



AFL MASTERS SA Match Rules

Table of Contents	1
Match Rules	2
LAWS & CONTROLLING BODY	2
PLAYING SURFACE AND GOAL POSTS.....	2
GOAL POSTS AND BEHIND POSTS	3
THE FOOTBALL.....	4
TEAMS.....	4
TEAM SHEETS.....	4
TEAM OFFICIALS AND TEAM RUNNERS	5
INTERCHANGE.....	5
UMPIRES.....	5
PLAYERS BOOTS & PROTECTIVE EQUIPMENT	5
TIMEKEEPERS, DURATION OF MATCHES, QUARTERS AND INTERVALS.....	6
COMMENCING PLAY AND CHOICE OF GOAL	7
SCORING.....	8
KICKING BALL INTO PLAY AFTER A BEHIND HAS BEEN SCORED.....	8
MARKING THE FOOTBALL.....	9
FREE KICKS	10
DISPOSAL FROM MARK OR FREE KICK	15
‘PLAY ON’ AND THE ADVANTAGE RULE	17
50 METRE PENALTY	18
REPORTING PLAYERS AND OFFICIALS.....	18
ORDER OFF RULE.....	21
INFECTIOUS DISEASES.....	22

Match Rules

LAWS & CONTROLLING BODY

1. LAWS OF AUSTRALIAN FOOTBALL

The Match Rules defined in this document are referenced from the AFL Laws of the Game and modified such that they reflect the Match Rules for AFL Masters football conducted in South Australia by AFL Masters SA.

2. DEFINITION

Masters Australian Football-SA Division Inc. hereinafter referred to as AFL Masters SA shall be known as the Controlling Body.

PLAYING SURFACE AND GOAL POSTS

1. GENERAL

The dimensions and markings of the Playing Surface and the playing positions for Players are contained in this Law and illustrated in [Diagram 1](#).

2. PLAYING SURFACE

1. The Playing Surface should be:
 - a. oval in shape;
 - b. Approx. 135 metres and 185 metres in length; and
 - c. Approx. 110 metres and 155 metres in width.
2. A white line should 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.

3. IDENTIFYING AREAS ON THE PLAYING SURFACE

The following areas should be marked on the Playing Surface:

1. a square, to be called the Centre Square, which should:
 - a. be located in the centre of the Playing Surface; and
 - b. be Approx. 50 metres long and 50 metres wide.
2. a Centre Circle 3 metres in diameter and an outer circle 10 metres in diameter which should:
 - a. be located in the middle of the Centre Square; and
 - b. both be divided into two semicircles, by drawing a straight line parallel with each Goal Line.
3. an Interchange Area, which should be 15 metres wide;
4. a Goal Square at each end of the Playing Surface;
5. the Goal Line and Behind Line; and
6. a Fifty-Metre Arc at each end of the Playing Surface.

4. RELOCATION OF CENTRE SQUARE

Where an Umpire is satisfied that the area within the Centre Square and Centre Circle will prevent the throwing up of the football or is otherwise in an unsuitable condition, it may direct the relocation of the Centre Square and or Centre Circle.

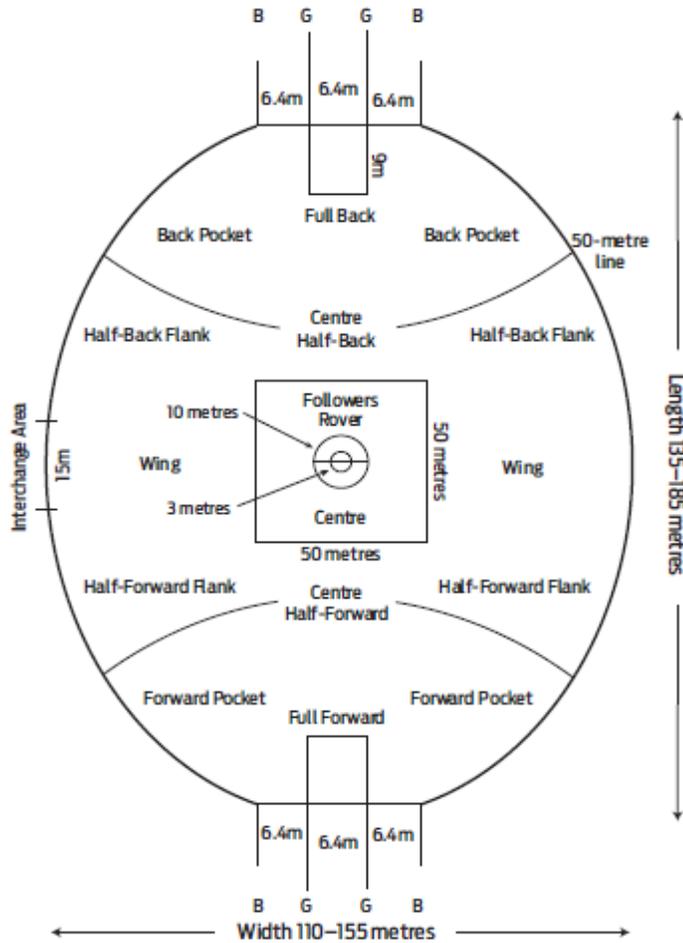


Diagram 1

GOAL POSTS AND BEHIND POSTS

1. POSITION

1. Two posts, to be called goal posts, should be a minimum height of 4 metres and a maximum height of 15 metres and be placed at each end of the Playing Surface at a distance of 6.4 metres apart.
2. A further two posts, to be called behind posts, should be a minimum height of 3 metres and a maximum height of 10 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.

2. PADDING

AFL Masters SA requires host the host club to ensure that padding is attached around each goal and behind post as follows:

1. a minimum of 35 millimetres thick foam padding covered in canvas or painted;
2. a minimum height of 2.5 metres from the bottom of each goal and behind post;
3. a suitable width to allow the padding to be fixed around each goal and behind post; and
4. and the padding must be securely attached around each goal and behind post.

3. GOAL SQUARE AND KICK-OFF LINE

A further area, to be called the Goal Square, should 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.

THE FOOTBALL

1. SPECIFICATIONS

A Size 5 AFL football will be used for Men's games and a Size 4 AFL football will be used for Women's games. Night games or Day games with low light should use a Yellow ball

2. SUPPLY OF FOOTBALLS

The first named team on the fixtures draw will supply the match football

TEAMS

1. NUMBER OF PLAYERS IN TEAM

Teams will consist of 13 to 18 players who may be on the playing surface at any one time and no limit of interchange players.

Teams will liaise on the day to discuss/agree if balancing of interchange players is required.

2. NUMBER OF PLAYERS ON THE FIELD

Player numbers on the field of play must be even at all times and consist of 13 to 18 players on each team. The Umpires will check player numbers at each centre ball up/restart and advise teams to equate numbers if a discrepancy is found.

However, should a player receive a Yellow or Red card during play and be ordered off the field the opposition is under no obligation to provide a player to the affected team should that team have no available replacement players on their interchange, meaning team numbers on field may not equate. (Refer - Reporting of Players and Officials – Specific Offences)

TEAM SHEETS

1. DETAILS

Prior to commencement of a game each Team must complete a Team Sheet, a Team Sheet shall:

1. list the names and numbers of the Players in the Team;
2. list the name of any Club Official participating in the Match.

2. COMPLETING AND LODGING TEAM SHEET

An Official of each Team shall complete its Team Sheet and have signed by the Umpire(s) immediately after the completion of a Match. The Team sheets must be sent to the Umpire Director within 24hrs of the match via the method determined by the Umpire Director.

Note: Failure to lodge Team Sheets may incur disciplinary action as per AFL Masters SA Constitution Section 16

TEAM OFFICIALS AND TEAM RUNNERS

1. CONTROLLING BODY TO REGULATE

AFL Masters SA shall adopt rules which:

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

2. IDENTIFICATION

Each Team Official or Team Runner(s) shall wear a uniform or other form of identification (such as an armband), as determined by AFL Masters SA.

3. TRAINERS

At least 1 qualified Trainer is required to be present at every game, this shall be the responsibility of the host team to ensure a qualified Trainer is present.

INTERCHANGE

1. PROCEDURE FOR INTERCHANGE

Players should use the interchange gates when exiting/entering the field of play during a match.

UMPIRES

1. APPOINTMENT OF UMPIRES

Field Umpires will be appointed by the Umpire Director and will take direction from the Umpire Director over the course of the season. There should be 2 Field Umpires present during a match as scheduled by the Umpire Director

2. DUTIES OF UMPIRES

The Field Umpires shall officiate and have full control of a match.

PLAYERS BOOTS & PROTECTIVE EQUIPMENT

1. INTERPRETATION

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

1. Hard shell helmets;
2. Knee braces;
3. Shoulder pads;
4. Back supports;
5. Arm guards; and
6. Any other item designated as such by AFL Masters SA

2. PROHIBITION OF ITEMS

A Player shall not wear during a Match:

1. Any form of jewellery;
2. Boot studs, plates/cleats 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
3. 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.

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.

4. POWER TO ORDER OFF

A Field Umpire may order from the Playing Surface a Player who is wearing or using a prohibited item. Where a Player is ordered from the Playing Surface:

1. an Interchange Player may replace the Player ordered from the Playing Surface; and
2. the Player ordered from the Playing Surface may only re-enter the Playing Surface once the Player has removed the prohibited item.

TIMEKEEPERS, DURATION OF MATCHES, QUARTERS AND INTERVALS

1. DURATION OF MATCH AND INTERVALS

Matches to be played over four quarters of 20 minutes each with no time on.

The only exception in relation to time on is when a stretcher enters the ground, or an ambulance is required on the ground. It's then at the discretion of the Field Umpires (after consultation with both team's coaches/officials) as to whether the game continues or is abandoned.

Player stretchered off the ground may not play again in the game unless cleared by the team trainer and coach to play the remainder of the game

2. TIMEKEEPERS

The Field Umpires will undertake time keeping duties for the match.

3. BRINGING PLAY TO AN END

A Field Umpire shall signal that the quarter has ended by blowing a whistle and holding both arms above their head.

4. UNAUTHORISED ENTRY ON PLAYING SURFACE

Where a person(s) enters the Playing Surface when they are not authorised to do so, the Field Umpire shall:

1. stop play at the first available opportunity;
2. seek the assistance of person(s) authorised by the relevant Controlling Body to remove the unauthorised person(s) from the Playing Surface;
3. Once the unauthorised person(s) has been removed from the Playing Surface, the Field Umpire shall recommence play as follows depending on the circumstances:
 - a. where the Football was in dispute at the time play was stopped, by throwing up the Football;
 - b. where the Football was Out of Bounds at the time play was stopped, by throwing up the Football;
 - c. where a Player had possession of the Football at the time play was stopped, by awarding a Free Kick to the Player;
 - d. where a Player had been awarded a Free Kick or a Mark at the time play was stopped, by allowing the Player to dispose of the Football.

5. FORFEITURE OF MATCH

Should a delegate be reasonably certain that his / her team will be unable to field a team of at least 13 players, that person should:

1. contact the opposition delegate at least 7 days prior to the scheduled match to determine the likelihood of excess players being provided by that team.
2. if the other team is unlikely to be able to provide enough excess players, and the match is part of a double or triple-header, the host team should be contacted no later the Monday of the week preceding the match to negotiate possible solutions.
3. should this be unsuccessful, the Football Director should be contacted no later than Tuesday of the week preceding the match.
4. due notice of inability to field a team will require delegates to contact the opposition delegate, host team delegate and the Football Director no later than Tuesday of the week preceding the match.
5. Other participating teams' delegates should also be contacted in an endeavour to secure extra players.

Failure to fulfil any of the requirements listed above would leave that club open to disciplinary action as specified in the AFL Masters SA Constitution

Further penalties will apply as follows:

1. The forfeiting team will pay umpires from the forfeited match.
2. The forfeiting team will need to negotiate with the host team to determine whether compensation for the loss of revenue is required

COMMENCING PLAY AND CHOICE OF GOAL

1. CHOICE OF GOAL

The Field Umpire will ask the Team Captains to toss a coin to decide on the end of play prior to commencing the match.

2. COMMENCEMENT OF PLAY

1. All Interchange Players must leave the Playing Surface
2. The Field Umpires will take up their positions
3. The Field Umpires will ensure teams are ready and numbers equate
4. The Field Umpires will ensure they are ready to commence timing the match

3. THROWING UP THE FOOTBALL

1. At all times the ball shall be thrown up and not bounced.
2. Only one player from each team to contest all ruck knocks
3. Involvement in contest of a third or subsequent player shall result in a free kick against third or subsequent player.
4. A free kick shall be awarded against any ruck man who raises his/her knee or leg against his opponent when contesting any ruck contest.
5. If the ball goes out of bounds other than on the full the Field Umpire will throw the ball up 5m inside the field of play in line with where the ball went over the boundary
6. When the football is thrown up 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. Of the 4 Players, one player from each Team is permitted to be within the 10-metre circle;
 - c. no Player (other than the 4 initial Players) or Team Official shall enter the Centre Square from the time the Field Umpire commences their approach to the Centre Circle to throw up the football until the football leave the hand of the Field Umpire, in the act of being thrown up

SCORING

1. GOALS AND BEHINDS

Although official scoring is not conducted in AFL Masters SA games over the course of matches individual Goals and Behinds are determined in line with the following:

1. Behind – 1 Point
2. Goal – 6 Points

2. SIGNALLING A GOAL OR BEHIND

1. Goal - The Goal Umpire shall signal that a Goal has been scored by raising both index fingers and then waving two flags.
2. Behind - The Goal Umpire shall signal that a Behind has been scored by raising one index finger and then waving one flag.

3. RECORDING SCORES

Match scores will not officially be recorded during AFL Masters SA matches.

KICKING BALL INTO PLAY AFTER A BEHIND HAS BEEN SCORED

1. FOOTBALL MUST BE KICKED

When a Behind has been recorded, the following shall apply:

1. the football must be kicked back into play by any Player of the defending Team within a reasonable time;
2. other than the Player kicking the football into play, all Players must immediately vacate the area within 10 metres of the Goal Square;
3. the Player kicking the football into play may 'play on' and kick the ball from outside the goal square area.
4. If the Player kicking the ball into play elects to 'play on' the umpire will call 'play on' indicating the ball is back in play.

MARKING THE FOOTBALL

1. DEFINITION

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

1. within the Playing Surface; and
2. after it has been Kicked by another Player a distance of at least 15 metres; and
3. 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.

2. PARTICULAR CIRCUMSTANCES

1. For the avoidance of doubt, a Mark shall be awarded if:
 - a. a Player catches or takes control of the football before it has passed completely over the Boundary Line, Goal Line or Behind Line; or
 - b. before the football was caught or controlled by the Player, it was touched by an Umpire or any other Official.
2. 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.

3. PLAYER TO BE AWARDED THE MARK

1. Where a Field Umpire is of the opinion that a Player has taken a Mark, the Field Umpire shall award the Mark to the Player at the location on the Playing Surface where the Mark was taken.
2. The player in front of a marking contest is to be given every protection and opportunity to take the mark. Any unnecessary or deliberate interference by opponent player/s in attempting to mark or prevent the player in front of the pack from taking the mark shall result in a free kick being awarded by the Umpire to the player in front of the marking contest.

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.

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:

1. if the Player does not retain possession of the football, play shall continue; or
2. 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, provided they are 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', the Holding the Ball rules shall apply.

6. FIELD UMPIRE CANCELS MARK

1. Where a Field Umpire is of the opinion that they have incorrectly blown the whistle to award a Mark that was not subsequently completed, they may cancel the decision and call 'Play On'.
2. 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 provided the Field Umpire is satisfied that the Player could not reasonably have disposed of the football.

FREE KICKS

1. INTERPRETATION

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 and in keeping with the spirit of AFL Masters football;
- b. provide a Player, who makes obtaining possession of the football their 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.

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 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.

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

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.

2. FREE KICKS RELATING TO POSSESSION OF THE FOOTBALL

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 their body.

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;
 - ii. provided the Player complies with Law (b) below.
- b. Where a Player is moving whilst in possession of the football, the Player 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 them self and regains possession without the football touching the ground.
- c. A Field Umpire shall award a Free Kick against a Player if they are of the opinion that a Player has contravened Law (b) above.

3. Holding the Football – Prior Opportunity/No Prior Opportunity

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

- i. 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 Correctly Dispose of the football when they are Correctly Tackled;
- ii. 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 genuinely attempt to Correctly Dispose of the football after being given a reasonable opportunity to do so; or
- iii. has driven their head into a stationary or near stationary opponent, the Player shall be regarded as having had prior opportunity.

b. Except in the instance of a poor throw up by the Field Umpire, a Player who takes possession of the football while contesting a throw up by a Field Umpire, shall be regarded as having had prior opportunity.

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 their 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
- d. a Player, whilst in the act of Correctly Disposing of the football, 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
- 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

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 their body, the Field Umpire shall award a Free Kick against that Player if they do not knock the football clear or Correctly Dispose of the football when Correctly Tackled.

6. Football Held to the Body of a Player

- a. 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

3. FREE KICKS RELATING TO DISPOSAL OF THE FOOTBALL

1. Correct Disposal

- a. A Player Correctly Disposes of the football if the Player Kicks or Handballs the football.

2. Incorrect Disposal and Payment of Free Kick

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

4. FREE KICK – PERMITTED AND PROHIBITED PHYSICAL CONTACT

1. Correct Tackle or Correctly Tackled

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

2. Shepherd

A Shepherd is using the body 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 or block occurs; and
- b. where such contact is otherwise not Prohibited Contact

3. Permitted Contact

Other than the Prohibited Contact, a Player may make contact with another Player:

- a. by using their 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.

4. Charge or Charging

- a. A Charge means an act of a Player 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. 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 5 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 their Team; or
 - vi. before the football is brought into play.

5. Prohibited Contact and Payment of Free Kick

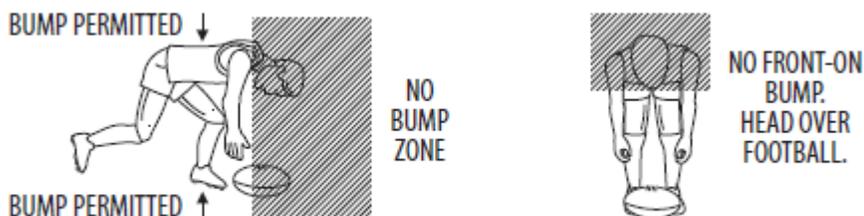
A Field Umpire shall award a Free Kick against a Player where they are satisfied that the Player has made Prohibited Contact with an opposition Player.

A Player makes Prohibited Contact with an opposition Player if the Player:

- a. makes contact or attempts to make contact with any part of their body with an opposition Player in a manner likely to cause injury;
 - i. above the shoulders (including the top of the shoulders); or
 - ii. 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, attempting to Mark or spoil the football;
- c. holds an opposition Player who is not in possession of the football;
- d. unduly 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, holds or blocks an opposition Player when the football is further than 5 metres away from the opposition Player or is out of play;
- f. Charges an opposition Player;
- g. trips or attempts to trip an opposition Player, whether by the use of hand, arm, foot or leg;
- h. kicks or attempts to kick an opposition Player, unless contact is accidentally made whilst the Player is Kicking the football;
- i. strikes or attempts to strike an opposition Player, whether by hand, fist, arm, knee or head;
- j. holds or throws an opposition Player after that Player has disposed of the football;
- k. engages in rough conduct against an opposition Player which in the circumstances is unreasonable;
- l. Kicks or attempts to Kick the football in a manner likely to cause injury; or
- m. bumps or makes forceful contact to an opposition Player from front-on when that Player has their head down over the football.
- n. contesting the football as the Ruck at any throw up, makes contact with the opposition Ruck prior to the football leaving the Field Umpire's hand. For the avoidance of doubt, where there is uncertainty over who is the designated Ruck, the Ruck for each Team will be the Player nominated to the Field Umpire by each Team.

NOTE:

- a Player can bump an opposition Player's body from side-on but any contact forward of side-on will be deemed to be front-on;
- a Player with their head down in anticipation of winning possession of the football or after contesting the football will be deemed to have their head down over the football for the purposes of this law.



5. FREE KICKS – RELATING TO RUCKS

Each Team must have no more than one Ruck to contest any bounce, throw up or boundary throw in.

A Field Umpire shall award a Free Kick against a Player where the Player:

- a. who is not a designated Ruck contests a throw up;
- b. unduly pushes, bumps, holds or blocks an opposition Player who is the Ruck contesting a throw up by a Field umpire; or
- c. who is contesting the football as the Ruck at any throw up makes contact with the opposition Ruck prior to the football leaving the Field Umpire's hand.
- d. raises their knee or leg when contesting the football as the Ruck at any throw up

6. 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 or carelessly makes contact with an Umpire;
- d. enters the Centre Circle when the Field Umpire is throwing up the football; or
- e. intentionally or carelessly engages in conduct which affects, interferes with or prevents an Umpire from performing their duties.

7. FREE KICKS – RELATING TO OUT OF BOUNDS

1. When Awarded

A Free Kick shall be awarded against a Player who:

- a. Kicks the football Out of Bounds on the Full;

2. Taking Free Kick

- a. A Free Kick awarded shall be taken at the point where the football crossed the Boundary Line.

8. FREE KICKS – REPORTABLE OFFENCES

A Field Umpire shall award a Free Kick against a Player or Official who is reported for a Reportable Offence.

9. FREE KICKS – GENERALLY

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. 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;
- b. a Free Kick to be awarded against a Player who uses abusive, insulting, threatening or obscene language and/or gesture;
- c. a Player has engaged in misconduct.

2. Taking Free Kick

- a. A Free Kick awarded shall be taken at the point where the infringement occurred.

10. FREE KICKS AFTER DISPOSAL

A Free Kick will be paid against a player who makes Prohibited Contact to a Player who has disposed of the football or Prohibited Contact to a Player who is Shepherding a Player who has disposed of the football. The Free Kick shall be taken by the nearest Player to the location where the football touches the ground, 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.

11. FREE KICKS – SLINGING

A Free Kick will be paid against a player who sling tackles a player in possession of the football.

12. FREE KICKS – DUCKING

A Free Kick will be paid against a player who intentionally ducks whilst in player in possession of the football.

13. FREE KICKS – MARKING

A Free Kick will be paid against a player who in the opinion of the Field Umpire raises their knee(s) whilst marking the ball whether in a marking contest or not.

DISPOSAL FROM MARK OR FREE KICK

1. STANDING THE MARK AND THE PROTECTED AREA

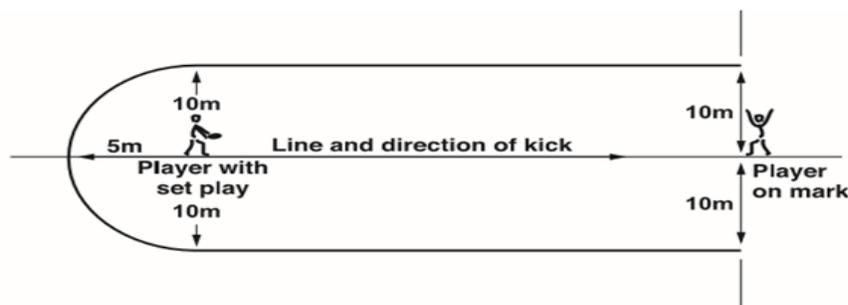
1. Standing the Mark.

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”.

2. Protected Area

The Protected Area is a corridor which extends from 10 metres either side of The Mark to 10 metres either side of, and 5-metre arc behind, the Player with the football, as illustrated in [Diagram 2](#). No Player shall enter and remain in the Protected Area unless the Field Umpire calls “Play On” or the Player from the opposing Team is accompanying or following within 2 metres of their opponent. Any Player caught in the Protected Area must make every endeavour to clear the Protected Area immediately.

Diagram 2



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.

3. KICKING FOR GOAL

1. Centre of Goal Line

- a. Where a Player is Kicking for a Goal after being awarded a Mark or a Free Kick, the Kick shall be taken along a direct line from The Mark to the centre of the Goal Line.
- b. Where a Player is Kicking for a Goal after being awarded a Mark or Free Kick in the Goal Square, the Kick shall be taken from directly in front of the Goals from a spot horizontally across from where the Mark or Free Kick was awarded. For the avoidance of doubt, any Mark or Free Kick on any line of the Goal Square will be deemed to be in the Goal Square.

2. Encroaching the Mark while Player is Kicking for Goal

If the Player standing The Mark encroaches 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; and
- 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.

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 from outside the Playing Surface, beyond the Goal Line or Behind Line, the following shall apply:

- a. the Player standing The Mark must be positioned 9 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 the Player first crosses the Goal Line or Behind Line prior to disposing of the football;
- c. if the defending Player decides to play from outside the Playing Surface beyond the Goal Line or Behind Line, they may Correctly Dispose of the football in any direction provided they move only in that direction. 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; and
- 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 recommence play.

5. DISPOSAL – FROM OUT OF BOUNDS

1. When Permitted

- a. A Player who is awarded a Free Kick or a Mark may bring the football into play from outside the Playing Surface 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.
- b. If a Player who is awarded a Free Kick or a Mark either disposes of or carries the football from outside the Playing Surface beyond the Boundary Line, the football shall be deemed to be Out of Bounds and Field Umpire shall throw the football up adjacent the spot where the original Free Kick or Mark took place if the Player:
 - i. fails to bring the football into play; or
 - ii. attempts to play on from outside the Playing Surface beyond the Boundary Line; or
 - iii. attempts to bring the football into play through the Goal Line or Behind Line; or
 - iv. does not bring the football into play in accordance with (a) above

2. Standing the Mark Adjacent the Behind Post

Where a Player is given or takes possession of the football from outside the Playing Surface beyond the Boundary Line within 2 metres of the behind post, the Player standing The Mark must be positioned 9 metres away from the Boundary Line.

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.

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.

7. FURTHER BREACH OF LAWS BEFORE DISPOSAL

- a. Where a Player has been awarded a Free Kick or a Mark and before disposing of the football that Player 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.
- b. Where a Field Umpire has awarded a Free Kick or a Mark to a Player and before disposing of the football a Player from the opposition Team engages in conduct for which a Free Kick would ordinarily be awarded, then the resultant Free Kick shall be taken where the offence occurred, or a Fifty-Metre Penalty shall be awarded to the Player with the original Free Kick or Mark, whichever is the greater penalty against the offending Team.

‘PLAY ON’ AND THE ADVANTAGE RULE

1. FOOTBALL IN PLAY

The football shall remain in play on each and every occasion when the Field Umpire calls and signals ‘Play On’.

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;
- 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 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 a Player fails to bring the football back into play when kicking in from behind after being directed to do so by the Field Umpire; or
- h. where the Field Umpire cancels a Mark.

3. THE ADVANTAGE RULE

Where the Field Umpire intends to or has signalled that they intend to award a Free Kick to a Player, the Field Umpire may, instead of awarding the Free Kick, allow play to continue if a Player of the Team who receives the Free Kick has taken the advantage.

50 METRE PENALTY

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 the Field Umpire is of the opinion that any Player or Official from the opposing side:

- a. has encroached The Mark;
- b. engages in Time Wasting;
- c. uses abusive, insulting, threatening or obscene language towards an Umpire;
- d. behaves in an abusive, insulting, threatening or obscene manner towards an Umpire or disputes the decision of an Umpire;
- e. enters the Protected Area, except when the Player is accompanying or following within 2 metres of their opponent;
- f. has not returned the football directly and on the full to the Player awarded the Free Kick or Mark;
- g. engages in any other conduct for which a Free Kick would ordinarily be awarded
- h. when not in the immediate contest, holds a Player after that Player has Marked the football or who has been awarded a Free Kick; or
- i. when in the contest unreasonably holds a Player after that Player has been awarded a Free Kick or has Marked the football.

2. IMPOSING A FIFTY-METRE PENALTY

When the Field Umpire imposes a Fifty-Metre Penalty, the following procedure shall apply:

- a. the Field Umpire shall advance The Mark by 50 metres in a direct line with the centre of the Goal Line; and
- b. if the Player who is obtaining the benefit of the Fifty-Metre Penalty is less than 50 metres from the Goal Line, The Mark shall become the centre of the Goal Line

REPORTING PLAYERS AND OFFICIALS

1. OBLIGATION TO REPORT

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.

2. 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

2. SPECIFIC OFFENCES

1. YELLOW CARD

A Yellow Card will be shown by the Field Umpire to any player who commits any of the following offences:

- a. Throwing a player to the ground after the ball is out of play
- b. Attempting to strike another player;
- c. Kneeing another person;
- d. Charging another player;
- e. Engaging in a melee;
- f. using abusive, insulting or obscene language towards or in relation to an Umpire;
- g. behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire;
- h. disputing a decision of an Umpire;
- i. use of an obscene gesture;
- j. Engages in rough play – including shoulder charges to the back of opposing player, charges on shepherding players or unnecessary vicious pushed and shepherds.

Yellow card penalty shall be automatic send off for the remainder of the current quarter, plus the next full quarter. The Player may be replaced.

2. RED CARD:

A Red Card will be shown by the Field Umpire to any player who commits any of the following offences:

- a. Unduly interferes with or assaults or uses threatening language to an umpire or behaves in a threatening manner towards an umpire;
- b. Assaults another player or official;
- c. Kicks or attempts to kick another player or official;
- d. Intentionally or attempts to trip by foot or leg;
- e. Front on shoulder charging (shirtfront)

Red penalty card shall be automatic send off for remainder of game with player to face tribunal. The Player may be replaced



AFL MASTERS
YELLOW CARD

**PLAYER OFF THE GROUND UNTIL THE
END OF CURRENT PLAYING DAY**

THIS PLAYER MAY BE REPLACED



AFL MASTERS
RED CARD

**PLAYER OFF THE GROUND UNTIL THE
END OF CURRENT PLAYING DAY**

***PLAYER IS REPORTED & WILL ATTEND A TRIBUNAL HEARING.**

THIS PLAYER MAY BE REPLACED

3. REPORTING PROCEDURE

1. Reports During Match

- a. 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;
 - ii. before the commencement of the next quarter; or
 - iii. where the incident occurs in the final quarter, after the completion of the Match.
- b. The Umpire shall use their best endeavours to inform the person against whom a Reportable Offence has been committed of the report (if applicable).
- c. An Umpire may inform the captain, acting captain or Official of a Team of a report where it is impracticable to inform the Player or Official who has been reported.
- d. 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.

2. Completing Notice of Report

- a. During the Match or after the completion of the Match, the Umpire shall complete a notice of report on the form prescribed by the Controlling Body.

4. SANCTIONS AND SUSPENSIONS

1. Controlling Body

The Controlling Body will form a Tribunal to investigate a notice of report and apply sanctions and suspensions as per its Constitution

ORDER OFF RULE

1. SIGNALLING AND PROCEDURE FOR ORDER OFF

1. Signal

A Field Umpire shall, in addition to informing a Player that they are to immediately leave the Playing Surface, signal that the Player has been ordered off the Playing Surface by pointing to the Interchange Area. The Field Umpire shall hold aloft a red or yellow card to signal that the Player has been ordered off for the remainder of the Match.

2. Player to Leave Playing Surface

- a. A Player shall immediately leave the Playing Surface when ordered to do so by an Umpire under this Law
- b. Where a Player refuses to or does not immediately leave the Playing Surface when ordered to do so by an Umpire, the Field Umpire will suspend play until the offending Player has left the field.

2. REPLACING PLAYER

A Player ordered off due to receiving a Yellow or Red card maybe replaced for the duration of the match.

INFECTIOUS DISEASES

1. THE MEANING OF ACTIVE BLEEDING

“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 their uniform.

2. PARTICIPATION IN MATCHES WHEN ACTIVELY BLEEDING

1. A Player must not remain on the Playing Surface for so long as they are Actively Bleeding; and
2. 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
3. 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.

3. ACTIVE BLEEDING – ROLE OF UMPIRE

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. direct the Player concerned to immediately leave the Playing Surface; and
- b. wait a reasonable period to allow the replacement Player to take up position before recommencing play; and recommence play.

2. Player to Follow Directions of Field Umpire

Where a Player is directed by a Field Umpire to leave the Playing Surface because they are Actively Bleeding, the Player must leave the Playing Surface immediately through the Interchange Area. The Player must not re-enter the Playing Surface or take any further part in any Match until and unless:

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

3. Replacement Player

A Player directed to leave the Playing Surface may be replaced by another Player listed on the Team Sheet. A replacement Player may enter the Playing Surface while the Player that they are replacing is leaving the Playing Surface. If a replacement Player has not entered the Playing Surface by the time the directed Player has left the Playing Surface, the Field Umpire must recommence play immediately.

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 they do 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:
 - i. the field Umpire shall report the Player for misconduct in failing to follow a direction of an Umpire

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 their body or uniform, the following will apply:

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

5. 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.

6. 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.

7. DISPOSAL OF BLOODIED CLOTHING AND OTHER MATERIAL

Each Club or Team must ensure that:

- a. 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
- b. 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.

8. 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.

9. TRAINERS

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.