

Field Umpires Handbook 2018



Strathmore
Community Bank[®] Branch

 Bendigo Bank



Contents

Purpose of the laws	5
Spirit and intention of awarding free kicks	5
EDFL umpiring game plan.....	5
1. Advantage	6
2. All clear	6
3. Blood rule	6
4. Commencement of play	7
5. Consultation	8
6. Deliberate out of bounds	8
7. Deliberate rushed behinds	9
8. Drawn matches in finals	10
9. Emergency umpire (finals only).....	11
10. End of quarters	11
11. Fifty metre penalty	12
12. High front on contact (protect the head).....	14
13. Protection of ball player – high tackles/push in the back.....	14
14. Holding the ball	14
15. Stoppages: holding the man/ pib	15
16. Forfeit and non – completion of matches (EDFL regulations).....	16
17. Kick in from behind scenarios	16
18. Marking contests.....	17
19. Marking the ball in the goal square	18
20. Misconduct.....	18
21. Prohibited contact	18
22. Recall procedure centre bounce/throw in.....	18

23.	Reports	19
24.	Restarting play from a free kick or mark from outside the field of play.....	19
25.	Rough conduct.....	20
26.	Ruck contests	21
27.	Scoring in relation to the siren	22
28.	Score / boundary throw in not observed by field umpire	23
29.	Stretcher	23
30.	Stopping play when play is near injured players	24
31.	Throw up.....	24
32.	Time given prior to calling “play on”	24
33.	Time on.....	25
34.	Umpires	25
35.	EDFL order off rule – yellow and red card	25

Purpose of the Laws

- To ensure the game of Australian Football is played in a fair manner and in a spirit of true sportsmanship.
- To prevent injuries to players participating in a match so far as this objective can reasonably be achieved in circumstances where Australian Football is a body contact sport.

Spirit and Intention of Awarding Free Kicks

It is the spirit and intention of the Laws that a Free Kick shall be awarded to:

- Ensure that a Match is played in a fair manner;
- Provide to a player who makes obtaining possession of the football their sole objective every opportunity to obtain possession;
- Protect players from sustaining injury;
- A player who executes a legal tackle which results in an opponent failing to dispose of the football in accordance with these Laws.

EDFL Umpiring Game Plan

- Protect the Ball Player
 - *Especially the Head.*
 - *Umpire to the Spirit of the Laws.*
- Take Control when Appropriate
 - *Respectful, Effective Communication.*
- Work Rate (Fitness)
 - *Prepare physically the best we can.*
 - *Position 20 to 25 m side on to contest.*
- Team Work with All Umpires
- Consistency in everything we do on and off the field.
- Positive approach and respectful of all stakeholders.
- Enjoy the Game.

1. Advantage

It is the player, and not the field umpire, who determines whether his team has advantage after a whistle is blown for a free kick infringement. The teammate “playing the ball” is the person who elects to take advantage by continuing to play on or not to take the advantage by stopping.

The play must still be continuous to allow an advantage play.

- It is important for the umpire to delay the advantage call to allow the player a chance to assess his options and hence make a decision to **stop** or to take the advantage.

Once the player has elected to take the advantage and the umpire has signalled advantage, **the ball can't be recalled under any circumstance.**

There is No advantage:

- for a Centre Square Infringement paid by a boundary umpire or for an Out of Zone Free Kick at a Centre Bounce.
- for a free paid by a non-controlling umpire.

Advantage in relation to siren

If the umpire has called advantage prior to hearing the siren, the advantage **will not be cancelled.**

2. All Clear

It is imperative that when signalling “All Clear” to the goal umpire for a goal or behind, that the field umpire clearly says “All Clear” and makes **eye contact** with the goal umpire. The signal for “All Clear” is two hands in front of your face for a goal and one hand for a behind.

The field umpire must also **be aware and observe** that the goal umpire has signalled the score before play can recommence.

There should be consultation between Umpires when any doubt in relation to scoring. Please also refer Section 5.

3. Blood Rule

Active bleeding	Passive (minor) bleeding
<p><u>Definition</u> The term “Active Bleeding” means the existence of an injury or wound, which continues to bleed</p>	<p><u>Definition</u> Minor bleeding from a graze or scratch, which has abated and can be readily removed from a Player at the first opportunity by player or trainer.</p>

<p>Action by Field Umpire Play stops when the umpire blows time on. The Field umpires shall then raise both arms and crosses them above his head. The player shall be directed to immediately leave the ground and be replaced by a teammate.</p>	<p>Action by Field Umpire Play continues and umpire instructs the player / trainer at first available opportunity for the wound to be “cleaned”. The field umpire crosses both arms in a downward direction and points to the bleeding player.</p>
<p>Play can recommence if the team has been provided with a clear opportunity to replace the bleeding player but has not done so(usually approximately 30 seconds).</p>	

A team should not be disadvantaged when a bleeding player leaves the field under this rule.

Active bleeding and shot on goal after siren

A player who has been awarded a free kick or taken a mark as the siren sounds and is actively bleeding will be allowed to take his kick **if he desires**. If the player decides not to take his kick it goes to the closest teammate.

Player refusing to go off

If a player who refuses to leave the field under the blood rule the umpire should:

- Direct the player to leave the field;
- Tell them him if they refuse you will report them;
- If they continue to refuse to leave then make a report for Misconduct for failing to follow a direction of an umpire;
- If they still refuse tell them their team will forfeit the game and liaise with Captain before implementing such action (We need to use our management skills before getting to this stage).
- End the game if they still refuse and the game will be forfeited by the offending player’s team.

Report for wiping blood on opponent

A player should be reported for Misconduct in that they smeared blood on an opponent. The player with the blood on the jumper or their body should then have time to have the blood removed or have the jumper replaced prior to the game recommencing.

4. Commencement of Play

Free kick prior to start of game.

Free kicks can be awarded at any time prior to the start of a quarter but as a **general guide it is as teams take up their position prior to the start of each quarter.**

If a free kick has been awarded, the umpire must hold the ball until such time as the siren sounds to commence play in accordance with Law 11.2.2 (c). The ball can then be handed to the player awarded the free kick.

The timekeeper will be advised to start the clock on either the disposal of the ball by the player, or once the player plays on (deviates off line) or when the umpire calls “play on.

5. Consultation

Consultation between Umpires when any doubt in relation to scoring

If any umpire has significant doubt concerning a scoring decision there needs to be consultation with all of the umpires within the immediate vicinity of the scoring line. The field umpire will control the consultation process.

- If there is real uncertainty the goal umpire should go to the lesser result.
- The goal umpire makes the final decision on the call.

Consultation between Umpires when any doubt in relation to out of bounds

If any umpire is in doubt concerning a ball being out of bounds or out of bounds on the full decision there needs to be consultation. The field umpire will control a consultation process similar to above.

- If there is uncertainty the boundary umpire should go to the lesser result. A throw in.
- The boundary umpire makes the final decision on the call when not involving a score.

Consultation between goal and boundary umpire in relation to a behind or out of bounds.

If, (after consultation) there is still no agreement as to whether the ball is out of bounds or out on the full or a behind, Law 8.2.4(b) states “the decision of the goal Umpire shall prevail”.

Consultation between Field Umpires General Play

In general play situations, blow time on when required to consult. i.e. – marking the ball (did it carry), 2 umpires simultaneously awarding different free kicks.

Marking ball in goal square

If you are unsure as to whether a player has marked the ball in the goal square (*any part of the marking player's body is in the goal square / on the line will determine that the mark is within*), do not hesitate to consult the goal umpire, as this will affect where the player will take his set shot from.

6. Deliberate Out of Bounds

Law 15.7.1 A free kick shall be awarded against a player who:
(c) kicks, handballs or forces the football over the boundary line and does not demonstrate sufficient intent to keep the ball in play;

The **only** consideration in determining deliberate out of bounds is:

- Is the Player's **SOLE INTENTION** to put the ball out of play and not keep it in play.

Only the blatantly obvious should be paid.

Below is a list of indicators that can assist our decision making process in relation to not paying DOOB:

- Has the player made a genuine skill error?
- Is the defender trying to stop a team from scoring or rushing a behind and the ball hits the post?
- Is the player kicking the ball off the ground under pressure? If so, he will not be penalised unless the kick is straight at the line or it is blatantly obvious as to his intention.
- Is the player kicking the ball up the field to teammates and comes off the side of his boot.

7. Deliberate Rushed Behind – (Rarely occurs)

15.8 FREE KICK – DELIBERATE RUSHED BEHIND

A Free Kick shall be awarded against a Player from the defending Team who intentionally Kicks, Handballs or forces the football over the attacking Team’s Goal Line or Behind Line or onto one of the attacking Team’s Goal Posts. In assessing whether a Free Kick should be awarded under this Law, the field Umpire shall give the **benefit of the doubt to the Defender**.

Players who are under immediate pressure and have not had a realistic alternative (option or time) to dispose of the ball which results in the ball being disposed or taken over the scoring line will be given the benefit of the doubt

A Free Kick awarded under this Law shall be taken at the point where the football crossed the Behind Line or directly in front in instance of where a rushed behind occurred over the goal line. In the case of the ball hitting a goal post, the free kick shall be taken from the middle of the goal line, directly in front.

<i>When to pay deliberate rushed behind:</i>
A player who has possession of the ball and is under no immediate pressure, (obviously in the clear or have no opponents in the immediate vicinity) cannot intentionally force the football over the attacking team’s scoring line.
A player who has been awarded a mark, free kick or bringing the ball back into play after a behind and “plays on” or called to “play on” is deemed to have a realistic opportunity to dispose of the ball even if he draws pressure from opposition players.
If a player <u>kicks the ball clear of hand and foot in the goal square</u> in accordance with the laws, and then handballs, kicks or rushes the ball over the scoring line, will be deemed to have deliberately rushed a behind.
If a player does not <u>kick the ball clear of hand and foot</u> in the goal square after a behind and then handballs, kicks or rushes the ball over the scoring line they will be deemed to have deliberately rushed a behind.
A defending ruckman, from a field throw up or boundary throw in, is not permitted to punch the ball over the scoring line on the full . A free kick for deliberately rushed behind will be awarded. NOTE: An attacking ruckman may knock the ball over a scoring line in this situation and a behind will be recorded as they are allowed to score for their side.

<i>When not to pay deliberate rushed behind:</i>
<i>Players not in possession of the football</i>
Players who are contesting the ball in a marking contest Players who are genuinely contesting the ball in general play Players who are preventing their opponents from gaining possession of the football Players who are preventing the opposition from scoring
<i>Players in possession of the football</i>
A Player who is under immediate pressure and has not had a realistic alternative (option / time) to dispose of the ball which results in the ball being disposed or taken over the scoring line will be given the benefit of the doubt
A Player who disposes of the ball in the vicinity of the scoring line with a teammate in the vicinity of where the ball crossed the scoring line will be given the benefit of doubt
Where a player is in possession of the football and is tackled near the scoring line, he must dispose of or attempt to dispose of the ball in complying with the laws of the game. A player will receive the benefit of doubt in this situation.
If under immediate pressure, the defender should be given the benefit to rush the behind. For the purposes of clarifying “immediate pressure”, it is considered a tackle or “genuine contest for the ball”. In these situations a player may dispose of, punch or knock the ball away from their opponents to prevent them from gaining possession of the football or from scoring.

Position of the mark

A free kick will be awarded on the scoring line crossed. In the case of the goal line being crossed, or hitting the goal post, the free kick would be brought directly in front on the goal line.

8. Drawn Matches in Finals

Playing of Additional Time

Should a tie occur in any Finals Match, the following procedure shall apply to determine the winning Club:-

- (a) the goal Umpires shall immediately consult with each other to confirm that the score of each Club is tied and if that is the case, the field Umpires shall signal to the Time Keepers that the Match is to proceed into extra time;
- (b) Teams will change ends and play 5 (five) minutes one way then immediately change ends **(No Coaches on the ground)** and play 5 (five) minutes the other way. If, after the extra ten minutes, the scores are still tied then the same procedure will be repeated until a winner is decided.

Under 11 Only – In the event of a drawn game, Coaches will be allowed 3 minutes to speak to their players prior to the commencement of the extra time. (This will be signalled by the timekeeper with the sounding of the siren).

9. Emergency Umpire (Finals Only)

If the emergency umpire is attending an on field incident, they must remove their tracksuit top (pants can stay on)

Support:

The emergency umpire's **primary role is to offer support for the umpiring team.** This may involve providing feedback to the group at breaks in order to attain best performance.

Duties to be performed through a match:

Prior to start of the game:

You need to be ready to attend any instances between opponents on the ground that requires your attention prior to the start of the game. If need be, attend the incident and show a presence and speak to the relevant players.

During the game:

Emergency field umpire may report but can't pay a free kick or send a player from the field.

While they are attending to incidents on the ground the emergency field umpire has authority to report players. An emergency umpire can't issue a send-off card. Please inform the field umpires of any report at the next end of quarter break in the game.

The field umpires will determine if a card is to be issued to any reported player.

Emergency Umpire and blood rule:

When there is a player being sent off for the blood rule, the emergency umpire must stand up and acknowledge the field umpire by signalling the blood rule back to him. Inform the club that a replacement player may enter the field of play while the injured player is being removed.

10. End of Quarters

End of quarter

"play shall come to an end when any one of the field umpires or emergency umpires hears the siren" (Law Book 10.4.2) The field umpire shall signal that they have heard the siren by blowing their whistle and raising both hands above their head.

Out on full after siren sounds

If a player has kicked the ball and the siren sounds before the ball crosses the boundary line, **no** free kick shall be awarded for out on the full as per law book. (10.4.3)

Set Shot after siren: umpire positioning with two umpires.

The Field Umpire controlling the mark at the time of the siren remains at the mark to control the protected 5m area.

The other Field Umpire will take up a position so as to monitor the players on the goal line and to adjudicate any contests that may take place on or near the goal line. This could include any free kicks or score-assists.

Set Shot after siren: umpire positioning with three umpires.

The Field Umpire controlling the mark at the time of the siren remains at the mark to control the protected 5m area. There maybe a need to communicate with the kicker re his obligations to kick over the mark.

An adjacent zone Field Umpire will take up a position so as to monitor the players on the goal line and to adjudicate any contests that may take place on or near the goal line. This could include any free kicks or score-assists.

The third Field Umpire takes up a position directly behind the kicker to ensure that the kicker does not move off their line and as such would be deemed to have played on. This umpire can assist with the score.

11. Fifty Metre Penalty

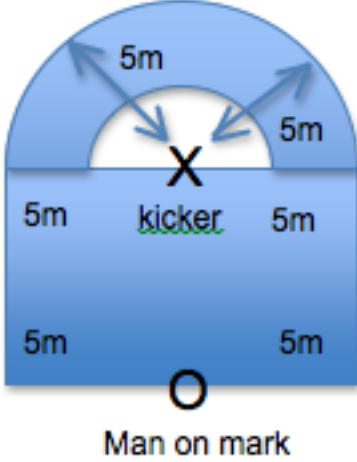
Delaying the Play

Objective

A players who has earned the ball will be given every opportunity to move it on quickly after taking a mark or being awarded a free kick.

Law 18.1 Fifty-Metre Penalty will be imposed when a player:

50 m Penalty	Application / Notes
has encroached (cribbing) the mark;	Players who delay the play by cribbing forward over the mark shall be penalised 50m. Umpires need to call back players who crib over mark once. Players must then stop and move to the mark quickly to ensure they do not delay the play. A Player blatantly goes well over the mark would result in an immediate 50m penalty.
engages in Time Wasting	A 50m will be awarded against a player who has the intent to obviously delay the play.
uses abusive, insulting, threatening or obscene language toward an umpire behaves in an abusive, insulting, threatening or obscene toward an umpire or disputes the decision of an umpire	There is zero tolerance to any type of abuse to an umpire.

enters the Protected Area	<p>The protected area is clearly distinguishable.</p>  <p>Man on mark</p> <p>Players can move sideways along the mark and outside the protected area but not into it. A player who finds himself in the protected area must immediately leave the area. <i>*Except when a player is accompanying or following within 2m of their opponent.</i> Once the protected area is set no opponent should enter until the player has disposed of the ball or the umpire has called play on. Umpire's need to be alert for players who play on quickly and should call "play on" immediately.</p>
has not returned the football directly and on the full to the Player awarded the Free Kick or Mark	Needs to be given to an opponent directly on the full. Common sense needs to be applied.
engages in any other conduct for which a Free Kick would ordinarily be awarded	A further infringement/free kick.
a Player in the contest who unreasonably holds a Player after that Player has Marked the football or who has been awarded a free kick	A player needs to immediately release a player when requested by the umpire.

Implementing a 50 Metre Penalty

In implementing a 50 metre penalty the umpire **will blow "time on"** and then keeping the players under observation move quickly and directly to the new mark. The OoZ umpire needs to keep the players under observation as well while the 50m is being implemented.

The player awarded the 50metre penalty should not be impeded in going to the amended mark. If he is, the umpire needs to control the situation but if it is excessive, he will be awarded another 50 metre penalty.

Umpires should use ground markings to assist them in measuring 50m. Any 50m penalty awarded within the forward 50 must result in a free kick directly in front of goal on the goal line.

Any subsequent infringement by the attacking team will result in the free kick being reversed at the spot where the infringement occurred.

12. High Front-On Contact (PROTECT THE HEAD)

Definition:

“Bumps or makes forceful contact to an opponent from front on when that player has their head down over the ball.”

A player can bump an opponent’s body from side on but any high contact forward of side on will be deemed as front on.

A player with his head down in anticipation of winning possession of the ball will be deemed to have his head down over the ball for the purposes of this law.

Where players are in possession, or attempting to gain possession of the football, they will be protected. A player who has his head over the ball is vulnerable to serious spinal injury and should not be bumped from the front.

A Player who has possession of the ball and then drives or ducks his head into a stationary or near stationary opponent should not be awarded a free kick for initiating the contact.

13. Protection of Ball Player – High Tackles/Push in the Back

Where a player has won or is contesting the ball at ground level, the opposition player tackling or contesting the ball must do so in a legal manner.

Umpires need to be diligent and award a free kick against any player who lies or sits on an opponent’s back, who sits on an opponent’s head or shoulders or makes **any high contact** in any other form.

Protect the ball player especially his head.

14. Holding the Ball

Legal Tackle

The umpire’s first objective is to **protect the player** who makes the ball his sole objective. A player must be **legally tackled** before the umpire can consider whether the player with the ball is holding it.

No Prior opportunity, genuine attempt	Prior opportunity	Diving on the ball
When a player has had no prior opportunity to dispose of the ball they must be given a reasonable opportunity to	Where a player has possession of the football and has had a prior opportunity to dispose and is	Players who dive on the ball or elect to drag the ball under their body, if tackled correctly, must immediately

dispose of the ball when tackled legally. In this situation a genuine attempt to kick or handball is acceptable.	legally tackled, he must immediately and successfully kick or handball the ball.	knock the ball clear or legally dispose of the ball. Failure to do so will result in a free kick. The onus is on the player who dives on or drags the ball in to successfully hit it clear.
It is important to hold the whistle in these circumstances to give the player an opportunity to dispose of the ball or attempt to do so.	A free kick shall be awarded to the tackler under these circumstances. An attempt to kick or handball in this instance is not acceptable and a free kick will be awarded to the tackler.	Again the tackle must be legal and the tackler cannot lie or sit on an opponent's back, head or shoulders or make any high contact in any other form.
If there is no legal disposal or genuine attempt, umpires will award a free kick against this player (eg drops, throws or places ball on the ground).	A drop kick is NOT considered legal disposal and a free kick will be awarded to the tackler.	
A bounce will occur when the ball is pinned to the player or ground and the player is making a genuine attempt to dispose of the ball.		
Players who take the ball out of the ruck following a contestable bounce or boundary throw in are deemed to have had a prior opportunity and they will be penalised if they do not immediately and legally dispose of the ball when tackled. A poor bounce or throw in should either be recalled or called "play on" which negates the prior opportunity section of the law. A player not contesting the ruck but gains possession from a bounce or boundary throw in without the ball being touched is not deemed to have prior opportunity in this circumstance.		

15. Stoppages: Holding the Man/ PIB

All players have a right to attack the ball on their merits. The non-controlling Umpires need to focus on holding and PIB at stoppages

A player will be penalised for holding a player not in possession if they:

- Firmly hold the uniform of an opponent. The umpire needs to see more than a momentary flag of the uniform.
- Put one or two arms around an opponent stopping them from moving to the contest
- Holds any part of an opponent's body, generally the arm.

A player will be penalised for PIB at a stoppage.

Out of zone umpires need to adjust their position so they can adjudicate these decisions at stoppages. Umpires need to hold their vision on players as these decisions can often occur just after the ruck contest.

16. Forfeit and Non – Completion of Matches (EDFL Regulations)

- An Affiliated Club not fielding at least 14 players 20 minutes after the Scheduled starting time of the match shall forfeit the match. If, during the Course of a match a team is reduced to less than 14 players the match shall be forfeited and the Team Sheets shall immediately be signed on the ground in the presence of the field umpire and forwarded in the usual manner to the General Manager. An Affiliated Club forfeiting the match shall pay all umpires fees in full.
- In the event of an Affiliated Club commencing a game without eighteen Players, any additional players entitled to play may take the field, after the captain of the relevant Affiliated Club has notified the field umpire of such intention. A player who has not signed the Team Sheet shall not be permitted to participate in a match after the Team Sheet has been lodged with the field umpire.

17. Kick in from Behind Scenarios

Bringing the ball back into play after a behind

Time commences from when the goal umpire completes his signal for the score. The Umpire will whistle the player up after 8 – 10 seconds and then tell the player to “move on” followed by “play on”.

The above sequence will continue to run even if the player who initially prepares to kick out is replaced by a teammate. Common sense need to be applied in this situation.

Situation	Result
If a player kicks the ball back into play in accordance with the laws. (clear of hand and foot within the goal square)	Play on.
A player kicks the ball clear of hand and foot in the goal square, which is in accordance with the laws, and then handballs, kicks or rushes the ball over the scoring line.	Deliberate rushed behind. Free kick to be awarded at the centre of the goal line.
A player doesn't kick the ball clear of hand and foot in the goal square, but then handballs or rushes the ball over the scoring line.	Deliberate rushed behind. Free kick to be awarded at the centre of the goal line.
Player goes out of goal square without kicking ball clear of hand or foot.	Ball up at top and in the centre of goal square.
Player is called to “play on” by umpire and does not kick the ball into play and then is legally tackled and does not dispose of ball legally.	Holding the ball
Player is called to “play on” by umpire and	Ball up at top and in the centre of goal

handballs ball when legally tackled.	square.
Player is called “play on” by umpire and kicks ball within goal square when legally tackled.	Play on
Player slips out of the goal square and doesn't kick the ball.	Ball up at top of goal square

An opponent cannot interfere with the quick kick in after a behind if still in the protected area. A player must be passive leaving the goal square and the 5 metre protected area. A 50-metre penalty will be applied if an opponent interferes with the kick in.

18. Marking Contests

“The player whose sole objective is to contest a mark shall be permitted to do so”

Free Kicks in Marking Contests

Guide for the umpire is that a player is not looking at the ball in the marking contest but at his opponent' may make prohibited contact resulting in a free kick.

Free Kick

- Push – double action push out (back, side, chest) Extending arms- moves opponent out of the contest.
- Bumps an opponent who is in the act of marking or attempting to mark the football and puts his opponent out of the contest (double action).
- Blocks an opponent preventing him from contesting the ball.
- Front on contact - eyes on the opponent and makes contact not watching ball. This is considered a block.
- Holds – both arms around body holding / clear hold of the jumper / hold of arm.
- Chop of the arm – Attempt to spoil is unrealistic and not near the ball and making contact with the arms / biceps.
- Early leap – leaps for the ball in an unrealistic manner and does not make contact with the ball, **but in doing so makes contact with opposition player**
- High contact (arm around neck)

It is important to note that players can make or jostle for position using body on body.

Considerations for no free kick / Play on

- Incidental contact to the arm – closer to the ball the contact is made, the more realistic the spoil and hence “play on” will result.
- Players can make or jostle for position using body on body.
- Watching an opponent and then realistically going the ball is permissible.
- A player may make contact with another player if such contact is incidental to a marking contest and the player is legitimately marking or attempting to mark or spoil the ball.

19. Marking the Ball in the Goal Square

The player is deemed to have marked the ball in the goal square if the ball is controlled **within or on** the goal square line. Give the marking player the benefit of any doubt.

If you are unsure as to whether a player has marked the ball in the goal square, do not hesitate to consult the goal umpire whether the ball was marked in / on or outside of the goal square, as this will affect where the player will take his set shot from either directly in front if marked in the square, or on an angle if outside. Any part of the body deemed within or on the goal square is considered in.

20. Misconduct

Free kick for misconduct

The umpire should **manage situations** prior to the act of misconduct by having a physical presence to quell a situation if possible. Therefore, misconduct free kicks should rarely be paid. Generally a free kick for misconduct **would also result in the player being reported.**

Examples

- Spitting
- Biting
- Eye gouging
- Head Butting

21. Prohibited Contact

Prohibited contact is not in the spirit of the game.

Prohibited Contact and Paying a Free Kick

A field umpire or emergency umpire (Also refer **Emergency Umpire**) shall award a Free Kick against a Player where they are satisfied that the Player has made Prohibited Contact with an opposition Player.

Some players are continually or forcefully bumping, pushing or striking their opponent (often in the back) when the ball is further than 5 metres away and in some cases when the ball is more than 100 metres away.

All umpires will closely monitor this practice and award free kicks against players who continually or forcefully bump, push or strike their opponent.

22. Recall Procedure Throw Up/Throw In

Recall Centre Throw up

An umpire will recall a centre throw up – that is unable to be contested by one ruckman and generally lands outside the outer circle.

Recall Field Throw up

An umpire will recall a throw when the ball can't be contested by players. The field umpire will call play on when a ball drifts off line and then it can be contested by any player.

Umpires are instructed to throw the ball approximately 6 - 7m.

Recall Boundary Throw-in

A field umpire will recall a boundary throw in when in their opinion it is extremely short, low or wide which has prevented players from either side from being able to contest that throw in. An off line throw in should be called play on and then any player from either team can contest the ball.

23. Reports

- Umpires are expected to make reports on any reportable incident they observe during a match.

Boundary, Goal and Emergency Umpire Report

Before the commencement of the next quarter a field umpire must go with the reporting boundary, goal or emergency umpire to the offending player and the player offended against and the reporting umpire must notify them of the report. It is important that the reporting emergency, boundary or goal umpire notifies the players of the report, not the field umpire. If either of the players involved in the incident are not on the ground at the time, then notification should be given to that team's captain or acting captain.

If the report is in the last quarter and there is no chance to notify the player or captain then the team official will be notified when they collect the paperwork after the match.

24. Restarting Play from a Free Kick or Mark from Outside the Field of Play

Disposal by a defending player — goal line and behind line

Players who take a mark or are awarded a free kick and move behind the scoring line must bring the ball back into play through the same opening they initially crossed.

Failure to do this will result in a behind to the opposition.

Disposal by a defending player — boundary line

If a player plays on from beyond the boundary line and runs through the scoring line to bring the ball back into play a BTI will result.

Disposal — from out of bounds

Players who take a mark or are awarded a free kick and move beyond the boundary line are allowed to dispose of the ball as long as the player moves in one direction.

If a player taking his kick from outside the boundary line fails to bring the football into play or attempts to play on outside the boundary line the ball shall be deemed to be out of bounds.

Called to play on

If the player is called to play on while outside the field of play they may still dispose of the ball in accordance with the Laws of the Game.

- If tackled legally beyond the scoring line then a point will result.
- If tackled legally beyond the boundary line then a throw in will result.

Disposal from beyond the scoring line that hits a scoring post.

If the defending player, in disposing the football, (kick or handball) hits either the goal or behind post, the player shall be given the football again to recommence play (16.4 d)

Disposal from beyond the boundary line that hits a scoring post.

A throw in will result

25. Rough Conduct

Rough Conduct, Prohibited Conduct and Charging can be similar types of acts and are free kicks and possible reports.

Laws Applicable

15.4.5 Prohibited Contact and Paying a Free Kick.

(k) engaging in rough conduct against an opponent which in the circumstances is unreasonable;

Players who are in vulnerable positions and not expecting contact must be protected.

- **Standing the Mark**

A player who is standing on the mark can be shepherded in accordance with the laws after the field umpire has called play-on but will result in a free kick if they use excessive or unreasonable force.

- **Slinging / driving opponent into the ground**

Player's when tackling should not sling or drive their opponents into the ground. Doing so will be deemed to be rough conduct and will result in a free kick and possibly a report.

Guides:

- Players when tackling must not lift opponents above horizontal.
- Tackle that forces an opposition player head first towards the ground. This is dangerous and has the potential to cause serious injury.
- unreasonable or unnecessary force, the tackler must show a duty of care

- **Sliding into contests**

A free kick for rough conduct will be paid against a player who slides into an opponent feet or knees first and makes any type of contact with an opposition player.

- **Contact below the knees**

The spirit of this law is to encourage players to remain on their feet when contesting the ball or attempting to take possession of the ball.

A free kick shall be paid against a player who contacts an opponent below the knees **with force. (A dangerous action)**

Free kick will not be paid when:

- When a player is genuinely attempting to mark the ball and in doing so, makes contact to an opponent below the knees.
- When a player is already on the ground and makes contact below the knees of an opponent in a genuine effort (reaches out) to contest the ball.
- When players are competing for the ball in a genuine contest and are moving in the same direction and considered to be "shoulder to shoulder."
- Where a player is pushed, bumped or tackled to the ground and makes contact to the knees of an opponent.
- When a player smothers, or attempts to smother an opponents kick (including kicking off the ground) when contact is made with hands or arms.

26. Ruck Contests

"The player whose sole objective is to contest the ruck shall be permitted to do so"

Ruckmen are to be separated by at least 1m prior to the ball leaving the umpires hands. This is to ensure that the ruckmen's objective is to play the ball and not the man.

A free kick will be awarded against a ruckmen who makes contact prior to the release of the ball by an umpire.

The umpire will call for nomination if there is uncertainty over who is the designated ruckman. If a team fails to nominate a ruckman in this situation, the umpire will award a free kick for failing to follow the umpire's direction

New Law Free Kicks –15.5 Relating to Rucks

The field umpire shall award a free kick against a player where the Player:

- (a) ***Who is not the designated Ruck contests a throw up or boundary throw in;***

Implementation U19, Reserve, Thirds, Woman's and Seniors

- The field umpire will call for nomination of the designated ruckman. If a team fails to nominate a ruckman on the second request, the umpire will award a free kick for time wasting.
- The field umpire will call play on for any off-line boundary throw in or field throw up and the ball can then be contested by any player from either team.
- A boundary throw in or a field throw up which cannot be contested, shall be recalled.

Implementation U11 to U17 Junior

- The field umpire will call for nomination of the designated ruckman. If a team fails to nominate a ruckman on the second request, the umpire will nominate a player to contest the Ruck.

- The field umpire will call play on for any off-line boundary throw in or field throw up and the ball can then be contested by any player from either team.
- A boundary throw in or a field throw up which cannot be contested, shall be recalled.

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

- (b) Unduly pushes, bumps, holds or blocks an opposition Player who is Ruck contesting a throw up by a field Umpire or boundary throw in by the boundary umpire or
- (c) Who is contesting the football as the Ruck at the throw up or boundary throw in makes contact with the opposition Ruck prior to the football leaving the field or boundary Umpire's hand.

Free Kick

- Straight arms – block – preventing opponent contesting the ball
- Early leap, make contact with opponent, then land on the ground, then hit the ball
- Cross the line – go past the flight of ball– then make contact
- Eyes on opponent and make contact not watching ball
- Obvious or unduly pushes, bumps, blocks or holds
- Cross the line before ball is thrown up
- Straight leg or foot out – block

27. Scoring in Relation to the Siren

Player rushing ball through separate act

If a player takes possession of the ball immediately after the siren sounds and prior to the ball passing over a scoring line, then the player elects to step over a scoring line, the all clear will **NOT** be given for a behind as this is deemed a separate act of play.

Shot after siren or ball in transit

Field Umpire controlling the mark at the time of the siren remains at the mark to control the protected 5m area.

An adjacent zone Field Umpire will take up a position so as to monitor the players on the goal line and to adjudicate any contests that may take place on or near the goal line. This could include any free kicks or score-assists.

The third Field Umpire takes up a position directly behind the kicker to ensure that the kicker moves directly in line and kicks over the mark. Any deliberate movement other than this will result in no score.

Circumstance	Result
Defender punches the ball through for a score even though the siren has sounded	Behind

Ball comes off the hands of the pack and goes over the scoring line	Behind
Ball is assisted through by a “forward”	No score
Ball touches any player below the knee while in transit.	No score (deemed a kick)
Free Kick awarded beyond the scoring line	<ul style="list-style-type: none"> • to a defender = no score • to an attacker = may accept score or take fk at point on scoring line where ball crossed or where kick originally came from, whatever greatest advantage.

28. Score / boundary throw in not observed by Field Umpire

Score / out of bounds not Observed by Field Umpire

Goal umpires are instructed to run out to the field umpire when the field umpire does not observe that the ball had crossed the scoring line.

The score stands (*a free kick which occurs in the mean time is cancelled*), and the ALL CLEAR is given and the play is restarted as per the normal method after a behind or goal.

Out Of Bounds Signal not Observed by Field Umpire

Where the field umpire has failed to notice a boundary umpire’s signal that the football has gone Out of Bounds or Out of Bounds on the Full, the following shall apply:

- the boundary umpire shall continue signalling and run to the field umpire until they are noticed by the field Umpire;
- upon noticing the boundary Umpire’s signal, the field umpire shall stop play and direct that the football be taken to where it crossed the Boundary Line, at which point the football shall be thrown in by the boundary umpire or kicked back into play, as the case may be.
- This provision does not apply if a Free Kick or Fifty-Metre Penalty is awarded before the field Umpire notices the boundary umpire’s signal; this Law applies even if a Goal or Behind is scored before the field umpire notices the boundary umpire’s signal. In such instances, the field Umpire shall direct the goal umpire to annul the score.

29. Stretcher

Stop Play

Stop the game when advised or as soon as you notice the stretcher is on the ground. Player safety is most important in this situation.

Restart of play following a stretcher on the ground

If one team has possession when play is stopped for a stretcher to enter the field, that same team will retain possession of the ball when play is restarted.

If the ball is in dispute, is out of bounds, or where a goal or behind has been registered before play was stopped, it will continue to be restarted with a bounce, throw in, centre bounce or kick in (whichever restart is relevant to that situation).

Stretcher called, but not Used

If the Player is assessed by a Club Medical Officer or Club trainer as being capable of leaving the Arena without the aid of a Stretcher, then the Player must do so via the interchange gates.

Player Not to Resume

A Player for whom a Stretcher is called, (even if he does not leave the ground on the Stretcher), shall not resume playing for a period of 20 minutes of play (including time on but excluding the quarter-time, half-time and three quarter time breaks) from the time when the Player left the ground. If they do re-enter the field prior to the 20 minutes, this is a breach and a free kick would be awarded. The player also needs to be sent from the field for his 20 minutes to elapse.

30. Stopping play when play is near injured players

In instances where a player is clearly injured and attended to by trainers, you are to stop play to ensure the safety of the player when the ball approaches them. You are to apply the guidelines as per stretcher rule above to restart.

31. Throw Up

Umpires are instructed to throw the ball up approximately 6 - 7m.

EDFL are to throw the ball up and not bounce.

32. Time Given Prior to Calling "Play ON"

General Play 5 - 6 Seconds

When a player takes a mark or free kick, the field umpire will

- blow the whistle after 4 to 5 seconds and say "move it on."
- call "play on" after 6 to 7 seconds.

Kick In From a Behind 8 - 10 Seconds (after signal has been given)

When a player is kicking in after a behind, the field umpire will

- blow his whistle after 8 to 10 seconds and say "move it on"
- call "play on."

The ball must still be brought into play with a kick in accordance with the laws. Failure to do so will result in the ball being bounced. A team can change the player to kick the ball in; however, the above process will continue to apply.

Note the full back must kick the ball clear of hand and foot and from within the square before they can play on.

Player Kicking for Goal – Completing set shot by 30 seconds.

- If player has not commenced moving in at 15 sec – advise player “15 seconds gone” (no whistle)
- If player still not commenced at 20 sec – whistle player up.
- The player must be in the act of completing his set shot at goal by 30 seconds, or the umpire will call play on.

33. Time on

Umpires need to indicate “time on” where appropriate (eg crossing arms for a field bounce, signalling any delay in play). “Time off” needs to be signalled at all times to the timekeepers where appropriate.

34. Umpires

Umpire Abuse

The EDFL wants field umpires to enforce a zero tolerance approach to umpire abuse by players and officials on the ground.

Approaches to Umpires

- (a) No person shall approach or talk to an Umpire during the quarter time, half time or three quarter time interval or when the Umpires are entering or leaving the Arena. (Except an EDFL Umpires Coach or EDFL Official/Board Member and the umpires escort.)
- (b) Any team address shall be given outside the centre square.

Officials Interfering with Umpire or Play

A free kick shall be awarded against any club official including runners and trainers that interfere with play or the umpire in performing their duty.

35. EDFL Order Off Rule – Blue, Yellow and Red Card

Order Off Rule

Red, Yellow and Blue Card

Red Card

Where a Field Umpire has reported a player for a breach of the laws of Australian Football that player shall, where the reporting umpire considers the player’s conduct is of such a serious nature that the player should not participate any further in the game :

- (i) be shown a Red Card;
- (ii) leave the playing surface immediately; and
- (iii) not be eligible to participate in the match for the remainder of that match.

- **The player can be replaced immediately.**

Red Card is used for a reportable incident that would go directly to the tribunal and the reported player would not be offered a set penalty. Refer Umpire Report Sheet.

Yellow Card

Where a Field Umpire has reported a player for a breach of the laws of Australian Football that would entitle the player to take a set penalty, that player shall/may:

- (i) be shown a Yellow Card;
- (ii) leave the playing surface immediately; and
- (iii) not be eligible to return to the playing surface until 15 minutes playing time (not including any breaks that might occur) has elapsed from the time the player left the playing surface following the report/Yellow Card.

- **The player can be replaced immediately.**

Yellow Card is for reports which the player would be offered a set penalty.

Blue Card (Cooling Off No Report)

Where a Field Umpire considers that a player is behaving in an unduly aggressive and unruly manner or in any manner that would bring the game into disrepute, that player may:

- (i) be shown a Blue Card;
- (ii) leave the playing surface immediately; and
- (iii) not be eligible to return to the playing surface until 15 minutes playing time (not including any breaks that might occur) has elapsed from the time the player left the playing surface following the Blue Card.

- **The player can be replaced immediately.**

In each of the above circumstances, the player shown the Red, Yellow or Blue Card, as the case maybe, may be replaced immediately.

Issuing a Send Off Card

Where a Field Umpire proposes to issue a Red, Yellow or Blue Card to a player the Umpire shall:

- A. Show the player Red, Yellow or Blue Card as applicable by holding the Card above the umpire's head for a period of five (5) seconds;
- B. Inform the player that the player is to leave the field immediately;
- C. Hold the applicable Card aloft above the umpire's head for a further period of five (5) seconds in the direction/s of both the interchange bench of the team of the player who has been shown the card and in the direction of the timekeepers.

Ensure the player(s) that have been shown a Blue, Yellow or Red card have left the playing surface before recommencing play.

The timekeepers of the match shall determine when the 15 minute time period has elapsed.

Two Yellow Cards in a Game

A player who has been shown a Yellow Card on two separate occasions in the same match by the Field Umpire/Umpires must be ordered to leave the playing surface and shall remain off for the remainder of the game but such player can be replaced by the player's Club with another player immediately.