

# 2019 Rule & Interpretation changes

# **In 2018 a review of the laws of the game was undertaken**

**The objectives of the review were:**

- ✓ How do we highlight the instinctive nature of players**
- ✓ How do we create an environment that allows coaches to create strategic tension**
- ✓ How do we advance “The Game” for our fans**

# Summary - Rule/Interpretation Changes

Rule/interpretation change	Details	Type of change
<b>1. Traditional Centre Bounce Set Up (6,6,6)</b>	<ul style="list-style-type: none"> <li>Implementation of a traditional set up at centre bounces – Clubs must have six Players inside both 50-Metre arcs, with one Player required to be inside the Goal Square. Four Midfield Players are positioned inside the Centre Square with the Wingmen required to be placed somewhere along the Wing</li> </ul>	Laws of the game change
<b>2. Kick-Ins</b>	<ul style="list-style-type: none"> <li>For Kick-Ins from a Behind, a Player will no longer need to kick to himself to Play On out of the Goal Square.</li> <li>Following a Behind, the man on The Mark will be positioned 10 metres from the top of the Goal Square (currently 5 metres).</li> </ul>	Laws of the game change
<b>3. Marks / Free Kicks Deep Inside Defensive 50</b>	<ul style="list-style-type: none"> <li>For all Defenders who take a Mark or gain a Free Kick within 9 metres of their own Goal, the man on The Mark for the attacking team will be brought in line with the top of the Goal Square.</li> </ul>	Laws of the game change
<b>4. Marking Contest Hands in the back</b>	<ul style="list-style-type: none"> <li>'Hands in the Back' rule interpretation to be repealed, allowing a Player to place his hands on the back of his opponent to protect his position in a Marking contest but not to push the Player in the back.</li> </ul>	Interpretation change
<b>5. Kicking for Goal post-siren</b>	<ul style="list-style-type: none"> <li>A Player who has been awarded a Mark or Free Kick once play has ended will now be able to Kick across their body using a Snap or Check-side Kick. The Player shall dispose of the football directly in line with the man on The Mark and the Goal.</li> </ul>	Laws of the game change

# Summary - Rule/Interpretation Changes

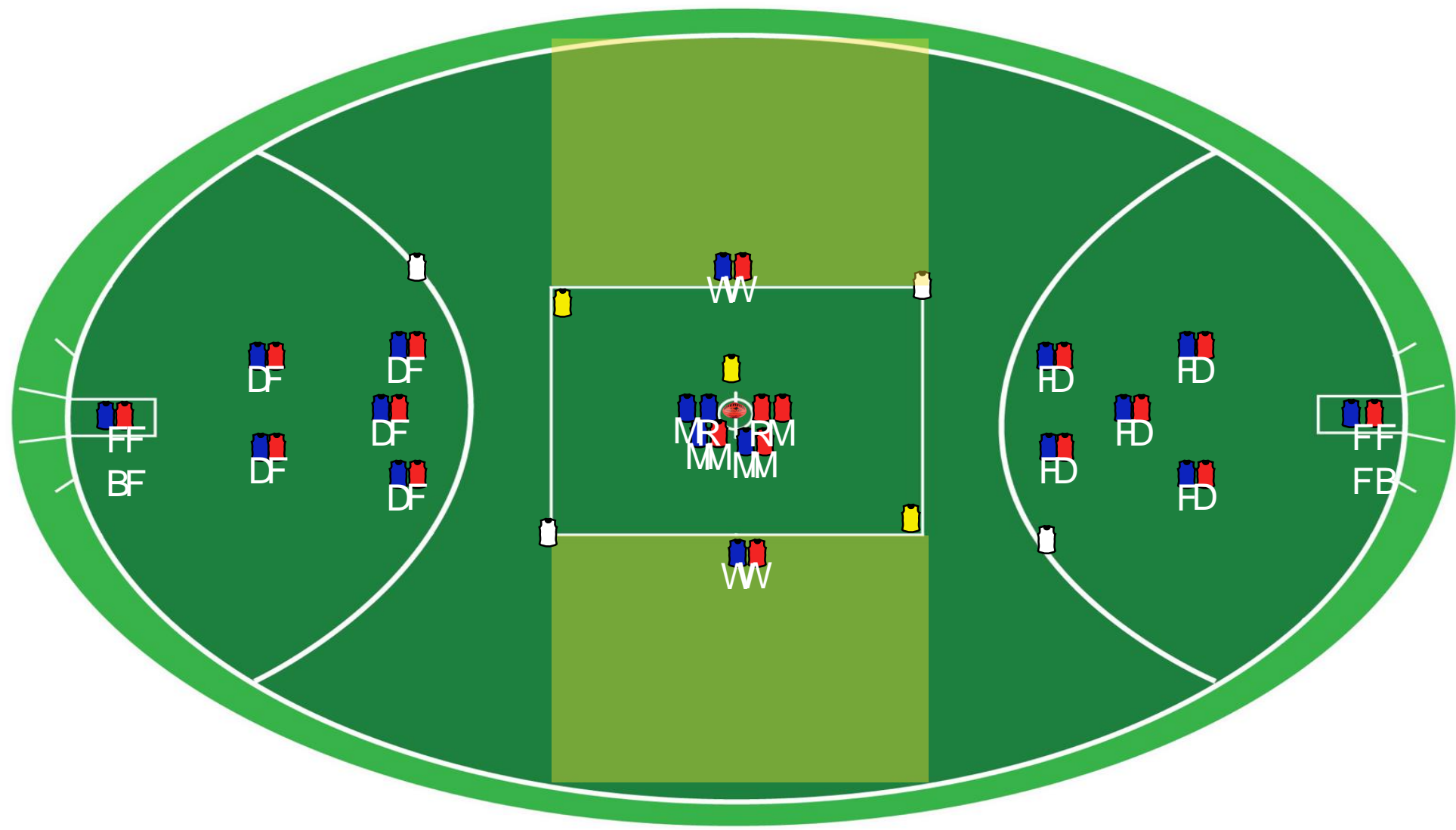
Rule/interpretation change	Details	Type of change
<b>6. 50-Metre Penalty</b>	<ul style="list-style-type: none"> <li>• Stricter on the infringing player, allowing the Player with the ball to advance The Mark by 50 metres without the infringing player delaying the game.</li> <li>• In addition, the Player with the Football will be able to play on during the advancement of the 50-Metre Penalty.</li> </ul>	Laws of the game change
<b>7. Ruck Contests – Prior Opportunity</b>	<ul style="list-style-type: none"> <li>• A Ruck Player who takes possession of the Football while contesting a bounce or throw up by a field Umpire or a boundary throw in by a boundary Umpire, will not be regarded as having had Prior Opportunity. Where there is uncertainty over who is the designated Ruck, the Ruck for each Team will continue to nominate to the field Umpire.</li> </ul>	Laws of the game change
<b>8. Umpire Contact at Centre Bounces</b>	<ul style="list-style-type: none"> <li>• Players will be prohibited from setting up behind the Umpire at each Centre Bounce.</li> </ul>	Interpretation change
<b>9. Runners and Water Carriers</b>	<ul style="list-style-type: none"> <li>• Team Runners may only enter the Playing Surface once a goal has been kicked and must exit the Playing Surface before play Recommences.</li> <li>• Water Carriers are not permitted to enter the Playing Surface during live play.</li> </ul>	AFL regulation change (not in laws of the game)  It is not expected that this change is to be introduced at community football level.



# 1. Traditional Centre Bounce Set Up (6,6,6)

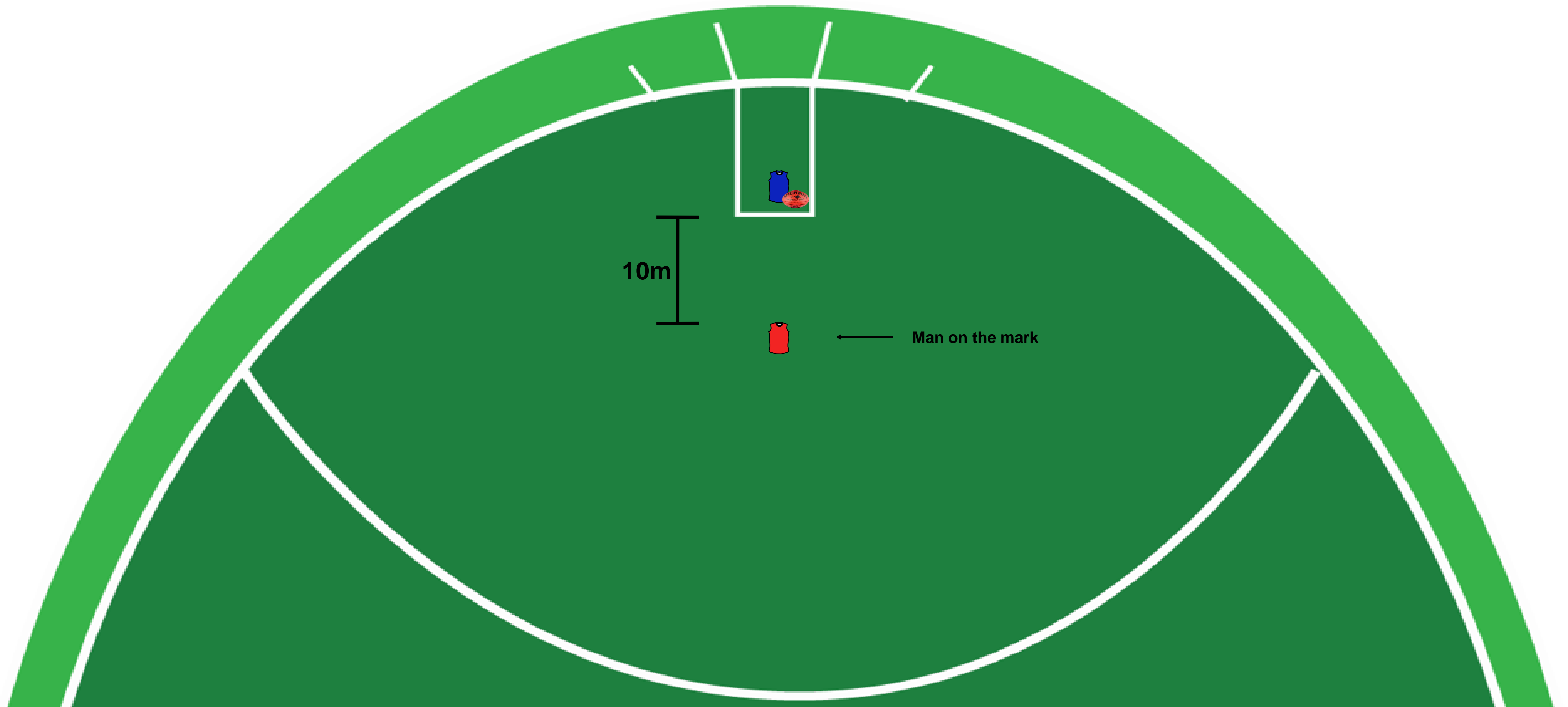


# 1. Traditional CB Set Up (6,6,6) - Adjudication

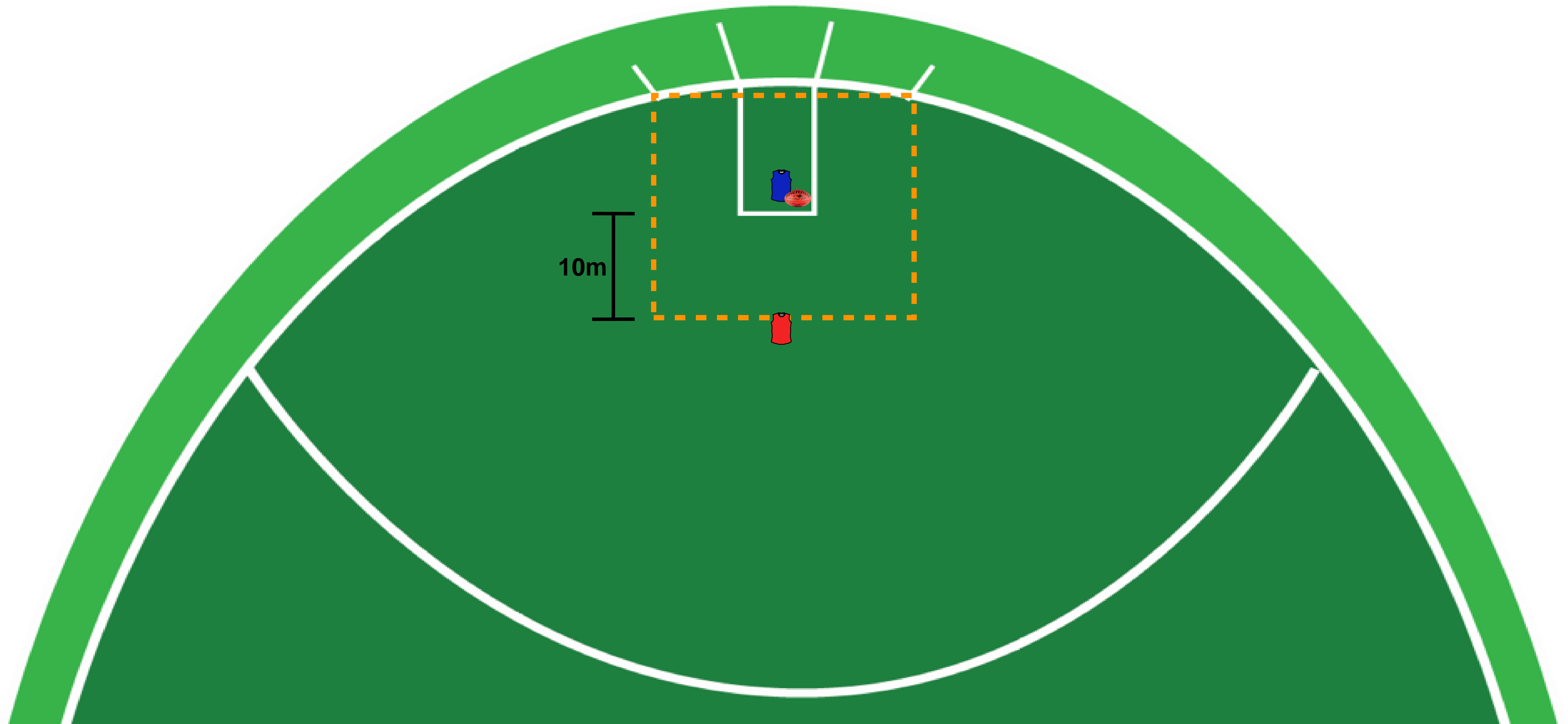


- Play will begin once all players are in starting positions
- Umpires will work with players during the break post goal
- Umpires can pay a “delay of game free kick” if a team is inconsistent in getting into position (this will happen after a warning)
- If a team “intentionally” sets up an extra number in an area umpires will pay a free kick and 50m penalty
- Free kicks will still be paid if players breach the line prior to the bounce

## 2. Kick In

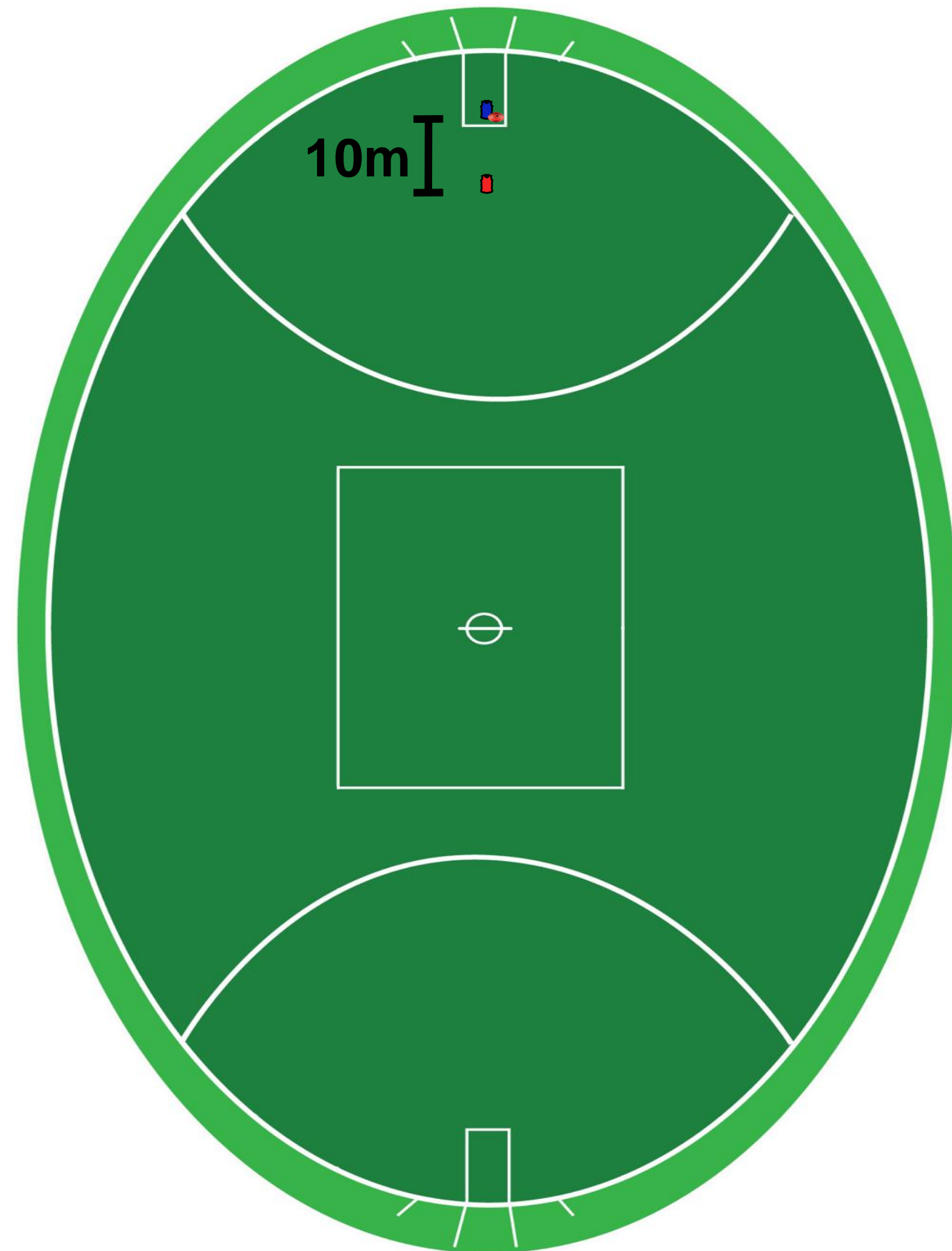


## 2. Kick In - Protected Area



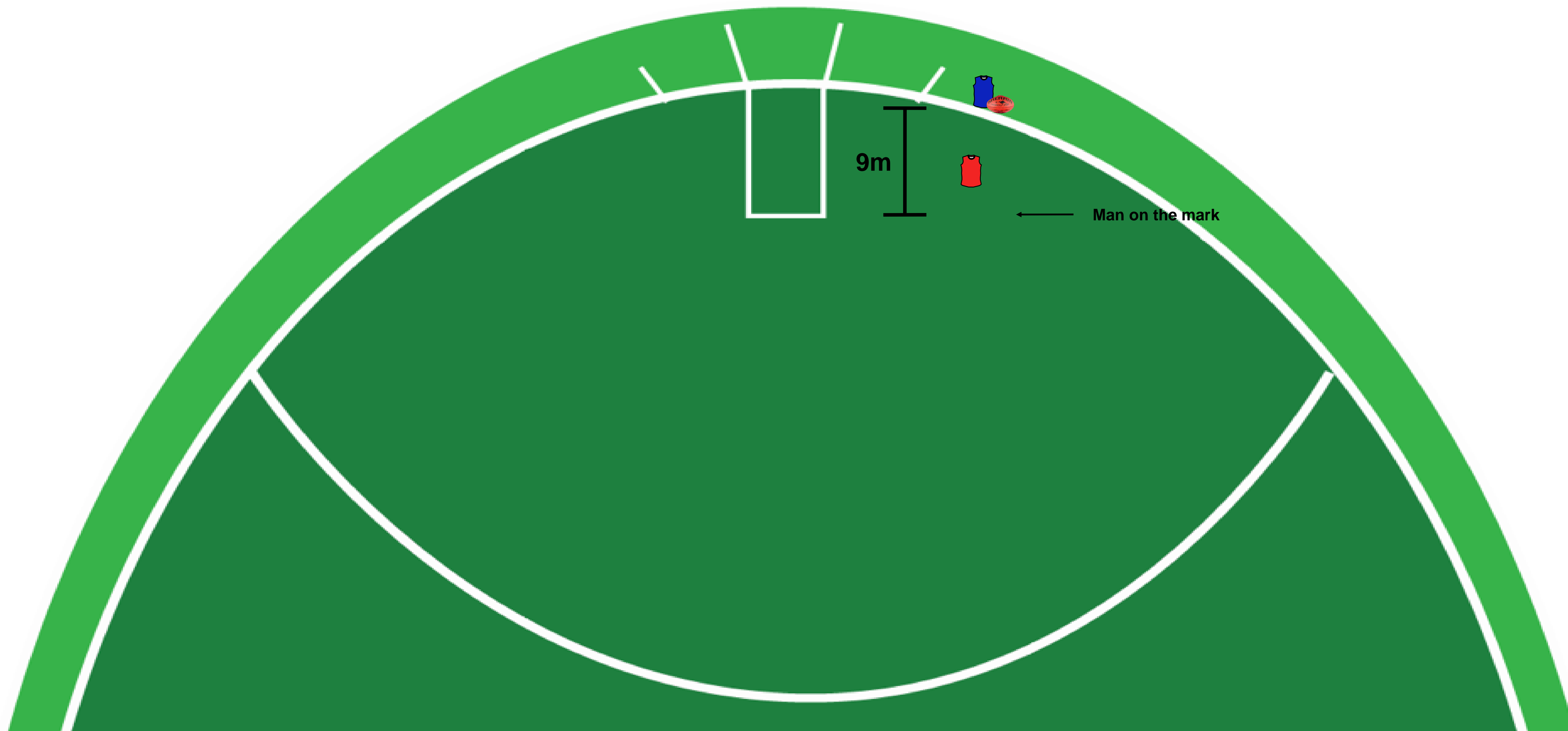


## 2. Kick In - Adjudication

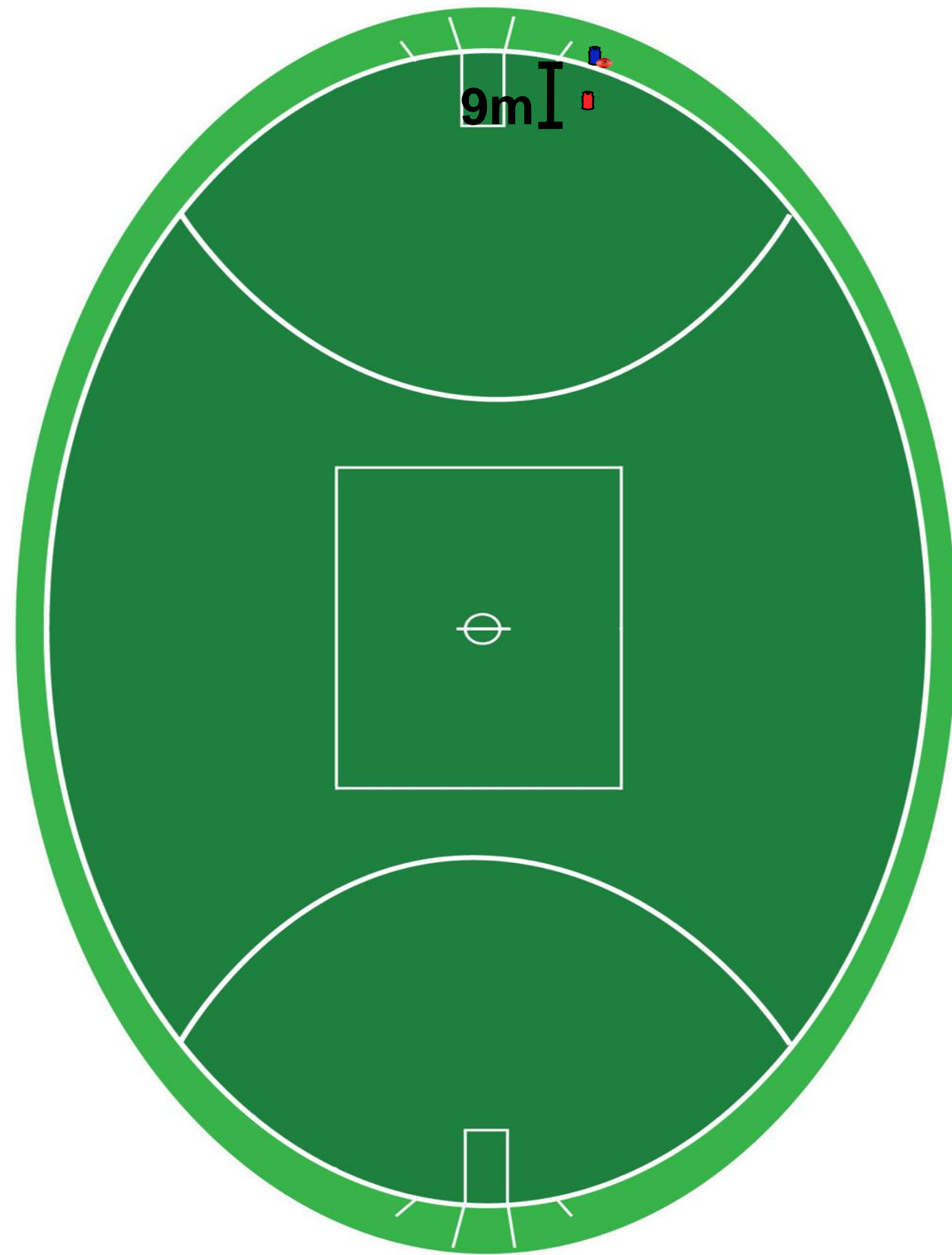


- Man on the mark to be at 10m from top of square
- Must start with both feet in the square
- Player does not need to kick to himself to play on out of the square
- Can not handball out of the square (must play on first)

# 3. Marks/Free Kicks - Deep Inside Defensive 50



# 3. Marks/Free Kicks – Deep Inside Defensive 50



- The player standing the mark must be positioned 9m from the goal line (use the top of the square as a reference)
- Normal man on the mark rules will apply
- Umpires will communicate as best they can with players

# 4. Hands in the back



- Players allowed to use HITB to maintain position
- Free kicks will be paid for pushes, bumps, blocks, holds or deliberate interference with the arms of an opposition player in marking contests



# 5. Kicks for Goal Post Siren



- Player can initially be set up off his line but must kick the ball in line with the mark and goal
- If a player kicks from over the line the ball will be called dead



# 6. 50m Penalty



- Player is allowed to play on at any stage
- No player can man the mark if they are behind the player with the ball
- The infringing player is encouraged to run with umpire to the advanced mark
- Opposition players need to stay out of the moving protected area

# 7. Ruck Contest – Prior Opportunity



- Taking possession out of the ruck will not be considered prior opportunity
- The current holding the ball rule will apply

# 8. Umpire Contact at Centre Bounces



- Umpire to flip sides once set up is determined
- Umpire will clear area
- Educate players on running patterns behind umpire
- Fines for incidental contact
- Umpires will pay free kicks
- Taggers using the umpire