



Asian Champs Rules & Guidelines

4 July 2007

The Asian Championships will be running the basic AFL rules, but without some of their really technical approach. The 10 points below (most of you will be aware of these) should clarify which rules / guidelines we are using. Umpires will assume that all players will be familiar with the rules, no matter how much experience the players have.

All umpires, related marshals and team representatives will meet for a detailed briefing on the Friday night (July 13th). Time and place to be advised.

GENERAL RULES (Most of these are obvious while some are for the benefit of those unaware).

Grounds will be marked with the same AFL layout but in proportion to the over all boundary size. (Boundary, Centre circle, Centre square, Goal squares, interchange gates. 50m won't be marked).

Teams: 14 players and up to 8 interchange players (all must be named on the particular match team sheet).

1. Hands on the back are ok for a mark contest – as long as there is no push in the back.
2. Time wasting such as deliberate out of bounds will result in free kick.
 - Not returning the ball directly to an opponent awarded a kick will result in 25m penalty.
 - An opposition player who runs through the mark – alone (i.e. not following his opponent) of player taking an awarded kick will give away a 25m penalty.
3. A warning whistle will apply if players take too long (approx 15-20 seconds) to kick in after a behind or when awarded a kick.
4. Kick in after a point will be after the goal umpire receives the “all clear” from the field umpire. Spare ball to be kept at marshals tent to limit time chasing after long balls.
5. Blood rule applies. Players must exit through interchange gate quickly (as the clock won't be stopped) when directed by umpire.
6. 25 meter penalties will apply to these smaller grounds.
7. 4 players in the square during ruck contests (standard even for these smaller grounds).
8. There will be “ruckman only” circle for centre ball-ups. Ruckmen must remain / approach from either side of the divide line as the umpire's ball up.
9. Interchange players marked on the team sheet must be in interchange area. Teams who play or interchange players **not listed** on the team sheet for that particular match will forfeit that match.
10. Captains can call for a team count of the opposition if they suspect there are too many on the field. Teams with too many players on the ground will forfeit that match.

SEND OFF RULE. The send off penalty will be 10 minutes playing time. (i.e. if the player is sent off with 5 min to go in the 1st half - he can not be replaced until 5 minutes into the second half). Players sent off can not be replaced.

Serious offence. In the case of a very serious, malicious assault incident, officials will consult and have the power to impose a ban on that player/s from the rest of the competition. Players banned for the rest of the competition can not be replaced UNTILL the next game.

Players can be sent off for the following

- Any reportable offence such as striking, unduly rough play
- Threatening behavior (toward anyone).
- Abusive language (especially if it is audible to the spectators).

Send off procedure

1. Players sent off will proceed quickly and directly to the marshals' tent to receive a time out card.
2. They will be instructed to return to the marshals' tent with the time out card prior to being allowed back on the ground.

The time out card will have a recording of the time as it appears on that particular marshals' timer.



TIME KEEPING.

- Each game will consist of two 15 minute halves (5 minutes between each half and 5 minutes between each game).
- There will be separate time keepers available for each match (to account for any serious injury time-on delays). Ideally the aim is to have both games run synchronized so that we can keep on schedule.
- The time keeper will stop the clock **only** when instructed by the umpire, **only** in the case of serious injury or when a stretcher is requested. At this point the two games will be timed separately.

TEAM SHEETS AND COIN TOSS

During the half time break, the two captains of the next game will meet at the marshals' tent to submit their team sheets and call the toss with the umpires.

Captains please ensure your players remove any jewelry before the game.

SCORING

Goal umpires will have a score cards.

Goal umpires will cross check their cards and hand them to the scoring marshal in the marshals' tent.

RUNNERS / WATER BEARERS

Runners. Each club is allowed 1 runner to be on the ground delivering messages.

Runners must wear the identification bib provided by the marshals.

Runners must not stay on the ground for too long. If they stay on too long and get in the way, they could give away a free kick.

Water bearers Each club is allowed 3 water bearers.

Water bearers must wear the identification bib provided by the marshals.

Water bearers must not stay on the ground for too long and get in the way.

- Runners and Water bearers will not be allowed in the "50 meter area" when a set shot at goal is taking place.

GRAND FINAL

The grand final will be played under the same time guidelines but it will be 2 x 20 minute halves.

- In the case of a drawn game, 10 minutes extra time will be allocated. Teams will swap ends and play 5 minutes each way.
- Players in the grand final will need to have played at least 3 of the preliminary games.