



Rule Changes and Interpretations for 2019

Traditional Starting Positions at a Centre Throw Up

Implementation of a traditional set up at centre throw ups. Both Clubs must now have players inside both 50 metre arcs, with one player required to be inside the goal square. 18 per side = 6/6/6 (6 forwards/ 6 centres (max 4 in centre square)/ 6 backs)

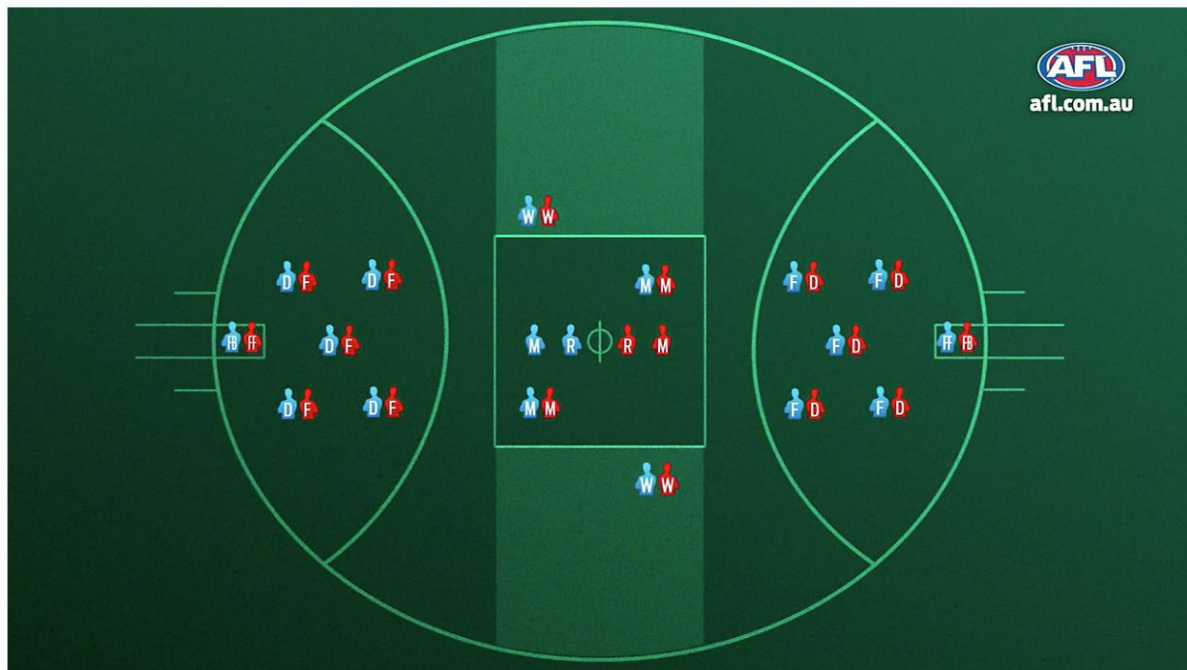
Teams with less than 18 may position their players in any zone with no more than 6 in a zone, with one player from each team required to be inside the goal square at both ends.

Penalty for Infringement

Each team will be given **one** warning with players allowed to return to the correct zone. (Warning applies only in the first three quarters but does not apply in the last quarter. Season 2019)

The penalty for non-compliance shall be a free kick to the opposing ruck, with the free kick being awarded at the top of their forward line goal square.

Any Player(s) who deliberately breaks the starting position line prior to ball leaving the umpire's hands at a centre throw up, will be penalised with a free kick being awarded as above.



Questions

1. How much time do the players have to set up in starting positions after goal? Teams to set up while the ball is being returned to the centre.
2. What if a player(s) is not in correct starting position prior to umpire being ready to commence centre throw up? A team will be given **one** warning with players allowed to return to the correct zone. (Warning applies only in the first three quarters but does not apply in the last quarter. Season 2019)
3. What happens if a team does not get to the correct starting position on 2nd or further occasions? The penalty for non-compliance shall be a free kick to the opposing ruck, with the free kick being awarded at the top of their forward line goal square.
4. How many warnings will a team receive before a free kick is paid? Each team is entitled to one warning per game (which will be made clear to the team captain where possible or ruckman).
5. What if multiple players from both teams are out of position, when the umpire is ready? e.g. in the case of a melee. The umpire will determine to either start the game with no penalty or wait for players to be in correct position. The umpire will determine what is appropriate in the situation.
6. Can a team start with more than one player in the goal square? Yes, the attacking team may position multiple players in the goal square. However, the defensive team does not have to match any more than one.
7. What happens if a player pushes an opposition player into another zone? A free kick can be paid against the player who initiates the pushing. The free kick to the opposing ruck, with the free kick being awarded at the top of their forward line goal square
8. Why a free kick at the top of goal square? So, teams comply with the spirit of the laws.
9. Can a team interchange after a goal? Yes, but it must be completed with players in their zones to comply with the law prior to the umpire being ready to throw the ball up to recommence play.

Bring the Ball Back into Play Following a Behind

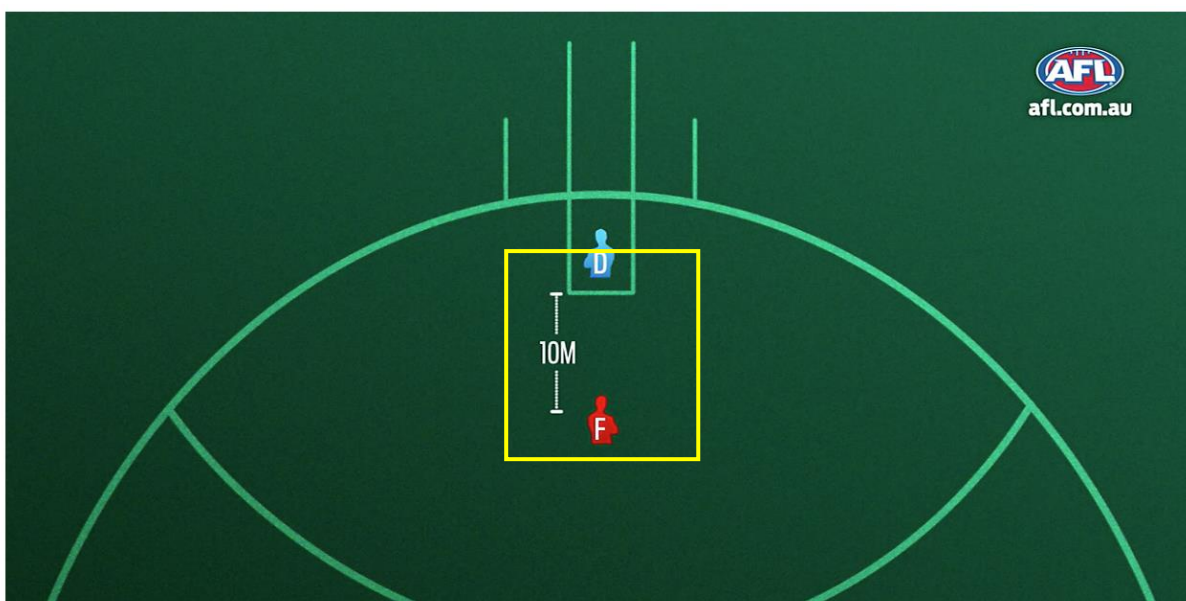
For a kick-in from a behind, a player will no longer need to kick the ball to them self to play on out of the goal square. Play-on is called when the defending player crosses any of the goal square lines.

Additionally, following a behind, the player on the mark will be positioned at least 10 metres from the top of the goal square (currently 5 metres).

- The player bringing the ball back into play must be within the goal square prior to recommencing play. Must start with both feet in the goal square (The umpire will reset if this does not occur)
- All players must make an effort to leave the protected area after a behind is scored.
- A player can bring the ball back into play from within the goal square by a legal disposal, a kick or handball from within the square or run out of the square.

Questions

1. How quickly can the player kick the ball in? As soon as the goal umpire has signalled, the player can bring the ball back in to play as above.
2. Must the kicker start in the goal square? Yes, the player must initially start with both feet in the goal square with the ball in their possession.
3. Can a player handball from within the goal square? Yes.
4. How far can the kicker run with the football? 15 metres from where they exit the goal square, before having to dispose or bounce the ball.
5. The protected area for kick ins? The protected area is 19.2 x 19m (from point post to point post out to the player on the mark. See diagram below).
6. Will a free kick remain for a kick in that goes out of bounds without being touched by any player? No, unless the umpire determines that the ball was deliberately kicked out of play.
7. What is the penalty for an infringement by the player on the mark, an opposition player in protected area or by a player prior to kick in? A 50-metre penalty would be implemented by advancing the mark by 50m to 69 metres from the goal line.
8. What happens if a player changes direction within the goal square prior to the umpires call of play on? This is not play on.
9. What happens if a player accidentally fumbles or drops the ball which goes out of the goal square? The umpire will call play on.



Marks / Free Kicks to Defenders Close to Goals:

For all defenders who take a mark or gain a free kick within 9 metres of the goal line, the player on the mark for the attacking team will be brought back in line with the top of the goal square.

The player standing the mark must be positioned 9m from the goal line (the top of the goal square used as a reference).

The line of the mark will come directly up the ground until in line with the kick off line.

Questions

1. Why has the rule changed for a mark or free kick deep in defensive 50? To provide the player in possession with more space to move and a greater opportunity to kick the ball more effectively off multiple steps. It also opens up other areas of the ground.
2. Do the normal Player on the Mark rules apply? Yes.

Runners and Water Carriers

Runners

Runners are still permitted to enter the playing surface during play however must keep clear of play and vacate the playing surface immediately after their duty is complete. A free kick will be awarded if runners are not clear of play or remain on the ground unnecessarily.

Water Persons

Water Persons must carry out their duties in accordance with EDFL By Laws. They are only allowed to enter the field of play after a goal is scored. A free kick will be awarded if Water Persons are not clear of play or remain on the ground unnecessarily.

Umpire Contact

Players will be prohibited from setting up behind the Umpire at each centre and field throw up. A free kick will be awarded against any player making contact with the umpire if an umpire can clearly see which player made or instigated the umpire contact.

Free kicks may also be paid by a non-controlling field umpire.

Questions

1. Could umpires alert players which way they will exit after the ball up? Yes, Umpires will clearly signal which side of the circle they intend to exit, ensuring they engage with players in the vicinity.
2. What if a player is pushed into the umpire's path? The player that pushes an opponent into the umpire's path would have a free kick awarded against them, if seen.

50-Metre Penalty

Stricter on the infringing team who is attempting to delay the game by not allowing the player with the ball to advance to the amended mark by 50 metres.

In addition, the player awarded the 50-metre penalty may elect to play on immediately in which case the umpire will call play on. If the player does not play on immediately then the umpire will signal time on and the mark will be advanced 50 metres.

Any player can stand the mark if they do not interfere with the player receiving the 50m penalty. If the player who is awarded the 50-metre penalty is interfered with while advancing the mark a further 50 metre penalty will be awarded.

This is consistent with the existing practice where an EDFL umpire has to ensure effective management of the game and player safety.

Questions

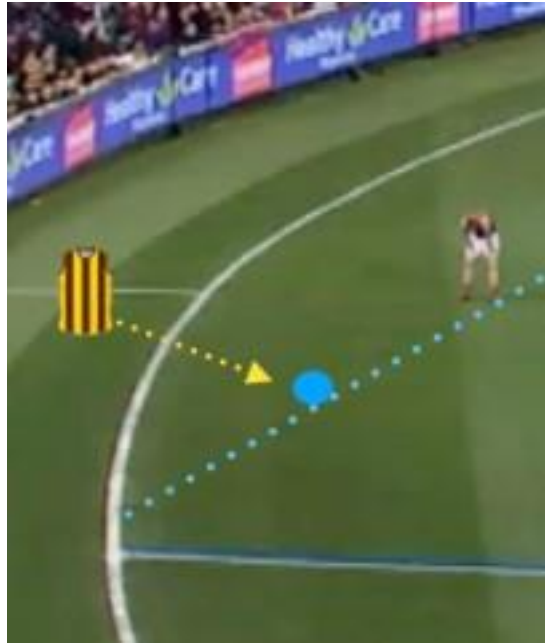
1. Why has this interpretation changed? To provide more options and protection for the attacking player who has been infringed against, prior to and during the advancement of the 50-metre penalty.
2. When does the attacking player in receipt of the 50m penalty, get called to play on? The infringed player will be called to play on if they clearly deviate off the line of the mark prior to the umpire blowing time on and advancing the mark.
3. If the player elects to play on who can tackle the player? Once the umpire has called "play on" any opposition player can tackle.

Kicking for Goal post-siren – Centre of Goal Line

Once play has ended a player who has been awarded a mark or free kick will now be able to kick across their body using a snap or check-side kick.

The player shall dispose of the ball directly in line with the player on the mark and the goal.





Player can initially be set up off his line but must kick the ball in line with the mark and goal.

Questions

1. Does the player have to stay on the line of the mark for their shot at goal?
No, the player will be allowed to go to their preferred side, enabling them to choose whichever type of kick they prefer.
2. Does the player have to kick over the line of the mark? Yes, the player must kick the ball over the line of the mark.
3. What if the player goes past the line of the mark before taking the kick for goal?
The umpire will call “play on” and the shot at goal will not count (game over).
4. What can the defensive team do in this situation? Ensure player on the mark doesn't overstep. Ensure players are outside protected area and don't infringe. (A 50-metre penalty can still be applied)

Ruck Contests – Prior Opportunity

A ruck who takes possession of the ball while contesting a ball up or boundary throw in will not be regarded as having had prior opportunity. The current holding the ball rule will apply in this situation and the ruck must make a genuine attempt to dispose of the ball if tackled.

Where there is uncertainty over who is the designated ruck, the ruck for each team will continue to nominate to the field Umpire.

If a team is requested to nominate a ruck by the umpire, the team must do so, or a free kick will be awarded.

Marking Contest

EDFL have not played 'Hands in the Back' rule interpretation. No change for season 2019.

In the Marking Contest, a player can protect space, stop a player from coming back on them by putting their hands in the opponents back.

Free kicks will be paid for pushes, bumps, blocks, holds or deliberate interference with the arms of an opposition player in marking contests.



Blue Card

Introduction into Senior Football

Blue Cards can be issued by field umpires in all grades of EDFL football in season 2019.

The EDFL Bylaw Section 20 ORDER OFF RULE is in place for Blue Cards to be issued in senior football:

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 carded player can be replaced immediately.**