

RULE AND INTERPRETATION CHANGES

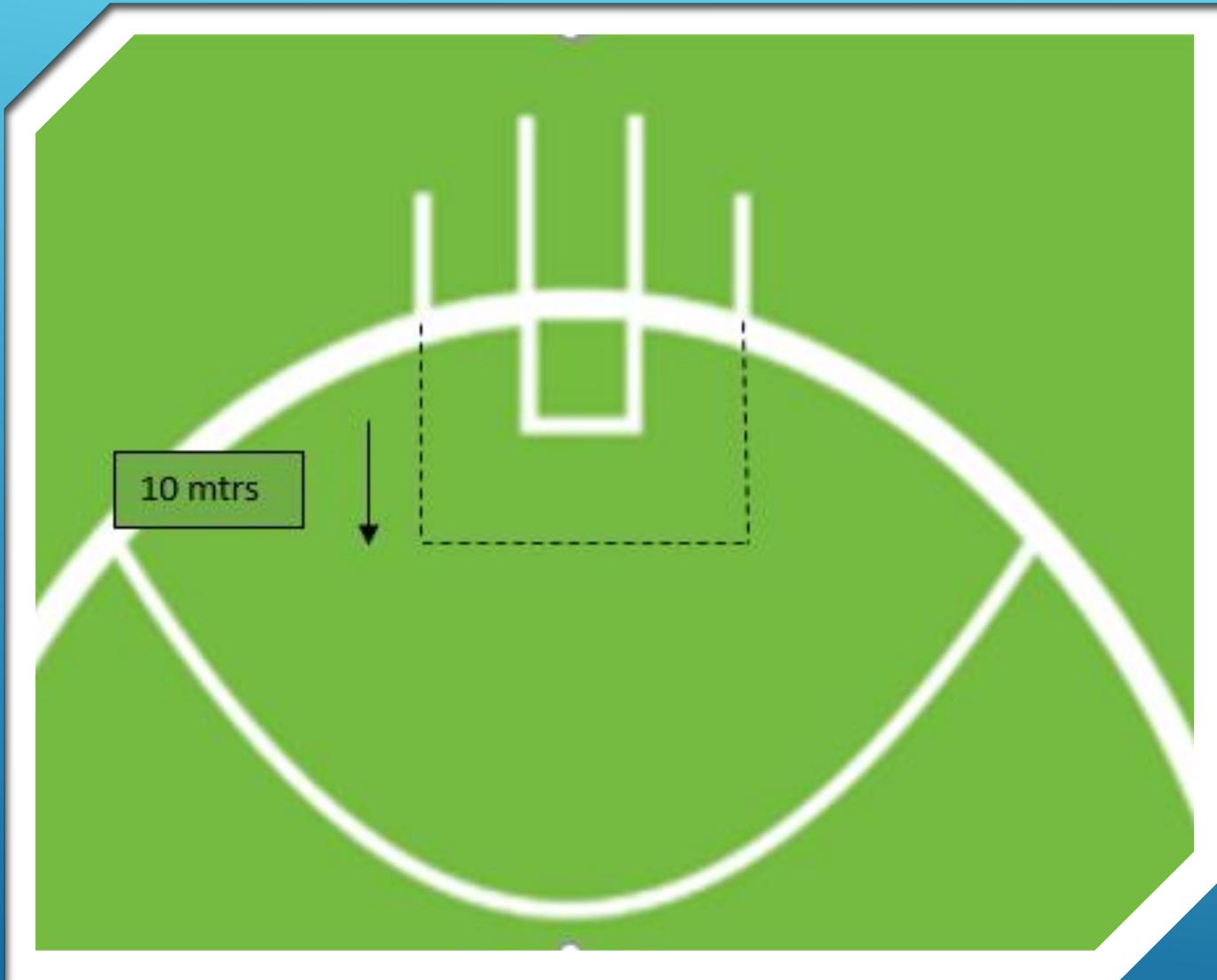
We will be revising the rule and interpretation changes of 2019. There were no changes made in 2020

- ▶ For kick ins from a behind, a player will no longer need to kick to himself to play on out of the goal square
- ▶ Following a behind, the man on the mark is to be positioned 10 mtrs from the top of the goal square

KICK INS

- ▶ The protected area is 19m X 19m (from point post to point post out to the player on the mark).
- ▶ Opposition players must make every attempt/effort to vacate the protected area

PROTECTED AREA FOR KICK INS



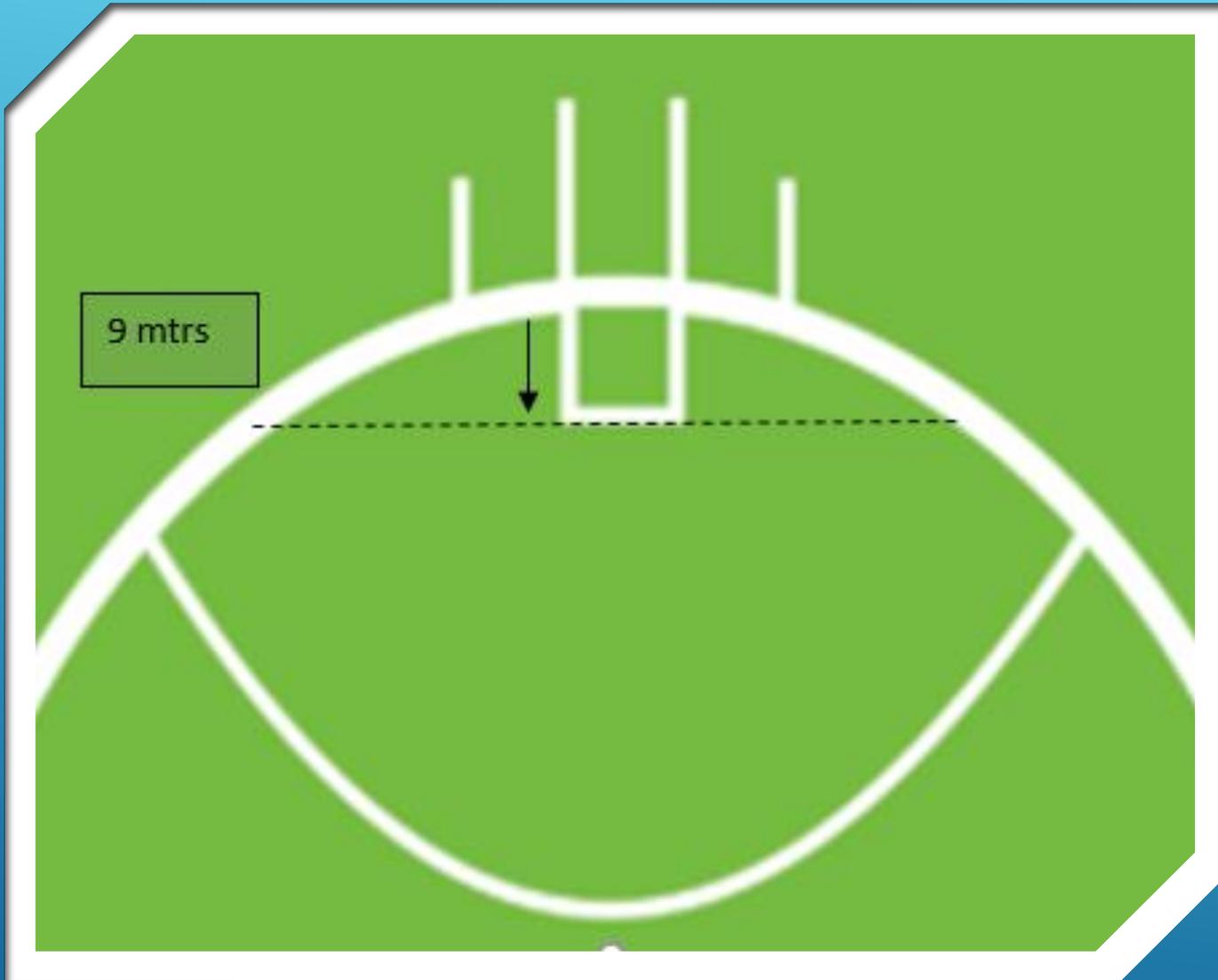
PROTECTED
AREA

- ▶ How quickly can the player kick the ball in? as soon as the goal umpire has signalled, the player is free to kick the ball in
- ▶ Can a player handball from within the goal square? No, the player must kick the ball back into play, however once the umpire calls “play on” the player may handball (from the goal square)
- ▶ Will a free kick remain for a kick in that goes out of bounds without being touched by any other player? No, the umpire will only award a free kick if the player doesn't demonstrate sufficient intent to keep the ball in play

FAQ'S

- ▶ For all defenders who take a mark or gain a free kick within 9 mtrs of their own goal, the man on the mark from the attacking team will be brought in line with the top of the goal square
- ▶ This will provide the player in possession with an opportunity to kick the ball more effectively off multiple steps. It also opens up other areas of the ground
- ▶ The player who takes the mark can play on at their discretion
- ▶ Any mark or free kick deep in the 50, you will move the mark in line, adjacent to the top of the goal square

MARKS/FREE KICKS DEEP INSIDE DEFENSIVE 50



MARKS/FREE
KICKS- DEEP
INSIDE
DEFENSIVE 50

- ▶ 'hands in the back' rule interpretation to be eased, allowing the player to place his hands on the back of his opponent to protect his position in the marking contest but he is not to push the player in the back
- ▶ The player is able to protect their space, stop a player from coming back onto them by putting their hands into the opponents back
- ▶ Marking contests are one of the most difficult areas to umpire in a game

MARKING CONTEST HANDS IN THE BACK

- ▶ Stricter on the infringing player, allowing the player with the ball to advance the mark by 50 mtrs without the infringing player delaying the game
- ▶ The player with the football will be able to play on during the advancement of the 50 mtr penalty
- ▶ If the defensive player falls behind the player who has been awarded the 50 mtr penalty, they must show intent to clear the 'moving' protected area
- ▶ If the initial defender is out of play by vacating the protected area then any player who is either up with you as the umpire, forward of the mark or has run around the 'moving' protected area then they can stand on the mark

50 METRE PENALTY

- ▶ Player are prohibited to set up behind the umpire at each centre ball up
- ▶ Clearly signal which side of the circle you will be exiting
- ▶ If a player makes contact with you and you can clearly see which player made or instigated the umpire contact, then a free kick will be paid

UMPIRE CONTACT AT CENTRE BOUNCES