

## **RULES - 2021**

### **RULES WE WILL NOT BE ADOPTING**

- Stand on the mark
- Starting Positions (6x6x6)

### **RULES / CHANGES WE WILL BE ADOPTING – DIFFERENCES TO THE AFL**

#### **5m PROTECTED AREA (AFL is 10m)**

This area includes 5m behind the player with the football and the man on the mark.

#### **25m PENALTIES**

25m Penalties apply to ALL Grades – No more 50m penalties, 25m penalties across the board.

25m Penalties will be applied the same as previously. However, players must remember to clear the 5m protected area immediately and NOT DELAY the attacking player in any way. If they are delayed a further 25m penalty WILL be paid.

#### **KICK INS / 15m PROTECTED AREA**

After seeking advice from the SANFL CSLFUP Umpires will follow these principles which are slightly different to what I said on Wednesday.

Firstly – Here is Law 17 straight from the Rule Book

#### **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 (count to 10);
- (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) The Mark shall be set at 15 metres from the centre of the Kick-Off Line towards the centre of the Playing Surface, as shown in Diagram 3.

#### **17.2 FOOTBALL BROUGHT INTO PLAY INCORRECTLY**

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 described in Diagram 3.

#### **17.4 ATTACKING TEAM DELAYING RECOMMENCEMENT OF PLAY**

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

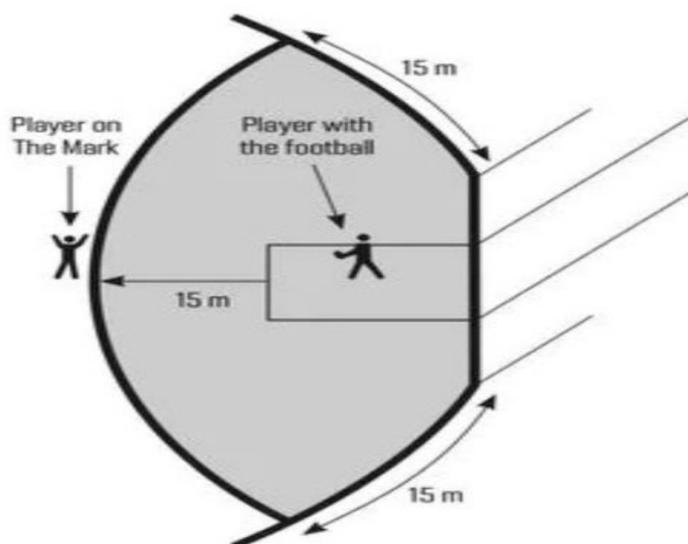
(a) is within the Protected Area described in Law 17.3 at the time when a Player from the Defending Team is bringing the football back into play, and not made every endeavour to immediately vacate the area;

(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 25 Metre Penalty from The Mark.

### Location of The Mark at Kick Ins



### HOW ARE WE GOING TO APPLY THIS LAW?

Player kicking out must start inside the goal square and cannot commence bringing the ball in until a point is signalled.

Umpire to position themselves approx. 30-35m out from Goal and instruct players to leave the 15m Protected Area. All players, other than the player kicking in, will be known as 'Passive' and cannot get involved in the play at this stage and must be making an attempt to leave the Protected Area.

Once the player kicking in leaves the goal square (or is called to 'Play On' by the Umpire after about 10 seconds) play becomes 'Live' and all players are now 'Active' regardless of whether they have left the Protected Area or not. It would be in the best interests of the player kicking in to delay for a few seconds as the attacking team must make every endeavour to move out of the Protected Area.

If the attacking teams delays the play from rec-commencing in any way a 25m penalty is applied and the mark set at the 50m arc.

If the player bringing the ball in handballs out of the goal square prior to being called to 'Play On' – reset the mark. If 'Play On' has been called the player may handball from within the goal square.

Be mindful of the short kicks – if 'Play On' has not been called and a short kick falls within the Protected Area – reset the mark, the player marking the ball has obviously not made every endeavour to leave the Protected Area.

If 'Play On' has been called or the player has left the square and the kick to a teammate is within the Protected Area it will NOT have travelled 15m – call 'Play On'

The Leagues have indicated that there will be markings on the ground to identify the Protected Area.

There will be a lot of grey areas and teams will try and exploit this as much as possible. Use common sense and if in any doubt – reset the play so neither team is disadvantaged.

### **PLAYER COUNT (Law 5.5)**

The Captain, Vice-Captain or Team Runner can call for a player count at any time. Normal procedures will follow if a player count is called.

### **PLAYERS / COACHES / TEAM OFFICIALS APPROACHING UMPIRES**

There is no provision in the Laws of Australian Football that allow any player, captain, coach or team official to approach an umpire during or after a game. Approaching an umpire serves no useful purpose and will only aggravate both parties. Coaches are welcome to say hello etc to umpires if they see them before the game but there is no point in asking how the game will be umpired. All umpires get the same instructions and any new interpretations or changes will be conveyed to the clubs via the league.

Umpires won't be attending in change rooms prior to or during the game, other than to obtain team sheets and advise that the game is about to commence. All Umpires receive the same instructions regarding rule interpretations. Any questions regarding rules / interpretations can be directed to our Secretary via email – [david.curran2@anz.com](mailto:david.curran2@anz.com) and a response will be prepared.

### **RULES CSLFUP UMPIRES WILL FOCUS ON THIS SEASON**

#### **DANGEROUS TACKLES**

A Dangerous Tackle is considered a tackle that is inherently dangerous, whereby the action of the tackle has the ability to cause injury - factors including the force of the tackle and the head being placed in vulnerable position, for example the player's head makes contact with the ground. Other examples may include 'sling' tackles, 'spear' tackles or a tackle that causes both arms of an opponent to be pinned and placing that player in a vulnerable position.

#### **PROHIBITED CONTACT (Law 18.3)**

##### **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;
- (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 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.

### **PERMITTED CONTACT (Law 18.3.3)**

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.

### **ROUGH CONDUCT (Law 18.7)**

#### 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

Clubs have asked that Umpires have a stronger focus on these areas and feel that more yellow and red cards are warranted. Umpires have been instructed to take positive action against these actions. If a player chooses to take this course of action then they can expect a harsh penalty to be applied.

### **HIGH / HEAD CONTACT**

As always the Umpires will endeavour to pay ALL High Contact free kicks. If a player elects to bump or initiate contact with a player and make high contact Umpires have been instructed to consider yellow and red cards for these. (As requested by the clubs through the leagues). If a player chooses this course of action they do risk potentially being sent off or reported, the onus is solely on the player initiating the contact to not make high contact.

### **UMPIRES (Law 18.8)**

#### 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;
- (c) intentionally, unreasonably or carelessly makes contact with an Umpire;
- (d) disputes a decision of an Umpire;
- (e) fails to follow the instruction of an Umpire; or
- (f) intentionally or carelessly engages in conduct which affects, interferes with or prevents an Umpire from performing their duties.

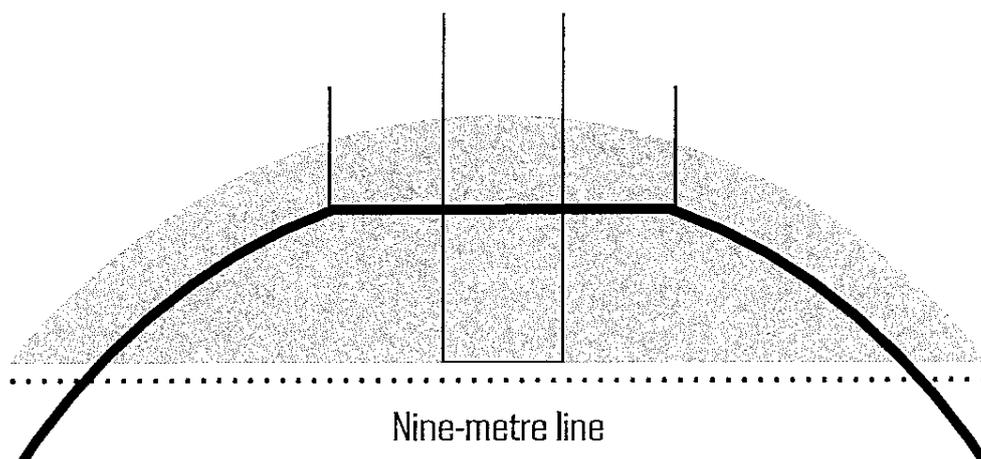
Recruiting and retaining umpires is becoming harder and harder. The major complaint that has been made by the Umpires for the last few years is the constant questioning / disputing of decisions every time a whistle is blown. It is unnecessary (not in the spirit or Laws of the game) and a lot of the time unwarranted, particularly from players, coaches and support staff a long way from play. Umpires have been instructed to pay free kicks if this happens and yellow or red cards if it persists. Respectfully asking a question is fine and the umpire will respond. The constant disputing of decisions is not and will be penalised.

Coaches and support staff also need to be mindful of this. Any abuse from the coach's box or spectators obviously connected to a club near a coach's box may have a free kick paid against them. The umpires ask for some respect for the job they are doing. The alternative of having no umpires is not appealing to anyone.

### **RUNNING OVER THE MARK**

This has been an issue for a while and the umpires have been tolerant. Umpires will now tighten up this rule (as it is only a 25m penalty, not a 50m penalty).

Umpires will particularly focus on the 9m area at the defensive area of the ground as shown in the diagram below.



**DIAGRAM 5**

This rule applies to all marks and free kicks given in the 9m area behind the top of the goal square. This rule has been in for a while and if players deliberately run over the mark to delay the play without making an attempt to come back to the 9m mark a 25m penalty will be paid. Delaying the game or time wasting goes against the spirit and intention of the game and should result in a 25m penalty.

All CSLFUP Umpires use the following video as a guide – it can be viewed [HERE](#) (Replace 50m penalty with 25m penalty)

If anyone has any questions in relation to these points or any questions relating to umpires or umpiring decisions – email [david.curran2@anz.com](mailto:david.curran2@anz.com) with specific incidents (and any video if available) and the Umpires Panel will respond.