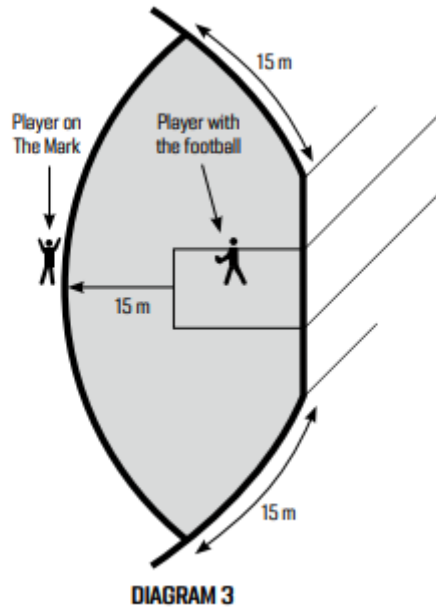


# EDFL Rules Cheat Sheet

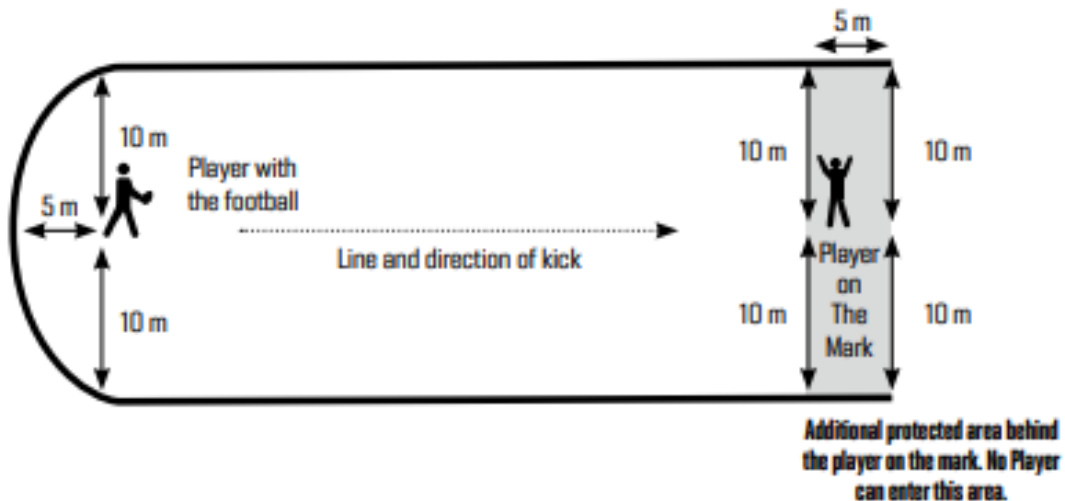
- **Location of The Mark at Kick Ins**

The Mark shall be set at 15 metres from the centre of the Kick-Off Line towards the centre of the ground at Kick Ins. This was previously set at 10 metres. When the player on the mark is 15m away they can move laterally.



Protected area is the same as a protected area around the ground where the umpire will aim to clear the area and a defender is allowed to go in the area as long as they are within 2m of their opponent.

- **Player Standing The Mark**



- The protected area will be extended by 5m behind the player on the mark as shown in the diagram above. No attacking players can be in this area (i.e., shepherding is not allowed). Protected area is the same as previous years where the player can follow within 2m.
- If a player from the defensive team is in this area (the grey area on the diagram) and they are told to stand by the umpire, then they cannot move except jumping up and down on the spot. This player cannot be swapped once stand has been called.
- This player must then remain in the same spot until the umpire calls play on.