

AFL Hunter Central Coast



**BY-LAWS
2019
SOCIAL
COMPETITION**

Age Limit

1. 35 years of age (as at 1 January) and over
2. An allowance for players aged between 32-35 years will be permitted.

Team Numbers

3. No limit on the number of players that can be included on the team list each game.
4. The maximum number of underage players on the **team sheet** is eight (8).

Registrations

5. All players must be registered in Footyweb prior to playing in the AFL HCC Social Competition.

Team Lists

6. Teams Lists are to be printed out from footyweb as normal.
7. Underage players are to be identified with an Asterix alongside their name on the team list.
8. 3 copies are required, 1 for the timekeeper, 1 for the opposition and 1 for each club

Eligibility

9. During the home and away season only players who are 35 years and over (as at 1 January) are permitted to play in the AFL HCC Seniors and the Social Competition on the same weekend (i.e. under age players cannot play for the senior club on Saturday and then play in the social competition that weekend).

On-Field Numbers

10. AFL HCC Social competition playing numbers on-field is sixteen (16). If both teams agree the number of on-field players can be increased to a maximum of eighteen (18). There is no limit on interchange players.
11. The minimum number of players on the field at any one time is twelve (12).
12. The maximum number of underage players on the field at any one time is four (4). These players will be marked by a coloured arm band on their wrist.
 - a. Four arm bands per team will be provided by the league
13. The match number is sixteen (16)
14. A team with a surplus of players must borrow/loan available players to the opposition up to the match number.
15. A team unable to make the match number cannot have a bench of more than two (2) unless they have the maximum players permitted on the field.

Match Length

16. The duration of quarters will be Eighteen (18) minutes, with no time on
17. The duration of quarter, half and three-quarter time breaks are as follows:

- a. Quarter-time – five minutes
- b. Half-time – ten minutes
- c. Three-quarter time – five minutes

Footballs

- 18. The team named first on the fixture is to provide the football
- 19. The Footballs are to be KB Sherrin and in good condition

Umpires

- 20. Each club is to provide both a club field umpire and club goal umpire.
- 21. The Club Field Umpire is to wear the AFL HCC Club Umpire Shirt, Club Shorts and Runners.
 - a. League to provide one umpire shirt per team

Timekeeper

- 22. The team listed first is to provide a timekeeper for all games
- 23. It is not necessary to complete the timekeepers report

Matchday Paperwork

- 24. Host club is to provide goal umpire cards, clubs to provide team lists.
 - a. No other paperwork required.
- 25. At the conclusion of the match the host club is to take a copy of all team lists and the goal cards from all games and send them by SMS or e-mail (0418494634 or michael.gray@afl.com.au)
- 26. Goalkickers and best players are not required but can be added via footyweb

Playing Attire

- 27. Players are required to wear the same guernsey design.
- 28. Whilst it is preferable that the players wear club shorts and socks, it is not a requirement.
 - a. It is not acceptable for players to wear non-sport shorts i.e. Board Shorts, cargo pants etc

Finals

- 29. The top two teams will play off for the Grand Final with teams playing off for 3rd & 4th. Finals will be held on July 28th.
 - a. Venue TBC

Final Eligibility

- 30. A player must play a minimum of 50% of the games to be eligible to play in the Social Competition Finals.
- 31. A player who has played six (6) games or more in AFL HCC Cup, is ineligible for the Masters Finals.

Law Variations (please ensure your club umpire is made aware of these law variations)

Rucking

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

Marking

33. 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.

Tackling

34. Overly aggressive and sling tackles are not permitted.

Order off Rule

35. Field umpires shall carry red and yellow cards for all matches. Players shown a YELLOW or RED card can be replaced for the set duration of the penalty period relating to the card colour.

36. Yellow Card Penalty shall be automatic send-off for 15 minutes of game time. This time does not include the quarter, half time or three-quarter time breaks. The player may be replaced at the time of send-off.

37. Red Card Penalty shall be automatic send-off for remainder of game the remainder of the current game day with player to face tribunal. Player can be replaced after 15 minutes.

a. A second offence of a Yellow Card will automatically attract a Red Card.

Non-Tackling

38. Should there be any player who wishes to not be tackled are required to wear a cap. In the case of the player who can't be tackled (wearing a hat), this player can only be blocked. If so, they then have a reasonable time to dispose of the ball (not unlike the existing rules), failing to do so would incur a free kick to be paid against them, in other words they can't just stand there and hold the ball.

Deliberate Behinds and Deliberate Out of Bounds

39. No penalty for deliberate rushed behinds.

40. No penalty for deliberate out of bounds

Financial

41. \$400 per team is payable to cover insurance

42. Clubs are to cover the cost of the below;

a. Club umpire

b. Ground Hire