



AFL SYDNEY

SEASON 2011

FINALS SERIES HANDBOOK

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PROGRAM

Premier Division, Division One, Division Three & Under 18's Premier Cup

At Bruce Purser Reserve, Cnr Withers & Commercial Rd, Rouse Hill

Saturday August 27th

Qualifying Final

Premier Division	Team 2 v Team 3 at 3:30 pm
Division One	Team 2 v Team 3 at 1:15 pm
U18 Premier Cup	Team 2 v Team 3 at 11:15 am
Division Three	Team 2 v Team 3 at 9:00 am

At Blacktown Olympic Park, Eastern Road, Rooty Hill

Sunday August 28th

Elimination Final

Premier Division	Team 4 v Team 5 at 3:30 pm
Division One	Team 4 v Team 5 at 1:15 pm
U18 Premier Cup	Team 4 v Team 5 at 11:15 am
Division Three	Team 4 v Team 5 at 9:00 am

At North Dalton Park, Pioneer Road, Towradgi (North Wollongong)

Saturday September 3rd

Second Semi-Final

Premier Division	Team 1 v Winner Qualifying Final	at 3:30 pm
Division One	Team 1 v Winner Qualifying Final	at 1:15 pm
U18 Premier Cup	Team 1 v Winner Qualifying Final	at 11:15 am
Division Three	Team 1 v Winner Qualifying Final	at 9:00 am

At Blacktown Olympic Park, Eastern Road, Rooty Hill

Sunday September 4th

First Semi-Final

Premier Division	Winner Elimination Final v Loser Qualifying Final	at 3:30 pm
Division One	Winner Elimination Final v Loser Qualifying Final	at 1:15 pm
U18 Premier Cup	Winner Elimination Final v Loser Qualifying Final	at 11:15 am
Division Three	Winner Elimination Final v Loser Qualifying Final	at 9:00 am

Sunday September 11th

Preliminary Final

Premier Division	Winner First Semi v Loser Second Semi	at 3:30 pm
Division One	Winner First Semi v Loser Second Semi	at 1:15 pm
U18 Premier Cup	Winner First Semi v Loser Second Semi	at 11:15 am
Division Three	Winner First Semi v Loser Second Semi	at 9:00 am

Saturday September 17th

Grand Final

Premier Division	Winner Second Semi v Winner Preliminary	at 3:30 pm
Division One	Winner Second Semi v Winner Preliminary	at 1:10 pm
U18 Premier Cup	Winner Second Semi v Winner Preliminary	at 11:05 am
Division Three	Winner Second Semi v Winner Preliminary	at 8.45 am

Division Two, Division Four & Under 18's Challenge Cup

At Henson Park, Sydenham Road, Marrickville

Saturday August 20th

Qualifying Final

Division Two	Team 2 v Team 3 at 3:30 pm
Division Four	Team 2 v Team 3 at 1:15 pm
U18 Challenge Cup	Team 2 v Team 3 at 11:15 am

Sunday August 21st

Elimination Final

Division Two	Team 4 v Team 5 at 2:10 pm
Division Four	Team 4 v Team 5 at 12:00 pm
U18 Challenge Cup	Team 4 v Team 5 at 10:00 am

At Rosedale Park, Cnr Stroud & National Sts, Warwick Farm

Saturday August 27th

Second Semi-Final

Division Two	Team 1 v Winner Qualifying Final	at 3:30 pm
Division Four	Team 1 v Winner Qualifying Final	at 1:15 pm
U18 Challenge Cup	Team 1 v Winner Qualifying Final	at 11.15 am

At Gipps Rd Oval, Gipps Road, Merrylands

Sunday August 28th

First Semi-Final

Division Two	Winner Elimination Final v Loser Qualifying Final at 2:10 pm
Division Four	Winner Elimination Final v Loser Qualifying Final at 12:00 pm
U18 Challenge Cup	Winner Elimination Final v Loser Qualifying Final at 10:00 am

At Henson Park, Sydenham Road, Marrickville

Saturday September 3rd

Preliminary Final

Division Two	Winner First Semi v Loser Second Semi at 3:30 pm
Division Four	Winner First Semi v Loser Second Semi at 1:15 pm
U18 Challenge Cup	Winner First Semi v Loser Second Semi at 11:15 am

At Blacktown Olympic Park, Eastern Road, Rooty Hill

Saturday September 10th

Grand Final

Division Two	Winner Second Semi v Winner Preliminary at 3:30 pm
Division Four	Winner Second Semi v Winner Preliminary at 1:10 pm
U18 Challenge Cup	Winner Second Semi v Winner Preliminary at 11.05 am

Division Five

At Henson Park, Sydenham Road, Marrickville

Saturday August 20th

Division Five

First Semi-Final

Team 3 v Team 4 at 9:00 am

At Rosedale Park, Cnr Stroud & National Sts, Warwick Farm

Saturday August 27th

Division Five

Second Semi-Final

Team 1 v Team 2 at 9:00am

At Henson Park, Sydenham Road, Marrickville

Saturday September 3rd

Division Five

Preliminary Final

Winner First Semi v Loser Second Semi at 9:00am

At Blacktown Olympic Park, Eastern Road, Rooty Hill

Saturday September 10th

Division Five

Grand Final

Winner Second Semi v Winner Preliminary at 8:45am

ADMISSION FEE

An admission fee will be charged for all finals matches as follows:

Adult – \$10.00

Children – 16 and under will be admitted free.

PLAYER/OFFICIAL ENTRY PASSES

AFL Sydney will allow free entry of thirty five (35) Player/Official for the first competing team per club, each subsequent competing team for that club at the same venue will receive free entry of thirty two (32) Player/Officials.

Each club is to provide a list of those people entitled to free entry by 12pm on the Friday prior to the match. This list will be given to the gatekeepers who will tick off the players/officials as they enter.

Any player/official not on the list will be required to pay to enter.

GATE OPENING TIMES

Gates will open 90 minutes prior to the starting time of the first match.

GATEKEEPING

Gatekeeping duties will be undertaken by the following clubs:

Premier Division – UNSW/ES

Lower Divisions – Manly-Warringah

GROUND MANAGER

AFL Sydney will appoint a Ground Manager for each finals venue.

TIMEKEEPERS

AFL Sydney will appoint timekeepers for all finals matches.

If there are insufficient appointed timekeepers, both competing clubs will be required to provide a timekeeper.

INTERCHANGE STEWARD

AFL Sydney will appoint an Interchange Steward to each finals match.

The interchange steward will be responsible for ensuring that all players enter and leave the field via the designated interchange area. He will also be responsible for advising the field umpires of any breaches.

The interchange steward will also be required to record the time that players, who are ordered off by the field umpires, leave the field and shall be the sole judges as to when such players may resume playing (if applicable). It is the offending players club's responsibility to obtain the all clear from the interchange steward for such players to resume playing. The interchange steward is to acknowledge the umpires decision to send off a player by showing the appropriate red or yellow card to the controlling umpire.

FOOTBALLS

AFL Sydney will provide the footballs.

UMPIRES

The AFL Sydney will endeavor to provide:

3 Field Umpires	Premier Division, Division One, Division Two, U18 Premier Cup
2 Field Umpires	Division Three, Division Four, Division Four U18 Challenge Cup
2 Boundary and Goal Umpires	- All grades.

Emergency Umpires, when appointed, have the power to order players from the field as well as the ability to report players in the normal manner.

CANTEEN

Catering rights for finals matches are allocated annually to one club in each respective League on a rotational basis. The catering club shall have sole responsibility and exclusive rights for the supply of food, soft drinks and alcohol to the general public (excluding guests at AFL NSW-ACT functions) and also for the operation of a raffle. **No other person or club shall be permitted to take alcohol into the ground or sell any food or beverages at the finals venue.**

The catering clubs for each of the 2011 finals series are:

Premier Division – Campbelltown

Lower Divisions – Nor-West

It is a condition of entry to all AFL Sydney finals that no alcohol is brought into the venue. **All persons and vehicles entering the venue will be checked for alcohol.** Any alcohol found will be confiscated and returned upon leaving the venue. Failure to comply will result in refusal of entry.

SECURITY

AFL Sydney will provide security for all finals.

ICE

The clubs are responsible for providing their own ice.

STRETCHER

A stretcher will be provided at the venue.

MATCH VIDEOS

All Premier Division Finals and all other Grand Finals will be videoed by Digital Sports. Copies of the Video's may be purchased through Digital Sports website www.digitalsports.com.au

LENGTH OF QUARTERS

Premier Division

The match is to be played over four twenty (20) minute quarters with **time on to be added** in the following circumstances:

- When directed by a Field Umpire, or
- When a Goal Umpire signals that a goal or behind has been scored.
- When the field umpire crosses his or her arms to indicate he/she is going to bounce or throw the ball up

Division One

The match is to be played over four seventeen (17) minute quarters with **time on to be added** in the following circumstances:

- When directed by a Field Umpire, or
- When a Goal Umpire signals that a goal or behind has been scored.
- When the field umpire crosses his or her arms to indicate he/she is going to bounce or throw the ball up

Division Two

The match is to be played over four seventeen (17) minute quarters with **time on to be added** in the following circumstances:

- When directed by a Field Umpire, or
- When a Goal Umpire signals that a goal or behind has been scored.
- When the field umpire crosses his or her arms to indicate he/she is going to bounce or throw the ball up

Division Three

The match is to be played over four seventeen (17) minute quarters with **time on to be added** in the following circumstances:

- When directed by a Field Umpire, or
- When a Goal Umpire signals that a goal or behind has been scored.
- When the field umpire crosses his or her arms to indicate he/she is going to bounce or throw the ball up

Division Four

The match is to be played over four seventeen (17) minute quarters with **time on to be added** in the following circumstances:

- When directed by a Field Umpire, or
- When a Goal Umpire signals that a goal or behind has been scored.
- When the field umpire crosses his or her arms to indicate he/she is going to bounce or throw the ball up

Division Five

The match is to be played over four seventeen (17) minute quarters with **time on to be added** in the following circumstances:

- When directed by a Field Umpire, or
- When a Goal Umpire signals that a goal or behind has been scored.
- When the field umpire crosses his or her arms to indicate he/she is going to bounce or throw the ball up

U18 Premier Cup

The match is to be played over four fifteen (15) minute quarters with **time on to be added** in the following circumstances:

- When directed by a Field Umpire, or
- When a Goal Umpire signals that a goal or behind has been scored.
- When the field umpire crosses his or her arms to indicate he/she is going to bounce or throw the ball up

U18 Challenge Cup

The match is to be played over four fifteen (15) minute quarters with **time on to be added** in the following circumstances:

- When directed by a Field Umpire, or
- When a Goal Umpire signals that a goal or behind has been scored.
- When the field umpire crosses his or her arms to indicate he/she is going to bounce or throw the ball up

DRAWN MATCH

In the event of a drawn game in any finals match the following conditions will apply:

- The Goal Umpires will confirm the scores.
- The Field Umpires will re-commence the game for a duration of five (5) minutes with **time on to be added** (as per above). Sides do not change ends.
- The siren will sound, the teams will change ends and a further five (5) minutes with **time on to be added** (as per above) will be played.
- If the game is still drawn after the second 5-minute period the siren will sound after the first score.
- At no stage before or during extra time are coaches permitted to address players.

NUMBER OF PLAYERS

All Grades

18 on field plus 4 interchange

In Division Four, Five and Under 18's Competitions the following will also apply

Division Four & Five

- Maximum number of players that can be listed on the team sheet is twenty two (22).
- If both teams have eighteen (18) players or less listed on the team sheet the number of 'on field' players at the start of the match shall be sixteen (16) players on the field, unless both teams agree to start with seventeen (17) or eighteen (18) 'on field' players.

- If both teams have more than eighteen (18) players listed on the team sheet the number of 'on field' players at the start of the match shall be eighteen (18) players.

Under 18's Grades

- Maximum number of players that can be listed on the team sheet is twenty two (22).
- If both teams have eighteen (18) players or less listed on the team sheet the number of 'on field' players at the start of the match shall be sixteen (16) players on the field, unless both teams agree to start with seventeen (17) or eighteen (18) 'on field' players.
- If both teams have more than eighteen (18) players listed on the team sheet the number of 'on field' players at the start of the match shall be eighteen (18) players.
- Clubs can only include a maximum of four (4) players under the age of 16 years on their team list for any given match. This restriction shall not apply to AFL (NSW/ACT) Scholarship Holders or Under 16 Starz, Northern Heat, Cats, Pioneers & Pigeon Representatives

PLAYER ELIGIBILITY

It is the clubs responsibility to ensure that all players who take the field for their team is eligible to compete in the respective matches. If in doubt, please check with the League by 5:00pm on Friday.

6.7 The following eligibility provisions shall apply to the finals series:

- **Premier Division:**
A player must have played a minimum of six (6) home and away games in the current season for his club.
- **Divisions 1-4**
A player must have played a minimum of five (5) home and away games in the current season in either that division , a lower division or the under age competition for his club.
- **Division 5**
A player must have played a minimum of five (5) home and away games in the current season for his club team in which he is selected to play in the finals.
- **Under Age Grade:**
A player must have played a minimum of five (5) home and away games in the current season for his club team in which he is selected to play in the finals.

Where a player plays more than one match on the same day/weekend during the home and away season, only the match in the highest grade will be counted towards finals eligibility

Player Eligibility – General (Amended 11/11/2008) (Amended 11/01/2010)

6.8 A player is only permitted to play in one finals match for his club on any given weekend.

- 6.9 Subject to by laws 6.11 and 6.12 any player who has played in a total of nine or more home and away matches in a higher division(s) shall not be eligible to play final matches in a lower division.
- 6.10 Where a club has all senior football and under age teams playing in finals on the same weekend, a player must have played five (5) (six (6) for Premier Division) home and away matches with his club five (5) under age home and away matches and be under the age limit in the case of under age finals) to be eligible to play in any of those finals.
- 6.11 Where a club has multiple senior football teams playing in finals on the same weekend, and where these teams are consecutively ranked (based on league competition structure), the only restriction under this By-Law is that -
- Clubs may play players one division lower (based on league competition structure) than the lowest division for which they are eligible on a stand alone basis in terms of By-Laws 6.7 and 6.10
- 6.12 On application by a player's club, the Administration Committee may vary the number of qualifying games required where Services personnel are posted a significant distance away during the home and away matches; or where a player misses a significant number of matches due to serious injury; or under other exceptional circumstances.
- 6.13 Players who have played for two clubs under a Memorandum of Understanding are only permitted to play for the club in which they have played the most Home & Away games during the season, subject to By-Law 6.7
- 6.14 A player who, has missed six or more consecutive games through injury will upon provision of supporting medical documentation, be permitted to play in a lower grade of finals for his club despite not having qualified for that grade. All applications for such consent to play must be approved by the Administration Committee.
- 6.15 *(Deleted 14/02/2011)*
- 6.16 Where a club has multiple teams in the same competition playing in finals, a player who has played five (5) home and away matches for one club team will be ineligible to play finals for the other club team.

GWS Giants & Sydney Swans Reserves Players (Inc overage Academy Players)

- No finals eligibility criteria will apply on the weekends when GWS Giants or Sydney Swans NEAFL side are participating in a finals/home & away match.
- Should GWS Giants or Sydney Swans NEAFL side not be playing, then the 'player' would need to have played a minimum of 3 (three) matches with their allocated AFL Sydney club to be eligible to play in AFL Sydney Finals.
- Under this By-Law the 'players' are only permitted to play in AFL Sydney Premier Division Finals.

TEAM SHEETS

It is essential that all team sheets be filled out correctly with all water carriers, trainers (including medical staff), team managers and runners listed as well. Two copies of the team sheet are to be given by the Team Manager to the Ground Manager, at the latest 30 minutes prior to the match starting time. An extra copy of the team sheet is to be provided for all Premier Division Seniors matches which the Ground Manager will give to the Digital Sports commentators. The Ground Manager will provide the umpires with a copy of the team sheet. Clubs are to exchange team sheets at least 30 minutes prior to the match starting time. Alterations or additions may be made to the original Team Sheet up until the commencement of the match by arrangement with the Field Umpires.

MATCH RESULTS

Team Managers are required to provide the Ground Manager with a list of their team's goal kickers and best players at the conclusion of each match. The Ground Manager will input results into Sporting Pulse.

RUNNER/S

Each team is permitted to use either one (1) or two (2) Runners. The runners will operate directly from the bench as usual.

The Team Runner must wear green top with both the club's name and the word "Runner" clearly marked on the back. The Runner must also wear green shorts. If required, green shorts can be ordered from Cougar Sports (refer Harry Ph:03 93876667) who currently have them in stock.

Runners incorrectly attired will not be permitted onto the ground. There will be no exception to this requirement, no matter what the grade.

TRAINERS, OTHER MEDICAL SUPPORT STAFF AND WATER CARRIERS

Clubs are permitted to utilize a maximum of six (6) trainers, other medical support staff and water carriers per team.

These personnel are only permitted onto the field during play to attend to injured players or to provide players with water. They must not be used to deliver messages to players.

Trainers, other medical support staff and water carriers for each team must be dressed in **white tops**. Either tracksuit pants or club football shorts are to be worn (jeans or cargo pants are not permitted), together with running shoes or football boots.

Match Officials incorrectly attired will not be permitted onto the ground. There will be no exception to this requirement, no matter what the grade.

OFFICIALS ON THE BENCH

In addition to the maximum number of trainers, water carriers, interchange players and team runner/s allowed per team, there will be a maximum of four (4) other officials allowed on the bench area inside the ground during play.

All officials, trainers and interchange players must remain at least one metre from the boundary line and away from the interchange area.

SEND OFF RULE

The AFL Sydney Order Off Laws shall be applied in all AFL Sydney finals matches:

Yellow Card

- 12.1 A player who is reported by a field umpire or field umpires for a breach of the laws of the game shall be ordered from the field for a period of fifteen minutes. In this instance an umpire will hold up a yellow card.
- 12.2 At the discretion of the field umpire, a player may be ordered from the field for a period of fifteen minutes and not be reported. In this instance an umpire will hold up a yellow card.
- 12.3 A player ordered off with a yellow card is required to leave the playing area immediately through the interchange area. The offending players club is responsible for obtaining the all clear from the interchange steward for such player to resume playing.
- 12.4 For the purposes of this rule, a yellow card will result in the player concerned remaining off the field for a flat period of fifteen minutes, excluding breaks between quarters. E.g. a player sent off five minutes before half time would be permitted to resume playing ten minutes after the third quarter commenced.
- 12.5 All players who are ordered from the field with a yellow card can be replaced immediately.

Red Card

- 12.6 A player who is reported by a field umpire or field umpires for a breach of the laws of the game twice in the same match for separate incidents, or who is reported for a serious breach (as listed below) shall be ordered from the field for the remainder of the match. In this instance an umpire will hold up a red card.
- 12.7 Serious breaches are defined as where a player or official;
- Intentionally, recklessly or negligently makes contact with or strikes an umpire
 - Attempts to make contact with or strike an umpire
 - Behaves in an abusive, insulting, threatening or obscene manner towards or in relation to an umpire
 - Intentionally, recklessly or negligently kicks another person
 - Commits an act of misconduct - if the umpire is of the opinion that the act constituting misconduct is serious in nature
- 12.8 A player ordered off with a red card is required to leave the playing area immediately through the interchange area. The offending player is not permitted to sit on the bench, or enter the playing arena at any time (including breaks) for the remainder of the match.

- 12.9 All players who are ordered from the field with a red card can be replaced after a period of 15 minutes has elapsed. The offending players club is responsible for obtaining the all clear from the interchange steward for the replacement player to resume playing.

For the purposes of this rule, a red card will result in the player concerned being unable to be replaced for a flat period of fifteen minutes, excluding breaks between quarters. E.g. a player sent off five minutes before half time would be permitted to be replaced until ten minutes after the third quarter commenced.

ROOMS AND SHORTS

AFL Sydney will allocate changerooms for all finals.

Clubs are not to commence using the changerooms until after half time of the previous match. After the match, clubs are not to enter the changerooms until the following team has entered the playing arena.

AFL Sydney will also advise Clubs weekly as to which jumper and shorts are to be worn.

MESSAGE TABLES

Blacktown Olympic Park

There are two massage tables in each of the four changerooms

Henson Park

There is one massage table in each of the changerooms

COACHES BOXES

There are coaches boxes at Blacktown Olympic Park.

Clubs are to provide their own Box to Bench Communication System

CLEANING OF CHANGEROOMS & COACHES BOXES

It is an expectation that all participating teams will clean the change rooms, interchange benches and coaches boxes of all rubbish to ensure a clean area for the next participating club. It is also expected that the senior participating teams will leave the rooms clean at the end of the day.

Clubs may be fined if they breach this requirement.

PARKING FOR TEAM OFFICIALS

At Blacktown Olympic Park, team officials will be able to drive in behind the changerooms to drop gear off/pick gear up, however they will then have to park there cars in the normal car park (i.e. they will not be able to leave their cars behind the changerooms)

PARKING FOR PUBLIC

Blacktown Olympic Park

Parking is available in the Car Parks at the AFL/Cricket Facility, Athletics Complex or Baseball Complex

Henson Park

Parking will be available inside Henson Park, subject to the weather.

Bruce Purser Reserve

Parking for public is available inside the venue.

North Dalton Park

Parking for public is available at the venue.

Rosedale Park

Parking for public is available around the venue.

DRINKS FOR COMPETING TEAMS

It is suggested that should competing clubs require post match drinks for their players that they make arrangements with the catering club on the Friday prior to the match to allow the host clubs time to cater for the order. **Remember patrons (including clubs) are not permitted to bring alcohol into the ground.**

FOOTBALL RECORD

All competing teams, in all Divisions are to forward a list of players and jumper numbers to luke.turner@aflnswact.com.au by 12 noon on the Monday prior to the match.

Players are required to wear the jumper number as shown in the football record.

Club of the Year penalties will be applied for any breaches.

PRESENTATIONS

Presentations of the Best on Ground Medal, Premiership Medallions and Premiership trophy will be made immediately after the completion of the Grand Final. Each Premiership winning team will receive 30 Medallions. Medallions will be presented on the day to the competing 22 players and senior coach only, the remaining medallions, and the match ball will be given to a club official. The captains of both teams will be asked to say a few words.

To ensure that the following games can commence on time the clubs are requested to assemble at the Presentation area as soon as possible following the completion of the match.

GENERAL

Any queries or issues not raised in the handbook are to be raised with Garry Burkinshaw, Senior Football Operations Manager, on 0437 996339.