

# AFL Mackay Pre-Season Carnival 2013

Whitsunday Sports Park,  
Shute Harbour Road, Airlie Beach.  
Saturday 23<sup>rd</sup> March 2012



## Preliminaries

Each team plays two matches. 3 points for a win, 2 points for a draw and 1 point for a loss. Percentage separates any teams tied on points at the end of the preliminary matches.

## 2013 Pre Season Teams

<b>POOL A</b>	<b>POOL B</b>	<b>POOL C</b>	<b>POOL D</b>
Whitsunday Sea Eagles	Mackay City Hawks	Hermit Park Tigers	Boyne Island Tannum Sands Saints
Gladstone Mudcrabs	Thuringowa Bulldogs	Eastern Swans	Curra Swans
Magpies Northern Beaches	Bakers Creek Tigers	North Mackay Saints	Moranbah Bulldogs

<b>Game 1</b>	8.30am Whitsunday v Magpies
<b>Game 2</b>	9.10am Mackay City v Bakers Creek
<b>Game 3</b>	9.50am Eastern Swans v North Mackay
<b>Game 4</b>	10.30pm Moranbah v Curra Swans
<b>Game 5</b>	11.10am Magpies v Gladstone
<b>Game 6</b>	11.50am Bakers Creek v Thuringowa
<b>Game 7</b>	12.30pm North Mackay v Hermit Park
<b>Game 8</b>	1.10pm Curra Swans v BITS
<b>BREAK</b>	1.50pm Longest Kick & 100m Dash

<b><u>Game 9</u></b>	2.20pm Gladstone v Whitsunday
<b><u>Game 10</u></b>	3.00pm Thuringowa v Mackay City
<b><u>Game 11</u></b>	3.40pm Hermit Park v Eastern Swans
<b><u>Game 12</u></b>	4.20pm BITS v Moranbah
<b><u>Semi 1</u></b>	5.00pm Pool A v Pool B
<b><u>Semi 2</u></b>	5.40pm Pool C v Pool D
<b><u>Grand Final</u></b>	6.30pm Semi 1 v Semi 2
	Finish presentation by 7.30pm

### Game Data

1. 15 minute halves with a 5 minute half time break for all games except the Grand Final.
2. 5 minute break between games
3. Semi Finals 15 minute halves, 5 minute half time break – pending weather conditions and discussion with top four teams.
4. Grand Final 20 minute halves, 10 minute half time break – pending weather conditions and discussion with top two teams.

### Timings

It is crucial that these timings are strictly adhered to. If any game is running over time the siren will sound to end the half at the time as listed below, regardless of whether the full 15 minutes have been played or not. Ensure that your team is ready to go and warmed up to enter the field of play as soon as the umpires of the previous game have left the ground.

<b>GAME</b>	<b>START</b>	<b>HALF TIME</b>	<b>2<sup>ND</sup> HALF START</b>	<b>FINISH</b>
1	8.30am	8.45am	8.50am	9:05am
2	9:10am	9:25am	9:30am	9:45am
3	9:50am	10:05am	10:10am	10:25am
4	10:30am	10:45am	10:50am	11:05am

5	11:10am	11:25am	11:30am	11:45am
6	11:50am	12:05pm	12:10pm	12:25pm
7	12:30pm	12:45pm	12:50pm	1:05pm
8	1:10pm	1:25pm	1:30pm	1:45pm
9	2:20pm	2:35pm	2:40pm	2:55pm
10	3:00pm	3:15pm	3:20pm	3:35pm
11	3:40pm	3:55pm	4:00pm	4:15pm
12	4:20pm	4:35pm	4:40pm	4:55pm
Semi 1	5:00pm	5:15pm	5:20pm	5:35pm
Semi 2	5:40pm	5:55pm	6:00pm	6:15pm
GF	6:30pm	6:50pm	7:00pm	7:20pm

### **Competition Rules:**

- The Laws of Australian Football 2013 will be enforced throughout the carnival, except where described below.
- Modified rules similar to those used in the NAB Cup will also apply, and are described as follows:
  - 9 Point Super Goals will be paid for goals scored from outside the attacking 50 metre line.
    - A player awarded a 50m penalty awarded outside of the 50m line will be given the option of attempting a 9 point Super Goal kicked from the 50m line, or a 6 point goal kicked from the mark set.
  - Where the ball goes “Out of Bounds”, it is to be kicked in by the opposite team to that who last touched the football.
    - Where the umpire is unsure of the last player to touch the football prior to it going “Out of Bounds”, it is to be “Thrown Up” by the umpire 10 metres toward the centre circle from the boundary line.
  - The **normal** Laws of Australian Football relating to the **ball hitting both the Goal and Behind Posts** will apply throughout the carnival (Laws 12.1.2(a) and 12.1.4)
  - The **normal** Laws of Australian Football relating to the ball needing to travel **15 metres** for a mark to be paid will apply throughout the carnival (Law 14.1(b))
  - The rule relating to the “**rushed behind**” will **not** be enforced throughout the carnival.
  - The trial rule relating to “No mark for a **kick backward** within the **defensive half** of the field” **will not** be enforced throughout the carnival.
- All players must be registered with their relevant Football League, with all interclub transfers being first cleared by their previous club.

- any player wanting an intra-state or inter-state clearance is eligible to play providing all paper work is with the Secretary/Registrar by Friday 11<sup>th</sup> March 6.00p.m.
  - The normal Laws of Australian Football relating to the Reporting (Law 19) and Sending-Off (Law 20) of players will be strictly enforced.
    - Under Law 20.4, a player “ordered-off” (red card) shall not play for the remainder of the Carnival.
      - The player may not be replaced for the remainder of the match in progress.
      - The player may be replaced in subsequent matches.
    - Under Law 20.5, a player “ordered-off” (yellow card) shall leave the playing surface for a period no less than 5 minutes of match time. During this time, the player may be replaced.
    - Tribunal hearings are to be undertaken at the discretion of the Football League under which the reported player is registered.
  - Any player serving a suspension is NOT permitted to enter on to any part of the playing arena at any time while the Carnival is being convened.
- Games will commence at their scheduled starting time. If one of either team are not ready to start, a free kick shall be awarded to the first team ready to start after this time.
- Each club captain shall ensure that their team is warmed up and ready to take the field **immediately** following the umpires of the previous game leaving the playing surface.
- In the event that a semi or preliminary final is drawn, the team which started the match with the higher position on the competition ladder at the end of the pool matches shall be deemed the winner.
- In the event that the Grand Final is drawn:
  - The captains of both teams are to immediately report to the central umpires on completion of the game for a coin toss and selection of ends for extra time.
  - A rest period of five (5) minutes shall granted between the end of the match and the start of extra time.
  - Extra time shall consist of two five (5) minute halves, played with a two (2) minute break between each half.
- In the event that the match remains drawn at the end of extra time:
  - The captains of both teams are to immediately report to the central umpires on completion of extra time for a coin toss and selection of ends for the golden point period.
  - A rest period of two (2) minutes shall granted between the end of extra time and the start of the golden point period.
  - The first team to register a score within the golden point period will be deemed the winner.

### **Ground Marshal:**

- AFL Mackay shall arrange with the host club to appoint a Ground Marshal, who will be responsible for ensuring each game commences at its scheduled starting time.
  - For ease of recognition, the Ground Marshal will be wearing a bright safety vest or similar.
- A representative from each team is to report to the Ground Marshal at least **30 minutes** prior to the commencement of their first game, and supply each club's team-list for the Carnival.
  - Each club is entitled to use twenty four (24) players for each game.
  - A total of 30 players are permitted on each club's team-list, and is to be provided on a standard Footyweb generated team list.

For ease of providing paperwork - as the Pre-Season matches are not listed within Footyweb - a team list prepared for your 1st Home and Away match will be acceptable.
  - All clubs **MUST** provide a new team sheet for each game played, and **MUST** be presented to the Ground Marshal 10 minutes prior to the scheduled starting time of each club's matches.
- Alterations to a clubs team-list for the Carnival are not permitted, unless at the absolute discretion of the Ground Marshal. Any request to alter a clubs team-list must be made 30 minutes prior to the scheduled starting time of that clubs next game.
- Both club captains are to report to the Ground Marshal **10 minutes** prior to the scheduled starting time of each game for the toss of the coin and selection of ends with a breast cancer survivor representing the McGrath Foundation.
  - If in the event a club captain is not present for the coin toss, the club captain of the team who is ready shall be deemed to have won the toss.
- A representative of each club is to report to the Ground Marshal within 10 minutes of the completion of each club's games to enquire of the "all clear" from the umpires.
- Umpires to return the game ball to the Ground Marshal after each game

### **General:**

- AFL Mackay shall provide a game ball for each match played.
- All teams **MUST** be correctly dressed at all times.
- Teams must be responsible for their own gear when leaving the change rooms.
- Last teams in the carnival must leave change rooms in clean and tidy condition
- The decision of the AFL Mackay Management Committee is final.