

# **NORTHERN FOOTBALL NETBALL LEAGUE INCORPORATED**



## **SCHEDULE 1: LAWS OF AUSTRALIAN FOOTBALL**

**Adopted  
December 2016**

LAWS OF AUSTRALIAN FOOTBALL  
AS ADOPTED BY THE NORTHERN FOOTBALL NETBALL LEAGUE

(Version 3 incorporating amendments as at 1 December 2016)

## INTRODUCTION

In past years the existence of the **League** Rules, **By-laws** and a separate booklet, the AFL publication "The Laws of Australian Football" has created confusion **as to the applicable rules of the game in the League**, particularly when local **League** rules were not the same as AFL rules.

Where Laws appear in normal type they are the Laws under which AFL and League football is conducted.

**Where Laws or parts thereof appear in bold they are the Laws that are "local" to the League competition and differ from the AFL publication.**

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**PART A: INTRODUCTION****A. THIS PUBLICATION**

This publication contains the Laws of Australian Football as administered and controlled by the AFL **as well as local Laws that are applicable to the Northern Football League.**

**B. APPLICATION**

These Laws apply to bodies affiliated to the AFL and to bodies affiliated to AFL Affiliates. Controlling bodies may make appropriate modifications consistent with the spirit of these laws for under-age competitions.

### C. NATURE AND OBJECTS OF AUSTRALIAN FOOTBALL

Australian Football is a game played between two Teams competing in accordance with these Laws. The objective of each Team playing Australian Football is to win by scoring more points than the opposing Team. The winner of a Match of Australian Football is the Team which has scored, in accordance with these Laws, the greater number of points at the conclusion of the Match. A Match is drawn when each Team has the same number of points at the conclusion of the Match.

### D. PURPOSE OF LAWS

These Laws explain how a Match of Australian Football is played and seek to attain the following objectives:-

- (a) to ensure that the game of Australian Football is played in a fair manner and a spirit of true sportsmanship; and
- (b) to prevent injuries to Players participating in a Match so far as this objective can be reasonably achieved in circumstances where Australian Football is a body contact sport.

## PART B: GENERAL AND DEFINITIONS

### 1. DEFINITIONS AND INTERPRETATION

#### 1.1 DEFINITIONS

Unless the context requires otherwise, the following terms shall have the following meanings:

**AFL:** the Australian Football League.

**AFL Anti-Doping Code:** the code adopted by the AFL, (and any variation), which regulates the use and administration of drugs by Players competing in the competitions conducted by the AFL.

**AFL Rules:** the Memorandum and Articles of Association of the AFL, the AFL Player Rules, the AFL Regulations and any resolution or determination passed from time to time by the AFL Commission.

**All Clear or Touched All Clear:** the verbal and visual instruction given by a field Umpire for the goal Umpire to signal and record a Goal or a Behind, as the case may be.

**Arena:** means the Playing Surface and all of the area between the Playing Surface and the perimeter fence, including any break in the perimeter fence.

**Australian Football:** the contest played between two Teams competing in accordance with these Laws.

**Behind:** the recording of 1 point, when any of the circumstances described in Law 12.1.2 occur.

**Behind Line:** the white lines marked on the Playing Surface between the goal posts and the behind posts.

**Boundary Line:** the white line drawn on the ground to identify the Playing Surface, as described in Law 3.2.

**Centre Circle:** the area on the Playing Surface described in Law 3.3.

**Centre Square:** the area on the Playing Surface described in Law 3.3.

**Charge or Charging:** the conduct described in Law 15.4.4.

**Controlling Body:** the league, association or other body described in Law 2.1.

**Correct Disposal or Correctly Dispose:** disposing of the football in a manner permitted under Rule 15.3.1.

**Correct Tackle or Correctly Tackled:** the conduct permitted under 15.4.1.

**Fifty metre penalty:** the act of advancing by **50 metres** towards the centre of the Goal Line, the position on the Playing Surface where a Player has been awarded a Free Kick or a Mark.

**Forty-five Metre Arc:** the line drawn in the shape of an arc at each end of the Playing Surface to show that the distance to the centre of the Goal Line is **forty-five metres**.

**Free Kick:** giving possession of the football to a Player on the occasions described in Law 15.

**Goal:** the recording of 6 points, when any of the circumstances described in 12.1.1 occur.

**Goal Line:** the white line marked on the Playing Surface between each goal post.

**Goal Square:** the areas on the Playing Surface described in Law 3.6.

**Handball:** the act of holding the football in one hand and disposing of the football by hitting it with the clenched fist of the other hand.

**Home and Away Matches:** the Matches played between Teams to determine the premier Team or those Teams who will compete in a finals series to determine the premier Team.

**Interchange Area:** the area marked on the Boundary Line through which Players may enter and leave the Playing Surface.

**Interchange Player(s):** the Player(s) of a Team who are not on the Playing Surface but who are listed on the Team Sheet and available to replace a Player on the Playing Surface.

**Interchange Steward:** the person(s) appointed by the relevant Controlling Body to monitor and approve the interchange of Players during a Match.

**Kick or Kicking:** in relation to disposing of the football, means making contact with the football with any part of the Player's leg below the knee.

**Kick Off Line:** the straight line drawn on the Playing Surface which runs parallel with the Goal Line, as described in Law 3.6.

**Mark:** has the meaning described in Law 14.1.

**Match:** the contest of Australian Football played between two Teams.

**Melee:** A melee is: An incident involving a number of players pushing, wrestling or engaging in similar conduct.



**Official:** includes but is not limited to an officer, coach, assistant coach, trainer, runner, employee or any person performing any duties (paid or unpaid) for or on behalf of the club or Team.

**Out of Bounds:** means the football passes completely over the Boundary Line or touches a behind post but before doing so, touches the ground or is touched by a Player. If any portion of the football is on or above the Boundary Line, the football is not Out of Bounds.

**Out of Bounds on the Full:** means the football, having been Kicked, passes completely over the Boundary Line without touching the ground within the Playing Surface or being touched by a Player, or the football has touched the behind post or passed over the behind post without touching the ground or being touched by a Player.

**Player:** a person who plays or is selected to play with a Team or a person who otherwise trains with a Team or who is within the purview of these Laws.

**Playing Surface:** the field of play inside the Boundary Line, Goal Line and Behind Line, excluding the area between such lines and the perimeter fence.

**Play On or Touched Play On:** the verbal and visual instruction given by a field Umpire to indicate that:

- (a) a Free Kick or Mark will not be awarded and play will continue; or
- (b) a Player has attempted to dispose of the football other than in a direct line over the mark and the football is therefore in play.

**Prohibited Contact:** contact between Players which is prohibited under Law 15.4.5.

**Protected Area:** the area described in Law 16.1.2.

**Shepherd:** the contact described in Law 15.4.2.

**Team:** the group of Players competing against another group of Players in a Match of Australian Football.

**Team Runner(s):** the person(s) appointed to deliver messages to the Players of a Team during a Match.

**Team Sheet:** the document which must be completed and lodged by each Team under Law 5.3.

**Timekeeper(s):** the person(s) appointed by a Controlling Body (or Teams) to keep the time of a Match.

**Time Wasting:** occurs where a field umpire is of the opinion that a Player is unnecessarily causing a delay in play.

**The mark:** the position on the Playing Surface where an opposition Player may stand after a Player has been awarded a Free Kick or a Mark, as described in Law 16.1.1.

**Throw:** shall be given its ordinary meaning, but also includes the act of propelling the football with one or both hands in a scooping motion. A Player does not throw the football if the Player hits, punches or taps the football without taking possession of the football.

**Umpire:** includes all of the field, boundary, goal and emergency Umpires officiating or at a Match.

## 1.2 INTERPRETATION

In the interpretation of these Laws, unless the context requires otherwise:-

- (a) words importing the singular shall be deemed to include the plural and vice versa;
- (b) words importing any gender shall be deemed to include the other gender;
- (c) headings are included for convenience only and shall not affect the interpretation of these Laws;
- (d) "including" and similar words are not words of limitation;
- (e) any words, terms or phrases defined in the remainder of these Laws shall have the meaning prescribed within the particular Law; and
- (f) words, terms or phrases not otherwise defined in these Laws, shall be given their ordinary meaning.

## 1.3 AFL RULES PREVAIL

Where any provision in the AFL Rules is inconsistent with any provision contained in these Laws, the provision in the AFL Rules shall prevail to the extent of the inconsistency.

## 1.4 VARIATION

The AFL may from time to time change these Laws and make further Laws in its absolute discretion.

## PART C: ADMINISTRATIVE PROVISIONS

### 2. CONTROLLING BODY

#### 2.1 DEFINITION

A Controlling Body includes:-

- (a) the AFL;
- (b) any league, association or body responsible for the organisation and conduct of Matches of Australian Football, who has determined to play such Matches in accordance with these Laws;
- (c) a league, association or body responsible for the organisation and conduct of Matches of Australian Football and who is affiliated to the AFL ("AFL Affiliates"); and
- (d) any league, association or body responsible for the organisation and conduct of Matches of Australian Football who is affiliated to the AFL Affiliates.

#### 2.2 APPLICATION OF THESE LAWS

Unless Law 2.3 applies, these Laws shall apply to all Matches of Australian Football organised and conducted by a Controlling Body.

## 2.3 VARIATION / EXEMPTION

- (a) a Controlling Body may apply to the AFL to vary these Laws as they apply to the competition or competitions conducted by the Controlling Body.
- (b) an application to the AFL by a league, association or body affiliated to the AFL Affiliate shall be made through the AFL Affiliate.
- (c) unless specifically allowed under these Laws or a variation is allowed by the AFL under Law 2.3(a), a Controlling Body shall not prescribe any rules or laws in addition to or which conflict with or affect the full operation of these Laws.

## 3. PLAYING SURFACE AND GOAL POSTS

### 3.1 GENERAL

The dimensions and markings of the Playing Surface and the playing positions for Players are contained in this Law 3.

**The "home" club should ensure:-**

- **the ground is in playable condition.**
- **all lines - boundary, kick off, centre circle, 45 metre square, two 45 metre or 50 metre arcs (subject to ground dimensions) and interchange lines are all properly marked.**
- **goal posts are padded.**
- **goal posts are fitted with brackets for flags.**

### 3.2 PLAYING SURFACE

- (a) The Playing Surface shall be:-
  - (i) oval in shape;
  - (ii) between **150 metres** and 185 metres in length; and
  - (iii) between **95 metres** and 155 metres in width.
- (b) a white line shall be marked on the ground to identify the Playing Surface. This white line shall be drawn in the shape of an arc from the behind post at one end of the Playing Surface to the behind post at the other end of the Playing Surface. The white lines which are drawn are called the Boundary Line.

**At a ground that is fully enclosed by a fence, the distance between the marked boundary line and the fence at all points must be at least three (3) metres. Where the ground is not enclosed by a fence a second line must be marked four (4) metres outside the marked boundary line. No spectator is to encroach over this "second" line during the playing of quarters.**

**Clubs with unfenced grounds must also ensure that an area behind the goal and behind posts is sectioned off to a distance of 5 metres behind the goal/behind posts.**

**Once a team has entered the playing arena for the conduct of a match (at their programmed commencement time) they are not permitted to leave the arena other than for the recognized ½ time break and on the conclusion of the match (after the final siren has sounded).**

### 3.3 IDENTIFYING AREAS ON THE PLAYING SURFACE

The following areas shall be marked on the Playing Surface:-

- (a) a square, to be called the Centre Square, which shall:-
  - (i) be located in the centre of the Playing Surface; and
  - (ii) **be 45 metres long and 45 metres wide;**
- (b) a Centre Circle, 3 metres in diameter, which shall be located in the middle of the Centre Square **and have no line drawn across circle.**
- (c) an Interchange Area, **two lines, each one metre in length, should be marked 15 metres apart so as to intersect the boundary line at right angles, at the centre wing position on one side of the ground only where possible;**
- (d) a Goal Square at each end of the Playing Surface;
- (e) the Goal Line and Behind Line;
- (f) **45 metre or 50 metre arcs drawn at each end of the ground;**
- (g) **Coaches' lines: A line to be drawn half way between the boundary line and the fence/coaches box over which no official is to encroach during the game's playing time; and**
- (h) **Trainers/Water carriers line: a line to be marked 15m either side of the coaches box from the boundary fence to the boundary line which indicates the place that trainers and water persons are to remain clear of the coaches box, unless in the case of trainers who are providing medical treatment to an injured player in the coaches box area.**

### 3.4 ENTERING THE PLAYING ARENA

- (a) **No trainer, non-playing Affiliated Club Official or unauthorised person shall enter the playing arena during a match, except:**
  - (i) **Trainers and other authorised Affiliated Club Officials during  $\frac{1}{4}$  time and  $\frac{3}{4}$  time intervals;**
  - (ii) **Approved trainers when and for so long as is necessary to attend an injured player or to replace such player when such approved trainer is wearing "League Trainers" Vest;**
  - (iii) **Medical practitioners, members of St. John Ambulances or other approved first aid attendants when and for so long as necessary to attend an injured player.**

**Umpires shall report any infringement of this rule.**

### 3.5 COACHES BOXES

**Coaches' boxes or benches must be placed on opposite sides of the interchange area and each box/bench must be at least 35-40 metres from the marked interchange area.**

**If boxes are fixed the interchange area must be marked exactly in the middle between the two boxes.**

**Coaches' boxes/benches and the interchange area must be placed on the same side of the oval without the prior approval of the CEO.**

**Fines will be imposed when home clubs fail to meet this requirement or any alternative requirement imposed by the CEO.**

**It is the responsibility of the home club to provide appropriate and suitable seating for the coach, interchange players and his support staff, such support staff not to exceed four (4) in number. Umpires may award a free kick against any support staff who does not comply with the rule.**

### **3.6 RELOCATION OF CENTRE SQUARE**

Where a Controlling Body is satisfied that the area within the Centre Square and Centre Circle will prevent the bouncing of the football or is otherwise in an unsuitable condition, it may direct the relocation of the Centre Square and Centre Circle.

### **3.7 GOAL POSTS AND BEHIND POSTS**

#### **3.5.1 Position**

- (a) two posts, to be called goal posts, shall be a minimum height of 6 metres and be placed at each end of the Playing Surface at a distance of 6.4 metres apart.
- (b) a further two posts, to be called behind posts, shall be a minimum height of 3 metres and be placed at a distance of 6.4 metres on each side of the goal posts so that a straight line can be drawn on the ground to join each post.

#### **3.5.2 Padding**

A Controlling Body must ensure that padding is attached around each goal and behind post as follows:-

- a minimum of 35mm thick foam padding, covered in canvas or painted;
- a minimum height of 2.5m from the bottom of each goal and behind post;
- a suitable width to allow the padding to be fixed around each goal and behind post; and
- the padding must be securely attached around each goal and behind post.

### **3.8 GOAL SQUARE AND KICK OFF LINE**

A further area, to be called the goal square, shall be marked by drawing two lines at right angles to the Goal Line for a distance of 9 metres from each goal post and connecting the outer end of each line by a straight line. This line is called the Kick Off Line.

### 3.9 UNDER AGE COMPETITIONS

A controlling body may approve smaller dimensions for the playing surface and areas identified under Law 3.3 for an under age competition or for open age competition where a complying venue is not readily available.

## 4. THE FOOTBALL

### 4.1 DIMENSIONS AND WEIGHT

Unless otherwise determined by the AFL a football shall be of a symmetrical oval shape and conform to the standard size of 720-730 millimetres circumference and 545-555 millimetres transverse circumference and be inflated to a pressure between 62-76Kpa.

### 4.2 SUPPLY AND SELECTION OF FOOTBALLS

Unless the Controlling Body decides on an alternative procedure, the following procedure shall apply to the supply and selection of footballs for a Match:-

**The home club must submit for the choice of the visiting team:**

- 4.2.1 In Senior matches two new footballs which must be the Sherrin brand and stamped with the League logo.
- 4.2.2 In Reserves and U/19's matches one new Sherrin brand football stamped with the League logo and one good second hand Sherrin ball, as used in 1 match in a Senior match.
- 4.2.3 In the event of a dispute as to the selection of the ball or its general condition the Field Umpire of the match shall have the right to select the match ball.
- 4.2.4 In wet weather, prior to the commencement of the match, both Secretaries will come together to decide on the number of balls to be used in that match. In the event of a dispute, the home club Secretary shall have the right to decide.
- 4.2.5 Red balls can be substituted for yellow coloured balls but only if agreed to by the away club Secretary. The colour selected shall be used throughout the match.

## 5. TEAMS

### 5.1 NUMBER OF PLAYERS IN TEAM

Unless the number is varied under Law 5.2, a Team must consist of **no more than 18 players**, who may be on the Playing Surface at any one time, in relation to Interchange Players:

- A Grade: 4 players
- B Grade and C Grade: 6 players

### 5.2 VARIATION OF NUMBER

**Teams cannot take the field with less than fourteen (14) players, all of whom must be duly registered. This rule is not applicable to all Under 9's and U/10's Matches.**

### **5.3 TEAM SHEETS**

#### **5.3.1 Details**

Unless otherwise determined by a Controlling Body, a Team Sheet shall:-

- (a) list the names and numbers of the Players in the Team;
- (b) identify the Interchange Players;
- (c) identify the captain; and
- (d) list the name of the coach, Team Runner and any other Official participating in the Match.

#### **5.3.2 Completing and Lodging Team Sheet**

**On-line team sheets must be handed to the field umpire no later than the half time break.**

**Fines are applicable for non-compliance with this requirement in accordance with Schedule 20 Clubs must ensure teamsheets are completed in full and signed by all players.**

### **5.4 CHANGE OF PLAYER GUERNSEY DURING MATCH**

#### **5.4.1 Replacement Guernsey**

Each Team shall ensure that a replacement guernsey is available for each Player participating in a Match.

#### **5.4.2 Replacement of Guernsey with Same Number**

Where it becomes necessary to replace a guernsey worn by a Player during a Match, the Team shall ensure that the replacement guernsey displays the number allocated to the Player before the commencement of the Match.

#### **5.4.3 Second Replacement of Guernsey**

If it becomes necessary to replace the guernsey of a Player on a second occasion, a Player may wear a guernsey that displays a different number to that originally worn by the Player. Where the replacement guernsey of a Player does display a different number, the Team Runner shall advise the Interchange Steward and the field Umpire during the next interval or, if the change occurs during the final quarter, at the first available opportunity. Upon being advised, the Interchange Steward or field Umpire, as the case may be, shall make an appropriate amendment to the Team Sheet at the first available opportunity.

#### **5.4.4 Variation by Controlling Body**

Where financial or other circumstances of a Team reasonably prevents Law 5.4.2 being followed, the Controlling Body may allow the replacement guernsey worn by a Player to display a different number to

that originally worn by the Player. Where the replacement guernsey of a Player does display a different number, the Team Runner shall advise the Interchange Steward and the field Umpire during the next interval or, if the change occurs during the final quarter, at the first available opportunity. Upon being advised, the Interchange Steward or the field Umpire, as the case may be, shall make an appropriate amendment to the Team Sheet at the first available opportunity.

## 5.5 COUNTING OF PLAYERS

### 5.5.1 Request by Captain

The captain or acting captain of a Team may at any time during a Match request that the field Umpire count the number of Players of the opposing Team who are on the Playing Surface.

### 5.5.2 Procedure

- (a) where a request is made under Law 5.5.1, the field Umpire shall:-
  - (i) stop play at the first available opportunity;
  - (ii) call into line within the Centre Square the Players of both Teams who are at the time on the Playing Surface and count the number of Players;
  - (iii) upon completing the count, ensure that each Team has the permitted number of Players on the Playing Surface and then re-commence play at the position on the Playing Surface where the field Umpire stopped play; and
  - (iv) as soon as practicable after the Match, report to the Controlling Body that a request has been made to count the number of Players in a Team and the number of Players actually counted.
- (b) the maximum number of Players permitted on the Playing Surface at the same time is eighteen or, in circumstances where a Player(s) has been ordered from the Playing Surface under Law 20, eighteen less the Player(s) ordered from the Playing Surface.

### 5.5.3 Players Exceeding Permitted Number

**Where the number of players on the field exceed the permitted number. The field umpire will first note the scores at the time of the count and award a free kick to the captain of the opposing team to be taken at the centre circle or where play was stopped, whichever is the greater penalty against the offending team. A 50 metre penalty is then added to the position where the free kick was awarded and the League Board will determine at a later date what happens to the scores or if any other penalty is imposed.**

### 5.5.4 Correct Number and Request Without Merit



**Where player numbers are found to be correct and/or the request was without merit. The field umpire will award a free kick to the captain of the opposing team to be taken at the centre circle or where play was stopped, whichever is the greater penalty against the offending team. A 50 metre penalty is then added to the position where the free kick was awarded and finally if the field umpire(s) are of the opinion a request was made to delay play or the request lacked merit, the umpires are to report the player (captain) who requested the count for Time Wasting.**

## **6. TEAM OFFICIALS AND TEAM RUNNERS**

### **6.1 CONTROLLING BODY TO REGULATE**

A Controlling Body shall adopt rules which:-

- (a) specify the times and occasions when an Official and Team Runner may enter the Playing Surface; and
- (b) identify the tasks or duties which such persons may perform when on the Playing Surface.

- (i) **Runners: One runner may be used in any league match. The runner is allowed to be used to deliver a message from the coach to a player at any one time - he must then leave the ground immediately. Runners are not to speak to opposition players whilst the game is in progress. After one warning the field umpire can order that official be barred from entering the ground again for the rest of the match. Clubs are able to communicate (coach to interchange area) with electronic aids, however no devices of this nature are to be carried/worn by any official onto the playing area.**

**No person shall act as a club runner unless they have attained the age of 18 years.**

- (ii) **Trainers: Every club must have in attendance on every matchday at least (1) club trainer who must hold at least Level 1 accreditation. Trainers are to work only within their designated roles of managing injuries and referring injuries to a more qualified health professional for further advice and management. A trainer can carry water to a player but cannot be used to deliver messages, and a trainer must not remain on the ground once the reason for coming on the ground has passed.**
- (iii) **Water Carriers: Each team is allowed to have water carriers. Each team shall be permitted up to 6 persons to perform the duty of "water carriers" and trainers. In all Senior, Reserves & U/19 games, water carriers must be a minimum of fifteen (15) years of age.**

**The activities of "water carriers" must be limited strictly to the delivery to players of drinks. The time spent by "water**

**carriers" on the playing arena must be kept to the minimum essential for the actual delivery of drinks to players. "Water carriers" must not perform the activities normally performed by runners or trainers, must keep clear of play at all times and must immediately obey any instruction from an official field, boundary or goal umpire.**

**Water carriers are to deliver water after a goal has been scored and before the ball is bounced in the centre to restart play.**

**Water Carriers are NOT allowed within 15 metres of the coaches boxes at any time during matches.  
Any water carrier who interferes with the conduct of play in such a manner that the umpire must stop play shall result in a free kick and 50 metre penalty being awarded to the opposing team.**

## **6.2 IDENTIFICATION**

Each Team Official and Team Runner shall wear a uniform or other form of identification, (such as an armband), as determined by the Controlling Body.

**An umpire is to order from the field any water carrier or trainer known to be younger than fifteen years officiating in an on field capacity. Where an umpire is not certain of the age, but may suspect that the person is younger than 15, the person's name may be reported to the League CEO who will investigate the matter.**

**Runners. A runner must wear the uniform of green shorts and green shirt as approved by the league from time to time.**

## **PART D: PRE-MATCH AND MATCH PROVISIONS**

### **7. INTERCHANGE**

#### **7.1 INTERCHANGE STEWARD – APPOINTMENT AND DUTIES**

**The NFL does not require the use of interchange stewards.**

Both clubs must nominate a designated member of their coaching staff to act as an interchange steward. The interchange steward must ensure all players enter and exit the arena through the designated interchange area. This steward can operate from their sides coaches box.

The interchange steward shall:-

- (a) be positioned throughout the Match at or near the Interchange Area;
- (b) monitor and approve the interchange of players made by each team during a Match; and
- (c) report to the controlling body any infringement by a team of this Law

#### **7.1.1 RECORDING PLAYER SEND OFFS**

The following procedure shall apply to the recording of players sent off under rule 20 of this schedule:

- (a) Both timekeepers are responsible for monitoring the timings and details of all players sent off under rule 20 of this schedule.
- (b) The umpire awarding the card must ensure the timekeeper's box has acknowledged the send off.
- (c) The interchange steward of the club from which the player was sent off is to ensure that player has served his 15 minutes of playing time (not including periods when the umpire blows time on) by checking with the timekeepers (this can be done via phone)
- (d) The player send off sheet (recorded by the Interchange Steward) must be handed to the umpires post match

## **7.2 PROCEDURE FOR INTERCHANGE**

The following procedure shall apply to the interchange of Players during a Match:

- (a) unless Law 7.3 applies, the Players concerned shall leave and enter the Playing Surface through the Interchange Area.
- (b) a Player who does not leave the Playing Surface as specified under Law 7.2(a) is unable to re-enter the Playing Surface for the remainder of the Match.

## **7.3 AVAILABILITY AND USE OF STRETCHER**

**7.3.1 Each home affiliated Club shall have a suitable stretcher available for accident cases, which shall be stored either:**

- (a) **next to the home coaches box during the game; or preferably**
- (b) **next to the interchange area.**

### **7.3.2 Health and Safety of Player**

Any Player who is injured during a Match and who, in the opinion of a doctor, trainer or Official, requires the assistance of a stretcher, shall be attended by the Team's training staff and a stretcher as soon as possible so as to ensure the health and safety of the Player.

### **7.3.2 Procedure**

Where a stretcher is required, the following procedure shall apply:-

- (a) upon being advised or noticing that a Player requires a stretcher, the field Umpire shall stop play at the earliest opportunity and unless a doctor considers or it is apparent that it is unsafe to do so, the Player must be removed from the Arena on the stretcher or otherwise leave the Arena as soon as possible and by the shortest and most direct route;
- (b) a Team may replace the injured Player with a Player listed on its Team Sheet, who must enter the Playing Surface via the Interchange Area;
- (c) the Interchange Steward may allow the Player who is replacing the injured Player to enter the Playing Surface before the injured Player is removed from the Arena;

- (d) once the injured Player has been removed from the Arena , the field Umpire shall recommence play by either bouncing the football or allowing a Player who had been awarded a Free Kick or a Mark at the time play was stopped, to dispose of the football; and
- (e) a Player for whom a stretcher was called shall not resume playing for a period of 20 minutes (excluding intervals between quarters) from the time when the Player left the Arena. After the 20 minute period has expired, the Player may be interchanged in accordance with the procedure set out under Rule 7.2 provided the Player is able, having due regard to his or her health and safety, to resume playing in the Match.

#### **7.4 BREACH OF LAW 7**

The Interchange Steward or field Umpire, as the case may be, shall advise the Controlling Body of any breach of this Law 7.

### **8. UMPIRES: DUTIES AND INSTRUCTIONS**

#### **8.1 APPOINTMENT AND DUTIES OF UMPIRES**

##### **8.1.1 Appointment**

Unless Law 8.1.2 applies, a Controlling Body shall appoint for each Match:-

- (a) a field Umpire or Umpires;
- (b) two or more boundary Umpires; and
- (c) two goal Umpires.

##### **8.1.2 No Appointment of Boundary / Goal Umpires**

- (a) Where it is impractical to appoint or the Controlling Body has not appointed a boundary or goal Umpire to officiate at a Match, the field Umpire(s) may, in consultation with each Team, appoint persons before the commencement of the Match to officiate in those roles.
- (b) Unless otherwise determined by a Controlling Body, a field Umpire may overrule the decision of a boundary or goal Umpire who was appointed under Law 8.1.2(a).
- (c) When no boundary or goal Umpire has been appointed under Laws 8.1.1 or 8.1.2(a), the duties normally undertaken by a boundary and goal Umpire shall be undertaken by the field Umpire.

##### **8.1.3 Replacement of Field Umpire**

A Controlling Body shall adopt rules which prescribe the replacement of an Umpire who, by reason of injury or otherwise, becomes incapable of officiating either before or during a Match.

##### **8.1.4 Non Attendance of Field Umpire**

Where a Controlling Body has not appointed a field Umpire or for any reason a field Umpire is unavailable or does not attend to officiate at a Match, the competing Teams may elect to play the Match and upon doing so, may appoint an Umpire(s), (inclusive of field, boundary and

goal Umpires), to officiate at the Match. The relevant Controlling Body may determine in its absolute discretion whether to recognise the result of such Match.

## **8.2 DUTIES OF UMPIRES**

### **8.2.1 Field Umpires**

The field Umpires shall officiate and have full control of a Match.

### **8.2.2 Boundary Umpires**

#### **(a) Duties**

Unless determined otherwise by the relevant Controlling Body, the duties of a boundary Umpire include without limitation:-

- (i) judging whether a football is Out of Bounds or Out of Bounds on the Full and signalling to the field Umpire when that has occurred;
- (ii) throwing the football back into play if it has gone Out of Bounds, when directed to do so by a field Umpire;
- (iii) determining whether a Player has incorrectly entered the Centre Square in contravention of Law 11.3.4;
- (iv) bringing the football back to the Centre Square after a Goal has been scored; and
- (v) reporting a Player or Official who commits a Reportable Offence.

#### **(b) Bringing Football into Play**

When the boundary Umpire signals that the football is Out of Bounds, the field Umpire shall immediately sound a whistle to indicate that the football is out of play. When directed by the field Umpire, the boundary Umpire shall bring the football into play by throwing the football over his or her head towards the centre of the Playing Surface.

### **8.2.3 Goal Umpire**

#### **(a) Duties**

Unless otherwise determined by the relevant Controlling Body, the duties of a goal Umpire include:-

- (i) judging whether a Goal or Behind has been scored;
- (ii) signalling that a Goal or Behind has been scored upon being given the All Clear or Touched All Clear by a field Umpire ;
- (iii) recording the Goals and Behinds scored by each Team during a Match; and
- (iv) reporting a Player or Official who commits a Reportable Offence.

#### **(b) Behind or Out of Bounds**

Where a goal Umpire considers that a Behind has been scored and a boundary Umpire considers the football has gone Out of

Bounds or Out of Bounds on the Full, the decision of the goal Umpire shall prevail.

- (c) **In all home and away matches, the League appointed field umpires have power to veto a decision made by a goal or boundary umpire (other than a goal or boundary umpire appointed by the League) and make an alternative decision, if the field umpire is of the opinion the goal or boundary umpire has made an incorrect decision. The field umpire's decision shall be final.**
- (d) **Where a person is involved in an incident which may constitute a Reportable Offence an umpire appointed by the League shall report that person and the matter will be referred to the Tribunal for hearing and determination.**
- (e) Comparing Score

At the end of each quarter and at the end of a Match, the goal Umpires shall compare the score which they have recorded. If the scores are different and cannot be agreed upon or corrected by the goal Umpires, the scores shall be compared to the score recorded by the Timekeeper(s) or person(s) appointed by the Controlling Body under Law 12.7 (if any). If the matter still remains unresolved or the Timekeeper has not recorded the scores, the matter shall be referred to the relevant Controlling Body for determination.

#### **8.2.4 Out of Bounds**

Where the field Umpire has failed to notice a boundary Umpire's signal that the football has gone Out of Bounds or Out of Bounds on the Full, the following shall apply:

- (a) the boundary Umpire shall continue signalling until he or she is noticed by the field Umpire;
- (b) upon noticing the boundary Umpire's signal, the field Umpire shall stop play and direct that the football be taken to where it crossed the Boundary Line, at which point the football shall be thrown in by the boundary Umpire or Kicked back into play, as the case may be. This provision does not apply if a Free Kick or **Fifty Metre** Penalty is awarded before the field Umpire notices the boundary Umpire's signal;
- (c) this Law applies even if a Goal or Behind is scored before the field Umpire notices the boundary Umpire's signal. In such instances, the field Umpire shall direct the goal Umpire to annul the score.

## **9. PLAYER'S BOOTS, JEWELLERY AND PROTECTIVE EQUIPMENT**

### **9.1 INTERPRETATION**

For the purposes of this Law 9, Protective Equipment includes but is not limited to:-

- (a) hard-shell helmets;
- (b) knee braces;

- (c) shoulder pads;
- (d) back supports;
- (e) arm guards; and
- (f) any other item designated as such by the relevant Controlling Body.

## 9.2 PROHIBITION OF ITEMS

A Player shall not wear during a Match:-

- (a) any form of jewellery;
- (b) bootstuds, plates/clets or any Protective Equipment (other than Protective Equipment approved by the Controlling Body) unless the field Umpire is satisfied that the item does not constitute a danger or increase the risk of injury to other Players competing in the Match; or
- (c) Protective Equipment which has been approved by the relevant Controlling Body, if the field Umpire is satisfied that such equipment has, during the Match, become dangerous or increased the risk of injury to other Players.

### (d) Gloves

**Players are not permitted to wear gloves unless they are first granted to wear the gloves inspected by the umpire prior to the commencement of the game.**

### (e) Metal stops

## 9.3 INSPECTION

At any time before or during a Match, a field Umpire may inspect a Player's boots or hands or any Protective Equipment that a Player intends to wear or use during the Match.

## 9.4 POWER TO ORDER - OFF

### 9.4.1 Order-off by Umpire and Replacement Player

A field Umpire may order from the Playing Surface a Player who is wearing or using an item prohibited under Law 9.2. Where a Player is ordered from the Playing Surface under this Law:

- (a) an Interchange Player may replace the Player ordered from the Playing Surface; and
- (b) the Player ordered from the Playing Surface may only re-enter the Playing Surface once the Player has removed the prohibited item.

### 9.4.2 Reported players are to be dealt with in accordance with Rule 20.

### 9.4.3 Refusal to Leave Surface

Where a Player refuses to or does not immediately leave the Playing Surface when ordered to do so by a field Umpire, the following shall apply:-

- (a) the field Umpire shall warn the Player that a Free Kick will be awarded and that the Player may be reported if he or she does not leave the Playing Surface;
- (b) if the Player still refuses to leave the Playing Surface, the field Umpire shall award a Free Kick to the Player of the opposing Team who is nearest to where the warning was given or where play was stopped, whichever is the greater penalty;
- (c) if the Player still refuses to leave the Playing Surface:
  - (i) the field Umpire shall report the Player for misconduct in failing to follow a direction of an Umpire;
  - (ii) the Match shall immediately end and the reported Player's Team shall forfeit the Match; and
  - (iii) Law 10.9 shall apply to any Match which is forfeited.

#### **9.4.4 Refusal to leave surface after being reported**

**Where a Player refuses to or does not immediately leave the Playing Surface when ordered to do so by a field Umpire the field Umpire shall report the Player for misconduct in failing to follow a direction of an Umpire.**

## **10 TIMEKEEPERS, DURATION OF MATCHES, QUARTER AND INTERVALS**

### **10.1 TIMES OF PLAYING**

- (a) **Commencement: unless otherwise expressly approved by the CEO:**
  - (i) **Senior Home and Away matches shall start at 2.10pm.**
  - (ii) **Reserves Home and Away matches shall start at 11.55am.**
  - (iii) **U/19 Home and Away matches shall start at 9.40am.**

**All competing teams to be on the ground four minutes before the scheduled time of starting both the first and third quarters.**

### **10.2 LATE TEAMS**

- (a) **Home and Away Matches – Affiliated Clubs not ready to commence play at the appointed time or exceeding the prescribed intervals during the game as reported on the official time sheets may be dealt with by the CEO, and be liable to a fine in accordance with Schedule 20**
- (b) **Finals Matches – Affiliated Clubs not ready to commence play at the appointed time or exceeding the prescribed intervals during the game as reported on the time keepers cards will be liable to a fine in accordance with Schedule 20.**

**Late starts following quarter and three-quarter time incur an automatic fine in accordance with Schedule 20.**

**All Reserves matches must not cause a late start to Senior matches.**

**Special arrangements – once it becomes apparent that a match will not finish prior to the scheduled start time of following grade/match, timekeepers may reduce the length of the breaks and/or quarters to ensure that equal time periods are played in accordance with Rule 10.3.**



When this arrangement is invoked time-on is not added for these quarters.

(b) If a team is not ready within thirty minutes after the scheduled starting time, the match is forfeited to the other team.

### 10.3 LENGTH OF QUARTERS

(a) The duration of quarters shall be as follows:

- (i) Seniors - 20 Minutes plus "Time On"
- (ii) Reserves and U/19's – 20 minutes plus "Time ON" in the last 2 quarters only.

The designated breaks between quarters for all League matches shall be as follows:

- 1/4 Time - 5 Minutes
- 1/2 Time – 15 Minutes
- 3/4 Time - 5 Minutes

### 10.4 TIMEKEEPERS

#### 10.4.1 Appointment

- (a) A Controlling Body shall appoint two (2) or more persons to act as the Timekeepers for a Match.
- (b) Where the Controlling Body does not appoint a Timekeeper, each Team shall appoint a person to act as a Timekeeper for the Match in which the Teams participate.

#### 10.4.2 Duties

Each Timekeeper appointed for a Match shall:

- (a) keep time for each quarter of a Match;
- (b) record on time cards the time taken to play each quarter and lodge the completed cards with the relevant Controlling Body;
- (c) sound the siren in accordance with the procedures contained in these Laws;
- (d) stop the clock which is used for the timing of each quarter as required under Rule 10.5 for a stoppage in play; and
- (e) perform any other function as may be directed by the relevant Controlling Body.

### 10.5 PROCEDURE FOR SOUNDING SIREN - START OF MATCH AND QUARTERS

The Timekeepers shall sound the siren at the times and on the number of occasions as set out in the following table:

**Refer to table AFL Law 10.3**

The following advice to Timekeepers as to the rules of the game relating to the keeping of time is provided.

Prior to commencement Umpires are instructed to enter the playing arena five minutes prior to the scheduled starting time of the first and third quarters. Upon entering the arena the field Umpire holds the ball aloft, this signal being acknowledged by the Timekeepers with a blast of the siren. The sole purpose of this action is to confirm to the Umpire that the Timekeepers are in position, and Timekeepers should therefore ensure that they are at their post at least five minutes prior to the commencement of the first and third quarters. In addition, Timekeepers are requested to sound the siren one minute prior to the start of each quarter.

Commencement of quarters: There has been controversy for several years as to when time actually starts at the commencement of each quarter. Immediately prior to bouncing the ball the field Umpire holds the ball aloft, this action being acknowledged with a blast of the siren. The field Umpire then blows his whistle and it is on the whistle that the quarter, and therefore time, commences. The act of holding the ball aloft and its subsequent acknowledgment is simply to again ensure that the Timekeepers are in position.

## **10.6 BRINGING PLAY TO AN END**

### **10.6.1 End of Quarter**

The Timekeepers shall sound the siren to signal the end of a quarter **until** a field umpire acknowledges that the siren has been heard and brings play to an end.

### **10.6.2 Siren Heard by Field Umpire**

Play in each quarter shall come to an end when **any one** of the field Umpires hears the siren **and signals the end of the quarter**.

### **10.6.3 Signal**

A field Umpire shall signal that he or she has heard the siren by blowing a whistle and holding both arms above his or her head. If immediately before hearing the siren, a field umpire is of the opinion that a player should be awarded a free kick or a mark, the field umpire shall signal that play has come to an end and then award the free kick or mark to the player. A free kick will not be awarded where the football has been kicked and after the field umpire has heard the siren, lands out of bounds on the full.

## **10.7 STOPPING AND RECOMMENCING TIME**

### **10.7.1 Stopping time**

The timekeepers shall stop the clock when:

- (a) directed to do so by a field umpire in accordance with Law 10.5.3
- (b) the goal umpire signals that a goal has been scored
- (c) the goal umpire signals that a behind has been scored
- (d) the boundary umpire signals that the ball is out of bounds or
- (e) when the field umpire crosses his arms to indicate that he or she is going to bounce or throw the ball up.

### **10.7.2 Recommencing time**

The timekeepers shall recommence the clock when:

- (a) directed to do so by the field umpire in accordance with Law 10.5.3

- (b) the ball is bounced or thrown up by the field umpire
- (c) the football is brought back into play after a behind is scored
- (d) the ball is thrown back into play by the boundary umpire or brought back into play by a player after the ball has gone out of bounds or
- (e) the ball is obviously in play.

### **10.7.3 Signalling**

A field umpire shall signal to the timekeeper to stop the clock or re-start the match by blowing a whistle and raising one arm above his head.

## **10.8 UNAUTHORISED ENTRY ON PLAYING SURFACE AND TERMINATION OF A MATCH**

### **10.8.1 Entry on Playing Surface**

Where a person(s) enters the Playing Surface when he or she is not permitted to do so, the field Umpire shall:-

- (a) stop play **immediately this is noticed**
- (b) seek the assistance of person(s) authorised by the relevant Controlling Body to remove the unauthorised person(s) from the Playing Surface.
- (c) **until the situation is rectified under (b), all Umpires will be accompanied from the Playing Arena by the Umpire Escorts of the two competing clubs who will remain with them until it is mutually agreed that they may leave**
- (d) **a decision on whether the game will be resumed will be at the sole discretion of the Field Umpire(s) based on consideration relating to personal safety & the general wellbeing of all umpires.**

**Where water carriers, runners or trainers remain on the ground after they have completed their immediate duty the following is to occur. Where there are League appointed boundary Umpires the boundary umpire is to offer one warning to the offending official(s).**

**If the official re-offends the official must be ordered off by a field umpire and cannot be replaced. The re-offending official cannot be used again for the remainder of the game in any on field role.**

## **10.9 FORFEITURE OF MATCH**

**Forfeited Matches may fall into two categories:**

- (1) **"One-off" forfeiture**  
**Where, due to a particular Team's lack of Players, the Match is caused to be forfeited, the following is to apply in this situation.**
  - (i) **The side forfeited to shall receive four premiership points;**
  - (ii) **Scores from the game in which the greatest winning margin occurred in that division and grade for that round will be applied to calculate percentage for both teams.**

- (iii) Any side forfeiting twice in one season may be called before the Board on the charge of "conduct unbecoming of a Member of the League";
- (2) Forfeiture due to suspension of Team or permanent withdrawal of Team. If a Team is suspended or withdraws from the competition causing a "long term" forfeit in any section, the percentage of each Team in respect of any game not played as a result of such suspension or withdrawal shall be calculated as follows:
  - (i) The Team suspended (or causing forfeit) shall lose from its "points for" total, the average losing margin in games played on each date to which the suspension applies.
  - (ii) The Team drawn to play against such Team shall have its percentage calculated in accordance with a formula to be determined by the Board, having regard to-
    - (a) the period of such suspension
    - (b) the date within the season of such suspension or withdrawal
    - (c) the performance of such Team prior to the date of such suspension or withdrawal.
    - (d) overall fairness to all clubs in the section or grade

This sub-rule will take effect when a "long-term" forfeit arises such as a Team being suspended from the competition or withdrawing due to lack of Players.

## **11. COMMENCING PLAY AND CHOICE OF GOAL**

### **11.1 CHOICE OF GOAL**

The end of the Playing Surface to which a Team shall play shall be decided by the toss of a coin as follows:

- (a) the field Umpire (or such other person approved by the Controlling Body) shall toss the coin;
- (b) before the coin is tossed, the captain of the "away" Team shall call "the fall of the coin";
- (c) the captain of the Team who wins the toss of the coin shall choose the end to which his or her Team shall play in the first quarter; and
- (d) at the conclusion of each quarter, the Teams shall change ends.

### **11.2 COMMENCEMENT OF PLAY**

#### **11.2.1 Readiness to Commence Play**

- (a) All interchange Players must leave the Playing Surface two minutes prior to the scheduled starting time of a Match, being the time when the Timekeepers sound the siren 3 times.
- (b) Before commencing play in each quarter, the field Umpire shall:
  - (i) ensure that the Timekeepers are ready to commence timing the Match; and

- (ii) confirm with each captain that each Team is ready to commence play.

**11.2.2 Commencing Play**

- (a) The field Umpire shall take up a position on the white line either side of the Centre Circle prior to bouncing the football.
- (b) Unless Law 11.2.2(c) applies, the field Umpire shall commence play in each quarter by holding the football above his or her head, blowing a whistle and bouncing the football in the Centre Circle.
- (c) Where the field Umpire awards a Free Kick to a Player before bouncing the football, he/she shall signal time on, blow his/her whistle “and give the ball to the Player”. The Timekeepers shall acknowledge commencement of play.
- (d) The Timekeeper shall commence the clock used for timing the Match when the field Umpire blows the whistle or when a Player, who has been awarded a Free Kick, brings the football into play.

**11.2.3 Report to Controlling Body**

The field Umpire shall advise the Controlling Body of any occasion when a Team is not ready to commence play at the scheduled starting time. The Controlling Body may impose a sanction as determined in the absolute discretion of the Controlling Body.

**11.3 BOUNCING THE FOOTBALL**

**11.3.1 Centre Square and bouncing the ball**

The field Umpire shall bounce **or throw up** the football on the occasions and at the position on the Playing Surface as set out in the table below.

Occasion	Position on Playing Surface
Unless Law 11.3.2 applies, at the start of each quarter or after a Goal has been scored.	The Centre Circle.
Where the football has become trapped as two or more opposing Players struggle for possession of the football.	Where the football becomes trapped.
Where a field Umpire is unsure about which Player has taken a Mark.	Where the mark was contested.
When a Player fails to bring the football back into play after a Behind has been scored in accordance with Law 13.	The centre of the kick off line.
When the field Umpire bounces/throws the football and the football crosses the Goal, Behind or Boundary Line without being touched by a Player.	The position where the initial bounce/throw took place.

When a Player, who has claimed to have taken a Mark which is not awarded by the field Umpire, is Correctly Tackled by an opponent, provided the field Umpire is of the opinion that the Player did not hear or see the field Umpire's signal of "Touched Play On" or "Play On".	Where the Player is correctly tackled.
When the Goal Umpire is unable to decide whether a Goal or a Behind has been scored.	The centre of the kick off line.
When a Player or Players from both Teams enter the Centre Square at the same time contrary to Law 11.3.4.	The Centre Circle.
When the football accidentally hits any part of a stadium roof structure (other than the roof beams).	The position on the Playing Surface nearest to where the football hit the stadium roof structure.
Unless a Free Kick or a Mark is awarded, if the football is in the proximity of an Injured Player.	The location of the football when play is stopped.

**11.3.2 Free-Kick awarded**

If the field Umpire awards a Free Kick to a Player during the period between when a Goal is scored and the football is bounced, play shall recommence when the Player brings the football into play.

**11.3.3 Throwing up Football**

The field Umpire may throw the football in the air:

- (a) where he or she is of the opinion that the conditions are unsuitable for bouncing but before doing so, shall advise the Players accordingly; or
- (b) if directed to do so by the Controlling Body.

**11.3.4 Permitted Numbers at the Centre Bounce**

When the football is bounced to start a quarter or recommence play after a Goal has been scored, the following shall apply:-

- (a) a maximum of 4 Players from each Team are permitted in the Centre Square;
- (b) no Player (other than the 4 initial Players) or Team Official shall enter the Centre Square from the time the field Umpire commences his or her approach to the Centre Circle to bounce the football until the football touches the ground, in the act of bouncing, or leaves the field Umpires hand, in the act of being thrown up;
- (c) where a Player or Team Official contravenes Law 11.3.4(b), the field Umpire shall signal time on and award a Free Kick to the Player of the opposing Team who is nearest to the Centre Circle. The Free Kick to be taken in the centre of the **Centre Circle**. The advantage Law shall not apply;
- (d) where Players or Officials from opposing Teams simultaneously encroach, the Umpire shall blow his/her whistle and direct the offending personnel to exit the Centre Square;

- (e) if an injured Player is receiving treatment (but does not require a stretcher) in the Centre Square at the time of a centre bounce, the field Umpire shall:-
  - (i) instruct the Player to immediately leave the Centre Square; and
  - (ii) not recommence play until the Player has left the Centre Square;
- (f) if an injured Player does not leave the Centre Square upon being instructed to do so, the field Umpire shall award a Free Kick to the Player of the opposing Team who is nearest to the Centre Circle;
- (g) where an injured Player requires a stretcher at the time of a centre bounce, Law 7.3 shall apply.

### **11.3.5 Contesting the Centre Bounce**

- (a) The centre bounce or throw up shall be contested by one nominated player from each team. Such player shall be nominated to the field umpire prior to the bounce or throw of the football. The player contesting the centre bounce shall be positioned in their team's defensive half of the playing surface and with both feet within the 10-metre circle until they contest the bounce or until the umpire calls play on due to an "offline bounce". The player may only enter the teams attacking half after the football touches the ground, in the act of bouncing, or leaves the field umpires hand, in the act of being thrown up. The player shall not be permitted to block an opponents approach to the contest. No other player may enter the 10-metre circle until the football touches the ground, in the act of bouncing, or leaves the field umpires hand, in the act of being thrown up. (b)  
Where a Player contravenes Law 11.3.5(a), the field Umpire shall award a Free Kick to the Player on the opposing Team who is nearest to the Centre Circle.
- (c) Unless otherwise determined by the Controlling Body, where the field Umpire bounces the football off line, the field Umpire shall immediately call "play on" and the football may be contested by any Player.

## **12. SCORING: GOALS AND BEHINDS**

### **12.1 GOALS AND BEHINDS**

#### **12.1.1 Scoring a Goal**

Subject to Law 12.2, a Goal is scored when the football is kicked completely over the Goal line by a Player of the attacking Team without being touched by any other Player, even if the football first touches the ground.

#### **12.1.2 Scoring a Behind**

Subject to Law 12.2, a Behind is scored when any of the following occurs:-

- (a) the football touches or passes over the Goal post; or

- (b) the football passes completely over the Behind Line; or
- (c) a Player of the attacking Team kicks the football over the Goal Line but before passing over the Goal Line, the football is touched by another Player; or
- (d) if a Player from the defending Team kicks, handballs, knocks or otherwise takes the football over the Goal Line or Behind Line; or
- (e) if a defending Player plays on from Behind the Goal Line or Behind Line, and in doing so, moves off the direct line between himself and the Player standing the mark.

### 12.1.3 Clarification and Examples

For the avoidance of doubt:-

- (a) if the football touches an Umpire or any Official and then passes over the Goal or Behind Line, a Goal or Behind, as the case may be, shall still be recorded;
- (b) if the football touches an Umpire or any Official and does not pass over the Goal or Behind Line, the football shall remain in play;
- (c) if a football is Kicked by a Player on the attacking Team at the time when another Player is touching the football, the football shall be deemed to have been touched by that Player; and
- (d) a football passes over a Goal Line or Behind Line only when the entire football has passed over the Goal Line or Behind Line, as the case may be.

### 12.1.4 Football Touching the Behind Post

Where a football touches or passes over a Behind post the football shall be Out of Bounds or Out of Bounds on the full.

### 12.1.5 Goal Umpire to judge Goal or Behind

- (a) The Goal Umpire shall decide whether a Goal or Behind has been scored but may, before deciding, consult with the field or boundary Umpires. The decision of the Goal Umpire shall be final. The Goal Umpire shall only signal that a Goal or Behind has been scored when the field Umpire signals "All Clear" or "Touched All Clear", as the case may be.
- (b) Law 12.1.5(a) does not apply if a Controlling Body prescribes that a field Umpire may overrule the decision of a Goal Umpire who has not been appointed by the Controlling Body.

## 12.2 ALL CLEAR AND TOUCHED ALL CLEAR

### 12.2.1 Signal by Field Umpire

A Goal or a Behind shall only be signalled by a goal Umpire and recorded as a Goal or Behind when:-

- (a) in the case of the football passing over the Goal or Behind line, or touching or passing over the Goal post, the field Umpire signals "all clear"; and



- (b) In the case of the football being touched by another Player and then passing over the Goal Line, or touching or passing over the Goal post, the field Umpire signals "Touched All Clear".

### **12.2.2 Goal Umpire to notify field Umpire**

- (a) Where the Goal Umpire is of the opinion that a Goal or Behind has been scored and the field Umpire has allowed play to continue, the Goal Umpire shall immediately notify the field Umpire. Upon being notified by the Goal Umpire, the field Umpire shall stop play and signal "All Clear" or "Touched All Clear", as the case may be, and the Goal or Behind shall be signalled by the Goal Umpire and recorded as a score.

Play shall then re-commence in accordance with these Laws.

- (b) Unless Law 12.4.1 applies, any Free Kick awarded to a Player before the field Umpire signals all clear or Touched All Clear under Law 12.2.2(a) shall be cancelled.

## **12.3 SIGNALLING A GOAL OR BEHIND**

### **12.3.1 Goal**

The Goal Umpire shall signal that a Goal has been scored by raising both index fingers and then waving two flags.

### **12.3.2 Behind**

The Goal Umpire shall signal that a Behind has been scored by raising one index finger and then waving one flag.

### **12.3.3 Changing a Decision**

- (a) The Goal Umpire may change his or her decision about the scoring of a Goal or a Behind if and only if the goal Umpire notifies the field Umpire before the football is brought back into play.
- (b) A Goal Umpire shall signal that the scoring of a Goal or Behind has been changed by:-
- (i) immediately standing on the centre of the Goal line and holding both flags above his or her head in a crossed position; and
  - (ii) then signalling the new score or advising the boundary Umpire to signal Out of Bounds or Out of Bounds on the full, as the case may be.

## **12.4 RELATIONSHIP BETWEEN FREE KICKS AND ALL CLEAR**

### **12.4.1 Free Kick Awarded Before All Clear**

Where a Free Kick is awarded to a Player immediately after the football passes the Goal or Behind Line but before the field Umpire signals "All Clear" or "Touched All Clear", the following shall apply:-

- (a) the field Umpire shall signal "All Clear" or "Touched All Clear", after which the goal Umpire shall signal and record the score; and

- (b) the Free Kick shall then be taken where the infringement occurred, or the position at which the football is brought back into play, whichever is the greater penalty against the offending Team.

#### **12.4.2 All Clear Given but Play has not Recommended**

- (a) Where a Free Kick is awarded to a Player during the period when the field Umpire has signalled "All Clear" for a Goal to be recorded and the football is bounced in the Centre Circle, the Free Kick shall be taken where the infringement occurred, or at the Centre Circle, whichever is the greater penalty against the offending Team.
- (b) Where a Free Kick is awarded to a Player during the period when the field Umpire has signalled "All Clear" or "Touched All Clear" for a Behind to be recorded and the football being brought back into play, the Free Kick shall be taken from the following positions:-
  - (i) in the case of a Free Kick being awarded to the defending Team, where the infringement occurred, or at the back line of the Centre Square, whichever is the greater penalty against the attacking Team; or
  - (ii) in the case of a Free Kick being awarded to the attacking Team, the centre of the kick off line.

### **12.5 SCORING GOAL OR BEHIND AFTER PLAY HAS ENDED**

#### **12.5.1 Goal Or Behind Recorded in Certain Circumstances**

Even though play has come to an end, a Goal or Behind shall be recorded for a Team if:-

- (a) the Goal or Behind is scored by a Player from a Free Kick or Mark which was awarded to the Player before play came to an end; or
- (b) the Goal or Behind was scored by a Player who disposed of the football before play came to an end; or
- (c) the Goal or Behind is scored by a Player who was awarded a Free Kick under Law 12.6.

#### **12.5.2 Football touched in Transit**

A Behind shall still be recorded under Law 12.5.1 if the football is touched in transit by another Player, provided the field Umpire is satisfied that the scoring of the Behind was not assisted by a Player from the same Team.

#### **12.5.3 Field Umpire Sole Judge**

A field Umpire shall be the sole judge in deciding whether a Free Kick or Mark should be awarded or whether the football was disposed of by a Player before play came to an end.

### **12.6 FREE KICK AFTER PLAY HAS ENDED**

#### **12.6.1 Before Kick or in the act of Kicking**

After a field Umpire has signalled that play has come to an end, any field Umpire may award a Free Kick to any Player when a Player is preparing to Kick or in the act of Kicking for Goal. In such a case, the following shall apply:-

- (a) if the Player awarded the Free Kick is playing for the attacking Team, the Free Kick shall be awarded to the Player where the infringement occurred or, the Player in the attacking Team who is preparing to kick or in the act of Kicking for Goal shall be awarded a **Fifty Metre** Penalty, whichever is the greater penalty against the defending Team; or
- (b) if the Player awarded the Free Kick is playing for the defending Team, the Player shall be awarded the Free Kick where the infringement occurred or where the football is at the time of the infringement, whichever is the greater penalty against the attacking Team.

#### **12.6.2 After the Kick**

After a field Umpire has signalled that play has come to an end, any field Umpire may award a Free Kick to any Player during the period when a Player has Kicked for Goal and the football is in transit or during the period when a Player has kicked a Goal or Behind but before the field Umpire has signalled "All Clear" or "Touched All Clear". In such cases, the following shall apply:

- (a) if the Player awarded the Free Kick is playing for the attacking Team and a Goal is Kicked, the field Umpire shall signal "All Clear" and a Goal shall be recorded; or
- (b) if the Player awarded the Free Kick is playing for the attacking Team and a Goal is not scored, then that Player may take the Free Kick where it was awarded (or where the football is at the time the Free Kick was awarded , whichever is the greater penalty) or, where a Behind is scored, elect to have the Behind recorded; or
- (c) if the Player awarded the Free Kick is playing for the defending Team, the Player shall be awarded the Free Kick where the infringement occurred. For the avoidance of doubt, any Goal or Behind which would have been recorded in favour of the attacking Team but for the awarding of the Free Kick to a Player on the defending Team, shall not be recorded.

### **12.7 RECORDING SCORES**

A Controlling Body may appoint a person or persons to record the scores of a Match independently from the Goal Umpires. Where the Goal Umpires cannot agree on the final score of a Match, the Controlling Body may take into account the scores recorded by the person(s) so appointed to determine the result of a Match.

## **13. KICKING THE FOOTBALL INTO PLAY AFTER A BEHIND HAS BEEN SCORED**

### **13.1 FOOTBALL MUST BE KICKED**

Unless Law 12.4 applies, when a Behind has been recorded, the following shall apply:-

- (a) the football must be Kicked back into play by any Player of the defending Team within a reasonable time;
- (b) the football must be Kicked from within the Goal Square. For the avoidance of doubt, one foot of the Player must be Behind any of the lines which define the Goal Square at the time when the Player kicks the football;
- (c) no Player is permitted within 5 metres of the Goal Square at the time when the football is being Kicked back into play; and
- (d) the Player kicking the football into play may, provided he has kicked the football clear from his hands, regain possession and play on from within the goal square.

### **13.2 DIRECTION BY UMPIRE AND FOOTBALL BROUGHT INTO PLAY INCORRECTLY**

- (a) After giving a player a reasonable opportunity, the field umpire shall direct a player to kick the football back into play. If a player fails to kick the football back into play after being instructed to do so by a field umpire, the field umpire shall call "play on". The player shall be required to dispose of the ball in accordance with Laws 13.1 (b) and (d). Opposing players however, may enter the goal square and tackle the player with the ball once "play on" is called.
- (b) if the field umpire is of the opinion that a player has not kicked the football back into play in accordance with Law 13.1, the field umpire shall bounce the football in the centre of the kick off line to recommence play.

### **13.3 KICK INTO PLAY AFTER GOAL UMPIRE SIGNAL**

**A player of the defending team may kick the football into play when the goal umpire has signalled that a behind has been scored.**

For all matches from U/11 – U/18 age groups, **aPlayer from the defending Team may only kick the football into play when the Goal Umpire has completed waving the flag to signal that a Behind has been scored.**

### **13.4 ATTACKING TEAM DELAYING RE-COMMENCEMENT OF PLAY**

- (a) Where the field Umpire is of the opinion that a Player from the attacking Team:
  - (i) is within 5 metres of the Goal Square at the time when a Player from the defending Team is kicking the football back into play;
  - (ii) has prevented the Player from the defending Team from kicking the football back into play; or
  - (iii) has otherwise delayed play,

the field Umpire shall bring the mark forward from the Goal Square to the back line of the Centre Square, at which location the football shall be Kicked back into play by the Player of the defending Team who is closest to that location.

- (b) Where the field Umpire is of the opinion that a Player of the attacking Team has again contravened Law 13.4(a), the mark shall be brought forward from the back line of the Centre Square to the forward line of the Centre Square, at which location the football shall be Kicked back into play by the Player of the defending Team who is closest to that location.

### **13.5 OFFICIAL WITHIN FORTY FIVE METRE ARC**

**A Free Kick is to be paid against a club if its runner or any other on field official is positioned within the 45 or 50 metre area when a full back is kicking in after a Behind has been scored.**

**In this event the Free Kick is against the team bringing the ball back into play, the opposing team shall take a free kick from the 45 metre arc in that half of the ground.**

**In the event that the Free Kick is against the team defending against the ball coming back into play, the player bringing the ball back into play shall be advanced to the 45 or 50 metre arc.**

**An Umpire may show discretion only in the event of a club trainer being in the area to attend a Player who is genuinely distressed or injured.**

## **14. MARKING THE FOOTBALL**

### **14.1 DEFINITION**

A Mark is taken if, in the opinion of the field Umpire, a Player catches or takes control of the football:

- (a) within the Playing Surface; and
- (b) after it has been Kicked by another Player a distance of at least 15 metres; and
- (c) which has not touched the ground or been touched by another Player during the period when the football was Kicked until it was caught or controlled by the Player.

### **14.2 PARTICULAR CIRCUMSTANCES**

- (a) For the avoidance of doubt, a Mark shall be awarded if:-
  - (i) a Player catches or takes control of the football before it has passed completely over the Boundary Line, Goal Line or Behind Line; or
  - (ii) before the football was caught or controlled by the Player, it was touched by an Umpire or any other Official.

- (b) The field Umpire may consult with the Boundary or Goal Umpire before deciding whether a Mark has been taken before the football passed completely over the Boundary Line, Goal Line or Behind Line.

#### 14.3 PLAYER TO BE AWARDED THE MARK

- (a) Where a field Umpire is of the opinion that a Player has taken a Mark, he or she shall award the Mark to the Player at the location on the Playing Surface where the Mark was taken.
- (b) Law 16 shall apply when a Player has been awarded a Mark.

#### 14.4 FIELD UMPIRE TO SIGNAL "TOUCHED, PLAY ON"

Where a football is touched by another Player during the period when the football was Kicked until it is caught or controlled by a Player, the field Umpire shall immediately call and signal "Touched, Play On" in order to indicate to the Players that a Mark will not be awarded.

#### 14.5 WHEN A MARK IS NOT AWARDED

Where a Player claims to have taken a Mark which is not awarded by the field Umpire, the following shall apply:-

- (a) if the Player does not retain possession of the football, play shall continue; or
- (b) if the Player retains possession of the football and the Player is correctly tackled by an opponent, the field Umpire shall **throw up** the football in accordance with Law 11.3.1, provided he or she is satisfied that the Player did not hear or see the signal of "Touched, Play On" or "Play On". If the field Umpire considers that the Player did hear or see the signal of "Touched, Play On" or "Play On", Law 15.2.3 shall apply.

#### 14.6 FIELD UMPIRE CANCELS MARK

- (a) Where a field umpire is of the opinion that he or she has incorrectly blown the whistle to award a mark that was not subsequently completed, he or she may cancel the decision and call play on.
- (b) If the player retains possession of the football and the player is correctly tackled by an opponent, the field umpire shall bounce or throw the football up in accordance with Law 11.3.2 provided he or she is satisfied that the player could not reasonably have disposed of the football.

### 15. FREE KICKS

#### 15.1 INTERPRETATION

##### 15.1.1 Spirit And Intention of Awarding Free Kicks

It is the spirit and intention of these Laws that a Free Kick shall be awarded to:-

- (a) ensure that a Match is played in a fair manner;

- (b) provide to a Player, who makes obtaining possession of the football his or her sole objective, every opportunity to obtain possession;
- (c) protect Players from sustaining injury; and
- (d) a Player who executes a Correct Tackle which results in an opponent failing to dispose of the football in accordance with these Laws.

### **15.1.2 Awarding Free Kicks**

In addition to any other circumstances described elsewhere in these Laws, a Free Kick shall be awarded to or against a Player, as the case may be, when a field Umpire considers that any of the circumstances set out in this Law 15 occur, irrespective of whether the football is in play. Unless otherwise stated in these Laws, a Free Kick shall be taken where it is awarded or where the football is at the time, whichever is the greater penalty against the offending Team.

### **15.1.3 When a Free Kick may Be Awarded**

A Free Kick may be awarded when the football is or is not in play. For the avoidance of doubt, a Free Kick may be awarded:

- (a) if an infringement occurs on the Playing Surface before the commencement of a quarter, in which case the Free Kick shall be taken at the Centre Circle or where the infringement occurred, whichever is the greater penalty against the offending Team; and
- (b) after a score has been recorded or play has come to an end, in the circumstances described in Laws 12.4, 12.5 and 12.6.

### **15.1.4 Effect of Free Kick**

A Free Kick means that possession of the football is given to a Player of the Team who is awarded the Free Kick, after which play shall continue in accordance with Law 16.

## **15.2 FREE KICKS RELATING TO POSSESSION OF THE FOOTBALL**

### **15.2.1 In Possession of the Football**

A Player is in possession of the football if, in the opinion of the field Umpire:-

- (a) the Player is holding or otherwise has control of the football;
- (b) the Player is in the act of bouncing the football; or
- (c) the Player dives or lies on top of or drags the football underneath his or her body.

### **15.2.2 Remaining in Possession and Bouncing the Football**

- (a) A Player may remain in possession of the football for any length of time:
  - (i) unless the Player is Correctly Tackled by an opponent; or
  - (ii) unless directed to dispose of the football by a field Umpire;
  - (iii) provided the Player complies with Law 15.2.2(b).

- (b) Where a Player is moving whilst in possession of the football, he or she must bounce or touch the football on the ground at least once every 15 metres, irrespective of whether such Player is running in a straight line or otherwise. For the purposes of this Law, a Player shall be deemed to be in possession of the football during the period when the Player handballs the football to himself or herself and regains possession without the football touching the ground.
- (c) A field Umpire shall award a Free Kick against a Player if he or she is of the opinion that a Player has contravened Law 15.2.2(b).

### **15.2.3 Holding the Football – Prior Opportunity/No Prior Opportunity**

Where the field Umpire is satisfied that a Player in possession of the football:

- (a) has had a prior opportunity to dispose of the football, the field Umpire shall award a Free Kick against that Player if the Player does not Kick or Handball the football immediately when he or she is Correctly Tackled; or
- (b) has not had a prior opportunity to dispose of the football, the field Umpire shall award a Free Kick against that Player if, upon being Correctly Tackled, the Player does not Correctly Dispose or attempt to Correctly Dispose of the football after being given a reasonable opportunity to do so.
- (c) a Player who takes possession of the football at a bounce or throw by a field Umpire or at a boundary throw in, shall be regarded as having had prior opportunity.

### **15.2.4 Application – Specific Instances where play shall continue**

For the avoidance of doubt, the field Umpire shall allow play to continue when:-

- (a) a Player is bumped and the football falls from the Player's hands;
- (b) a Player's arm is knocked which causes the Player to lose possession of the football;
- (c) a Player's arms are pinned to his or her side by an opponent which causes the Player to drop the football, unless the Player has had a prior opportunity to Correctly Dispose of the football, in which case Law 15.2.3(a) shall apply;
- (d) a Player, whilst in the act of kicking or handballing, is swung off balance and does not make contact with the football by either foot or hand, unless the Player has had a prior opportunity to Correctly Dispose of the football, in which case Law 15.2.3(a) shall apply; or
- (e) a Player is pulled or swung by one arm which causes the football to fall from the Player's hands, unless the Player has had a prior opportunity to Correctly Dispose of the football, in which case Law 15.2.3(a) shall apply.

### **15.2.5 Diving on Top of the Football**



Where a Player is in possession of the football by reason of diving on top of or dragging the football underneath his or her body, the field Umpire shall award a Free Kick against that Player if he or she does not immediately knock the football clear or Correctly Dispose of the football when Correctly Tackled.

#### **15.2.6 Football held to the body of a Player**

The field Umpire shall **throw up** the football when a Player, in the act of applying a correct tackle, holds the football to the body of the Player being tackled or the football is otherwise pinned to the ground, unless the Player being tackled has had a prior opportunity to Correctly Dispose of the football, in which case Law 15.2.3(a) shall apply.

### **15.3 FREE KICKS RELATING TO DISPOSAL OF THE FOOTBALL**

#### **15.3.1 Correct Disposal**

A Player Correctly disposes of the football if he or she Kicks or Handballs the football.

#### **15.3.2 Incorrect Disposal and Payment of Free Kick**

When the football is in play, a Free Kick shall be awarded against a Player who hands the football to another Player or who throws the football.

### **15.4 FREE KICK – PERMITTED AND PROHIBITED PHYSICAL CONTACT**

#### **15.4.1 Correct Tackle or Correctly Tackled**

- (a) For the purposes of these Laws, a Player executes a tackle correctly if:-
  - (i) the Player being held is in possession of the ball; and
  - (ii) that Player is held (either by the body or playing uniform) below the shoulders and above the knees.
- (b) For the avoidance of doubt, a tackle may be executed correctly by holding a Player from the front, side or behind, provided that a Player held from behind is not pushed in the back.

#### **15.4.2 Shepherd**

A Shepherd is using the body or arm to push, bump or block:

- (a) a Player who does not have possession of the football and who is no further than 5 metres away from the football at the time when the push, bump and block occurs; and
- (b) where such contact is otherwise not prohibited contact under Law 15.4.5.

#### **15.4.3 Permitted Contact**

Other than the Prohibited Contact identified under Law 15.4.5, a Player may make contact with another Player :-

- (a) by using his or her hip, shoulder, chest, arms or open hands provided that the football is no more than 5 metres away from the Player;
- (b) by pushing the other Player with an open hand in the chest or side of the body provided that the football is no more than 5 metres away from the Player;
- (c) by executing a Correct Tackle;
- (d) by executing a Shepherd provided that the football is no more than 5 metres away from the Player; or
- (e) if such contact is incidental to a marking contest and the Player is legitimately Marking or attempting to Mark the football.

#### **15.4.4 Charge or Charging**

- (a) A charge means an act of colliding with an opposition Player where the amount of physical force used is unreasonable or unnecessary in the circumstances, irrespective of whether the Player is or is not in possession of the football or whether the Player is within 5 metres of the football.
- (b) Without limiting the general application of Law 15.4.4(a), a Charge occurs when a Player unreasonably or unnecessarily collides with an opposition Player:
  - (i) who is not within 5 metres of the football;
  - (ii) who, although within five metres of the football, is not in the immediate contest for the football and would not reasonably expect such contact;
  - (iii) who is attempting to Mark the football or who has Marked the football or been awarded a Free Kick;
  - (iv) after that Player has disposed of the football;
  - (v) who is Shepherding another Player on his or her Team; or
  - (vi) before the football is brought into play.

#### **15.4.5 Prohibited Contact and Payment of Free Kick**

A Player makes Prohibited Contact with an opposition Player if he or she :-

- (a) makes contact with any part of his or her body with an opposition Player above the shoulders (including the top of the shoulders) or below the knees;
- (b) pushes an opposition Player in the back, unless such contact is incidental to a marking contest and the Player is legitimately marking or attempting to mark the football;
- (c) holds an opposition Player who is not in possession of the football;
- (d) pushes, bumps, blocks, holds an opposition Player or deliberately interferes with the arms of an opposition Player, who is in the act of Marking or attempting to Mark the football;

- (e) pushes, bumps or blocks an opposition Player when the football is further than 5 metres away from the opposition Player or is out of play;
- (f) pushes, bumps or blocks an opposition Player who is contesting a bounce or throw by a field Umpire or boundary throw in.
- (g) charges an opposition Player;
- (h) trips or attempts to trip an opposition Player, whether by the use of hand, arm, foot or leg;
- (i) kicks or attempts to kick an opposition Player, unless contact is accidentally made whilst the Player is Kicking the football;
- (j) strikes or attempts to strike an opposition Player, whether by hand, fist, arm, knee or head; and
- (k) holds or throws an opposition Player after that Player has disposed of the ball.
- (n) bumps or makes forceful contact to an opponent from front on when that player has his head down over the ball.
- (j) by unnecessarily and dangerously driving an opponent into the ground with arms pinned.

## 15.5 FREE KICKS RELATING TO UMPIRES

A Free Kick shall be awarded against a Player or Official who:-

- (a) uses abusive, insulting, threatening or obscene language towards an Umpire;
- (b) behaves in an abusive, insulting, threatening or obscene manner towards an Umpire;
- (c) intentionally, recklessly or negligently makes contact with an Umpire;
- (d) enters the Centre Circle when the field Umpire is bouncing / throwing up or attempting to bounce / throw up the football; or
- (e) intentionally, recklessly or negligently engages in conduct which affects, interferes with or prevents an Umpire from performing his or her duties.

## 15.6 FREE KICKS RELATING TO OUT OF BOUNDS

### 15.6.1 When Awarded

A Free Kick shall be awarded against a Player who:-

- (a) kicks the football Out of Bounds on the Full;
- (b) in the act of bringing the football back into play after a Behind has been scored, kicks the football over the Boundary Line without the football first being touched by another Player;
- (c) intentionally Kicks, Handballs or forces the football over the Boundary Line without the football being touched by another Player;
- (d) having taken the football over the Boundary Line, fails to immediately hand the football to the boundary Umpire or drop the football directly to the ground; or

- (e) touches the football after the boundary Umpire has signalled that the football is Out of Bounds, except for a Player who has carried the football over the Boundary Line under this Law 15.6.1 or a Player awarded a Free Kick under these Laws.
- (f) hits the football Out of Bounds on the full from a boundary throw or a field bounce or throw by a field Umpire.

#### **15.6.2 Where Free Kick Taken**

A Free Kick awarded under Law 15.6.1 shall be taken at the point where the ball crossed the Boundary Line.

### **15.7 FREE KICK – SHAKING GOAL POST**

#### **15.7.1 Awarding Free Kick**

Unless Law 15.7.3 applies, a Free Kick shall be awarded against a Player or Official who intentionally shakes a Goal or Behind post (either before or after a Player has disposed of the football) which may affect whether a Goal or Behind is scored.

#### **15.7.2 Taking Free Kick**

The following shall apply to a Free Kick awarded under Law 15.7.1:

- (a) if a Free Kick is awarded against a Player or Official of the defending Team and a Goal is not scored, the Player from the attacking Team who was about to or who has Kicked for Goal, shall take the Free Kick at the centre of the Goal Line;
- (b) if the Free Kick is awarded against a Player or Official of the attacking Team, the Player on the defending Team who was nearest to the position from where the football will be or has been Kicked, shall take the Free Kick from that position. For the avoidance of doubt, any Goal or Behind which would have been recorded in favour of the attacking Team but for the awarding of the Free Kick to a Player of the defending Team, shall not be recorded.

#### **15.7.3 Goal Scored**

If a Player or Official of the defending Team contravenes Law 15.7.1 but a Goal is still scored, the field Umpire shall not award a Free Kick. In such cases, the field Umpire shall signal "All Clear" and a Goal shall be recorded.

### **15.8 FREE KICKS-REPORTABLE OFFENCES**

- (a) Unless Law 15.8(b) applies, a field Umpire shall award a Free Kick against a Player or Official who is reported for a Reportable Offence.
- (b) Unless otherwise determined by a field Umpire, where a Player(s) or Official(s) from both Teams are reported for conduct arising from the same incident, the field Umpire shall allow play to continue or if that is not practicable, re-commence play by bouncing/throwing up the football.

### **15.9 FREE KICKS – GENERALLY**

### 15.9.1 When Awarded

A Free Kick shall be awarded against a Player or a Team where the field Umpire is of the opinion that:-

- (a) the Player is engaging in Time Wasting;
- (b) an Official of the Team or such other person of the Team who may from time to time be permitted onto the Playing Surface, intentionally, recklessly or negligently interferes with the football, a Player of the opposition Team, an Umpire or general play;

**Where a League appointed umpire is verbally abused by officials, interchange players or supporters in the proximity of the coach's box the following is to apply:**

- In the first instance of such abuse one of the field umpires should warn the officials in the coaches box ("bench").
- If the abuse occurs again the field umpires is to stop the match and award a free kick to the other club.

**A free kick for can only be awarded due to abuse by persons in the vicinity of the bench and inside the fence.**

**If it is noticed that suitable seating is not provided for each team by the home club this will be reported to the League (refer Law 3.5 - adequate seating).**

**If the additional officials do not leave the coaches box the Umpire will stop play and award a free kick.**

**If the "bench" re-offends the club will be referred to the League .**

- (c) a Player has lifted a Player or climbed on the shoulders of a Player from the same Team. This Free Kick shall be taken by a Player from the opposing Team where the infringement occurred or where the football is at the time of the infringement, whichever is the greater penalty against the offending Team;
- (d) a Free Kick to be awarded against a Player who uses abusive insulting threatening or obscene language and/or gesture.
- (f) a Player has contravened the provisions of Law 11.3.5 (a).

### 15.9.2 Taking a Free Kick Given Against an Official

Where a Free Kick is awarded against a Team because of the conduct of an Official of the Team, the Free Kick shall be taken by the Player of the opposition Team who is closest to where the infringement occurred or where the football is located, whichever is the greater penalty against the offending Team.

## 15.10 FREE KICKS AFTER DISPOSAL

Where Prohibited Contact is made against a Player who has disposed of the football or against a Player who is Shepherding a Player who has disposed of the football, a Free Kick shall be awarded to that Player's Team and shall be

taken by a Player of that Team who is nearest to the location where the football touches the ground, a Player or crosses the Boundary Line, as the case may be. If taking the Free Kick at this location will penalise the Team awarded the Free Kick, the Free Kick shall be taken by the Player against whom and at the location where Prohibited Contact was made.

## **15.11 FREE KICK – STADIUM ROOFS**

### **15.11.1 Payment of Free Kick**

Where a Player intentionally, recklessly or negligently Kicks or causes the football to hit any part of a stadium roof's structure which is above the Playing Surface, the field Umpire shall award a Free Kick to the nearest Player on the opposing Team at the position on the Playing Surface nearest to where the football hit the roof's structure.

### **15.11.2 Accidental Contact**

If a Player accidentally Kicks or causes the football to hit any part of a stadium roof's structure, the football shall be out of play and the following shall apply:

- (a) if the football hits any roof beams which run the length of the Playing Surface along a wing, the boundary Umpire shall upon instruction by a field Umpire throw the football back into play from a position on the Boundary Line nearest to where the football hit the roof beam; or
- (b) if the football hits any other part of the stadium roof's structure which is above the Playing Surface, the field Umpire shall bounce the football at the position on the Playing Surface nearest to where the football hit the stadium roof's structure

## **15.12 FREE KICKS – DELIBERATE RUSHED BEHIND (*SENIORS ONLY*)**

### **15.12.1 When Awarded**

A Free Kick shall be awarded against a Player from the defending team who intentionally kicks, handballs or forces the football over the attacking team's goal line or behind line or onto one of the attacking team's goal posts. In assessing whether a free kick should be awarded under this Law, the field umpire shall give the benefit of the doubt to the Defender.

### **15.12.2 Taking Free Kick**

A Free Kick awarded under 15.12.1 shall be taken at the point where the football crossed the goal line or behind line or from the relevant goal post.

## **16. DISPOSAL FROM MARK OR FREE KICK**

### **16.1 STANDING THE MARK AND TEN METRE PROTECTED AREA**

#### **16.1.1 Standing The Mark**

When a Player is awarded a Mark or Free Kick or is Kicking into play after a Behind has been scored, one Player from the opposing Team may stand at the position on the Playing Surface where the Mark or Free Kick was awarded or where the field Umpire otherwise directs the

Player to stand. The position on the Playing Surface where the opposing Player stands is known as "the mark".

### 16.1.2 Protected Area

The Protected Area is a corridor which extends from 5 metres either side of the mark to 5 metres either side of, and a 5 metre radius behind, the Player with the football. No Player shall enter and remain in the Protected Area unless the field Umpire calls Play On or the Player is accompanying or following within 5 metres of his or her opponent.

## 16.2 PLAYING FROM BEHIND THE MARK

A Player who has been awarded a Mark or Free Kick shall dispose of the football from directly behind the mark. If a Player disposes or attempts to dispose of the football other than in a direct line over the Mark, the field Umpire shall call Play On and the football shall immediately be in play. This Law does not apply if a Player is disposing of the football from beyond the Goal Line, Behind Line or Boundary Line, in which case Laws 16.4 or 16.5 shall apply.

## 16.3 KICKING FOR GOAL

### 16.3.1 Centre of Goal Line

- (a) Where a player is kicking for goal after being awarded a mark or a free kick, the kick shall be taken along a direct line from the mark of the centre of the goal line.
- (b) Where a player is kicking for a goal after being awarded a mark or a free kick in the goal square, the kick shall be taken from directly in front of goals from a spot horizontally across from where the mark or free kick was awarded.

### 16.3.2 Overstepping the Mark whilst Player is Kicking for Goal

If the Player standing the Mark oversteps the Mark whilst a Player is in the act of Kicking for Goal, the following shall apply:-

- (a) if a Goal is Kicked, the field Umpire shall signal "All Clear" and a Goal shall be recorded;
- (b) if a Goal is not Kicked, the Player may elect to take another Kick, in which case the Player shall also be awarded a **Fifty Metre** Penalty.

## 16.4 DISPOSAL BY A DEFENDING PLAYER – GOAL LINE AND BEHIND LINE

If a defending Player is awarded a Free Kick or a Mark and is given or takes possession of the football beyond the Goal Line or Behind Line, the following shall apply:

- (a) the Player standing the Mark must be positioned 5 metres away from the Goal Line or Behind Line, as the case may be;
- (b) the defending Player may Play On in any direction provided he or she first crosses the Goal Line or Behind Line prior to disposing of the football ;

- (c) if the defending Player decides to play from beyond the Goal Line or Behind Line, he may Kick or Handball the football in any direction provided he does not move off the direct line between himself and the Player standing the mark. If the defending Player does move from this line, the field Umpire shall call Play On and the Goal Umpire shall signal and record a Behind;
- (d) if the defending Player, in disposing of the football, hits either the Goal or Behind post, the Player shall be given the football again to re-commence play.

## **16.5 DISPOSAL – FROM OUT OF BOUNDS**

### **16.5.1 When Permitted**

A Player who is awarded a Free Kick or a Mark may bring the football into play from beyond the Boundary Line provided that the Player moves in one direction whilst in the act of Kicking, Handballing or moving to cross the Boundary Line. If the Player changes direction whilst he or she is still beyond the Boundary Line, the field Umpire shall call Play On and the boundary Umpire shall signal Out of Bounds and throw the ball back into play from the spot where the Mark or Free Kick was awarded.

### **16.5.2 Standing The Mark Adjacent To Behind Post**

Where a Player is given or takes possession of the football beyond the Boundary Line within 2 metres of the behind post, the Player standing the Mark must be positioned 5 metres away from the Boundary Line.

### **16.5.3 Football Back In Play**

The football is deemed to be back in play when any portion of it is on or above the Boundary Line.

## **16.6 DISPOSAL WHERE PLAYER AWARDED FREE KICK OR MARK IS INJURED**

Where a Player is awarded a Free Kick or a Mark and, in the opinion of the field Umpire, that Player is suffering from an injury which will prevent him from disposing of the football, the Player who is nearest to and on the same Team as the Player awarded the Free Kick or Mark, shall dispose of the football at the location (or as near as possible) where the Free Kick or Mark was awarded.

## **16.7 FURTHER BREACH OF LAWS BEFORE DISPOSAL**

Where a Player has been awarded a Free Kick or a Mark and before disposing of the football:-

- (a) he or she or a Player from the same Team engages in conduct which contravenes these Laws, then the field Umpire shall award a Free Kick to the Player against whom the conduct was directed or who is nearest to where the conduct occurred; or
- (b) a Player from the opposition Team engages in conduct which contravenes these Laws, then:-



- (i) if the conduct occurred **50 metres** or more in front of the position on the Playing Surface where the initial Free Kick or Mark was awarded, the field Umpire shall award a Free Kick to the Player against whom the conduct was directed or who is nearest to where the conduct occurred; or
- (ii) if the conduct occurred behind or at the same position on the Playing Surface where the initial Free Kick or Mark was awarded, the Player awarded the initial Free Kick or Mark shall also be awarded a **fifty metre** Penalty.

## **17. PLAY ON AND THE ADVANTAGE RULE**

### **17.1 BALL IN PLAY**

The football shall remain in play on each and every occasion when the field Umpire calls and signals "Play On".

### **17.2 CIRCUMSTANCES – PLAY ON**

The field Umpire shall call and signal Play On or touched Play On when:-

- (a) an Umpire is struck by the football while it is in play;
- (b) the field Umpire is of the opinion that the football, having been Kicked, was touched whilst in transit;
- (c) the field Umpire is of the opinion that the football, having been Kicked, does not travel a distance of at least 15 metres;
- (d) the field Umpire cancels a Free Kick; or
- (e) the field Umpire is of the opinion that a Player, who has been awarded a Free Kick or a Mark, runs, Handballs or Kicks or attempts to run, Handball or Kick otherwise than over the mark.
- (f) where a Player, awarded a Mark or Free Kick, fails to dispose of the football when directed to do so by the field Umpire.
- (g) where the field umpire cancels a mark.

### **17.3 THE ADVANTAGE RULE**

#### **17.3.1 Paying Advantage**

Where the field Umpire intends to or has signalled that he or she intends to award a Free Kick to a Player, the field Umpire may, instead of awarding the Free Kick, allow play to continue if the field Umpire is of the opinion that doing so will provide an advantage to that Player's Team.

#### **17.3.2 Recalling The Football**

Where the field Umpire has allowed play to continue instead of awarding a Free Kick to a Player, but having done so, it becomes immediately apparent to the field Umpire that allowing play to continue did not provide an advantage to the Player's Team, the field Umpire shall stop play and award the Free Kick to the Player where the infringement occurred.

## 18. FIFTY METRE PENALTY

**For all incidents in which a 50 metre penalty would be imposed, this distance is reduced to 25 metres for all junior grades Under 17 and below.**

### 18.1 WHEN IMPOSED

Where a field Umpire has awarded a Free Kick or a Mark to a Player, the field Umpire shall also award a **Fifty Metre** Penalty in favour of that Player if he or she is of the opinion that any Player or Official from the opposing side:-

- (a) has overstepped the mark; or
- (b) engages in Time Wasting; or
- (c) uses abusive, insulting, threatening or obscene language towards an Umpire; or
- (d) behaves in an abusive, insulting, threatening or obscene manner towards an Umpire or disputes the decision of an Umpire; or
- (e) enters the Protected Area, except when the Player is accompanying or following within 5 metres of his or her opponent; or
- (f) has not returned the football directly and on the full to the Player awarded the Free Kick or mark; or
- (g) engages in any other conduct for which a Free Kick would ordinarily be awarded, unless such conduct occurred **fifty metre** or more in front of the position on the Playing Surface where the initial Free Kick or Mark was awarded, in which case a Free Kick shall be awarded to the Player against whom the conduct was directed or who is nearest to where the conduct occurred.

### 18.2 IMPOSING A FIFTY METRE PENALTY

When the field Umpire imposes a **50** metre Penalty, the following procedure shall apply:-

- (a) the field Umpire shall signal to the Timekeeper to stop the clock used for the timing of the Match for such time as it takes to impose the **Fifty Metre** Penalty;
- (b) the field Umpire shall advance the mark by **Fifty Metres** in a direct line with the centre of the Goal Line; and
- (c) if the Player who is obtaining the benefit of the **Fifty Metre** Penalty is less than **Fifty Metres** from the Goal Line, the mark shall become the centre of the Goal Line.

### 18.3 LOCAL CONDITIONS

A Controlling Body may reduce the distance of a fifty metre penalty to 25 metres for the Matches played in the competition conducted by the Controlling Body.

## 19. REPORTING PLAYERS AND OFFICIALS

### 19.1 OBLIGATION TO REPORT

**19.1.1 To Controlling Body**

An Umpire shall report to the Controlling Body any Player or Official who commits or engages in conduct which may constitute a Reportable Offence:-

- (a) during a Match; or
- (b) on the day of the Match and within the immediate proximity of the Arena where the Match is conducted.

**19.1.2 Interpretation – "Within the Immediate Proximity of the Arena"**

Without limiting their ordinary meaning, the words "within the immediate proximity of the Arena" shall include any area within 500 metres of the Arena where the Match is conducted.

**19.1.3 Other appointed persons**

In addition to an Umpire, a Controlling Body may authorise a person or persons to report any Player or Official who commits or engages in conduct which may constitute a Reportable Offence. Any person so authorised shall have the same powers and duties as imposed upon an Umpire under this Law 19.

**19.2 REPORTABLE OFFENCES****19.2.1 Degree of Intent – Clarification**

Where any of the Reportable Offences identified in Law 19.2.2 specify that conduct may be intentional, reckless or negligent:-

- (a) any report or notice of report which does not allege whether the conduct was intentional, reckless or negligent shall be deemed to and be read as alleging that the conduct was either intentional, reckless or negligent; and
- (b) the tribunal or other body appointed to hear and determine the report may find the report proven if it is reasonably satisfied that the conduct was either intentional, reckless or negligent.

**19.2.2 Specific Offences**

Any of the following types of conduct is a reportable offence:-

- (a) intentionally, recklessly or negligently making contact with or striking an Umpire;
- (b) attempting to make contact with or strike an Umpire;
- (c) using abusive, insulting, threatening or obscene language towards or in relation to an Umpire;
- (d) behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire;
- (e) disputing a decision of an Umpire;
- (f) use of an obscene gesture;
- (g) intentionally, recklessly or negligently:-
  - (i) kicking another person;

- (ii) striking another person;
  - (iii) tripping another person whether by hand, arm, foot or leg;
  - (iv) engaging in Time Wasting;
  - (v) Charging another person;
  - (vi) throwing or pushing another Player after that Player has taken a Mark, disposed of the football or after the football is otherwise out of play;
  - (vii) engaging in rough play against an opponent which in the circumstances is unreasonable;
  - (viii) engaging in a melee, except where a Player's sole intention is to remove a Teammate from the incident;
    - (ix) Kicking or otherwise causing the football to hit any part of a stadium roof's structure;
  - (x) spitting at or on another person.
  - (xi) bumping or making forceful contact to an opponent from front on when that player has his head down over the ball.
- (h) attempting to kick another person;
  - (i) attempting to strike another person;
  - (j) attempting to trip another person whether by hand, arm, foot or leg;
  - (k) intentionally shaking a Goal or Behind Post when another Player is preparing to Kick or is Kicking for Goal or after the Player has Kicked for Goal and the ball is in transit;
  - (l) wrestling another person;
  - (m) using abusive, insulting, threatening or obscene language;
  - (n) failing to leave the Playing Surface when directed to do so by a field Umpire;
  - (o) wearing boots, jewellery and equipment prohibited under Law 9;
  - (p) any act of misconduct.

### 19.3 REPORTING PROCEDURE

#### 19.3.1 Reports During Match

- (a) **In the event of any reportable offence taking place during the progress of any official match or on the day of the match, the field umpire(s) in all sections and all official League goal and boundary and emergency umpires shall have the power to report players or officials in respect of the offence to the Northern Football League Independent Tribunal and apply the League Order Off Rule where applicable.**
- (b) Where an umpire reports a player or official during the course of a match, the Umpire shall use their best endeavours to inform the Player or Official of the report:-

- (i) at the time of the incident; or
  - (ii) before the commencement of the next quarter; or
  - (iii) where the incident occurs in the final quarter, after the completion of the Match.
- (c) **At the time of making any such report of any player or club official, the field umpire, an emergency umpire and the appropriate goal and boundary umpires shall take down the numbers of the players reported and the victim (if any) of the incident.**
- (d) **The reporting umpire shall ensure all details of the incident are contained in the authorised report sheet. It is the responsibility of the reporting umpire to forward the report sheet to the CEO.**
- (e) The Umpire shall use his or her best endeavours to inform the person against whom a Reportable Offence has been committed of the report (if applicable).
- (f) An Umpire may inform the captain, acting captain or Official of a Team of a report where it is impractical to inform the Player or Official who has been reported.
- (g) Apart from informing a Player or Official of the report, an Umpire shall not speak with the reported Player or Official or any other Player or Official about the report which has been made.

### **19.3.2 Completing Notice of Report**

- (a) During the Match or after the completion of the Match, the Umpire shall complete a notice of report in the form prescribed by the Controlling Body.
- (b) Each Controlling Body shall adopt rules which prescribe the procedures for the lodgement and notification of notices of report.

## **19.4 SANCTIONS AND SUSPENSIONS**

### **19.4.1 Controlling Body**

- (a) A Controlling Body shall hear and determine a report made against a Player or Official and if the report is proven, may impose such sanctions (including suspension for any term or a monetary sanction), make such orders and give such directions in each case as it in its absolute discretion thinks fit.
- (b) A Controlling Body may prescribe set sanctions for Reportable Offences.

### **19.4.2 Delegation**

A Controlling Body may delegate the power to investigate, hear and determine a report to a tribunal or other similar body duly established and constituted in accordance with the Controlling Body's constitution.

### **19.4.3 Rules**

Each Controlling Body shall adopt Rules which prescribe the procedures for the hearing and determination of a report. Such rules must prescribe that the person reported be given a reasonable opportunity to be heard.

#### **19.4.4 Effect of Suspension**

- (a) Unless Laws 19.4.4(d) or 19.4.4(e) apply, a Player or Official suspended by a Controlling Body is, for the period of the suspension, or while the suspension remains unserved, prohibited from playing or participating in a Match conducted by the Controlling Body imposing the suspension and a Match conducted by any other Controlling Body.
- (b) Where a suspended Player or Official transfers from one Club to another Club competing in the same or another competition, the Player or Official shall complete the period of suspension with his or her new Club if that Club competes in a competition conducted during the same period as the Club from which the Player has transferred.
- (c) A Controlling Body may still require a Player or Official to complete any period of a suspension imposed by the Controlling Body, if the Player or Official returns to the competition conducted by the Controlling Body within 12 months of completing the suspension in another competition. This Law applies even though the Player or Official has completed the suspension in another competition.
- (d) A Player or Official who has been suspended from playing or participating in a competition conducted primarily between 31 March and 30 September may, upon obtaining the prior written approval of the Controlling Body who imposed the suspension, play or participate in a competition conducted primarily between 1 October and 31 March.
- (e) A Player or Official who has been suspended from playing or participating in a competition conducted between primarily 1 October and 31 March may, upon obtaining the prior written approval of the Controlling Body who imposed the suspension, play or participate in a competition conducted primarily between 31 March and 1 October.

## **20. ORDER OFF LAW**

### **20.1 APPLICATION**

This Law 20 applies to all competitions other than the AFL competition.

### **20.2 League ORDER OFF RULES – refer to NFL Schedule 21.**

### **20.3 REDUCTION OF PLAYERS**

If a Team is reduced to less than 14 Players by reason of a Player(s) being ordered from the Playing Surface, the following shall apply:-

- (a) the field Umpire may, in his or her absolute discretion, declare the Match forfeited by the Team with less than 14 Players, in which case Law 10.7 shall apply; or

- (b) if the Match continues, the field Umpire shall, as soon as practicable, lodge with the relevant Controlling Body a written report which contains:-
  - (i) the circumstances leading to the reduction of Players;
  - (ii) the scores of each Team at the time the field Umpire allowed the Match to continue; and
  - (iii) the final score of the Match; and
- (c) upon receipt of the written report, the Controlling Body may in its absolute discretion:-
  - (i) confirm the results of the Match; or
  - (ii) determine the Match forfeited by the Team with less than 14 Players, in which case Law 10.7 shall apply.

## **21. ANTI-DOPING POLICY**

### **21.1 APPLICATION**

The League Anti-Doping Code is set out as Schedule 11 to the League By-laws.

## **22. INFECTIOUS DISEASES**

### **22.1 THE MEANING OF ACTIVE BLEEDING**

In this Law 22, the term “Active Bleeding” means the existence of an injury or wound, which continues to bleed. Active Bleeding does not include minor bleeding from a graze or scratch, which has abated and can be readily removed from a Player or any part of his uniform.

### **22.2 PARTICIPATION IN MATCHES WHEN ACTIVELY BLEEDING**

- (a) Unless Law 22.7 applies:
  - (i) a Player must not remain on the Playing Surface for so long as he or she is Actively Bleeding;
  - (ii) a Club or Team must not allow any of its Players to remain on the Playing Surface for so long as the Player is Actively Bleeding;
- (b) Unless immediate treatment needs to be given, having due regard to a Player’s health and safety, a Club or Team must not allow any Player who is Actively Bleeding to be treated on the Playing Surface.

### **22.3 ACTIVE BLEEDING — ROLE OF UMPIRE**

#### **22.3.1 Role of Umpire**

Where a field Umpire is of the opinion that a Player is Actively Bleeding, the field Umpire must stop play at the first available opportunity:

- (a) signal Time Off to the Timekeepers;

- (b) direct the Player concerned to immediately leave the Playing Surface;
- (c) not wait for the Player replacing the Player sent off to enter the arena;
- (d) may replace the Player as soon as the signal is given and before the contaminated Player has left the arena;
- (e) under a blood rule, a team is permitted to have more than 18 Players on the field whilst the contaminated Player is in the process of leaving the arena;
- (f) a “count” cannot be called during a blood rule;
- (g) upon the Player concerned leaving the Playing Surface signal the re-commence of play to the Timekeeper and recommence play.

### **22.3.2 Player to Follow Directions of Field Umpire**

Where a Player is directed by a field Umpire to leave the Playing Surface because he or she is actively Bleeding, the Player must leave the Playing Surface immediately. The Player must not re-enter the Playing Surface or take any further part in any Match until and unless: the cause of such bleeding has been abated;

- (a) the injury is securely bound to ensure that all blood is contained;
- (b) any blood stained article of uniform has been removed and replaced; and
- (c) any blood on any part of the Player’s body has been thoroughly cleansed and removed.

### **22.3.3 Replacement Player**

A Player directed to leave the Playing Surface may be replaced by another Player listed on the Teamsheet. A replacement Player may enter the Playing Surface through the interchange area, while the Player that he or she is replacing is leaving the Playing Surface through the interchange area.

### **22.3.4 Refusal to Leave Playing Surface**

Where a Player refuses to or does not immediately leave the Playing Surface when directed to do so by a field Umpire, the following will apply:

- (a) the field Umpire must warn the Player that a Free Kick will be awarded and that the Player may be reported if he or she does not leave the Playing Surface;
- (b) if the Player still refuses to leave the Playing Surface, the field Umpire must award a Free Kick to the Player of the opposing Team who is nearest to where the warning was given or where play was stopped, whichever is the greatest penalty;
- (c) if the Player refuses to leave the Playing Surface:  
the field Umpire shall report the Player for misconduct in failing to follow a direction of an Umpire;



the Match will immediately end and be forfeited by the reported Player's Team; and Law 10.7 will apply to any Match which is forfeited.

#### **22.4 PROCEDURE WHEN PLAYER NOT ACTIVELY BLEEDING**

Where a field Umpire is of the opinion that a Player is not Actively Bleeding, but the Player has blood on any part of his body or uniform, the following will apply:

at the first available opportunity, the field Umpire must signal and direct the Player to obtain treatment. After the signal is given, play will continue;

the Player may remain on the Playing Surface after the signal is given by the field Umpire, but must at the earliest opportunity:

- (i) in the case of blood being on any part of his uniform, have the piece of uniform removed and replaced; and/or
- (ii) in the case of blood being on any part of his body, have the blood removed and the cause of any bleeding (if any), treated and covered so that all blood is contained;

If after receiving treatment, the field Umpire is of the opinion that blood is still appearing on any part of the Player's body or uniform, the Player is deemed to be Actively Bleeding and Law 22.3 will apply.

#### **22.5 VARIATION BY CONTROLLING BODY**

A Controlling Body may adopt its own rules to specify that Law 22.3 applies to all bleeding.

#### **22.6 FAILURE TO OBEY DIRECTION**

A Player's refusal to promptly obey a direction of a field Umpire given under Law 22.3 or 22.4 is a reportable offence;

Any fine, period of suspension or other sanction determined by a tribunal or other body hearing the Reportable Offence shall be in addition to any sanction which may be imposed by a Controlling Body under Law 22.14.

#### **22.7 SPECIAL CIRCUMSTANCES AT THE END OF A QUARTER**

A Player awarded a Mark or Free Kick may Kick the football after the field Umpire has signalled that play has come to an end, even though he is at that time Actively Bleeding. However, this Law is subject to Law 16.6.

#### **22.8 DELIBERATE SMEARING OF BLOOD**

Regardless of any other provision in these Laws, if a Player intentionally smears or otherwise causes blood to be placed on another Player's body or uniform, the field Umpire must immediately stop play and allow that Player such time as is necessary to have the blood removed or item of uniform removed and replaced.

**22.9 PROTECTIVE GLOVES**

Each club or Team must ensure that any doctor, trainer and any other person treating Players of a Team wears protective gloves as may be approved from time to time by the relevant Controlling Body.

**22.10 DISPOSAL OF BLOODIED CLOTHING AND OTHER MATERIAL**

Each club or Team must ensure that:

Any bloodied item of uniform or clothing of a Player is placed as soon as possible in a hygienic sealed container and laundered to ensure the removal of all blood; and

all towels, wipes, bandages, dressings and other materials used in the treatment of bleeding Players must be placed in a hygienic sealed container and discarded or destroyed in a hygienic manner.

**22.11 DRESSING ROOMS**

Each club or Team must ensure that all dressing rooms and other areas occupied by the Team prior to, during or immediately following the completion of any Match are kept clean and that no blood remains on any surface, equipment, hand basin, toilet, shower, bath or other area. All such surfaces, equipment and areas must be cleansed and disinfected immediately after contact with blood.

**22.12 HYGIENE**

Each club or Team must ensure that:

Players do not urinate (other than in a toilet) in or about any dressing rooms or on the Playing Surface prior to, during or immediately following the completion of any Match; and

Each of its Players observe a high standard of personal hygiene.

**22.13 TRAINERS**

Unless Law 22.4 applies, a Trainer or other personnel responsible for the treatment of Players shall not provide treatment to a Player on the Playing Surface for any cut, abrasion or other injury involving the discharge of blood.

**22.14 SANCTION – CONTROLLING BODY**

A Controlling Body may impose a sanction upon a Player, Club or Team for a breach of any obligation imposed under this Law 22.