



MAX



***INDOOR
FOOTY
RULEBOOK***

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SECTION A

MANAGEMENT & STAFF

RESPECT THE GAME

Staff of AFL Max are here to assist you and make sure you enjoy our facility. They may be called on to make decisions during the course of games where teams and/or players are at a disagreement.

Any decision made by an Umpire will be made according to the Rules Of The Game and the Stadium Policies. Any event which may occur that cannot be found in such policies will be based on what would be in the best interest of "the spirit of fair play".

We ask that all players assist our staff by behaving in a true sportsman like manner.

AFL Max will NOT tolerate abusive and threatening behaviour to our staff and will ban and/or legally prosecute any persons engaging in such behaviour.

UMPIRES

Umpires are employed by AFL Max from people in your local community and need to be respected at all times.

Umpiring is a difficult task at the best of times and players must remember that without an umpire our games can't be played. We ask all participants to assist the Umpire in their job by playing by the rules in a sportsmanlike manner and showing respect for others involved in the game.

AFL Max will NOT tolerate any abuse of its umpires - if you are having difficulties with an umpire or need further explanation of a rule or decision please approach the duty manager in a responsible manner so as any problems can be resolved.

OPPONENTS

Your opponents, like yourself, are here to enjoy a social game with friends and without an opponent there can be no game.

AFL Max asks that you respect your opponent at all times. Any player or teams who detract from others enjoyment of the facility with sledging, offensive or threatening behaviour, or unsportsmanlike conduct risk being sent off and banned from using the facility.

SECTION B

PLAYING CONDITIONS

THE TEAM

A team consists of seven (7) players on court and a max of three (3) substitutes. No team can start with less than five (5) players. Mixed games must have a minimum of two (2) females on the field.

THE GAME

The duration of the game is 4 x 8 minute quarters with an immediate change of ends at 1/4 and 3/4 time and a two (2) minute break at half time.

The Stadium shall provide the umpire who shall control the game, operate the scoreboard and act as a timekeeper. The umpire's interpretation of the rules shall be final and teams have no choice in umpires. The result at the end of a game will stand and no further discussion will be entered into.

UNIFORMS

- Team members are required to wear matching coloured shirts. shirts must be of a similar shade. ie navy blue and royal blue tops are NOT a matching colour. Gold and lemon are NOT a matching colour etc.
- Shirts are NOT required to be the same material, brand, and/or style – just matching in colour.
- Teams wearing STRIPED SHIRTS must ALL wear striped shirts.
- Teams who do not have matching coloured shirts MUST wear the matching coloured training BIBS provided by AFL Max.
- COLOUR CLASHES – When opposing teams are in the same colour tops the team named second on the scoresheet (away team) will be required to wear different coloured bibs provided by AFL Max.
- No HATS are to be worn during the game.
- Runners and grass cut boots can be worn.

GAME FEES

It is the captain's responsibility to ensure that complete game fees are paid before the game, otherwise the game cannot commence. The correct procedure is for the captain (or representative) to pay the game fee, register who is playing at reception, get a receipt from the duty manager once you have paid and then show it to the Umpire.

\$100 to register the team (\$10/player) - EARLY BIRD

\$150 to register the team (\$15/player)

TEAMS LATE ON COURT

If a team does not have at least five (5) players on court and have shown the umpire a paid receipt, a penalty of one goal for every minute late shall apply. If eight (8) minutes have elapsed, the game is then forfeited. It is for this reason that we recommend teams to arrive, complete their registration and be ready to play at least ten minutes prior to the scheduled game time.

COMPETITION POINTS

The position of each team in the competition shall be determined by the accumulated points awarded, based on the results of the game.

The competition points shall be awarded as follows:

- 4 competition points for a win
- 2 competition points for a draw

In the event of a forfeit:

The non-forfeiting team shall receive 4 competition points.

Byes:

- All teams on a BYE shall receive 4 competition points for that round.
- In the event of a team entering late into the competition, or being regraded at some stage during the season, they shall be awarded average points for those games missed and those games will then be denoted as draws on the appropriate divisional ladder.

FORFEITS

Teams are expected to play in their fixtured spot each week. *(If you need some players for a game, AFL Max staff will endeavour assist in getting some "fill ins").*

If a team does NOT GIVE 72 hours NOTICE of a forfeit a \$70.00 cancellation fee applies – this charge is to cover the cost of organizing changes for your opposition and staff already rostered.

Forfeiting "on the day" of your game OR not turning up to a game is unacceptable and can result in your team's removal from competition.

BEHAVIOUR

For the enjoyment of all, games are expected to be played in a sportsmanlike manner. AFL Max reserves the right to dismiss any team or member thereof for threatening, offensive or abusive behaviour. The team shall be held responsible for the action of its members and spectators both on and off the court.

Note: Swearing on court is NOT considered appropriate behaviour.

FINALS

At the end of the competition there will be a finals series for the top four teams. Players **MUST** qualify to play in finals as per the AFL Max Policies.

SECTION C

RULES OF AFL MAX INDOOR FOOTY

GENERAL

AFL Max Indoor Footy is a non-contact game that incorporates the ball handling and running skills of the "AFL" game, whilst combining non-contact rules from other ball sports to ensure it is a fun and friendly game for players of all ages, gender and ability.

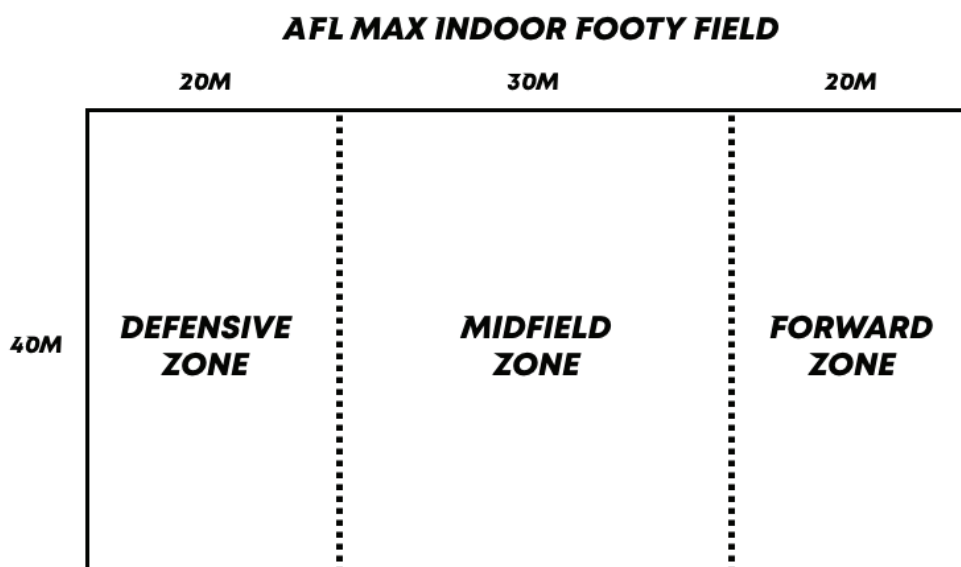
With this in mind the following rules and interpretations apply and result in a FREE KICK to the non-offending team.

START AND RESTART OF PLAY

- The game commences with a ball up.
- After a goal, play is restarted with a kick in from the opposition.
- If a behind (1 point) is scored the ball is required to be kicked back into play from between the goals by a defender.

FIELD OF PLAY

The AFL Max field is rectangular in shape and divided into 3 zones, Forward, Midfield and Defensive. At the start of play, the 7 players on each team must be divided so that 3 players of each team are in the midzone and 2 each in the forward and defensive zones. After each start of play there are no restrictions on player movement around the field.



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.
- The side boundary line will be represented by white cones on either side.
- 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 5 metres in from the boundary line.

Nets

The BACK net is “out of play”.

- Any ball hitting the BACK net either on the full or on the bounce is considered “out of play” by the last team member to touch it.
- The opposition will receive a FREE KICK from the area where the ball hit the net.
- If the FREE KICK is to an attacking player they may take a direct shot on goal.
- Opposing players must allow five (5) metres between the BACK net and the “on the mark” position for a FREE KICK from the BACK net.
- A player cannot hold onto the net or support themselves by hand while playing the ball. A free kick shall apply.
- A player cannot deliberately run and jump into the surrounding nets – this “Net Abuse” will result in a Yellow Card to the player.

Roof

- A ball touching the ROOF is considered “out of play” by the last team member to touch it.
- The Opposition will receive a FREE KICK from where the ball lands after hitting the roof.
- The INTERACTIVE SCREENS are considered a part of the ROOF.

MOVEMENT & POSSESSION OF THE BALL

Gaining possession of the ball

A turnover occurs when the ball touches the ground as a result of a kick, handball or marking attempt 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 went out of bounds.
- Players may attempt to intercept the ball in flight, however must not make contact with an opposing player.
- A player is not permitted to touch an opponent unless the player is in possession of the ball.

Possession

A player **MUST** dispose of the ball legally by hand or foot within 5 seconds or after advancing 5 metres forward on the field. (Bouncing the ball **DOES NOT** give a player additional time or forward movement).

A player may stay in possession of the ball unless:

- The player is touched with one or two hands (touch) or flagged
- Directed to dispose of the football by the umpire

*Any ball contacting the umpire will be "Play On".

Ball touching the ground

A turnover occurs anytime the ball touches the ground, with possession being given to the opposing team of whoever touched the ball last.

The exceptions to this rule are:

- From a ball up, this rule does not apply until one team has taken clean possession of the ball. This means that a tap from a ball up can touch the ground.
- If shooting for goal, you can intentionally kick/dribble the ball along the ground. However, should the ball be touched prior to scoring, the usual turnover of possession will apply.

Dispossessing the player in possession

When a player in possession of the ball and is touched by an opponent but deemed to have 'no prior opportunity', the umpire will call TOUCH and the player must kick or handpass within two steps or two seconds. Failure to do so will result in a free kick being awarded to the opposing team.

When a player in possession of the ball is deemed to have had 'prior opportunity' to dispose of it when touched by an opposing player, the umpire will award a Free Kick to the opposing team.

Disposal of the ball

The ball must be disposed of by a handball or kick (as per the laws of Australian Football). Players are not permitted to throw or hand the ball to another player or a free kick will be awarded to the opposing team.

Mark

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.

- No player (except for the player on the mark) may be closer than 2 metres away in any direction.
- 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"
- There is to be absolutely no contact in a marking contest. The player in the position where the ball is expected to drop is given every opportunity to mark the ball.
- 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.

Playing on

The umpire shall call "Play On" in the following:

- When a player after taking a mark runs around or over the spot "the mark" where he/she caught the ball.
- When a player after a turnover has occurred runs around or over the spot "the mark" where the ball made contact with the ground due to the turn over.
- The ball after being kicked has been touched in transit.

Other

A Player may NOT:

- Kick or attempt to kick the ball off the ground or out of mid-air:
- Players cannot trap the ball or gain a possession advantage by using their feet on the ball.
- A ball incidentally contacting a players feet with no advantage to the player or team will be "play on"
- Punch the ball with a clenched hand.
- Slap or intentionally dislodge the ball from an opposing players hand.
- Dive to the ground onto a ball to take possession
- Take possession of a ball directly from their disposal by hand or foot until the ball is touched by another player.
- Throw the ball.
- Has the ball kicked in to them while on the ground.

PENALTY for all the above is a FREE KICK to the opposing team.

SCORING

Scoring can only occur from the designated forward zone and can be kicked by any player on the field. This can be during general play by receiving a kick or handball; or upon marking the ball and taking a set shot for goal. To be eligible to shoot from a set shot, the player kicking for goal must be inside the scoring zone.

In mixed competitions, a goal scored by the female forward is worth 9 points.

The field umpire will be the sole judge of whether the kick for goal was successful.

START OF EACH QUARTER

- A centre square "Ball Up" will start each quarter.
- A nominated Ruckman from each team will jump and contest the ball up. The Ruckman must tap the ball to another player and cannot grab the ball out of the ruck contest or touch the ball again until touched by another player (excluding the opposing Ruckman).
- Only three (3) players from each team (including the ruckmen) can be inside the centre square for the ball up.

AFTER A GOAL

The game will restart on the umpires whistle by the opposing team "kicking out" from the goal square. The player may run out of the goal square and either kick or handball.

BUMPING AND TACKLING

There is to be no contact or spoiling, players cannot:

- Hold an opponent with their hands
- Knock the ball out of an opponent's hands
- Push the player in the side
- 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
- Touch the ball while another player has possession

BALL UPS

The umpire may elect to do a "ball up" between two opposing players in the following circumstances:

- Where players simultaneously infringe each other
- When two (2) or more players go to ground to contest a ball
- When an area of play is dangerous due to congestion of players
- After stopping play for an injury or blood rule

PLAYER CARD SYSTEM

AFL Max Indoor Footy is a non-contact game - any player tackling an opponent will receive an automatic BLUE CARD and substituted out of the game.

- A tackle is considered to be any time both arms are wrapped around an opponent.
- The umpire will have no choice in interpreting the severity of the tackle – a BLUE CARD is automatically awarded with the free kick.
- Other aggressive body contact towards an opponent likely to cause harm will also receive an automatic blue card. This will be at the discretion of the umpire
- Yellow card will be used as a first and final warning for any conduct that could cause injury.

ADVANTAGE RULE

In the event that the umpire believes the team receiving a free kick will receive a distinct advantage by calling play on, the advantage rule will apply.

SUBSTITUTIONS

- A team can substitute players at any time via the designated field entrance.
- The player being substituted must leave the court prior to the new player entering the court area.
- Players in possession of the ball taking a shot on goal or free kick cannot be substituted.
- The umpire will hold play and enforce the substitution of a player that is bleeding.
- Players will not be allowed back on court until the umpire is satisfied the flow of blood has ceased and the wound covered.

SECTION D

LADDER SCORING SYSTEM / COMPETITION POINTS

POINTS SYSTEM

WIN:
4 POINTS

DRAW:
2 POINTS

LOSS:
0 POINTS

Premiership points

LADDER TERMINOLOGY

For

POINTS
scored

Agst

POINTS scored
by opposition % =
Percentage FOR
/ AGAINST * 100

TP

Total Premiership
Points in
Competition

FINALS QUALIFICATION

FINALS WILL BE PLAYED OVER 1 WEEK

Semi Finals – 1v4 and 2v3

Grand Final – Winner 1v4 vs Winner 2v3