

## **2018 AFL Sydney Masters Competition By-Laws - To be read in conjunction with AFL Sydney By-Laws**

### *Team Numbers*

1. The maximum number of Players that can be listed on the team sheet for a Team in a Competition Match is twenty-four (24).
2. The maximum number of 35-39 year old players on the team sheet is nine (9).

### *On-Field Numbers*

3. The maximum number of players on the field at any one time is eighteen (18).
4. The minimum number of players on the field at any one time is twelve (12).
5. The maximum number of 35-39 year old players on the field at any one time is three (3). These players will be marked by a coloured arm band on their wrist.
- 6.
7. The match number is sixteen (16).
8. A team with a surplus of players must borrow/loan available players to the opposition up to the match number.
9. A team unable to make the match number cannot have a bench of more than two (2) unless they have maximum players permitted on the field.

### *Match Length*

10. The duration of quarters will be eighteen (18) minutes, with no time on
11. 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.

### *Finals*

12. A player must play a minimum of four (4) games to be eligible to play Masters Finals.
13. A player who has played six (6) games or more in AFL Sydney Seniors, is ineligible for the Masters Finals.

### *Home and Away*

14. During the home and away season where clubs have AFL Sydney senior teams and a Masters team playing on separate days on the same weekend, players are only permitted to play on both days if the second or subsequent match the player plays is in a higher division. (i.e. if a player plays Men's Division Two on Saturday he is not permitted to play Masters on Sunday). Where clubs have AFL Sydney senior teams and a Masters team playing on the same day, up to two (2) players are permitted to play in a lower division in a second or subsequent game.

### *Rucking*

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

### *Marking*

16. 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.

#### *Distance Penalties*

17. A 50 metre penalty only shall be applied in all instances.

#### *Order off Rule*

18. 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.

19. 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.

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

#### *60 year old players*

21. Should there be any player who wishes to not be tackled they wear fluoro coloured plastic tape (arm bands) on both arms. In the case of the player who can't be tackled (wearing tape), 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*

22. No penalty for deliberate rushed behinds.

23. No penalty for deliberate out of bounds