



AUSTRALIAN FOOTBALL



LAWS

SHORTENED
VERSION

2025



LAWS OF AUSTRALIAN FOOTBALL

AFL GERMANY EDITION
SHORTENED VERSION

2025



AUSTRALIAN FOOTBALL LEAGUE GERMANY



AUSTRALIAN FOOTBALL LEAGUE EUROPE

LEVEL 3, AUSTRALIA CENTRE, STRAND, LONDON, WC2B 4LG

SHORTENED VERSION

This shortened version of the “Laws of Australian Football – AFL Germany Edition 2025” includes the key laws for players, umpires and coaches to know going into a game or tournament.

The Laws included in this document are listed exactly the same as they are in the “Laws of Australian Football – AFL Germany Edition 2025”. Where a Law is not listed in this shortened version, does not mean that it hasn't been adopted by AFL Germany.

The AFLG Law Committee believe the select Laws included in this document are those that are relevant to players, umpires and coaches who are specifically learning the game or attending an AFL Germany Match Days for the first time.

Please refer to the “Laws of Australian Football – AFL Germany Edition 2025” for a full list of Laws adopted by AFL Germany.

AMENDED LAWS

Compared to the “Laws of Australian Football – AFL Europe Edition 2021”, the following Laws have been amended, added, or deleted effective from season 2022:

A, B, C, 1.1, 2.1, 2.2, 3.1, 3.2, 3.3.2, 3, 3.5, 3.7, 3.8, 3.9, 4.1, 5.1, 5.1.1, 5.2, 5.3.1, 5.4.1, 5.5.2, 5.5.5(a), 5.6, 5.7.1, 5.7.2, 7.1, 7.3, 7.3.1, 7.3.2, 8.1.1, 8.1.2, 8.1.3, 8.1.4, 8.1.5, 8.1.6, 8.3, 9.2, 10.1.1, 10.1.2, 10.1.3, 10.1.4, 10.2.1, 10.2.2, 10.3, 10.4(a), 10.6.1, 10.6.2, 10.6.4, 11.1.2(a)(b)(d)(g), 11.2.2, 11.3, 11.3.1, 11.4, 11.4.1, 11.4.2, 11.4.3, 11.4.4, 11.4.5, 11.4.6, 12.1, 13.1, 13.2, 13.3, 14, 17.1(d), 17.3, 18.2.2(b), 18.3.2(l), 18.10.2(b), 18.11.2, 19.1, 19.4, 19.5, 22.1.1, 22.2.1(b), 22.2.2, 22.3.2, 22.4.1, 22.4.2, 22.4.3, 22.4.4, 23.1, 23.2, 23.3, 23.4, 23.5, 23.7, 24.11, 24.12(b).

The following Laws have been amended, added, or deleted effective from season 2023:

C, 1.1, 1.2, 2.1, 2.2, 3.2, 3.3.1, 3.3.2, 3.4, 3.5(d,k), 4.1, 4.2(b), 5.1.1, 5.3, 5.5.2, 6.1(d), 6.2, 7.3.1, 7.3.2(a,e), 8.1.2, 8.1.3, 8.1.4(e), 8.1.5, 8.1.6, 8.1.7, 8.2.2(av, b), 9.2, 9.4.1, 10.1.1, 11.1.2, 11.2.1, 11.2.2, 11.2.3, 11.3.1, 11.4.1, 11.4.2, 11.4.3, 11.4.4, 11.4.5, 11.4.6, 11.4.7, 12.2.1(e), 13.2, 13.3, 13.4, 18.3.2(j,k), 18.8.2(b,d), 18.14, 19.1, 19.2(a,b), 20.1.1, 20.1.2, 20.1.3, 20.4, 20.5.2, 22.2.2, 22.3.1, 22.3.3, 22.4.1(b), 22.4.2(c-g), 22.4.3(a,b,c), 23.4, 23.5, 24.8, 24.10, 24.13, Appendix A, C, D, E, F, G, H, I.

The following Laws have been amended, added, or deleted effective from season 2024:

5.1, 5.1.1, 5.5.1, 5.5.3, 5.5.4, 5.6, 5.7, 5.8, 6.1, 8.1, 8.1.2, 8.1.3, 8.1.4, 8.1.6, 8.1.7, 8.1.8, 8.2.2, 11.2.1, 11.2.2, 11.2.3, 11.3.1, 11.4.1, 11.4.6, 13.2, 18.8.2, 18.14, 19.2, 20.1, 22.3.3, 22.4.1, 22.4.2, 23.5, 24.10

The following Laws have been amended, added, or deleted effective from season 2025:

1.1, 3.1, 3.2, 3.5, 5.1.1, 5.2, 5.7.2, 5.8, 5.8.1, 8.1.1, 11.1.2(a-h), 11.2.1, 11.1.3, 11.3.1, 11.4.1, 11.4.6, 13.2(a,b), 21.2, Appendix

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Additions and changes were made to suit the requirements of Australian Football played in Germany.

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Title page design by Dr. Graham Howard.

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3. PLAYING SURFACE AND POSTS

3.1 GENERAL

The dimensions and markings of the Playing Surface are contained in this Law 3 and illustrated in Diagram 1 & 2.

In general, white lines shall be marked on the ground to identify all parts of the Playing Surface. In the case that white lines cannot be marked on the Playing Surface, the hosting Club shall make the best effort to identify the boundary line, e.g. with coloured marker cones.

The host club has the sole responsibility to provide a suitable playing surface. The playing surface shall be of natural grass in nature, and conforming to Law 3.2. In exceptional circumstances (i.e. due to the threat of cancellation as per Law 11.1.2), a synthetic surface may be used strictly as a back-up solution. For a synthetic surface to be used, the umpires and the captains (or nominated team representatives) of all competing teams must be in

unanimous agreement. In the case of any doubts with regards to safety of the players, or in the case that any party does not agree to play on the synthetic surface, the surface shall not be used, at no penalty to the disagreeing party. The Laws of 11.1.2 apply in this case.

Each competing team on a given match day has the right to request a formal inspection of the playing surface prior to the commencement of the match. The inspection may include (but is not limited to): its dimensional conformance in accordance with Law 3.2; the presence, location, and size of goal posts and padding in accordance with Law 3.3; the presence, location, and size of ground markings in accordance with Law 3.5; the condition of the field its suitability for safe use for Australian Rules Football. This inspection shall be carried out by the Controlling Body (here: AFLG Registered Umpire and/or AFLG Affiliates). In case the inspection finds a violation of these Laws, any and all violations must be rectified immediately. In case it is not practically possible to rectify any or all violations, the field umpire shall decide if the surface is safe and suitable for use for Australian Rules Football in accordance with these Laws. In case the match/es can proceed despite the violations, any and all violations must be reported by the Field Umpire in their match report to the Controlling Body. In case the surface is deemed unsafe and the match/es cannot proceed, the Laws 11.1.2 and 11.1.3 shall apply.

3.2 PLAYING SURFACE

- a) The Playing Surface for an 18-a-side Match (16-a-side) shall be:
 - i. oval in shape;
 - ii. between 140 metres and 185 metres in length (130-185); and
 - iii. between 110 metres and 155 metres in width (100-155).
- b) The Playing Surface for a 9-a-side Match shall be (12-a-side):
 - i. oval or rectangle in shape with corners rounded off;
 - ii. between 100 metres and 120 metres in length (100-130); and
 - iii. between 65 metres and 90 metres in width (70-110).
- c) The Playing Surface for a 7-a-side Match (only applicable for AFLGW) shall be:
 - i. oval or rectangle in shape with corners rounded off;
 - ii. between 90 metres and 110 meters in length; and
 - iii. between 60 meters and 80 meters in width.
- d) A white line must be marked on the ground to identify the Playing Surface. This white line must be marked in the shape of an arc from the behind post (refer Law 3.3 below) 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. When line markers are not available or functioning correctly, hats or cones can be used to mark the shape of the ground.

3.3 GOAL POSTS AND BEHIND POSTS

3.3.1 POSITION

- a) Two posts, to be called goal posts, in the case of affixed posts shall be a minimum height of six 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. Temporary portable goal posts must be a minimum of four metres.
- b) A further two permanent or temporary portable posts, to be called behind posts, must be a minimum height of three 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 marked on the ground to join each post.

3.3.2 PADDING

Where reasonably possible and available, a hosting Team or Controlling Body (AFLG Affiliates/Umpires) must ensure that padding is attached around each goal post (and behind post if viable). The padding should be:

- a) a minimum of 35 millimetres thick foam padding, covered in canvas or painted;
- b) a minimum height of 2,5 metre (permanent posts) from the bottom of each goal and behind post;
- c) a suitable width to allow the padding to be fixed around each goal and behind post; and
- d) the padding must be securely attached around each goal and behind post.

3.4 GOAL SQUARE AND KICK-OFF-LINE

A further area, to be called the Goal Square, must be marked by drawing two lines at right angles to the Goal Line for a distance of nine 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.

3.5 IDENTIFYING AREAS ON THE PLAYING SURFACE

The following areas shall be marked on the Playing Surface for 18-a-side Matches (16-a-side):

- a) a square, to be called the Centre Square, which shall:
 - i. be located in the centre of the Playing Surface; and
 - ii. be 50 metres long and 50 metres wide;
- b) a Centre Circle three metres in diameter and an outer circle 10 metres in diameter (Ten Metre Circle) which should:
 - i. be located in the middle of the Centre Square; and
 - ii. both be divided into two semi-circles, by drawing a straight line parallel to

each Goal Line;

- c) an Interchange Area, which shall be 15 metres wide;
- d) two Interchange gates should be marked at equal intervals to the centre of the boundary line with a 45° line at each end of the gate 'opening' onto the field and a straight line outside the boundary line. The gates should be clear enough for exiting and entering players to identify easily (approximately 10 cm wide and between 30 and 50 cm long on each side of the boundary line). When interchange stewards are available, they should be positioned outside the field between the two gates.
- e) a Goal Square at each end of the Playing Surface;
- f) the Goal Line and Behind Line; and
- g) a Fifty Metre Arc at each end of the Playing Surface.

The following areas shall be marked on the Playing Surface for 7-a-side, 9-a-side, and 12-a-side Matches:

- a) a square, to be called the Centre Square, which shall:
 - i. be located in the centre of the Playing Surface; and
 - ii. be 25 metres long and 25 metres wide;
- b) a Centre Circle three metres in diameter and an outer circle 10 metres in diameter (Ten Metre Circle) which shall:
 - i. be located in the middle of the Centre Square; and
 - ii. both be divided into two semi-circles, by drawing a straight line parallel to each Goal Line;
- c) an Interchange Area, which shall be 10 metres wide;
- d) two Interchange gates should be marked at equal intervals to the centre of the boundary line with a 45° line at each end of the gate 'opening' onto the field and a straight line outside the boundary line. The gates should be clear enough for exiting and entering players to identify easily (approximately 10 cm wide and between 30 and 50 cm long on each side of the boundary line). When interchange stewards are available, they should be positioned outside the field between the two gates.
- e) a Goal Square at each end of the Playing Surface;
- f) the Goal Line and Behind Line; and
- g) a Thirty Metre Arc at each end of the Playing Surface.

5. TEAMS AND PLAYERS

5.1 MATCH FORMAT/NUMBER OF PLAYERS IN TEAM

To ensure a fair competition, the standard match format for Australian Football Matches in Germany is 9-a-side. Hence, a team must consist of nine Players who may be on the Playing Surface at any one time.

This number varies according to any changes made to the match format or the number of players under Law 5.1.1 and/or Law 5.2.

Regardless of the total number of Players, both Teams can have up to 6 interchange players. Only if both Teams have an equal number higher than 6 can this number of interchange Players be raised as indicated by (+). No matter the format, each Team can have one Medical Substitute who can replace a Player whom, by reason of serious injury or illness, becomes incapable of playing any time after the Team Sheet is submitted (including during the Match).

5.1.1 MATCH FORMAT VARIATIONS

The following variations are possible AFLG Match formats:

Format	Players on field	Interchange players	Medical Substitute	max. Squad	min. field Umpires
7 a side*	7	0-6(+)	1	13 (+)	1
9 a side	9	0-6 (+)	1	15 (+)	1
12 a side	12	0-6 (+)	1	18 (+)	2
16 a side	16	0-6 (+)	1	22 (+)	2
18 a side	18	0-6 (+)	1	24 (+)	2

Any variation of the match format requires the agreement from both teams and Umpire(s) present.

Other formats are possible in:

- Semi-Finals and the Grand Final
- Matches where both Teams and a controlling body (here: any of: AFLG, or AFLG Umpires/Affiliates) agree to have more or less than 9 Players playing
- international tournaments

- d) friendly, mixed, and exhibition Matches

In rare cases, 10-a-side and 11-a-side are also possible formats, and 9-a-side laws apply. This is only possible in accordance with Law 5.2 and the field Umpire(s) present.

*7-a-side is only applicable for AFLGW competition.

5.2 VARIATION OF NUMBER

The Controlling Body (here: AFLG Umpires/Affiliates) may reduce below 7 (AFLGW) or 9 (AFLGM); or increase above 24 the number of Players (including Interchange Players) who may participate in a Match played in the competition conducted by the Controlling Body (here: AFLG).

At any time, the Controlling Body (here: AFLG Umpires/Affiliates) can determine/change the actual number of Players who may play for each Team in accordance with this law in the competitions conducted by the Controlling Body (here: AFLG). The number of Players depends on:

- a) the number of official AFLG field Umpires
- b) the size of the ground as mentioned in Law 3.2
- c) weather/ground conditions; and
- d) if the increase or reduction of the number of Players does not increase the risk of injury;

5.3 TEAM SHEETS

These need to be filled out by each Club detailing their complete list of their Players and Officials on the day and any other Players present assisting in an official capacity or injured in accordance with Law 11.4.

5.4 CHANGE OF PLAYER GUERNSEY DURING MATCH

Where it becomes necessary to replace a guernsey worn by a Player during a Match and the replacement guernsey displays a different number, the Team Runner shall advise the Interchange Steward and the field Umpire 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.

5.5 COUNTING OF PLAYERS

5.5.1 REQUEST BY CAPTAIN

The captain or vice-captain of a Team may at any time during a Match request that the field Umpire counts the number of Players of the opposing Team who are on the Playing Surface and/or, depending on the specific issue brought forward, on the Bench in order to ensure that the overall number of Players per team does not exceed the maximum Squad size outlined in Law 5.1, 5.1.1, 5.2.

5.5.2 PROCEDURE

- a) Where a request is made under Law 5.5.1, the field Umpire must:
 - 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. call into line within the respective interchange area the Players of both Teams who are currently on the Bench and count the number of Players;
 - iv. upon completing the count, ensure that each Team has the permitted number of Players on the Playing Surface and then recommence play in accordance with Law 5.5.3 or 5.5.4 (as applicable); and
 - v. as soon as practicable after the Match, report to the Controlling Body (here: AFLG Tribunal) 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 9 per Team (or the respective number of players in accordance to 5.1.1) or, in circumstances where a Player(s) has been ordered from the Playing Surface under Law 23, 9 (or the respective number of players in accordance to 5.1.1) less the Player(s) ordered from the Playing Surface.

5.5.3 PLAYERS EXCEEDING PERMITTED NUMBER

Where a Team has more than the permitted number of Players on the Playing Surface and/or the Bench, the following shall apply:

- a) 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;
- b) a Fifty Metre Penalty (or Twenty-Five Metre penalty depending on the format) shall then be imposed from the position where the Free Kick was awarded;
- c) the Team shall lose all points which it has scored in that quarter up to the time of the count; and
- d) the field Umpire shall report the circumstances to the Controlling Body (here: AFLG

Tribunal), including the scores at the time. The Controlling Body (here: AFLG Tribunal) may further determine the matter by reversal of Match result or other sanction as it deems appropriate, including overturning the loss of points prescribed by Law 5.5.3(c).

5.5.4 CORRECT NUMBER AND REQUEST WITHOUT MERIT

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

- a) 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;
- b) a Fifty Metre Penalty (or Twenty-Five Metre penalty depending on the format) shall then be imposed from the position where the Free Kick was awarded;
- c) if a field Umpire is of the opinion that a request was made under Law 5.5.1 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 under Law 22.2.2; and
- d) if Law 5.5.4(c) applies, the field Umpire shall report the circumstances to the Controlling Body (here: AFLG Tribunal), including the scores at the time. The Controlling Body (here: AFLG Tribunal) may further determine the matter by reversal of Match result or other sanction as it deems appropriate.

5.5.5 POST-MATCH REVIEW

- a) If applicable, a Club or other person may request post-Match review by the relevant Controlling Body (here: AFLG Board/AFLG Tribunal) of a Team exceeding the permitted number of Players on the Playing Surface and/or the Bench where a request under Law 5.5.1 did not occur during a Match.
- b) Notification of the request and lodgement of relevant evidence must occur within 24 hours of the completion of the relevant Match in a form prescribed by the Controlling Body (here: AFLG Board/AFLG Tribunal).
- c) The Controlling Body (here: AFLG Board/AFLG Tribunal) may further determine the matter by reversal of the Match result or other sanction as it deems appropriate.

5.6 MINIMUM AGE FOR PLAYERS

All Players competing in official AFLG Matches must be:

- a) at least 18 years; or
- b) at least 16 years if they have a consent form signed by their legal guardian(s) and are approved to play by their Clubs. This must be made known to the AFLG Board,

who have a veto right if they deem that this is unsafe.

5.7 NUMBER OF AUSTRALIAN PLAYERS ALLOWED

5.7.1 SPIRIT AND INTENTION

To ensure a fair and balanced competition, and to foster the growth of Australian Football in Germany, the allowed number of Players of Australian Heritage per Team in a Match is limited.

5.7.2 NUMBER OF AUSTRALIAN PLAYERS PER TEAM

In official AFLG Matches, the number of Players of Australian Heritage listed on the Team Sheet per Team is set to a maximum of 50%. For the purpose of this Law, any Person born in Australia is classified as a Player of Australian Heritage. Australian-Born Players who have been an active member of an AFLG Club, or have actively participated in the AFLG competition for at least 5 years in the AFLG are exempt from this Law (as of their 6th year in the AFLG). Proof of years of active membership or active participation shall be provided on request of the Controlling Body (here: AFLG Board, Results officer). Players of Australian Heritage within their 1st to 5th years must be marked with an (A) on the Team Sheet for each Match. Similarly, players of Australian Heritage in their 6th (or higher) year must be marked with (5Y) on the Team Sheet for each match.

In individual cases, a request for special consideration for exceeding the permitted maximum of 50% in a match can be addressed to a representative of the Controlling Body (here: AFLG Board or Head of Umpiring), where the exact reasoning and agreement-in-advance from a representative of the opposition team are provided.

Where a Team has more than the permitted number of Australian Players, the Controlling Body (here: AFLG Tribunal) may further determine the matter by reversal of the Match result or other sanction as it deems appropriate. Teams are responsible to correctly fill in the team sheets with "A" or "5Y" for each match. Where a team is found in breach, the AFLG Results Officer shall inform the AFLG Tribunal Panel. The AFLG Tribunal Panel is granted the discretion to determine an appropriate penalty. A recommendation is as follows: a warning on the first instance; a -1 premiership points deduction on the second instance in a single season, and a match forfeiture of the match in question on the third instance in a single season. The AFLG Tribunal shall take the circumstances of the breach into account when determining the penalty i.e. if the breach was intentional, if the breach was against the spirit of the laws, or an honest mistake, etc.

5.8 LOANING OF PLAYERS

Teams may loan players to each other in order to ensure a sufficient number of available players on match day. Loans are only permitted for full games. In official AFLG Matches, the number of loaned players listed on the Team Sheet per Team must not exceed 50% of the total squad. The spirit and intention of the law is to enable: a match to proceed; a competitive standard of match; a fair and honest competition; a sufficient bench for both teams' rotations for player health and safety. Loaning shall therefore be applied in cases agreed between all Team representatives on any given matchday. The loaning shall clearly be in pursuit of the spirit of the law and strictly not for the purpose of artificially strengthening a team, or attempting to manipulate the results and, therefore, the sanctity of the competition. In the case that any party does not agree to a certain loan, the loan shall not be applied, at no penalty to the disagreeing party. A loan of Players for Semi and Grand Final matches is only permitted if a team does not reach the minimum number of Players. Both Teams and the Board need to agree on the specific Player being loaned before game day. Such a request shall be addressed by email to the AFLG Board, with the Head of Umpiring and competing clubs in CC. Each request shall be submitted at the latest 72 hours before the match, and will be assessed and resolved on a case-by-case manner, with a response at the latest 24 hours before the match.

5.8.1 MINIMUM NUMBER OF PLAYERS

Each team must have a minimum number of seven (7) own players for a game to be considered valid for AFLG competitions (AFLGM, AFLGW). Teams are permitted to top-up the team beyond 7 players by loaning players from other teams as per law 5.8. Teams must ensure to have at least the minimum of seven (7) players on the playing surface as per law 23.7. For the purpose of this Law, „own players“ shall be defined as players who are an active member of the team, demonstrated by any of the following: club membership; previous recent games played; training and social event attendance; place of residence and proximity to club. Visitors from outside the AFLG community, who may be active members of a different club, are not to be considered as „own players“ for the purpose of this Law.

If a team is not meeting the above requirements in individual cases, a request for special consideration can be addressed to the AFLG Board. An example for special consideration could be: a long-distance away game, where only 6 “own” players are available, and the loaned players are known, nominated, and agreed by all competing clubs in advance. Each request will be assessed and resolved on a case-by-case manner. In all other cases, the game will be forfeited and law 11.2 will apply.

The Controlling Body (here: AFLG Board/AFLG Tribunal) may further determine the matter by reversal of the forfeit or other decisions as it deems appropriate.

8. UMPIRES

8.1 APPOINTMENT AND REPLACEMENT

8.1.1 APPOINTMENT

Unless Law 8.1.2 applies, the Head of Umpiring and Laws (or Umpire Coordinator) is responsible to appoint for each Match:

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

Per Law 5.1.1, A minimum of one field Umpire is required for every 7-a-side and 9-a-side Match. A minimum of two field Umpires are required for all formats which involve 12 or more on-field Players per side.

Clubs may support the appointment process by selecting in advance club umpires available and inform the Head of Umpiring and Laws (or Umpire Coordinator) no later than 4 days prior to game day.

Appointments are made considering availability of local and non-local umpires and their experience, in order to guarantee the best possible match based on skills, experience and game difficulty.

All Appointments are sent by the Head of Umpiring and Laws (or Umpire Coordinator) via email to Clubs and Umpires up to 2 days before game day.

It is the job of the Head of Umpiring and Laws and the AFLG Umpire Coordinator to appoint field, boundary, and goal Umpires Semi-Finals and the Grand Final.

8.1.2 ACCREDITATION

AFLG umpires must be accredited by completing at least the AFL First Bounce Online course and (where available) an AFLG or AFL Europe umpiring course (development series). Certificate from the course is to be shared with the Head of Umpiring and Laws (or Umpiring Coordinator). In accordance with AFL Europe there are 3 levels of qualification: beginner, intermediate, advanced.

No matter their qualification, all active AFLG umpires must register themselves with the AFLG Head of Umpiring and Laws and the AFLG Umpire Coordinator before they want to umpire in Germany. Exceptions are:

- a) visiting umpires from other countries, pending approval from AFLG Umpire Coordinator
- b) persons who usually do not umpire but help out as emergency if not registered umpire is able to perform the role on Match Day.

8.1.3 USAGE OF NON-ACCREDITED UMPIRES

If Clubs use Umpires who did not register themselves with the AFLG Head of Umpiring and Laws and the AFLG Umpire Coordinator, the following shall apply:

- a) the Club receives an official warning from the AFLG Tribunal Panel;
- b) after receiving an official warning, a subsequent offence will result in one premiership point being deducted from the Team's tally
- c) a second offence after receiving an official warning will result in the team forfeiting the next scheduled match under Law 11.2.2.

8.1.4 SUPPLY AND RECRUITMENT OF UMPIRES

The Clubs playing on a Match Day are responsible for ensuring that appointments of field, boundary and goal Umpires, are respected and correctly in place for regular AFLG Matches in accordance with Laws 8.1.1, 8.1.2.

In the case that a Club(s) does not respect the original appointments, the following shall apply:

- a) one premiership point being deducted from the Team's tally;
- b) a second offence will result in the team forfeiting the next scheduled match under Law 11.2.2.

The Clubs are also responsible for the recruitment of new Umpires. Every Club must have at least one active field Umpires associated with the Club. It is the Head of Umpiring and Laws' responsibility to support AFLG Teams in recruiting and training Umpires.

8.1.5 GOAL AND BOUNDARY UMPIRES

Teams participating on an AFLG Match Day shall provide at least one goal Umpire each. If they fail to do so the field Umpire(s) may, in consultation with each Team, appoint persons before the commencement of the Match to officiate in this role. No Match can start without at least two appointed goal Umpires.

Boundary Umpires are not needed for AFLG 9-a-side or 12-a-side competitions. They are strongly recommended for 16-a-side and 18-a-side Matches.

9. PLAYERS' BOOTS, JEWELLERY AND PROTECTIVE EQUIPMENT

9.1 INTERPRETATION

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

- a) 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 (here: AFLG).

9.2 PROHIBITION OF ITEMS

During a Match, a player is not permitted to wear:

- a) any form of jewellery (including any form of glasses/eyewear - unless exceptionally permitted by the AFLG);
- b) boot studs, plates/cleats, or any Protective Equipment (other than Protective Equipment approved by the Controlling Body (here: AFLG or AFLG Affiliates)) 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 was approved by the relevant Controlling Body (here: AFLG or AFLG Affiliates) prior to the match, but the field Umpire is satisfied that such equipment has, during the Match, become dangerous or increased the risk of injury to other Players; or
- d) Gloves except the ones listed in Appendix B: Glove Register.

To prevent injuries and active bleeding, Players are encouraged to have short fingernails. If, in the opinion of a field Umpire, a Player has fingernails which are likely to cause injury and/or active bleeding, the Umpire may request the Player to trim them before that Player is allowed to play in the Match. If the Umpire becomes aware of such a case during play, the Umpire may also request the player to leave the field in order to trim their nails, in accordance with Law 9.4.

9.3 INSPECTION

At any time before or during a Match, a field Umpire may inspect a Player's boots, 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 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 or approved items deemed by the field Umpire as dangerous under Law 9.2(c). 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 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 award a Free Kick to the Player of the opposing Team who is nearest to where play was stopped, or the location of the football, whichever is the greater penalty; and
- b) 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 11.2 shall apply to any Match which is forfeited.

13. CENTRE THROW-UP

13.1 STARTING POSITIONS 18/16-A-SIDE

For all 18-a-side (and 16-a-side) Matches the following starting positions (as per Diagram 3 and 4) must be met within a reasonable time as set by the Controlling Body (here: AFLG Affiliates), before the field Umpire commences their approach to the Centre Circle to throw up the football to start a quarter or recommence play after a Goal has been scored:

- (a) six Players from each Team are permitted in each area defined by the Boundary Line and the Fifty Metre Arcs;
- (b) of these six Players for each area referenced in Law 13.1(a), at least one Player from each Team is positioned within the Goal Square;
- (c) four Players from each Team are permitted in the Centre Square;
- (d) of these four Players referenced in Law 13.1(c), one Player from each Team will be the Ruck and is positioned within the Ten Metre Circle in their defensive half;
- (e) one Player from each Team is positioned in each shaded area in Diagram 3 (not applicable for 16-a-side Matches, see Diagram 4);
- (f) if a Team is unable or elects not to have 18 Players on the Playing Surface, the requirements stated in Law 13.1(a), (c) and (e) are modified such that the number of relevant Players for each starting position can be reduced but not exceeded;
- (g) after a Goal has been scored, if a Player is injured and making their way from the Playing Surface with the assistance of doctor, trainer or any other person treating

Players of a Team, the field Umpire may wait a reasonable period to allow the replacement Player to take up position before recommencing play. A replacement Player may enter the Playing Surface while the Player that they are replacing is leaving the Playing Surface.

13.2 STARTING POSITIONS 9/12-A-SIDE

For all 9-a-side (and 12-a-side) Matches the following starting positions (as per Diagram 4a) must be met within a reasonable time as set by the Controlling Body (here: AFLG Affiliates), before the field Umpire commences their approach to the Centre Circle to throw up the football to start a quarter or recommence play after a Goal has been scored:

- (a) three (four) Players from each Team are permitted in the Centre Square;
- (b) of these three (four) Players referenced in Law 13.2(a), one Player from each Team will be the Ruck and is positioned within the Ten Metre Circle in their defensive half;
- (c) after a Goal has been scored, if a Player is injured and making their way from the Playing Surface with the assistance of doctor, trainer or any other person treating Players of a Team, the field Umpire may wait a reasonable period to allow the replacement Player to take up position before recommencing play. A replacement Player may enter the Playing Surface while the Player that they are replacing is leaving the Playing Surface.

18-a-
side

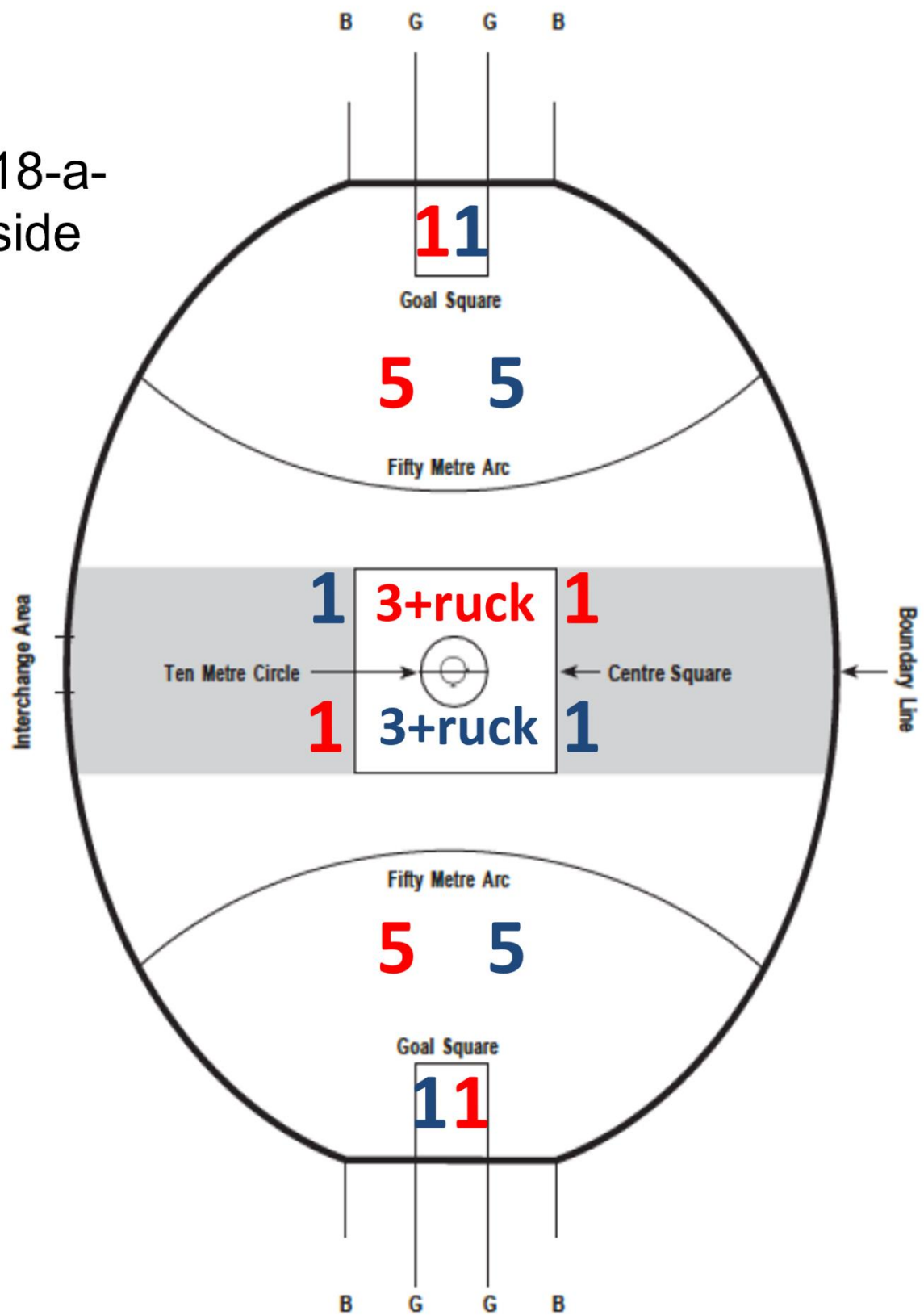


DIAGRAM 3

16-a-
side

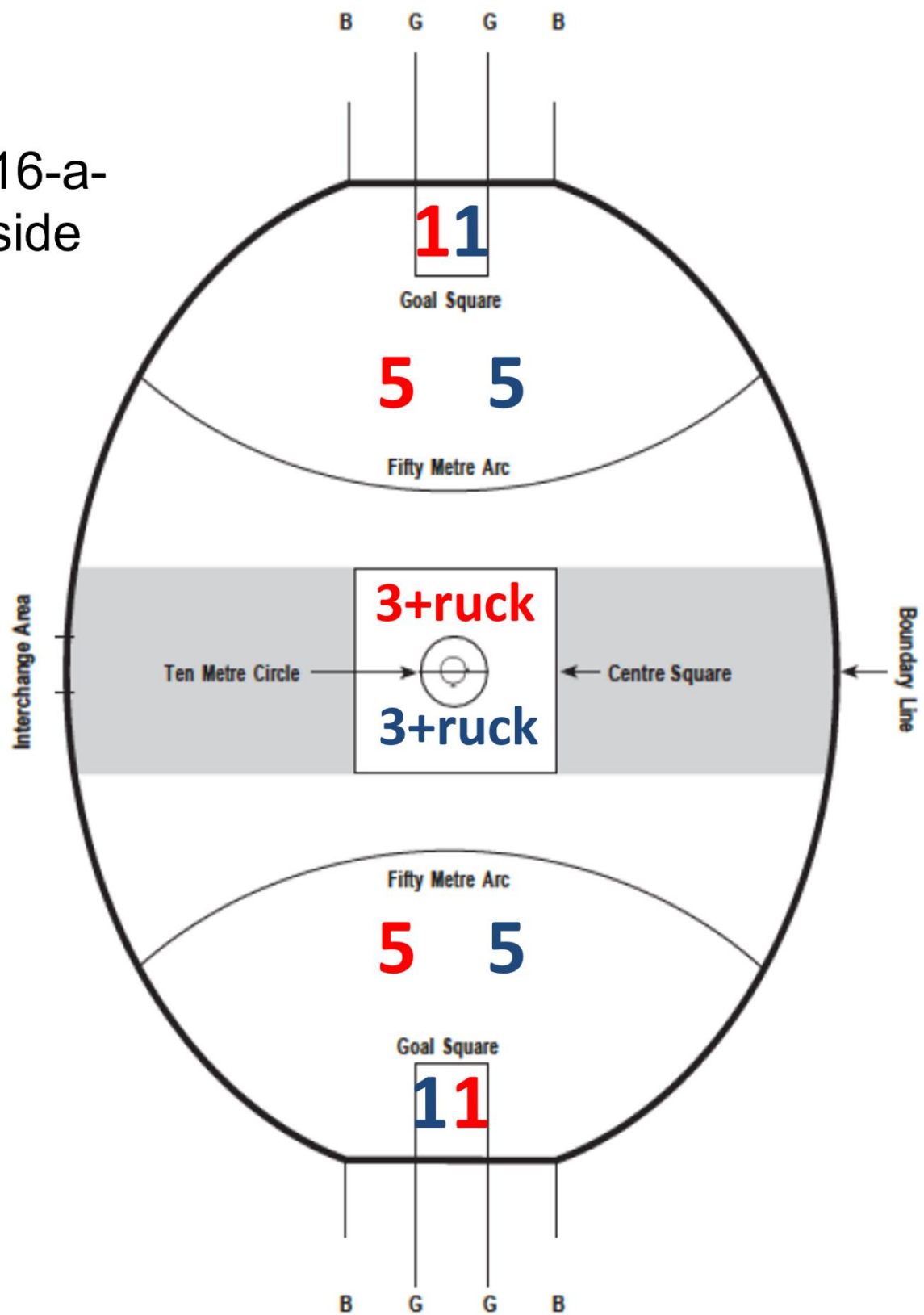


DIAGRAM 4

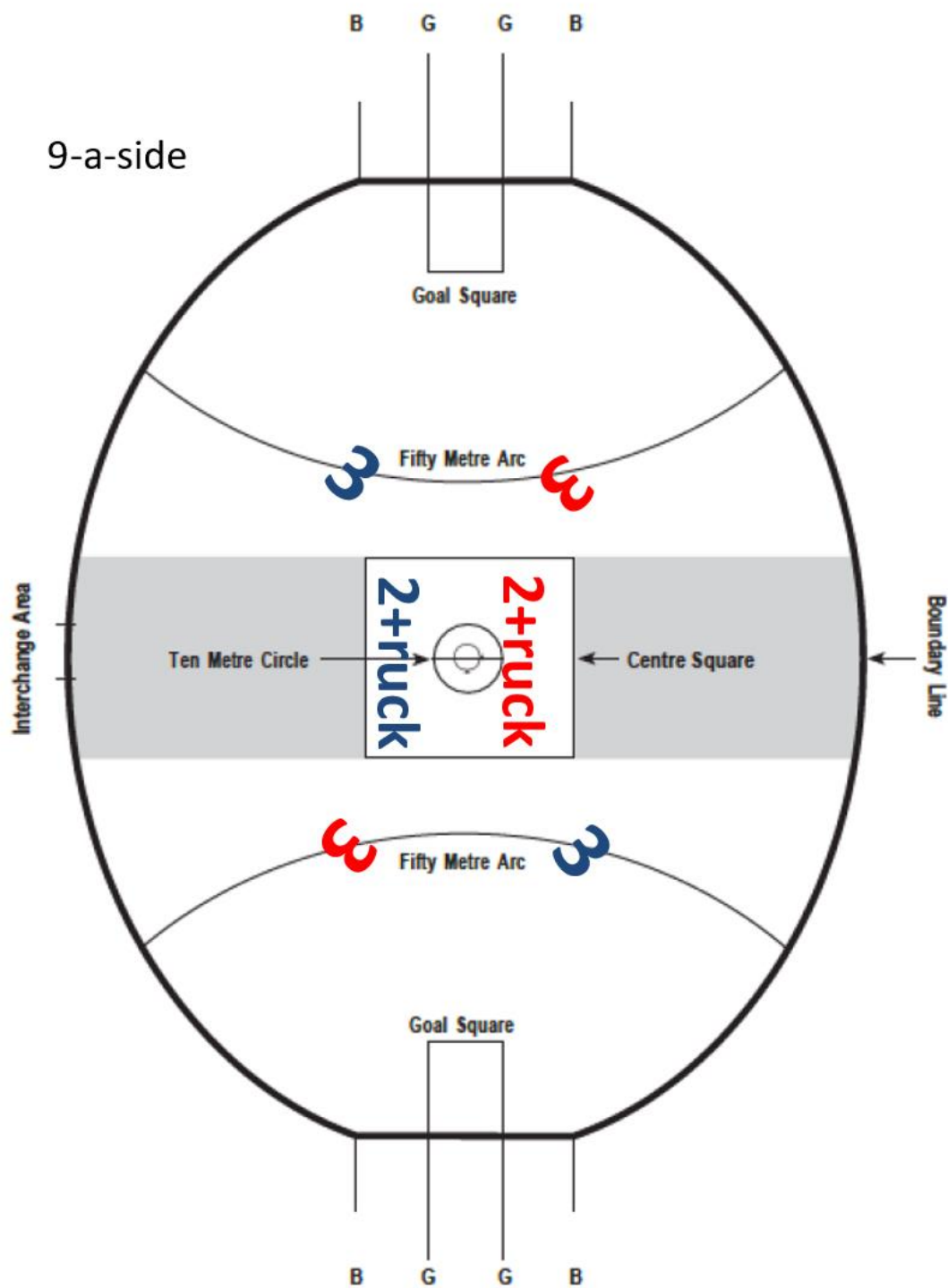


DIAGRAM 4a

13.3 CONTESTING THE CENTRE THROW-UP

- (a) The centre throw-up of the football shall be contested by the Ruck who must start with both feet within the Ten Metre Circle and may only enter the Team's attacking half or exit the Ten Metre Circle after the football is thrown up by the field Umpire.

- (b) No other Player may enter the Ten Metre Circle until the football is thrown up by the field Umpire.
- (c) Where a Player contravenes Law 13.3(a) or (b), the field Umpire shall award a Free Kick to the Ruck of the opposing Team.

17. PROCEDURE AFTER A BEHIND HAS BEEN SCORED

17.1 BRINGING THE FOOTBALL BACK INTO PLAY

Unless Law 16.4 applies, after a goal Umpire has signalled a Behind:

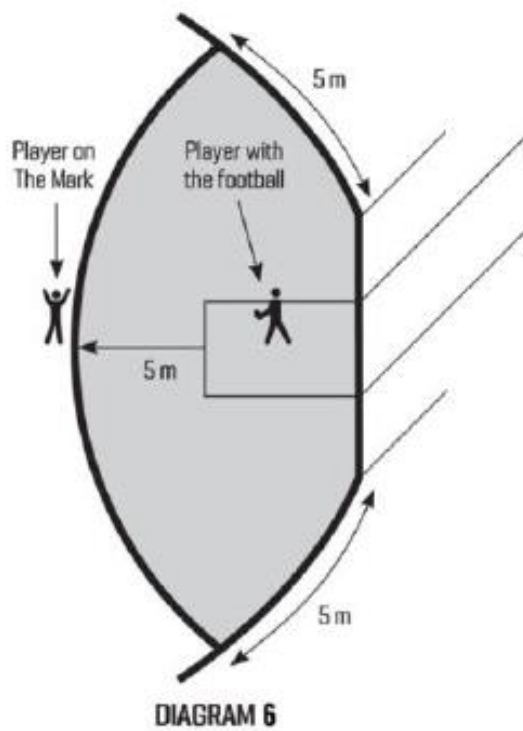
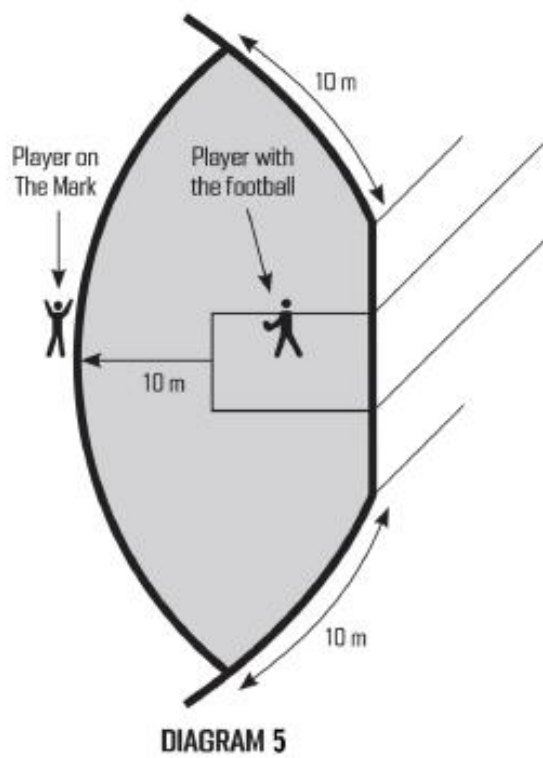
- a) any player of the Defending Team may elect to Kick the football from within the Goal Square or play on by exiting the Goal Square within a reasonable time;
- b) if the Player has not elected to Kick the football or exit the Goal Square within a reasonable time, a field Umpire will call 'Play On';
- c) a Player may not handball the football from within the Goal Square unless the field Umpire has called 'Play On' pursuant to Law 17.1(b);
- d) For 16-a-side and 18-a-side Matches, the Mark shall be set at 10 metres from the centre of the Kick-Off Line towards the centre of the Playing Surface, as shown in Diagram 5. In all other formats, the Mark shall be set at 5 metres from the centre of the Kick-Off Line towards the centre of the Playing Surface, as show in Diagram 6.

17.2 FOOTBALL BROUGHT INTO PLAY

Where the field Umpire is of the opinion that a Player has not brought the football back into play in accordance with Law 17.1, the field Umpire shall reset the play.

17.3 PROTECTED AREA

Other than the Player bringing the football into play, all Players must make every endeavour to immediately vacate the Protected Area as described in Diagram 5 (16-a-side or 18-a-side Matches) and Diagram 6 (all other formats).



17.4 ATTACKING TEAM DELAYING RECOMMENCEMENT OF PLAY

Where the field Umpire is of the opinion that a Player from the Attacking Team:

- a) is within the Protected Area described in Law 17.3 at the time when a Player from the Defending Team is bringing the football back into play, and not made every endeavour to immediately vacate the area;
- b) has prevented or attempted to prevent the Player from the Defending Team from bringing the football back into play; or
- c) has otherwise delayed play.

The field Umpire shall award a Free Kick to the Defending Team and a Fifty Metre Penalty from The Mark (or a Twenty-Five Metre penalty depending on the format).

18. FREE KICKS

18.1 INTRODUCTION

18.1.1 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 and spirit of true sportsmanship;
- b) where possible in a contact sport, protect Players from sustaining injury;
- c) provide a Player, who makes obtaining possession of the football their sole objective, every opportunity to obtain possession; and
- d) a Player who executes a Legal Tackle which results in an opponent failing to dispose of the football in accordance with these Laws.

18.1.2 AWARDING FREE KICKS

Unless otherwise stated in these Laws, a Free Kick can be awarded at any location on the Arena and shall be taken where it is awarded or where the football is at the time, whichever is the greater penalty against the offending Team. For the avoidance of doubt, Free Kicks awarded outside the Playing Surface will be taken at the nearest location on the Boundary Line or where the football is at the time, whichever is the greater penalty against the offending Team.

18.1.3 WHEN A FREE KICK MAY BE AWARDED

A Free Kick may be awarded when the football is or is not in play, between when a field Umpire starts and ends a quarter. However, a Free Kick may also be awarded:

- a) if an infringement occurs on the Arena before the commencement of a quarter, in which case the Free Kick shall be taken at the Centre Circle or in accordance with Law 18.1.2, 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 16.4, 16.5 and 16.6.

18.1.4 SIMULTANEOUS FREE KICKS

Unless otherwise stated in these Laws, where Umpires pay simultaneous Free Kicks to opposing Teams, play will be restarted with a throw-up.

18.2 STARTING POSITIONS

18.2.1 SPIRIT AND INTENTION

Starting positions are aimed at retaining the traditional positions of Australian Football.

18.2.2 FREE KICKS - STARTING POSITIONS

- a) Unless otherwise prescribed by the Controlling Body (here: AFLG or Affiliates), where a team fails to comply with the requirements listed in Law 13.1, the field Umpire shall signal time on and award a Free Kick to the Player of the opposing Team who is in the Centre Circle.
- b) Where the starting positions specified in Law 13.1 have been met, but a Player subsequently fails to maintain a starting position listed in Law 13.1 prior to the ball leaving the field Umpire's hand in the act of the ball being thrown up, an Umpire shall award a Free Kick to the Player of the opposing Team who is in the Centre Circle.
- c) Where a Player has been pushed or otherwise forced outside of the starting positions specified in Law 13.1, the Free Kick shall be awarded against the Team which caused the transgression.
- d) The Free Kicks specified in Law 18.2.2(a) - (c) shall be taken in the centre of the Playing Surface behind the line through the Centre Circle.
- e) Where a field Umpire is satisfied that an intentional breach of Law 13.1 has occurred, a Free Kick and Fifty Metre penalty (or a Twenty-Five Metre penalty depending on the format) shall be awarded to the Player of the opposing Team who is in the Centre Circle.

18.3 PROHIBITED CONTACT

18.3.1 SPIRIT AND INTENTION

A Player who makes the football their sole objective shall be provided every opportunity to do so.

18.3.2 FREE KICKS - PROHIBITED CONTACT

A field Umpire shall award a Free Kick against a Player when that Player makes any of the following Prohibited Contact with an opposition Player:

- a) executes a tackle that is not legal (refer to the definition of Legal Tackle);
- b) pushes or bumps an opposition Player in the back;
- c) makes high contact to an opposition Player (including the top of the shoulders) with any part of their body;
- d) holds an opposition Player who is not in possession of the football;
- e) executes an illegal Shepherd;
- f) Charges an opposition Player;
- g) trips or attempts to trip an opposition Player, whether by hand, arm, foot or leg;
- h) kicks or attempts to kick an opposition Player;
- i) kicks or attempts to kick the football in a manner likely to cause injury;
- j) strikes or attempts to strike an opposition Player, whether by open hand, fist, arm, knee or head;
- k) bumps or makes forceful contact to an opposition Player from front-on when that Player has their head *down* over the football.

In AFLG, the interpretation and application of Law 18.3.2(i) shall be that the ball is not allowed to be kicked off the ground (or in the air) when deemed dangerous (or potentially dangerous) to other players (of either team). Players will be penalized at the discretion of the umpire. In the case of a penalty, a field Umpire shall award a Free Kick against the offending Player.

18.3.3 PERMITTED CONTACT

A Player may use their hip, shoulder, chest, arms or open hands provided that the football is no more than five metres away from the Player and the Player does not make Prohibited Contact as per Law 18.3.2 above.

18.4 RUCK CONTESTS

18.4.1 SPIRIT AND INTENTION

The Ruck whose sole objective is to contest the football shall be permitted to do so.

18.4.2 NUMBER OF RUCKS

Each Team must have no more than one Ruck contesting any centre bounce, throw-up or boundary throw-in.

18.4.3 FREE KICKS - RUCK CONTESTS

A field Umpire shall award a Free Kick in a Ruck contest against a Player where the Player:

- a) who is not a Ruck, contests a throw-up or boundary throw-in;
 - I. unduly pushes or bumps an opposition Ruck;
 - II. blocks an opposition Ruck;
 - III. makes contact with an opposition Ruck prior to the football leaving the field or boundary Umpire's hand;
- b) who is a Ruck,
 - I. enters their attacking half or steps outside the Centre Circle prior to the field Umpire bouncing or throwing up the football; or
 - II. hits the football Out of Bounds on the Full from a throw-up by a field Umpire or a throw-in by a boundary Umpire.

18.5 MARKING CONTESTS

18.5.1 SPIRIT AND INTENTION

The Player whose sole objective is to contest or spoil a Mark shall be permitted to do so.

18.5.2 FREE KICKS - MARKING CONTESTS

A field Umpire shall award a Free Kick in a Marking contest against a Player where the Player:

- a) holds or blocks an opposition Player;
- b) unduly pushes or bumps an opposition Player;
- c) deliberately interferes with the arms of an opposition Player;
- d) makes contact to an opposition Player from front-on and whose sole objective is not to contest or spoil a Mark; or
- e) makes an unrealistic attempt to contest or spoil a Mark which interferes with an

opposition Player.

18.5.3 PERMITTED CONTACT

Incidental contact in a Marking contest will be permitted if the Player's sole objective is to contest or spoil a Mark.

18.6 HOLDING THE BALL

18.6.1 SPIRIT AND INTENTION

The Player who has Possession of the Football will be provided an opportunity to dispose of the football before rewarding an opponent for a Legal Tackle.

18.6.2 FREE KICKS - HOLDING THE BALL: PRIOR OPPORTUNITY

Where a Player in Possession of the Football has had Prior Opportunity, a field Umpire shall award a Free Kick if that Player does not Correctly Dispose of the football immediately when they are Legally Tackled.

18.6.3 FREE KICKS - HOLDING THE BALL: INCORRECT DISPOSAL

Where a Player in Possession of the Football has not had Prior Opportunity, a field Umpire shall award a Free Kick if that Player elects to Incorrectly Dispose of the football when Legally Tackled.

For the avoidance of doubt, a Player does not elect to Incorrectly Dispose of the football when:

- a) the Player genuinely attempts to Correctly Dispose of the football;
- b) the Legal Tackle causes the football to be dislodged from the Player's possession.

18.6.4 FREE KICKS - HOLDING THE BALL: NO GENUINE ATTEMPT

Where a Player in Possession of the Football has not had Prior Opportunity, a field Umpire shall award a Free Kick if the Player is able to but does not make a genuine attempt to Correctly Dispose of the football within a reasonable time when Legally Tackled.

18.6.5 FREE KICKS - HOLDING THE BALL: DIVING ON TOP OF THE FOOTBALL

A field Umpire shall award a Free Kick against a Player who dives on top of or drags the football underneath their body and fails to immediately knock clear or Correctly Dispose of the football when Legally Tackled.

18.7 ROUGH CONDUCT

18.7.1 SPIRIT AND INTENTION

Players shall be protected from unreasonable conduct from an opposition Player which is likely to cause injury.

18.7.2 FREE KICKS - ROUGH CONDUCT

A field Umpire shall award a Free Kick against a Player when that Player engages in rough conduct against an opposition Player which in the circumstances is unreasonable, which includes but is not limited to:

- a) executing a dangerous tackle on an opposition Player;
- b) making forceful contact below the knees of an opposition Player or executing a forceful action towards the lower leg of an opposition Player causing the opposition Player to take evasive action;
- c) sliding knees or feet first into an opposition Player;
- d) using boot studs in a manner likely to cause injury.

18.8 UMPIRES

18.8.1 SPIRIT AND INTENTION

Umpires shall be protected from unreasonable contact and behaviour whilst performing their duties and their decisions should be respected and followed by Players and Officials.

18.8.2 FREE KICKS - UMPIRES

A field Umpire shall award a Free Kick 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 or other official;
- c) intentionally, unreasonably or carelessly makes contact with an Umpire;
- d) intentionally, unreasonably or carelessly makes contact with an Umpire through another player, e.g. by pushing a player into the umpire;
- e) disputes a decision of an Umpire;
- f) fails to follow the instruction of an Umpire; or
- g) intentionally or carelessly engages in conduct which affects, interferes with or prevents an Umpire from performing their duties.

19. FIFTY (TWENTY-FIVE) METRE PENALTY

19.1 SPIRIT AND INTENTION

After a Mark or Free Kick has been awarded to a Player, a Fifty Metre Penalty (or Twenty-Five Metre penalty for every format with fewer than 16 players) shall be awarded against the opposing Team which delays or impedes the play or behaves in an unsportsmanlike manner.

19.2 WHEN IMPOSED

Where a field Umpire has awarded a Mark or Free Kick to a Player, or a Player is preparing to bring or bringing the football back into play after a Behind is scored, a Fifty Metre Penalty (or a Twenty-Five Metre penalty depending on the format) in favour of that Player will be awarded if the field Umpire is of the opinion that any Player or Official from the opposing Team:

- a) has moved off the Mark, including jumping when told to "stand" by a field Umpire;
- b) has backed away and left the protected area after standing the Mark;
- c) when in the immediate contest, unreasonably holds a Player after that Player has Marked the football or been awarded a Free Kick;
- d) when not in the immediate contest, holds a Player after that Player has Marked the football or been awarded a Free Kick;
- e) enters or does not make every endeavour to immediately vacate the Protected Area, except when the Player is accompanying or following within two metres of their opponent;
- f) has not returned the football directly and on the full to the Player awarded the Mark or Free Kick;
- g) engages in any conduct which delays or impedes the play; or
- h) engages in any other conduct for which a Free Kick would ordinarily be awarded.

19.3 PREVENTING A PLAYER TAKING PART IN THE NEXT ACT OF PLAY

If a Player intentionally makes Prohibited Contact against an opposition Player who has disposed of the football for the purpose of preventing that Player from taking part in the next act of play, the field Umpire shall award a Free Kick and a Fifty (or Twenty-Five) Metre Penalty to that Player.

19.4 IMPOSING A FIFTY (OR TWENTY-FIVE) METRE PENALTY

When the field Umpire imposes a Fifty (or Twenty-Five) Metre Penalty, the following procedure shall apply:

- a) the field Umpire shall advance The Mark by 50 (or 25) metres in a direct line with the centre of the Goal Line of the Team awarded the 25 Fifty Metre Penalty;
- b) if the Player who received the Fifty (or Twenty-Five) Metre Penalty is less than 50 (25) metres from the Goal Line, The Mark shall become the centre of the Goal Line;
- c) if any Player from the opposing Team impedes or delays the Player with the football whilst The Mark is being advanced, a second Fifty (or Twenty-Five) Metre Penalty shall be imposed by the field Umpire after the initial 50 (25) metre advancement; and
- d) the Player who is awarded the Fifty (Twenty-Five) Metre Penalty may elect to Play on at any stage whilst The Mark is being advanced.

19.5 LOCAL CONDITIONS

A Controlling Body (here: AFLG Affiliates) may reduce the distance of a Fifty Metre Penalty to 25 metres for the Matches played in the competition conducted by the Controlling Body (here: AFLG). This is applied in AFLG for every format with less than 16 players.

20. DISPOSAL AFTER MARK OR FREEKICK

20.1 STANDING THE MARK AND THE PROTECTED AREA

20.1.1 STANDING THE MARK

When a Player is awarded a Mark or Free Kick, the closest Player from the opposing Team may:

- a) stand on The Mark; or
- b) otherwise be directed by a field Umpire.

When told to "stand" by a field Umpire as in above, the player standing on the mark is not permitted to move their feet or jump in the air until the field Umpire calls "Play on" or the ball has been kicked or handballed. The Player standing the Mark is also not allowed to back away and leave the protected area after standing the Mark.

For the avoidance of doubt, all other Players from the opposing Team must be positioned behind The Mark or otherwise outside the Protected Area defined in Law 20.1.3.

20.1.2 FEIGN TO HANDBALL

If, by the discretion of the Umpire, a Player who has been awarded a Mark or Free Kick decides to feign to handball, the following shall apply:

- a) if the Player who has been awarded a Mark moves one of their feet off the direct line from The Mark to the centre of their Goal Line while feigning to handball, Play On will be called; and
- b) if the Player who has been awarded a mark does not move one of their feet off the direct line from The Mark to the centre of their Goal Line while feigning to handball but the Player already standing on the Mark does move their feet, the Mark will be set again;
- c) no 50 (25) metre penalty shall be awarded against the Player stepping off the Mark under these Laws 20.1.2(a, b)

20.1.3 PROTECTED AREA

- a) As illustrated in Diagram 7, the Protected Area after a player is awarded a Mark or Free Kick is a corridor which extends:
 - i. 5 metres either side of The Mark and 5 metres behind The Mark;
 - ii. 5 metres either side of a direct line between the Player with the football and The Mark; and
 - iii. in a 5 metre arc behind the Player with the football.
- b) 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 two metres of their opponent. Any Player caught in the Protected Area must make every endeavour to immediately vacate the Protected Area.

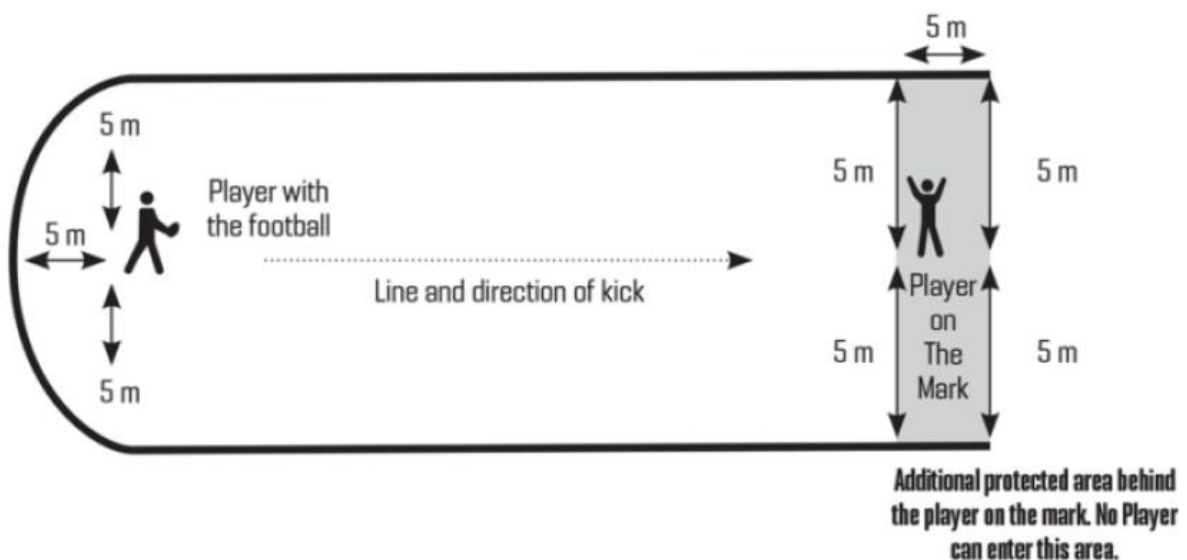


DIAGRAM 7

20.2 DISPOSAL FROM BEHIND THE MARK

- a) A Player who has been awarded a Mark or Free Kick shall be directed by a field Umpire to dispose of the football within a reasonable time in a direct line from The Mark to the centre of their Goal Line.
- b) If a Player does not dispose of the football within a reasonable time 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.
- c) 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 Law 20.3 or 20.4 shall apply.

20.3 DISPOSAL FROM OUT OF BOUNDS

20.3.1 BRINGING THE FOOTBALL BACK INTO PLAY

- a) A Player who is awarded a Mark or Free Kick and attempts to bring the football back into play or is called to play on from beyond the Boundary Line must bring the football back into play.
- b) If a Player breaches Law 20.3.1(a), including being tackled, the football shall be deemed Out of Bounds and a boundary throw-in shall result from the location of the Mark or Free Kick.

20.3.2 MOVING IN ONE DIRECTION

- a) A Player who is awarded a Mark or Free Kick may bring the football back into play from outside the Playing Surface beyond the Boundary Line provided that the Player moves in one direction off the line of The Mark in the process of re-entering the Playing Surface.
- b) If a Player breaches Law 20.3.2(a), the football shall be deemed Out of Bounds and a boundary throw-in shall result or a ball-up if there are no boundary Umpires.

20.4 DISPOSAL BY A DEFENDING PLAYER – WITHIN NINE METRES

Where a Player from the Defending Team is awarded a Mark or Free Kick within the shaded area shown in Diagram 8, the following shall apply:

20.4.1 SETTING THE MARK

A field Umpire will set The Mark where the Nine Metre Line intersects the direct line between the location of the Mark or Free Kick and the centre of the Defending Team's Goal Line.

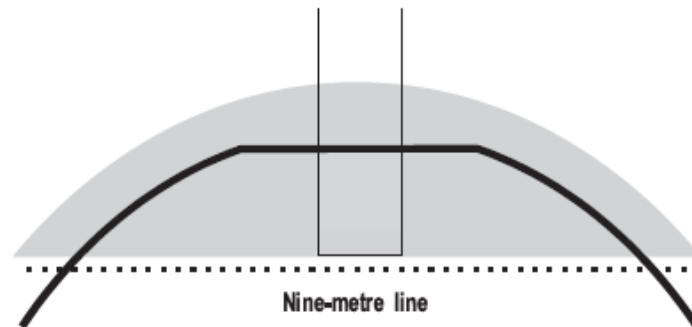


DIAGRAM 8

20.4.2 CROSSING THE GOAL LINE OR BEHIND LINE

- a) In the event the Player from the Defending Team crosses the Goal Line or Behind Line and then elects or is called to play on:
 - i. the Player must re-enter the Playing Surface by crossing the same Goal Line or Behind Line; and
 - ii. the Player must move in one direction off the line of The Mark in the process of re-entering the Playing Surface.
- b) If the Player breaches Law 20.4.2(a)(i) or (ii), including being tackled, a Behind shall be registered.
- c) If the football hits either the goal or behind post after the Player disposes of the football, the Player shall be given the football again to recommence play.

20.4.3 CROSSING THE BOUNDARY LINE

- a) In the event the Player from the Defending Team crosses the Boundary Line and elects to play on through the Goal Line or Behind Line, a boundary throw-in shall result adjacent to the behind post.
- b) If the football hits either the goal or behind post after the defending Player disposes of the football, a boundary throw-in shall result adjacent to the behind post.

20.5 KICKING FOR A GOAL

20.5.1 LINE OF THE MARK

Where a Player from the Attacking Team 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 Attacking Team's Goal Line, except in the following cases:

- a) where the Mark or Free Kick is awarded within or on a line of the Goal Square, the Kick shall be taken from directly in front of the Goal Line from a spot perpendicular to the Goal Line;
- b) across from where the Mark or Free Kick was awarded;
- c) where the Kick will occur after the siren, the Player shall be entitled to approach The Mark from any direction, as long as the location of the Kick does not improve the angle to the goal posts.

20.5.2 MOVING OFF THE MARK WHILE A PLAYER IS KICKING FOR A GOAL

If the Player standing on the Mark moves off or jumps from the Mark whilst a Player is in the act of kicking for a 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 shall be awarded a Fifty (or Twenty-Five) Metre Penalty.

20.6 INJURY PREVENTING DISPOSAL

Where a Player is awarded a Mark or Free Kick and, in the opinion of the field Umpire, that Player is suffering from an injury which will prevent them from disposing of the football, the nearest Player from the same Team shall dispose of the football at the location of the Mark or Free Kick.

21. 'PLAY ON' AND THE ADVANTAGE RULE

21.1 'PLAY ON'

The football shall remain in play on each and every occasion when the field Umpire calls and signals 'Play on' or 'Touched Play on'.

21.2 THE ADVANTAGE

A field Umpire will call and signal 'Advantage' where a Team offended against demonstrates an intent to continue with play within a reasonable time. The offended Team must move ball forward from the position where the offence occurred immediately. If the ball stops moving, the field Umpire will not award advantage, same applies in case the ball is moved backwards or sideways from the position where the offence occurred.