

AFLG Laws & Regulations

Statement of intent

The aim of the Australian Football League Germany (AFLG) is to foster the development of the sport of Australian Football in Germany and ensure the game is played in a fair manner and a spirit of true sportsmanship so as to enhance the reputation of the code. In addition, the aim is to prevent injuries to Players participating in a Match in so far that this can reasonably achieved given that Australian Football is a contact sport.

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Introduction

This document describes the Laws of Australian Football in Germany. The Laws are based on those of [Australian Football \(Europe\)](#) as administered and controlled by AFL Europe. The Laws of the Australian Football in League in Germany (AFLG) are created by the AFLG Board and are updated periodically in accordance with changes to the Laws of Australian Football (Europe) and the conditions of the local German competition.

In matters where the AFLG Laws and those of AFL Europe are in conflict, the AFLG Laws prevail.

Version Control

These Laws were drafted in July 2014 based on existing AFLG Rules and the Laws of Australian Rules Football (Europe) 2014.

The Field

This section describes the Playing Field, Ground Markings and Goal Posts.

1.1 Playing Field

It is difficult to enforce a minimum ground size in Germany because of the lack of availability of suitable playing fields meeting the requirements of Australian Football. However, a full format Australian Football game in Germany should be played on oval fields between 140 and 185 meters in length and between 85 to 155 meters wide.

1.2 Goal Posts and Behind Posts

Two posts, called goal posts, shall be a minimum height of 3 meters and placed at each end of the field at a distance of 6.4 meters apart. A further two posts, called behind or point posts, shall be a minimum height of 2 meters and be placed at the same distance (6.4 meters) on each side of the goal posts so a straight line can be drawn on the ground to join each post.

1.3 Ground Markings

The following areas shall be marked on the Playing Field: the **Center Circle**, the **Center Square**, **Goal Squares**, **Boundary Lines**, and the **Interchange Gate**.

1.3.1 Center Circle

The Center of the field should be marked by a point encased by Centre Circle measuring 3 meters in diameter. It should be further encased by a circle 10 meters in diameter. The 10 meter circle should be divided into two semicircles by drawing a straight line parallel with each goal line. Opposing ruckmen must be located with both feet in their half of the semi-circle at each centre bounce.

1.3.2 Center Square

The Center Circle should be surrounded by a Center Square marked on the Playing Field with dimensions of between 40-50 meters x 40-50 meters (20-25 meters in each direction from the center of the ground) regardless of the size of the playing field so as to reduce injury impact.

1.3.3 Goal Square

An area called the Goal Square, shall be marked by drawing two lines at right angles to the Goal Line for a distance of 9 meters from each goal post. In addition, a line, known as the Kick Off line, must connect these two lines to complete the Goal Square. The Kick Off line must be drawn at a minimum even if conditions do not allow the other lines to be marked.

1.3.4 Boundary Lines

The Playing Surface should be clearly marked by lines running from the behind posts at one of the ground to the behind posts at the other end of the ground. These lines, known as the Boundary Lines, can be marked by chalk or cones, but in either instance should be easily identifiable. Cones should be located approximately 8 meters apart.

1.3.5 Interchange Gate

The Teams

This section describes the teams, the number of players allowed for a premiership Match and the requirements of the club in reporting the teams lists.

2.1 Teams

A full format game in the AFLG consists of two teams comprising of 16 Players per team on the field at any one time with up to 4 players on the interchange bench. The number of Players can be reduced as follows:

2.1.1 Variation of Player numbers

If a team is unable to field a full squad, the number of Players on the field per team is reduced accordingly. In such a situation, the number of Players on the field is $n-1$ where n represents the number of players fielded by the team with the numerical inferiority.

In the spirit of fostering Australian Football in Germany, -1 (or more if the coaches agree) enables both teams to have a bench. The opposing Team can field a full squad (20 Players), with the excess being rotated through the bench.

For example, if a Team travels with 13 players, then the game is played 12-a-side with one allowed on the bench. The home Team can have up to 8 players on the bench.

2.1.2 Minimum number of Players

The minimum number of Players to be fielded by a team in a game considered eligible for premiership points is 12. If a Team only has 12 in the squad, all Players must be on the field at the start of play and that team have no bench.

If one team does not have a bench and a Player leaves the field due to injury (unable to return in the same game), the opposing team shall also take one player off the field to ensure the Player numbers are equal.

2.2 Forfeit

If a Team cannot field the minimum number, the game is deemed a forfeit. The Team that does not forfeit receives the premiership points and 80 to zero towards their percentage.

If a home Team forfeits prior to the game day, the traveling Team can submit a team sheet that counts towards player qualification for the final. If no sheet is submitted within the standard time, the game will not count towards qualification to the finals.

2.3 Counting of Players

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.

The maximum number of Players permitted on the Playing Surface at the same time is defined by Laws 2.1. Where a Team has more than the permitted number of Players on the Playing Field, the following shall apply:

- a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team;
- a Twenty-Five Metre Penalty shall then be imposed from the position where the Free Kick was awarded; and
- the Team shall lose all points it scores in that quarter regardless of the point in time the offence occurs.

2.4 Correct Number and Request without Merit

Where a count reveals that the opposing Team has the permitted number of Players on the Playing Surface, the following shall apply:

- a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team;
- a Twenty-Five-Metre Penalty shall then be imposed from the position where the Free Kick was awarded; and
- if a field Umpire is of the opinion that a request was made primarily to delay play or such request did not have sufficient merit, the field Umpire shall report the Player who requested the count for Time Wasting.

Umpires

This section describes the Umpires required for a Match, as well as their Duties and Instructions.

3.1 Umpires

A minimum of one field Umpire is required for each Match in addition to two goal umpires who change ends at half time and, ideally, two or more boundary umpires. The Umpires should be accredited, which means the Umpire has completed an AFL Europe level 0 umpire course or the equivalent in Australia. The order Umpires are to be selected for a Match if more than one umpire is present is as follows:

- (1) one accredited Umpire from the home Team & one accredited Umpire from the away Team
- (2) two accredited Umpires from the home Team, if away Team cannot provide an accredited Umpire
- (3) one accredited Umpire from the home Team & one non-accredited umpire from the away Team
- (4) one non-accredited Umpire from the home Team & one non-accredited Umpire from the away Team or one accredited Umpire from the away Team
- (5) agreement between Captains/Coaches of both Teams

3.2 Power of the field Umpire

A field Umpire shall officiate and have full control of a Match. A field Umpire may overrule the decision of a boundary or goal Umpire.

3.3 Absence of other umpires

When no boundary or goal Umpire has been appointed, the duties normally undertaken by a boundary and goal Umpire shall be undertaken by the field Umpire. In the case of a Boundary Throw, the umpire shall nominate an attacking Player to throw the ball. The field Umpire shall also nominate the closest defending Player to stand next to the Player executing the throw in for its duration.

If the boundary Umpire or appointed Player fails to throw the ball into play adequately, the field Umpire can direct them to repeat the throw. After a second unsuccessful attempt, the field Umpire shall have a ball up 10 meters from the boundary line.

3.4 Responsibility for determining that a Match Not Able to Proceed

The field Umpire shall, having regard to the health and safety of the Players and any other relevant circumstances, determine whether a Match is unable to commence or proceed. A field Umpire must determine that a Match is unable to commence or proceed for such time as lightning is present at or within the immediate proximity of the venue where the Match is being conducted.

3.5 Duties of Goal Umpire

The duties of a goal Umpire include:

- i) judging whether a Goal or Behind has been scored;

- ii) signaling 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;
- iv) reporting a Player or Official who commits a Reportable Offence; and
- v) assisting boundary Umpires to determine if the football is 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.

The official scorekeepers are the 2 goal umpires. 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). If the matter still remains unresolved or the Timekeeper has not recorded the scores, the matter shall be resolved by the field umpire.

If a goal Umpire is unsure whether the football crossed the Goal or Behind Line, or is Out of Bounds; the goal Umpire shall seek the assistance of the Field and boundary Umpires. If the correct decision cannot be determined following consultation, the goal Umpire shall give the lesser score.

3.6 Umpire review

The umpires coordinator and/or league manager and/or development manager will monitor the performance of umpires across the league. Umpires that consistently perform poorly may have their accreditation revoked.

Timekeepers and Duration of Matches

This section describes the role of the Timekeeper, the duration of the Match and the length of Intervals between Quarter.

4.1 Duration of Match and Intervals

A Match shall be played for 80 minutes, divided into 4 quarters, each of 20 minutes duration. The 20-minute duration for each quarter shall be actual playing time and shall not include stoppages.

4.2 Intervals between Quarters

An interval shall be taken between each quarter as follows:

- a. a maximum period of 5 minutes between the end of the first quarter and the beginning of the second quarter;
- b. a maximum period of 15 minutes between the end of the second quarter and the beginning of the third quarter; and
- c. a maximum period of 5 minutes between the end of the third quarter and the beginning of the fourth quarter.

4.3 Variation of Time

The duration of a Match and the duration of the interval between quarters can be varied (shortened or lengthened) subject to the agreement of the coaches of both Teams, otherwise 4x20 minutes apply.

In the event of a Grand Final or other final being drawn at full time, the following rules apply:

- a. After a five minute break teams will change ends and play two 10-minute halves. The break between the two 10-minute halves will be five minutes and teams change ends.
- b. Where the scores are level after the above extra time period, a five minute break will be called. Teams will change ends and the teams will resume playing until a goal ("Golden Goal") is scored. That team is then deemed the winner.

4.4 Timekeepers

The home Team shall appoint a Timekeeper for the Match. The away Team may also appoint a Timekeeper to sit with and assist the home Team Timekeepers. Timekeeper(s) and their location during the Match should be made known to the field Umpire(s) and the coaches of both Teams before the start of the Match.

4.4.1 Duties

Each Timekeeper appointed for a Match shall:

- a. keep time for each quarter of a Match;
- b. sound the siren at the beginning and end of each quarter;
- c. stop the clock used for timing of each quarter as required for a stoppage in play in case of serious injury as directed by the field Umpire.

4.4.2 Bringing Play to an End

The Home Team MUST supply a siren or equivalent. 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. Play in each quarter officially ends when one of the field Umpires hears the siren.

A field Umpire shall signal that they have heard the siren by blowing a whistle and holding both arms above their 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.

4.4.3 Stopping Time

The Timekeepers shall stop the clock used for the timing of a Match when: directed to do so by a field Umpire in case of serious injury to a Player. The Timekeepers shall recommence the clock used for the timing of a Match when directed to do so by the field Umpire or play commences.

4.5 Incomplete Match

If a Match is unable to commence or continue within the time scheduled for reasons beyond the control of either Team (including circumstances where it is unsafe for the Match to proceed) the following shall apply:

a. Match Not Commenced

The start of a Match which is unable to commence for reasons beyond the control of the Teams, including electrical storms, shall be delayed for 60 minutes. If the game cannot be commenced, then it is cancelled.

b. Match Interrupted

If the Match is halted prior to Half Time and unable to proceed within 60 minutes, the Match shall be deemed to be drawn and NO percentage will be factored in.

If the Half Time interval has been reached and the Match is unable to proceed within a 30-minute period, the scores of the Teams at the time the Match was interrupted shall be deemed to be the final scores of the Match. The Team with the highest score shall be deemed the winner of the Match and the scores shall be used in calculating the percentage of each Team.

The Laws

This section describes the Laws of Australian Football in Germany. The Laws as played in Germany accord to those of the [Australian Football \(Europe\)](#) in Sections 11-18 with the following exceptions:

5.1 Kicking-in-Danger

This is more strictly interpreted and enforced in the AFLG. The ball is not allowed to be kicked off the ground (or in the air) when deemed dangerous (or even close) to other players. Players will be penalized at the discretion of the umpire. In the case of a penalty, the opposing team has a free kick.

5.2 Free Kicks – Relating to Umpires

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

- uses abusive, insulting, threatening or obscene language towards an Umpire
- behaves in an abusive, insulting, threatening or obscene manner towards an Umpire
- intentionally, recklessly or negligently makes contact with an Umpire;
- enters the Centre Circle when the field Umpire is bouncing or attempting to bounce the football
- Intentionally, recklessly or negligently engages in conduct which affects, interferes with or prevents an Umpire from performing their duties.

5.3 Twenty-Five-Meter

In the AFLG, a 25-meter penalty is imposed for an infringement as opposed to a 50-meter penalty as is standard in competitions in Australia. Where a field Umpire has awarded a Free Kick or a Mark to a Player, the field Umpire shall also award a Twenty-Five-Meter penalty in favor of that Player if the field Umpire is of the opinion that any Player or Official from the opposing side:

- has encroached the mark
- engages in Time Wasting
- uses abusive, insulting, threatening or obscene language towards an Umpire
- behaves in an abusive, insulting, threatening or obscene manner towards an Umpire or disputes the decision of an Umpire
- enters the Protected Area, except when the Player is accompanying or following within 2 meters of their opponent
- has not returned the football directly and on the full to the Player awarded the Free Kick or Mark
- engages in any other conduct for which a Free Kick would ordinarily be awarded when not in the immediate contest, such as unduly holding a Player after that Player has Marked the football or who has been awarded a Free Kick

5.4 Free kick relating to out of bounds

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;
- (e) touches the football after the boundary Umpire has signaled that the football is Out of Bounds, except for a Player who has carried the football over the Boundary Line under this Law 1 or a Player awarded a Free Kick under these Laws.

5.5 Order Off Rule

The field Umpire can order a Player from the Playing Field for serious misconduct, including:

- intentionally, recklessly or negligently making contact with or striking an Umpire
- attempting to make contact with or strike an Umpire
- using abusive, insulting, threatening or obscene language towards or in relation to an Umpire
- behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire
- intentionally, recklessly or negligently kicking or hitting another person
- an act of misconduct if the Umpire is of the opinion that the act constituting misconduct is serious in nature.

The name and number of all Players sent off in a game must be noted on the match report. In addition, the Umpire(s) can choose to Report an Offending Player (see section [Reports and Tribunal Procedures](#)).

5.5.1 Replacing a player

A Player who is sent-off must remain out of the game for a minimum of ten minutes or for the rest of the quarter, which is to be determined at the field Umpires discretion. He may not be replaced. If the same player receives another Send Off during the same game, the player is banned for the remainder of the game. The player may not be replaced.

5.5.2 Failure to comply

A Player who has been sent off shall immediately leave the Playing Surface when ordered to do so by an Umpire. Failure to comply means the Player shall be reported for Misconduct in failing to follow the direction of an Umpire. If the Player continues to fail to comply, then the Match shall end immediately and the reported Player's team forfeit.

5.6 First Game Player

A player who has never before played a game in either the 16-a-side competition or 9-a-side competition, or in Australia or elsewhere, can wear an armband tape. The player should be clearly indicated to the field umpire. In case the player infringes at any point in the game, the field umpire will halt the game, explain the infringement and bounce the ball instead of paying a free kick. This is only valid for the first infringement of the player, all other infringements are paid as normal.

Grand Final Qualification

This section describes the recording and reporting of Player names in a Match. This is particularly relevant for Grand Final Qualification.

6.1 Minimum Games

There is a minimum number of AFLG games a player is required to play in any given season to be eligible to play in that year's Grand Final. A Player is eligible if they have been registered at a minimum of 33% of AFLG games (played or officiated) rounded up to next highest whole number.

This varies from year to year depending on the number of teams in the competition. For example, in season 2012 there were 6 teams which means 10 home and away games for each club. $33\% \text{ of } 10 = 3.3 \text{ games}$. Rounded up to next highest whole number = 4 games.

The AFLG board will inform clubs close to the final game of the season who is eligible or who will not be eligible based on the submitted team sheets for the season. Any discrepancies can be addressed to the League Manager for resolution.

6.2 Records

There are three forms consolidated in the Scoresheet Excel spreadsheet.

- Home Teamsheet (Spielerbogen)
- Away Teamsheet (Spielerbogen)
- Results (Spielberichtsbogen)

6.2.1 Home & Away Teamsheets (Spielerbogen)

These need to be filled out by each club detailing their complete list of their players on the day and any other players present assisting in an official capacity or injured.

6.2.2 Responsibilities

Each team is responsible for completing their own list with guernsey numbers and full names (NO NICKNAMES. YOU MUST USE FIRST NAMES AND SURNAMES).

6.2.3 Countersignatures

Once completed, the form is to be signed by the opposition team captain on the day. If it is not filled out correctly, or it is illegible or incomplete, or a nickname has been used, then the player will not be recorded and the game not count towards the Players eligibility for the finals. Please advise your match day official of this fact.

6.2.4 Post-Match

The Home Team must ensure the Scoresheet (Spielberichtsbogen) is correctly filled out and the field umpire or the designated person completes the votes, etc. as well as signs the sheet.

6.3 Submission

After completion, the forms go to the Home and Away Team and they must send them to the email addresses (if unsure info@aflg.de) listed therein by PDF attachment in an email. This must be completed by Sunday 18:00 the day following the AFLG game.

Additionally, the details must be entered on the Footyrecord Website (www.thefootyrecord.net). Each club has access to the database. It is up to each club to update their own records and this must be done no later than the Monday evening following a game.

6.4 Penalties

Failure by the home team to forward the relevant documents to the relevant people by Sunday 18:00 will incur one warning. Where the teams have not entered their data on the Footy record by Monday evening following the game, the offending team will receive one warning.

A second and subsequent offences will result in one premiership point being deducted from the Team's tally.

7.3 Forfeit

If a Team cannot field a minimum of nine players on the field, the game is deemed a forfeit. The Team that does not forfeit receives the premiership points and 40 to zero towards their percentage. All other rules relating to the teams, including player count and penalties can be found in **Section 2**.

7.4 Umpires

As the 9-a-side competition is played in a tournament event, those teams present on the day and not competing in the current match MUST supply Field and Goal Umpires, Timekeepers, Boundary Umpires and Scorers. Determining who is rostered for each game ultimately falls to the Home Team. Roles and responsibilities of the Umpires is to be found under **Section 3**.

7.5 Duration of Match and Intervals

A Match shall be played for 30 minutes, divided into 2 halves of 15 minutes duration. The 15-minute duration for each quarter shall be actual playing time and shall not include stoppages. A five minute interval shall be taken between each half. Between games there is a ten minute break.

7.6 Rules

All Rules found in **Section 5** are applicable for the 9-a-side competition, including the 25 meter penalty.

7.7 Minimum Games

There is a minimum number of AFLG games a player is required to play in any given season to be eligible to play in that year's 9-a-side Grand Final. A Player is eligible if they have been registered at a minimum of 33% of AFLG games (played or officiated) rounded up to next highest whole number. See **Section 6** for further details.

7.8 Records

The record procedure is the same to be found in section 6.2, but using the forms specifically designed for the 9-a-side-competition.

7.9 Records Submission

After completion, the forms go to the Home and Away Team and they must send them to the email addresses (if unsure info@aflg.de) listed therein by PDF attachment in an email. This must be completed by Sunday 18:00 the day following the AFLG game.

Additionally, the details must be entered on the Footyrecord Website (www.thefootyrecord.net). Each club has access to the database. It is up to each club to update their own records and this must be done no later than the Monday evening following a game. Further details on the procedures including Penalties for failure to comply can be found in **Section 6**.

Transfers

This section addresses the matter of transfers between 9-a-side teams and 16-a-side teams.

8.1 Transfers

Players from 9-a-side teams seeking to apply for 16-a-side clubs need to apply in the following order:

- Southern clubs (Stuttgart Emus, Ludwigsburg Taipans) feed into Munich Kangaroos; central clubs (Dresden Wolves, Frankfurt Redbacks) to Rheinland Lions; Berlin Crocodiles to Hamburg Dockers
- 16-a-side teams can only have a maximum of three transferred players per game, only one of which can have spent the majority of his life before the age of 18 in Australia
- The player needs to contact the club. If a 16-a-side club cannot or does not wish to take the player, the player is free to seek games with any of the other two clubs.

Reports and Tribunal Procedures

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