states & territories represented. The Masters age group was added to the National Carnival in 1987, with Seniors included in 1992, Super Seniors in 2004 & Veterans in 2006. In Sydney, the first games were held in 1985 & in 1995 the 13th National Carnival was hosted by NSW in the Sydney suburb of Bankstown. The 2007 National Carnival will also be held in Sydney. 2001 saw all states & territories adopt the new name & logo of Masters Australian Football. In October 2002, a team of 30 players represented MAF internationally in the first Irish tour. After many successful seasons, MAF officially affiliated with the AFL & became AFL Masters in 2008.

AFL Masters Structure

Local club matches are played by the three Sydney clubs (Sydney, Northwest & Macarthur) at various venues around Sydney every fortnight with away games played against ACT, Riverina, Hunter (Newcastle) Bathurst & Illawarra, at mini carnivals, throughout the season. All players are expected to commit to playing as many of these away games as possible.

In September/October each year, eligible players can be selected to represent NSW, in their respective age divisions, at the National Carnival. Playing in these carnivals is the pinnacle of our season & successful players can be honoured with selection in All Australian teams.

National Carnivals are not only an enjoyable means to broaden playing experiences, they also offer a memorable holiday opportunity, with many family orientated events scheduled.

AFL Masters Playing Rules.

Our game is played under the rules of the AFL with modifications noted below. These modifications are there for the safety & enjoyment of all involved i.e. players, umpires & spectators. Please ensure that you are aware of these important points & always play within the rules & in the spirit of footy for fun.

1. SCORING

To be on the following basis:

1.1 Behind - kicked by any type of kick is 1 point

1.2 Goal - kicked by punt kick is 6 points

1.3 Supergoal - kicked by drop-kick outside the designated 20 metre line will be awarded 2 goals and will be allocated 12 points on the score.

1.4 Supergoal line - the designated 20 metre line shall be marked out by a 20 metre line radius from the centre point between the two goal posts.

1.5 Team or player may gain possession of the ball inside the super goal line before executing the drop-kick outside the super goal line for a successful super goal.

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

1.7 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 player 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 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.

3. MARKING

The player in front of a pack competing for a mark is to be given every protection and opportunity to take the mark. Any unnecessary or deliberate interference by opponent player/s in attempting to mark or prevent the player in front of the pack from taking the mark shall result in a free 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 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 (s) has his hand on or near the ball or is on the ground in the immediate vicinity of the ball.

6. PENALTIES

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:
Advantage Rule

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. Players shown a card cannot be replaced for the set duration of the penalty period relating to the card colour.

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

Any player who commits the following offences:

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

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.

9. BLOOD BIN

9.1 No person - i.e.: 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.

9.2 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.

9.3 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, throw 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.

UMPIRING INSTRUCTIONS

1. Player in possession of the ball, to be given PRIOR OPPORTUNITY to dispose of the ball.
2. Charges (shirt front) are banned irrespective of ball proximity
3. Player making the ball his object, to be given the utmost protection by the umpire.
4. Advantage rule applies.
5. 30 metre penalties apply not 50 metres.
6. Marking - player in front of pack to be given every protection and opportunity to be paid the mark.
No raising legs when attempting to mark or spoil from behind shall be allowed.
7. RUCKING
 - 7.1 At all times the ball shall be thrown up and not bounced.
 - 7.2 Only one player from each team to contest all ruck knocks.
 - 7.3 Involvement in contest of a third or subsequent player shall result in a free kick against third or subsequent player.
 - 7.4 A free kick shall be awarded against any ruckman who raises his knee or leg against his opponent when contesting any ruck knock.
 - 7.5 At boundary throw ins only one 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.
8. Centre square is operative at throw-ups. Boundary umpires will control this. Obviously this rule shall only apply when boundary umpires are available.
9. Umpires to advise both verbally and by sign what penalty kick is given for.
10. Umpires to strictly enforce against verbal abuse with a green card
11. Umpires and teams to assemble in the centre of oval prior to the start of each game.
12. When boundary umpires are available - throw-in is in force - when not available the following procedure is to operate: field umpires to bring ball in 10 metres and throw up.
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, $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ time), when these tactics are noticed by them.

Game Day.

At our local Sydney clubs matches, members are divided into two teams for the day's match. On arrival, players should pay their relevant game fees & collect a team guernsey. Teams are selected on a purely random basis, with players alternately appointed to either team in the order in which they register on the day. Players should wear black AFL shorts & black football socks or the club representative shorts & socks..

Team members are responsible for their own warm up & should ensure that they are ready to play at the scheduled starting time, usually 10am. The day's team captains will select team positions & the game commences. Our club matches are played over four 20 minute quarters.

After the match, when players have stretched, warmed down, showered & changed, club members & their families are invited to enjoy a barbecue & drinks. The food is at no charge & drinks are available at low prices. All players are also encouraged to participate in our weekly raffle as this is an important fund raiser for the club. The umpires announce awards for the game & will also register votes for the best & fairest awards in each age group for the annual presentation night. Important club announcements are also made at this time & all players are expected to be present. Local club game days are usually completed by 12.30pm.

In the event of inclement weather, players should contact the wet weather line for the ground, on the day of the game or a member of the club executive.

Insurance.

It should be noted that our club has insurance coverage for Public Liability only.

All players sign registration forms which inform them that they are not covered for any loss cause by an injury or for any medical expenses.

All players should arrange their own personal injury insurance if they feel it is required.

Social Activities.

AFL Masters is not just for players. We welcome family involvement & details of social activities are advised during the season.

Our annual presentation night is a very enjoyable, semi-formal occasion & an ideal way to celebrate the end of our season. It is held immediately after our Annual General Meeting, which is usually in mid to late November.

Business Directory.

The club has a directory available which carries a list of players' business details. Members are welcome to add information to this directory & to contact fellow players where suitable.

Club Contacts.

President – Sam Grasso	Ph: 46261276 0419235854	Email: samgrasso@bigpond.com
Vice Pres – Steve Coleman	Ph: 96599441 0407434569	Email: stevecx@bigpond.com
Secretary - Steve Kiddle	Ph: 98995934 0406574589	Email: steve@lj.com.au
Treasurer - Phil Waesch	Ph: 96343690 0410683778	Email: waesch@ihug.com.au

Website.

www.sydneyaflmasters.com

(formerly www.sydneymaf.com)

Up to date information on draws, match reports & club newsletter are available on our website. If you have items for the E newsletter or E match reports, contact Brook Hatherley at brook@fours.com.au