

CANTERBURY AUSTRALIAN FOOTBALL LEAGUE

**COMPETITION RULES
STRATCO PREMIERSHIP
2010 SEASON**

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1. INTRODUCTION

- 1.1 The Stratco Premiership is a competition established by Canterbury Australian Football League (CAFL) and AFL New Zealand (AFLNZ) in which Canterbury clubs are invited to participate.
- 1.2 These Rule shall be read in conjunction with AFL Players' Code of Conduct.

2. COMPETITION NAME

- 2.1 The competition shall be called the '**Stratco CAFL Premiership**' (SCP) and shall be competed for each season (as defined in 4.) by CAFL affiliated clubs duly qualified according to these Rules.
- 2.2 CAFL shall have the right to add to or change the competition name to reflect the name of the sponsor if it so desires.

3. ENTRIES FOR THE COMPETITION

- 3.1 CAFL shall determine the number of clubs that may compete in the SCP. CAFL retains the ability to increase or decrease the number of clubs at its sole discretion. The decision of CAFL as to the composition of the league shall be final and binding.
- 3.2 Entry to, and continued participation, in the SCP shall be determined by CAFL having regard to:
 - 3.2.1 The clubs satisfying criteria established from time to time by CAFL on a continuing basis.
 - 3.2.2 The criteria established by CAFL shall include, but not be limited to, player numbers, grounds, facilities and financial status and shall otherwise be at the discretion of CAFL.
 - (a) Invoices for Club Charges shall be issued immediately following the AGM and shall be paid by round 4. Penalties for non-compliance shall be decided by CAFL.

3.2.3 Compliance with the terms and conditions specified by CAFL & AFLNZ and the AFL Laws of the Game.

3.3 In the event of any club not wishing to continue in the SCP, or failing to meet the criteria, resulting in their removal from the SCP, then the filling of the consequential vacancy shall be determined by CAFL, which may at its sole discretion choose not to fill the vacancy.

3.4 In the event of any club not paying the entrance/participation fee in the quantum, manner and time frame (time being of the essence) as directed by CAFL, then, without prejudice to any other remedies available to CAFL, the club will be disqualified from participating in any finals that it may qualify for in that particular season.

4. COMPETITION FORMAT

The length of a SCP season shall be deemed to include the Lightning Premiership (pre-season matches), the Regular Season and the Finals Series, determined by CAFL in its sole discretion and will operate at any time between the months of August and December, with exact dates determined by CAFL upon consideration of all factors.

4.1 The competition shall consist of two parts:

(a) The Regular Season

(b) The Finals Series

4.2 Assuming a four team competition, the Regular Season shall be played over a minimum of 9 rounds, with multiples of 3 being the preferred number. The schedule of matches will be determined from the final standings from the previous season. *(For example: 2009 Premier will play 2009 runner-up in the first round, 2009 3rd placed team in the second round and 2009 4th placed team in the third round. This should ensure that, in the event of there being 10 or 11 rounds scheduled, the Premier from the previous season will more than likely face the most difficult draw)*

- 4.3** Four points are awarded for a win, two points for a draw, and no points for a defeat.
- 4.4** No extra time shall be played during the Regular Season in the case of a drawn match between teams.
- 4.5** The number of league points accumulated by each club shall determine the placing of each club in each round. In the event of any two teams having equal points, then they shall be separated by the ratio of points FOR, divided by points AGAINST, or failing this, the win/loss ratio of games in which the two teams participated. At the conclusion of the Regular Season, the four clubs shall participate in the Finals Series.

4.6 Finals Eligibility

Where a 9 or 10 game Regular Season is scheduled, a player must play three (3) games to be eligible to play in Finals. Where an 11 or 12 game Regular Season is scheduled, a player must play four (4) games to be eligible to play in Finals. If a player was injured in an earlier game and as a result was unable to play the requisite games to qualify, then upon receipt of a medical certificate, the CAFL President may, with absolute discretion, allow the player to participate.

The Finals Series

- 4.7** The Finals Series will consist of one weekend with the following matches played on the same day–
- (i) The Minor Placing Final – to be played between the 3rd and 4th placed teams.
 - (ii) The Grand Final to be played between the 1st and 2nd placed teams.

In the event of a draw, the coin shall be tossed to determine to which ends the teams will kick for the first 5-minutes of extra time.

There shall be a 2-minute break at the end of this period.

If the siren sounds marking the end of the second 5-minutes of extra time and the scores are level, then play shall continue until the first score.

4.8 CAFL shall host the Grand Final at a venue of its choosing and reserves the right to move this match to another venue should it be deemed necessary by CAFL at its sole discretion.

4.9 **Interchange steward for Grand Final. Refer to 12.2.3**

5. CUP & MEDALS

5.1 The SCP Trophy 'The Thomas Stanley Hill Memorial Trophy' is the property of CAFL and shall be maintained by CAFL. The holders are responsible for the loss of or damage to the trophy. The holder shall return the trophy to CAFL in good order and condition two months prior to the next Grand Final. The holder shall arrange for their club's name to be engraved on the trophy with costs to be invoiced to CAFL.

5.2 In addition to the trophy, CAFL shall present, on the day of the Grand Final, medals to the Best and Fairest player, with votes awarded by match umpires for each SCP game, the Best on Ground player in the Grand Final and certificates for each match official on the day.

6. ORGANISATION OF THE COMPETITION

6.1 Unless otherwise determined by these rules, the entire control and management of the Competition shall be vested in the elected committee of the CAFL. CAFL shall have the power to do all other things necessary to ensure the progress of this competition through all its stages and may take appropriate action to bring about such results. All or any of the powers vested in CAFL may be delegated to a nominee.

6.1.1 Consideration shall be given to aspirations of the national body, AFLNZ, in such deliberations

6.2 CAFL *may* appoint a Competitions Manager who shall be responsible for administration of the SCP. All references to CAFL in this Regulation shall include the Competitions Manager's position. Such role is not a committee role and is subject to the directions of the Committee.

- 6.3** Each participating club shall, prior to the commencement of each SCP season, appoint a Club Delegate to facilitate communications between the club and CAFL and to otherwise undertake the duties of a delegate as defined in the constitution, and shall notify that contact name and details to CAFL. Such liaison shall be the sole point of contact between the club and CAFL. Should a club fail to so appoint a Club Delegate prior to the commencement of each CSP season, or replace a Club Delegate as soon as practicable and using its best endeavours where necessary on account of the Club Delegates position being vacated for whatever reason during a SCP season, then the club will be subject to the loss of 2 competition points for each week affected, until a Club Delegate is appointed. The loss of points shall be applied at the sole discretion at CAFL.
- 6.4** Any SCP club may bring a dispute or protest to CAFL, not being a disciplinary related matter to be dealt with pursuant to clause 9, who shall make a decision and advise that decision to the party or parties concerned. Any decision of CAFL may be subject to one appeal only. In the event of an appeal being lodged, such appeal must be made within seven (7) days of receiving notification of the decision. Accompanying the appeal must be an appeal fee of Fifty Dollars (\$50.00) plus GST, which is fully refunded if the appeal is successful.
- 6.5** Any communications with any sponsor of the SCP must be made by CAFL only, and no club shall contact the SCP sponsors directly, unless prior approval has been given by CAFL. CAFL shall have the right to decline any request if it is believed that the same would prejudice any present or future sponsorship arrangement.
- 6.6** Each club participating in the SCP shall be primarily responsible for the organisation and control of their own home games in a manner consistent with the objectives of CAFL, in accordance with any instructions as may from time to time be issued by CAFL and shall, at a minimum, supply and make available for each home game the items set out in Schedule B.
- 7. PLAYING OF FIXTURES**
- 7.1** CAFL shall publish a detailed fixture for the ensuing season by 30 June in each year, or 7-days following the first meeting of the elected committee,

whichever occurs first. All matches shall be played at the specified location, on the dates and times agreed and confirmed by CAFL and the clubs, and shall not be varied without the prior written (electronic communication implied) approval of CAFL.

- 7.2** If any club wishes to change any match location, date or time, they must advise both the opposing club and CAFL in writing at least two weeks prior to the scheduled game, setting out in full their reasons for requiring the change. In the event of both clubs agreeing to a change of time, CAFL shall take that into account when giving its decision. Any additional cost incurred in changing previously agreed start times or dates shall be borne by the club making the request.
- 7.3** In the event of a match being postponed at late notice due to aborted travel arrangements or adverse weather, it shall be the responsibility of the two clubs concerned to immediately confer with a view to playing the match at the earliest possible time, unless otherwise authorised by CAFL. *Where a match cannot be reconvened, CAFL may elect to award two points to each team, without prejudicing other teams in the competition, or apply a remedy as it sees fit.*
- 7.4** In the event of a change of venue being necessary because of unforeseen weather or ground conditions, CAFL shall take all reasonable steps to give adequate notice to the key contact person of the clubs as to the new venue. In the event of any dispute arising as to the suitability of the venue, CAFL shall make the final decision, which will be binding, on all parties.
- 7.5** Clubs must take all reasonable steps to arrive at a match on time. Matches may be delayed by 15 minutes at the discretion of the umpires. After this time a forfeit will be declared and all match points will be awarded to the winning team. A score of 10.0.60 to 0.0.0 will be lodged on the competition ladder. In the event that a club elects not to participate in a match, except as prescribed in 7.5.1, the team will have four (4) points deducted from its tally on the ladder.
- 7.5.1** In the event that a team advises the President of the league by midday on the Wednesday prior to the game, and there is deemed a valid reason for

insufficient player numbers, forfeiture penalties shall not be applied. The game shall then be subject to the requirements of paragraph 7.3.

Security

- 7.6** CAFL, by delegation to the Competition Manager (Umpires' Coordinator or similar) shall be responsible for taking all practicable measures to ensure:
- (i) All facilities and equipment comply with the Occupational Safety and Health regulations. Certificates of compliance, as required, must be completed on the day;
 - (ii) The orderly behaviour of the crowd and safety of the match officials, players and officials of the participating teams and all spectators; and
 - (iii) The availability of club officials and where appropriate, security or police personnel.
- 7.7** All clubs will be held responsible for the behaviour of their spectators. Any behaviour deemed by the umpires or umpires' coordinator to be dangerous or likely to bring the game into disrepute will result forthwith in the issue of a notice in writing to CAFL describing any unruly behaviour of their spectators.
- 7.8** Each club must make every effort to ensure that the AFL Players' Code of Conduct is communicated and made available to its players.
- 7.9** Each club will provide their coach(es) with a copy of the AFL Coaches' Code of Conduct. This will be signed and lodged with CAFL prior to the start of the season.

Cancellations

- 7.10** Where weather conditions preceding a fixture raise doubts as to whether play shall take place, the Umpire or Umpires Coordinator and a representative from CAFL appointed for that purpose, shall meet at the ground to consider whether the ground is fit for play. The Umpires'

Coordinator shall liaise with the appropriate Christchurch City or Regional District Council staff member to ensure that the ground is open for use.

7.11 This meeting and discussion shall be held at 10.00am on match day to enable a team travelling on the day of the match to be notified prior to their departure for the match in question, of any cancellation.

7.12 Without limiting the effects of Clause **7.3**, *if for any reason a match is abandoned*, that match shall be replayed at the direction of CAFL, who shall first discuss the matter with the two affected clubs. If the teams cannot agree to play the game at a later date, two (2) points shall be awarded to each team.

8. PLAYER REGISTRATION

Registration

8.1 All Club Players must be registered with the club for which they are to play prior to the start of their first match. The player's registration form must be lodged with CAFL prior to the player taking the field.

8.2 If a player is found to have taken the field without completing the registration form they will be removed from the field at the earliest opportunity.

9. DISCIPLINARY MATTERS

9.1 CAFL shall be responsible for all disciplinary matters relating to players competing in the SCP.

Disciplinary Tribunal

9.2 A Disciplinary Tribunal shall be established to hear and determine, in respect of matters arising during the playing of a game, any charge made against any member club, player, coach, manager, official or any other person for any breach of the "Laws of the Game", or any provisions of the

Rules of the SCP and if the charge is found proved, impose an appropriate sanction.

9.3 As per the constitution, the appointment of the chairman and members of the Disciplinary Tribunal, in conjunction with tribunal guidelines, sanctions and suspensions, shall be determined by the CAFL committee prior to the start of the season. Clubs will nominate one (1) person whom they feel suitable for such a position.

9.4 Order-off Rule. Refer Schedule "A" for precipitating offences.

9.4.1 Yellow Cards

The penalty imposed in respect of each yellow card received by players from the umpire shall be:

(a) Removal from the field for 10-minutes of playing time, without replacement, for the first yellow card

(b) Removal from the field for the remainder of the game, without replacement, for the second yellow card

(c) Four (4) yellow cards during a season shall attract a one (1) week suspension.

Where any player accrues four (4) yellow cards or more during a season, CAFL may require the player and his club to attend a meeting of the Disciplinary Tribunal to determine if any additional penalty should be imposed against the player or his franchise club.

9.4.2 Red Cards

In addition to being removed from the field for the remainder of the game, without replacement, all red cards issued shall result in the umpire placing a report of the incident with the Umpires Coordinator, who will determine if the player will be referred to the tribunal. (i. e. if it is recognised that a sufficient penalty has been served on the day, then no tribunal will be necessary)

Serving of Suspensions

9.5 The SCP is defined as a League and as such, all disciplinary matters are confined to the SCP.

- 9.6** Any outstanding suspension at the conclusion of the SCP is carried over to be served in the following SCP season.
- 9.7** Under no circumstance may any suspended player, coach or official occupy a position, in any capacity, in or in the vicinity of the interchange bench, or playing arena. Any breach of this clause will result in the suspended player, coach or official receiving a further one (1) week suspension, at the sole discretion of CAFL.

10. LAWS OF THE GAME

- 10.1** All matches shall be played in accordance with AFL Laws of the Game and as they are updated from time to time.
- 10.2** The minimum number of players a team must have to play in any SCP match is twelve (12). If a team, during any SCP match is reduced, for whatever reason, to less than 12 players, the referee shall abandon the match, subject to the provisions of the Laws of the Game. The offending team shall be deemed to have forfeited the game and rule 7.5 shall apply. The 2 teams may elect to play a 'friendly' fixture, subject to all normal match provisions.
- 10.3** In the event that a player registered with one club, plays for another club without the approval of the opposing team, the game will be considered 'abandoned'. The offending team shall be deemed to have forfeited the game and rule 7.5 shall apply.

11. PLAYING AREAS

11.1 Ground Maintenance

- 11.1.1 CAFL must liaise with the relevant Council to ensure the playing surfaces of grounds are maintained in a satisfactory condition.

11.2 Ground Markings

- 11.2.1 CAFL are to ensure that their grounds are clearly marked in accordance with the "Laws of the Game".
- 11.2.2 All lines shall be marked in white non-toxic paint and shall be no less than four (4) inches and no more than five (5) inches in width.
- 11.2.3 In the event of inclement weather, CAFL shall be obliged to re-mark all or portions of the ground, at the request of the Umpire.

12. INTERCHANGE RULES

12.1 Number of Interchange Players

- 12.1.1 Up to a maximum of six (6) players may be listed as Interchange on the Team Sheet, in the event that a reserve's game is fixtured for the participating teams, otherwise the numbers shall be unlimited.
- 12.1.2 The names of the interchange players must be listed on the Team Sheet when presented to the umpire during half-time of the match. Interchange players not so named may not take part in the match.
- 12.1.3 For the Finals, the maximum players in each team shall be limited to 24.

12.2 Interchange Procedures

- 12.2.1 A player may only enter the field of play after the player being replaced has left the field via the interchange area as defined by line markings or cones.
- 12.2.2 All interchanges are subject to the authority & jurisdiction of the interchange steward. Where possible, the Umpires' Coordinator will appoint the interchange steward, otherwise this role is filled by the time keeper.

12.2.3 For the Grand Final, the time keeper shall be independent of the participating clubs and be a CAFL appointee only

13 Printed Match Day Programme

CAFL shall provide a printed Match Day Programme for Grand Finals only. CAFL shall compile all content for programmes, and reserves the right to advertise its sponsors & stakeholders in connection with the CSP.

13.1 Content

Programmes shall at least comprise the following:

The correct registered playing names of the competing clubs.

Clubs playing strip colours.

Match official names & positions.

14. MATCH BALLS

14.1 Footballs shall be 'Size 5'. Only Sherrin, Ross Faulkner or Burley brand footballs, as determined and supplied by AFLNZ/CAFL from time to time, will be used in SCP fixtures.

14.2 CAFL shall supply match balls for use by clubs on match days only.

15. SPONSORS GROUND SIGNAGE

15.1 It is the responsibility of CAFL to ensure that all SCP sponsors ground signage is prominently displayed so as to obtain maximum exposure. Signage is subject to CCC by-laws.

16. PLAYING STRIPS

16.1 Club Colours

All clubs will wear their registered and approved playing strip, in all competition matches or any matches played, unless otherwise directed by CAFL. The playing strip will consist of jersey, shorts and socks in the club's colours.

Teams not wearing their complete playing strip will be sent a letter by CAFL encouraging them to remedy the situation. No penalty will be applied.

16.2 Jersey Numbers

16.2.1 The player's number must be displayed on the back of shirt.

16.2.2 The numbers must be one solid colour only in complete contrast to basic colours of the shirts. For better legibility they may be surrounded by a border or shadow outline.

16.3 Shirt Advertising

16.3.1 Players' shirts may carry advertising subject to the following conditions:

- (a) There is no conflict with the interests of the sponsors of the SCP.
- (b) The sponsorship does not conflict with the aims and objectives of CAFL.

- (c) The design has been submitted for approval to CAFL.
- (d) CAFL has approved the design in writing.

16.3.2 The only advertising and logos permitted on players shirts shall be as follows:

(a) CAFL Competition Logo - One example of the franchise club emblem having an area not exceeding 100 sq. cm.

(b) Makers Trademark - One example of the trademark or name of the manufacturer of such clothing, having an area of not more than 20 sq. cm.

(c) Club Sponsor - The name or logo of the club sponsor or sponsors must be located on the front and/or the back of the jersey in accordance with 16.3.2 (d) and (e).

(d) Front of Shirt - One name or logo giving recognition to only one sponsor, which:

1. Shall be the same sponsor on all the players shirts,
2. Shall not be of a luminous or reflective material,
3. Shall not use up an area greater than 450 sq. cm,
4. Shall not exceed 30 cm in width and 15 cm in height.

(e) Back of Shirt - One name or logo giving recognition to sponsor, which:

1. Shall be the same sponsor on all the players and shirts,
2. Shall not be of a luminous or reflective material,
3. Shall not use up an area greater than 300 sq. cms,

4. Shall not exceed 30 cms in width and 10 cms in height,
 5. Shall appear above the players respective numbers.
- (f) Such advertising, as prescribed in 16.3.2 (h) and (i), may occupy an area no greater than 450 sq. cm and 300 sq. cm respectively, to be calculated by measuring around the outline of the advertising and to include the space between the words if more than one word is carried, or between words and emblem, if both are carried.
- (g) Clubs are limited to one registered sponsor on the front and one registered sponsor on the back of the shirts albeit one sponsor may appear in both places. Such sponsors name message or logo must be uniform on all of the jerseys.
- (h) Nothing that may be regarded as distasteful, ethically or morally undesirable, must be carried on any item of clothing or equipment.
- (i) No advertising that may be deemed to have any connection with the cigarette or tobacco industry will be permitted.
- (j) No colour or design may be used in advertising, which might create problems of identification. This means that the colour and design of the clothing of opponents and match officials must be taken into account.

16.4 Shorts

16.4.1 All players' shorts shall be of the same colour as the other members of their team.

16.4.2 Player's shorts may carry advertising subject to the following conditions:

- (a) There is no conflict with the interest of the sponsors of the SCP, CAFL.

(b) The design has been submitted to CAFL for approval.

(c) CAFL has approved the design in writing.

17. UMPIRES AND OFFICIALS

17.1 The CAFL Umpires' Coordinator shall make appointments for all CAFL fixtures by the Thursday prior to the match. In the event that the coordinator is absent, CAFL will appoint a person to assume these duties in the interim.

17.2 An approved fee for non-club field umpires shall be met from club's registration fees.

17.3 The Umpires' Coordinator shall upon the conclusion of each match, forward to CAFL an Umpires Report on the prescribed form. These should arrive at the CAFL office **NO LATER THAN 3 WORKING DAYS AFTER THE GAME HAS BEEN PLAYED.**

17.4 Each umpire shall attend the ground at least 30 minutes before the scheduled kick-off time .

17.5 The umpire's decision shall be the final as to the condition of the ground for play.

18 RESULTS

18.1. The match results shall be recorded on the official match report form. The score of both teams, 4 best players from each team as nominated by the club and goal scorers will be recorded on the CAFL Website.

19 INTELLECTUAL PROPERTY

19.1 For the purposes of this clause, "Intellectual Property " shall mean the intellectual property of CAFL in the CSP including but not limited to all copyright, trade marks, design rights and all rights whether created before or after the date of the adoption of these rules and whether registered or unregistered, the format

of the CSP, the competition rules and regulations of the CSP, the name and logo of CAFL, all broadcasting, media and production and reproduction rights of any games in the CSP in any form whatsoever, all operational information including the Competition Rules, all promotional and advertising material in relation to the CSP and all internet and website based information on the CSP and CAFL.

19.2 A club shall ensure that the ownership by CAFL of the Intellectual Property is protected at all times and that any breach of it or unauthorised or unlicensed use of it is reported to CAFL promptly.

19.3 Any unauthorised or unlicensed use of the Intellectual Property by a club or any such unauthorised or unlicensed use permitted by a club shall be deemed a breach of these regulations and enforceable under the non-compliance provisions of these regulations.

20 TEAM SHEETS

20.1 Team paperwork shall be handed to the officiating umpire(s) on the day of the match. It shall be the responsibility of the each team to submit team sheets, signed by all players to the Umpires. The original (top) team sheet is to be handed to the umpire at full time. The middle copy shall be handed to the opposition at half time. The bottom copy is to be retained by the Club for its records. Team Managers must attend the Umpires at the conclusion of each match and ensure the relevant paperwork is signed by the Umpires after each match. Only players involved in the match may sign the team sheet.

20.2 To avoid doubt, a player involved in the match must have recorded his name and signature on the team sheet before the half time interval has elapsed and must remain at the ground until the conclusion of the game in playing uniform, unless prevented by injury. The umpires may demand to see proof of identification at any time of any player.

20.3 Breaches and Penalties:

20.3.1 Should a player appear on the team sheet, including signature, who was not involved in the match, the club shall be fined \$50 per event and the player shall be deemed not to have played in the match.

20.3.2 Should a player involved in the match not be identified as the player who appears on the Team sheet, the club shall be fined \$50 per event and all match points deducted and the player shall be deemed not to have played in the match.

20.3.3 Should a team sheet not include all payers involved in the match, the club shall be fined \$50 per team sheet. Statistics and votes for such players shall not be counted. Should a player not included on the team sheet be reported, or sent off, the team shall lose all match points.

21 MISCELLANEOUS

21.1 Matters not provided for in these regulations and cases of force majeure shall be decided by CAFL. All decisions shall be final.

21.2 No person is entitled to bring the SCP, CAFL, the game or any related issue into disrepute. In particular, coaches and Club Players are not entitled to communicate negative comments to the media, aimed at any official, which results in such disrepute. Any person who breaches this clause will be liable to a suspension, at the sole discretion of CAFL.

SCHEDULE A – Order-Off Rule

1. Red card (Reportable offence). Including, but not limited to the following:

- A1 Striking (i. e. one player strikes another' with a clenched fist)
- A2 Kicking
- A3 Serious Elbowing
- A4 Spitting
- A5 Offensive, insulting or abusive language towards an umpire

2. Yellow Cards. Including, but not limited to the following:

- A6 Striking (i. e. 2 players involved in a scuffle)
- A7 Deliberate and blatant tripping
- A8 Minor elbowing
- A9 Charging as defined in AFL Laws of the Game
- A10 Reckless tackle
- A12 Dissent by gesture

CANTERBURY AUSTRALIAN FOOTBALL LEAGUE COMPETITION RULES

These Rules have been agreed to by the clubs participating in the 2010 Stratco AFL Premiership. The rules are to be in use for all SCP fixtures, including any pre-season games.

President
Canterbury AFL

Christchurch Bulldogs

Eastern Blues

Mid-Canterbury Eagles

University Cougars