



2019 – LAWS OF THE GAME CHANGES

SFL and GSFL MALE and FEMALE COMPETITIONS

Rules Changes that will NOT be adopted by the SFL / GSFL

- Traditional starting positions at Centre Ball Ups
- Restrictions on Runners and Water Carriers only entering the field of play after a goal has been scored. Water Carriers and Runners will be permitted on the oval during play but must enter and exit as quickly as possible and **NOT** remain on the playing surface.
- Setting up behind an Umpire at a Centre Ball Up. Free kicks (or yellow / red cards) will be awarded if, in the umpires opinion, forceful contact is made intentionally or recklessly by a player on an umpire.
- Kicking for goal after the siren. The player must run in a straight line towards the goals. Any deviation – play on will be called and the score will not count.



KICK-INS FROM A BEHIND

- **Kick-Ins from a Behind**

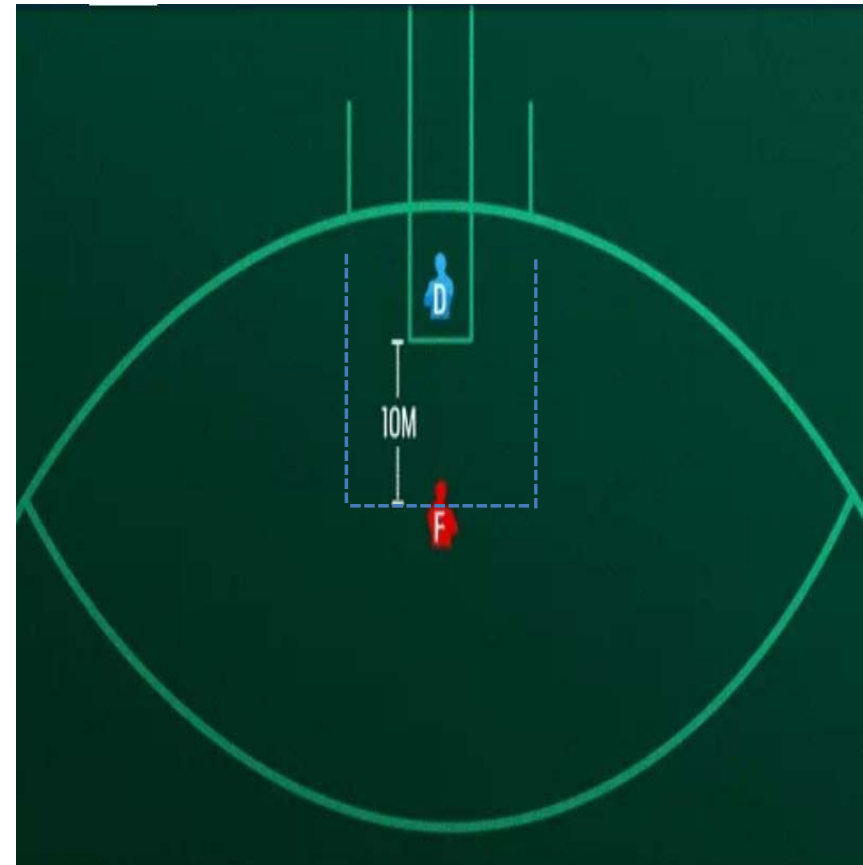
- A Player will no longer need to kick to him or herself to Play On out of the Goal Square, but **MUST** start in the Goal Square.
- The Player kicking in can do so as soon as the goal umpire has signaled.
- The Umpire will call “play on” when the Player kicking in exits the goal square or after 8 to 10 seconds if they choose to remain in the goal square
- A Player can not handball out of the square – they must exit the goal square and be called to play on. (Player will be reset if the ball is brought back into play incorrectly)
- After exiting the goal square (“play on”), the Player can run 15m from the point of exit, before having to dispose or bounce the football.
- Following a Behind, the player on The Mark will be positioned **10m** from the top of the Goal Square (currently 5m).
- No opposition player can enter the area shown with the dotted line, the “protected area” (from point post to point post out to the player on the mark), until the designated kicker has played on or been called to play on from the goal square.
- Any opposition player already in the protected area when the behind is scored must be **actively exiting** the area. They can not linger in the protected area.

- **Penalty**

- Any player within the 10m area that is not actively exiting the area, but instead approaching the ball carrier before they have played on will have a free-kick and a 50m penalty awarded against them.

- **Application**

- All SFL / GSFL Competitions – Guide marks will be placed on the oval to assist.



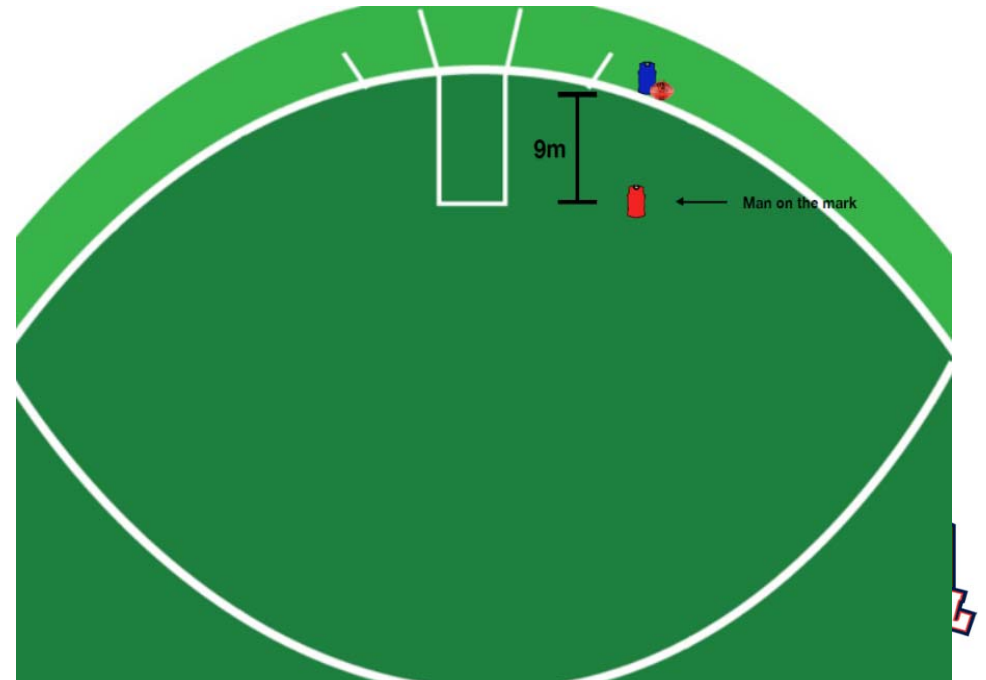
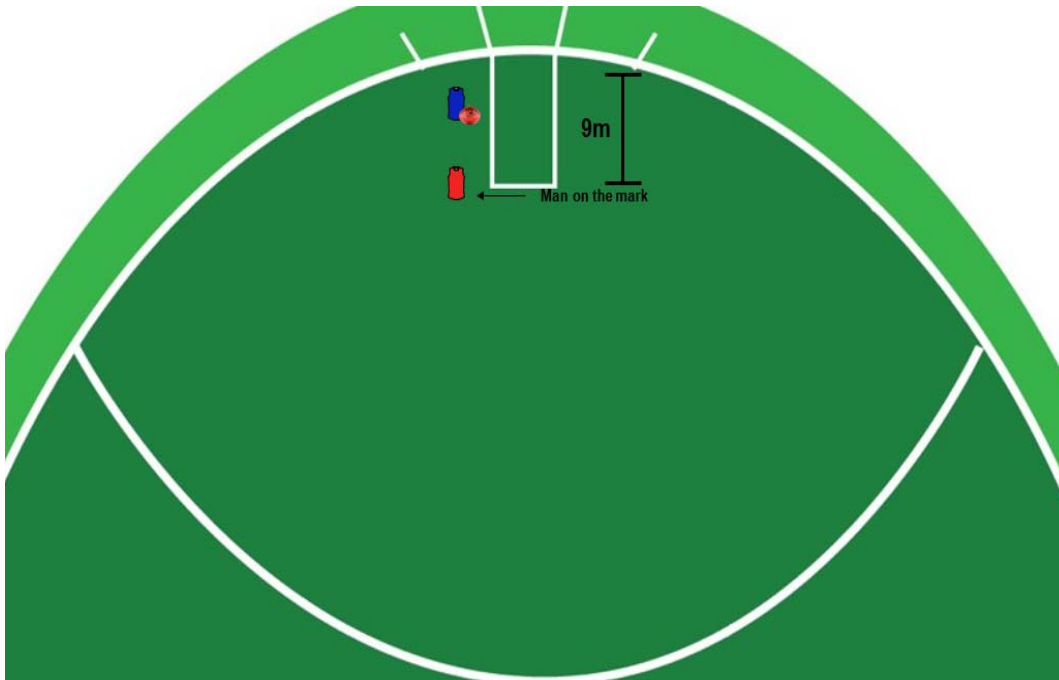
MARKS/FREE KICKS – DEEP D50

- **Marks / Free Kicks – Deep in Defensive 50**

- For all Defenders who take a Mark or gain a Free Kick within 9 metres of their own Goal, the person on the Mark for the attacking team will be brought in line with the top of the Goal Square (which is 9 metres).
- Umpire will call play on when the player with the football deviates from their line, not when they cross the boundary line

- **Application**

- All SFL / GSFL Competitions



50-METRE PENALTY

- **50-Metre Penalty**

- Stricter on the infringing player, allowing the Player with the ball to advance the mark by 50 metres without the infringing player delaying the advancement.
- In addition, the Player with the Football will be able to play on during the advancement of the 50-Metre Penalty.
- Opposition players will be excluded from entering the 5 metre protected area around the player with the ball. If in the protected area, they must be **ACTIVELY** exiting.
- Once the umpire has called 'play on', any opposition player can apply pressure, however it is crucial that all defensive players are not caught within the protected area prior to the "play on" call.
- If the advancement of the 50 metre penalty is delayed in any way – another 50 metre penalty will be awarded.

- **Application**

- All SFL / GSFL Competitions



MARKING CONTEST

- **Marking Contest – Hands in the Back**
 - ‘Hands in the Back’ rule interpretation to be repealed, allowing a Player to place his hands on the back of his opponent to protect his position in a Marking contest but not to push the Player in the back.
 - As long as the player does not push their opponent in the back, it will be a play on call or mark.
- **Application**
 - All SFL / GSFL Competitions



RUCK CONTESTS – PRIOR OPPORTUNITY

- **Ruck Contests – Prior Opportunity**

- A Ruck who takes possession of the Football while contesting a ball up by a field Umpire or a boundary throw in will not be regarded as having had Prior Opportunity. The ruck, after taking possession of the football, will be given a reasonable opportunity to legally dispose of the football.
- There is no requirement for rucks to nominate and a 'third person up' is allowed in ruck contests.

- **Application**

- All SFL / GSFL Competitions

