AFL PLAY

AFL NINES AT BYRON

30TH & 31ST OCTOBER | CAVANBAH CENTRE - BYRON BAY



RULES & REGULATIONS



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The rules below may differ slightly from your local AFL Nines competitions. Please read through the below before taking the field. Any matter of any kind whatsoever not dealt with or provided for in this Handbook may be dealt in such a manner as at the discretion of the Competition Organising Committee.

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SECTION 1 - MATCH STRUCTURE

RULE	EXPLANATION
Playing field & Zones	Maximum 100 x 50m. Some fields may be modified due to space restrictions. Zones are set as a maximum of 30m / 40m / 30m. Kicking/handballing over the middle zone without being touched by a player on either team is prohibited and will result in a Free Kick to the opposite team from where the player originally disposed of the ball.
Timings	2 x 15-minute halves with no time on. 5-minute half time breaks. The competition manager may vary duration of the match and intervals as needed.

SECTION 2 - TEAMS

RULE	EXPLANATION
Registration	Teams must have all participating players registered in PlayHQ by 1st October.
Minimum / Maximum Players	Nine (9) players take the field at any one time, with a maximum of 6 interchangeable players. The minimum number a team may play with is 7 players. Should a team be playing with less than the maximum number of players on field, that team must ensure there are three players in the centre zone, reducing the number of forwards. Should a team have more than 15 players, only 15 players may participate in any one match. Players who are not within the 15, must identify themselves to the competition manager. For the avoidance of doubt, there is no maximum number of players a team to make up a team, only a maximum number if players that can partake in a match. The Competition Organising Committee recommends any team with more than 15 players to register and play with two teams.
Mixed Division	In mixed divisions, each team must have at least three women or three players of the same gender, and these players must always be on the field during play. If a team cannot meet this requirement, they must play with fewer players to reflect the shortfall. For example: If a team has 8 men and only 2 women, they are only allowed to play with 8 players - 2 women and 6 men on the field at any time.

On-Field Positions	Teams must have three forwards, three centres and three defenders and all players must start within their respective zones at the beginning of each half and when a goal is scored. NOTE: Once the game is in progress, players can move freely between zones.
Forward Players	Forward players must identify with a wristband.
Interchange	Unlimited interchanges available. Players must completely exit the field of play before the playing subbing on steps foot onto the field of play.
Attire / Uniform	Teams must identify with the same uniform (t shirt, singlet, guernsey etc). Players may wear hats that do not comprise of hard plastic or metal. Competition Managers or Umpires may ask players remove if this is not clear upon sighting.
Boots / Jewellery / Protective Equipment	A player shall not wear during a match any form of jewellery, including watches. Players must wear enclosed shoes whilst participating in matches. A field umpire may inspect a player's boots, hands or any protective equipment that a player intends to wear or use during the match.
Team officials	Runners / water carriers are not allowed.
Fill-in Players	Fill-in players must be approved by the Competition Organising Committee before the match in question. Approvals will only be provided in exceptional circumstances, where a result does not have the potential to significantly impact final matches. Any approved fill-ins must be registered for the team they are filling in for, before taking the field.

SECTION 3 - MATCH RULES

RULE	EXPLANATION
Start of play	Choice of goal/end will be decided via the umpire tossing the coin/choosing which hand the whistle is in. The umpire will lead this process on ground with both team captains prior to the start of play. The game will start with a ball up/ruck contest.

Ruck contest	Players must stand toe to toe in the ruck contest. The two competing players in the ball up must try to tap the ball backwards and cannot grab the ball or take possession of it until it has been touched by one of the centre players not involved in the ball up. The centre players not involved in the ball up must stand on the defensive side of their ruckman. One fumble is allowed out of the ruck contest before a turnover is called by the umpire.
Gaining possession / Turnover	A 'Turnover' occurs when the ball touches the ground as a result of a kick or handball, 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 first makes contact with the ground, or at the point that it went out of bounds.
Keeping possession & bouncing	A player may stay in possession of the ball for a maximum distance involving one bounce (30m) unless: • The player is touched with one hand (touch); or, • The player is directed to dispose of the football by the umpire. Only one bounce is allowed in AFL Nines. Players in possession of the ball must dispose of the ball where possible via handball or via a kick. Throwing will result in a Free Kick to the opposing team.
One handed tag / touch	When a player in possession is touched and is deemed to have 'no prior opportunity', the umpire will count three seconds out loud in quick succession. If the player does not dispose of the ball within the allocated time, a holding the ball Free Kick will be paid. When a player in possession of the ball is deemed to have had 'prior opportunity' to dispose of the ball is touched by an opposing player (one-hand touch), the umpire will immediately award a 'Holding the Ball' Free Kick to the opposing team.
Marking	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. 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”. No opposition player (except for the player on the mark) maybe closer than 5 metres away in any direction. The player in the ‘Drop Zone’ (front position) has every opportunity to mark the ball. Players may attempt to intercept the ball in flight; however, they must not make contact with an opposing player, including running or backing into a stationary player. 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.
Contact & spoiling / Smothering / kicking off the ground	There is to be no contact, spoiling, smothering or kicking off the ground. A Free Kick will be awarded against a player who is adjudged by the umpire to cause intentional or accidental contact or spoils/smothers/kicks the football off the ground. For the avoidance if doubt, players cannot: • Hold an opponent with their hands. • Knock the ball out of an opponent’s hands. • Make contact or spoil the football in a marking contest. • Push the player in the side, front or back. • Touch or 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. • Back into or jump carelessly into a marking contest without regard for other players. If the umpire is unable to determine who initiated contact, either a play on call or ball up will occur, depending on the severity of the contact. For avoidance of doubt, touching the ball when standing on the mark or on the goal line is not considered a smother. However, if the ball proceeds to hit the ground in play, this will result in a Turnover.
Play on / Advantage	The umpire shall call “Play On” in the following situations: • When a player after taking a mark runs around or over the spot “the mark” where he/she caught the ball. • After a turnover has occurred, the player gaining possession runs around or over the spot “the mark” where the turnover was called • The ball after being kicked has been touched in transit.

	• When an umpire cannot determine who caused the accidental contact and it is deemed low severity • The umpire instead of awarding a Free Kick may allow play to continue by calling "Advantage, Play On" in the case that the individual player in possession of the ball initiates the advantage.
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 five metres in from the boundary line.
Free Kick	A 'Free Kick' is awarded to a player when an opponent commits an infringement. For avoidance of doubt, Free Kicks take place where the offending player last disposed of the ball, unless a down field call has been made by the umpire.
Fifteen Metre Penalty	A fifteen-metre penalty may be awarded when a player: • Oversteps the 'Mark'. • Engages in time wasting. • Uses abusive, insulting, threatening or obscene language or behaviour towards or in relation to an umpire. • Enters the protected 5 metre area around a player who has been awarded a Mark or Free Kick. • Has not returned the football directly and on the full to the player awarded the Free Kick or Mark. • Engages in any other conduct for which a Free Kick would originally be awarded.
Scoring	Only forward position players may kick for goal, and must kick (ball to leave the foot) from inside the Forward zone. A free kick will be paid from the position of last disposal if: • A player other than a forward scores within the forward zone • A player disposes of the ball and scores from on or outside of the forward zone line For the avoidance of doubt, any score resulting from the above will be disallowed. Players are unable to score from a turnover - this includes playing on from a turnover. Players may kick for goal from a free kick. 6 points goal. In mixed competitions 9 points for a women's goal. 1 point behind for all divisional

	offerings. A score is recorded if the ball touches the ground and bounces through. Provided it is kicked by a designated forward player and has not been touched between making contact with the ground and passing through the goals. The field umpire will be the sole judge of whether the kick for goal was successful.
Premiership Points and Drawn Matches	**Regular Fixtures** During regular fixtures, the following premiership points are awarded: Winning team – 4 points Losing team – 0 points Drawn fixture – 2 points to each team If there are two teams on the same overall premiership winning points, the team with the highest percentage, then winning margin will continue into finals. **Finals Fixtures** For finals fixturing, if a match is drawn, the winner will be calculated by a golden point rule. If at the final siren both teams remain tied, the ball shall be returned to the middle of the ground to be thrown up by the umpire and play will continue until the next score. At that point the siren will sound and the team that scored first will be determined the winner.

SECTION 4 - DISCIPLINARY

RULE	EXPLANATION
Yellow / Red cards	• Yellow Card - will result in the player being sent from the field for a period of 5 minutes during which time they cannot be replaced. This is to be timed by the match manager on that specific field. • Red Card - A player may be sent off at the discretion of the umpire for any reportable offence. • The player sent off cannot be replaced for the remainder of the match. The player sent off shall take no further part in the remainder of the game and will receive an automatic one-match suspension. A player may be reported for a low-level offense and not receive a red card. Refer to *Reports, Set Penalties & Code of Behaviour breaches* for how these are graded.
Reports, Set Penalties & Code of Behaviour breaches	Team captains will be informed of players who are to receive a yellow or red card or placed on report. This will also be recorded by the match manager. If a player accumulates two yellow cards over the course of the competition the player will receive an automatic one-match suspension. If a player accumulates two red cards over the course of the competition the player will shall not return for any remaining matches and may be asked to leave the event. All set penalties for reports will be guided by Appendix One (Reportable Offences) of the National Community Football Handbook. The Competition Organising Committee reserves the right to invoke heavier penalties if circumstances require.

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