

AFL Competition Rules

This information must be read in conjunction with "Sport Entry Forms", "Sport Information" and "Games Information" available from the website. Details are subject to change please contact the Games Office for the most recent information.

1. **Playing field and playing positions:**
The playing ground measures a maximum 100 x 50 metres and is divided into three zones on a 20/60/20 basis.
2. **Zones**
Players must be in their zones at the start of the match and after a goal has been scored. In mixed competition teams must have at least one (1) women in each zone. Once the game is in progress, they may leave their zones, though they are not permitted to enter either team's scoring zone.
3. **The Team**
 - a. Maximum of eight (8) players are permitted on the field at one time. In mixed competition a team must have a minimum of three (3) women on the field one (1) in each zone.
 - b. Interchange of players may take place at any time and as often as required.
 - c. Teams comprise three forwards, two centres and three backs and these players are distinguished by bibs.
4. **Duration of the game**
The game will comprise 2 x 12-minute halves with no time-on. The half-time is 1 minute.
5. **The ball**
An AFL Recreational Football is to be used.
6. **Disposal of the ball**
The ball must be disposed of by a handball or a kick (as per the Laws of Australian Football).
7. **Start of play**
 - a. The captain of the team that wins the toss shall choose the end to which his/her team kicks.
 - b. The game shall be started by a ball-up between two centreline players in the centre of the ground. Players must stand shoulder to shoulder in the ball-up.
 - c. The two competing players in the ball-up cannot grab the ball or take possession of it until it has been touched by a centre player not involved in the ball-up.
8. **Gaining possession of the ball**
A turnover occurs when:
 - a. the loose ball makes contact with the ground, the game stops and the opposing team gains possession of the ball from where the ball first made contact with the ground, except for a ball-up.
 - b. Players may intercept the ball in flight, but must not make contact with an opposing player.
 - c. When the player is touched, see law 10.
9. **Dispossessing the player in possession**
When a player in possession of the ball is touched by an opposing player, he/she must dispose of the ball by hand or foot within three steps or three seconds or a free kick will be awarded to the opposing team. An opposing player is not permitted to touch a player unless the player is in possession of the ball.
10. **Retaining possession**
A player may stay in possession of the ball for any length of time, except when a mark has been taken unless:
 - a. The player is touched
 - b. The player is directed to dispose of the football by the umpire.
 - c. The player doesn't comply with law 14b.
11. **Bumping/tackling/barging/shepherding**
There is to be no contact as well as no:
 - a. Knocking the ball out of an opponent's hands.
 - b. Stealing the ball from another player.
 - c. Smothering an opponent's kick.
12. **Scoring**
A player can shoot for goal only after marking the ball in his/her scoring zone. After marking the ball, the player may go back and take a set shot for goal. The player is not permitted to play on and shoot for goal. The player standing the mark must be inside the scoring zone. The field umpire will be the sole judge of whether the kick for goal is successful.
A man's goal is worth six (6) points a woman's goal is worth nine (9) points and a behind is worth one (1) point for both sexes.
13. **Restart of play**
 - a. After a goal is scored, play is restarted from the centre as in Law 7.
 - b. If a behind (one point) is scored, the ball must be kicked back into play from between the goalposts by a defender.
14. **Mark**
 - a. A mark is taken 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.
 - b. 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 start a five-second count for play to resume.
15. **Playing on**
The umpire shall call play-on as per the laws of Australian Football and when a player has not had prior opportunity to dispose of the ball before a touch is made.
16. **Bouncing the ball**
A player in possession may bounce the ball only once. He/she must then dispose of it by hand or foot and may not touch it again until after it has been touched by another player.
17. **Ball transition**
When the ball is in transition from the back zone to the team's scoring zone, it must be possessed by a player in the mid zone. If this fails to occur, a free kick will be awarded to the opposition team at the point where the ball entered the scoring zone.
18. **Out of bounds**
 - a. When the ball goes out of bounds (completely over the line) by hand or foot, the nearest opponent shall kick the ball back into play.
 - b. 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. No more than two players from each team shall be closer than 20 metres from the ball up.
19. **Kicking off the ground**
A player is not permitted to deliberately kick the ball off the ground.
20. **Players' boots, jewelry & protective equipment**
During a match, a player shall not wear:
 - a. Any form of jewelry.
 - b. Boots with molded or screw in studs or cleats.
 - c. Protective equipment unless the field umpire is satisfied that any such item does not constitute danger or increase the risk of injury to other players.
21. **Fifteen-metre penalty**
A 15-metre penalty may be awarded by the officiating umpire.
22. **Send-off rule**
A send-off rule will operate as follows:
 - a. A player may be sent off at the discretion of the umpire for any reportable offence. The player sent off may be replaced. He/she shall take no further part in the remainder of the game. (Umpire issues a red card.) The period of suspension will depend on the offence & at the discretion of the officiating umpire.
 - b. A player may also be sent off by the umpire for a minor breach for a "cooling-off" period of 10 minutes and may be replaced. (Umpire issues a yellow card.) Two yellow cards are the equivalent of a red card.
 - c. If a player accumulates two yellow cards over the course of the competition, the player will receive an automatic one-match suspension.

GOOD LUCK!



Entry & Payment Information

DEADLINES

Guaranteed Entry Deadline October 7 • Final Entry Deadline October 21. Incomplete Entries will not be guaranteed or processed. Entries received after the Guaranteed Entry Deadline are taken on a "first come" basis.

ENTRY CONFIRMATION

Confirmation will be sent to each entrant on this Form, only after Entry has been received by the Games with full payment.

REGISTRATION at a SUPERCENTRE

'Registering' in person before competing is compulsory. To 'register', each entrant is required to bring their **Entry Confirmation**, with photo attached, to the Games SuperCentre (not to Sport Check-in), sign a Waiver of Liability, collect their Official Start Times and Games Programme, and be issued their validated Games ID, which must be shown before competing. See 'Waiver' and 'How to Enter' on the Games website.

Games SuperCentres for registration will be located in Melbourne from Thursday November 18 to Sunday 21 November. Exact times and locations will be sent with Entry Confirmation.

INSURANCE

Entry fee does not include Personal Accident Insurance. **To purchase Personal Accident Insurance contact the Games at corporategames.net.au/aus/organisingateam/shtml or call us on 1300 301 418.**

The Games holds third party public liability insurance. If an entrant breaks, damages or loses equipment at a Games Venue they will be required to pay for its repair or replacement.

REPLACEMENTS and CHANGES

Replacements or changes may only be in the **Identical Event**. Replacements must be lodged at the Games Office on an Official Form **before November 4**. Replacements or changes after this date will be at the discretion of the Games and subject to a \$25 fee per change.

WITHDRAWALS and REFUNDS

Withdrawals must be in writing. Before November 4 refunds are minus \$25 per person. After November 4 no refund. Fees paid are spent in advance on the cost of organising the Games and therefore are only refundable as above.

GAMES CELEBRATIONS

Details on **Games Celebrations** will be available from the Games website. The **Games Awards Dinner** will be Monday November 22 from 7:00pm at The Angliss Restaurant, William Angliss Institute, Melbourne. Cost is \$115.

FEES INCLUDING GST

\$55 per participant.

Entry must be with full payment and at the Games Office by deadline. **NO part payments accepted for this Team entry.**



Participants in **AFL**

Number (Min 10)

x \$55 =

METHOD OF PAYMENT

Fees payable to **Corporate Games Pty Ltd** ABN 64 056 480 543 by

Cheque

Credit Cards – Pay online at www.corporategames.net.au/aus
Visa • MasterCard • Amex Transaction fee applies to Credit Card payments

Money Order

Direct Debit Bank ANZ 012 141 8527 93733
Evidence of transfer and Credit Card payments **MUST** accompany form

CERTIFICATION

I/we agree to abide by all **Australian Corporate Games** rules and regulations. I also agree that Corporate Games P/L may store my personal information and results in a database and use that information to conduct Corporate Games, and for marketing and research purposes. If you wish to access your personal information, or read our privacy policy, contact us at info@corporategames.net.au

Name _____

Captain

Signature _____ Date _____

The Games is not responsible for misdirected, lost, or delayed mail. Should the Games or any Sport or associated Event be cancelled as a result of circumstances beyond the control of the Organisers no refunds will be made. Entrants under 18 years must provide a letter of parental or guardian's consent. The Games has no affiliation to or specific sanction from its sports' governing bodies. The Games reserves the right to make any change in conditions of entry and to decline any application at its discretion.

POST ENTRY FORM TO



Australian Corporate Games

Mailing Address

GPO Box 5152

Sydney

NSW 2001

Australia

Entries may NOT be faxed or emailed

Contact Details

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