

SANFL LAWS OF THE GAME: MALE AND FEMALE COMPETITIONS

2019



*We Love
Footy*

APPLICATION: ALL SANFL COMPETITIONS



TRADITIONAL PLAYING POSITIONS AT CENTRE BOUNCE

- **Traditional Playing Positions at Centre Bounce 6|6|6**

- Clubs must have six Players inside both 50- Metre arcs, with one Player required to be inside the Goal Square.
- Four Midfield Players are positioned inside the Centre Square with the Wingmen required to be placed somewhere along the Wing (no closer to either goal than the centre square line).

- **Penalty**

- Play will not commence until all Players are in the correct position.
- Players will be provided with a reasonable opportunity to move into the correct position. Umpires will work with Players during the break post goal.
- Failure of a Player(s) to move into correct positioning following direction or warning from the Umpire will result in a free kick to the Opposition. The free kick will be payed from the centre circle to the opposing Ruck, the Umpire will then impose a 50m penalty from that point.
- Free kicks will still be paid if a Player(s) breach the line prior to the bounce – this includes the 50m arc, goal square and/or centre square. A free kick will be paid in the centre circle to the opposing Ruck. There is no 50m penalty for this breach. This breach is identical to the current breach of centre square rule.

- **Application**

- All SANFL Competitions



KICK-INS

- **Kick-Ins from a Behind**

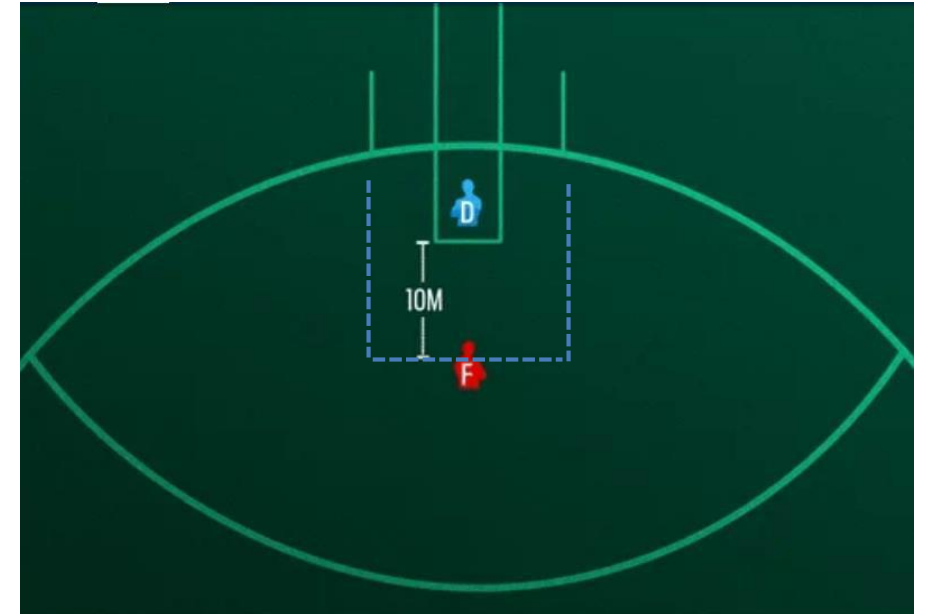
- A Player will no longer need to kick to him or herself to Play On out of the Goal Square.
- The Umpire will call “play on” when the Player kicking in exits the goal square.
- A Player can not handball out of the square – they must be called “play on” first – i.e. exit the goal square.
- Following a 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 area when the behind is scored must be actively exiting the area.
- Collecting ball from bag area – when not using the ball that was in play when the behind was scored, a player can collect a ball from bag area as soon as the Goal Umpire has signaled a behind, this does not have to be the player who will kick in.
- The Player kicking in can do so as soon as the goal umpire has signaled.
- 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.

- **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 25m penalty awarded against them.

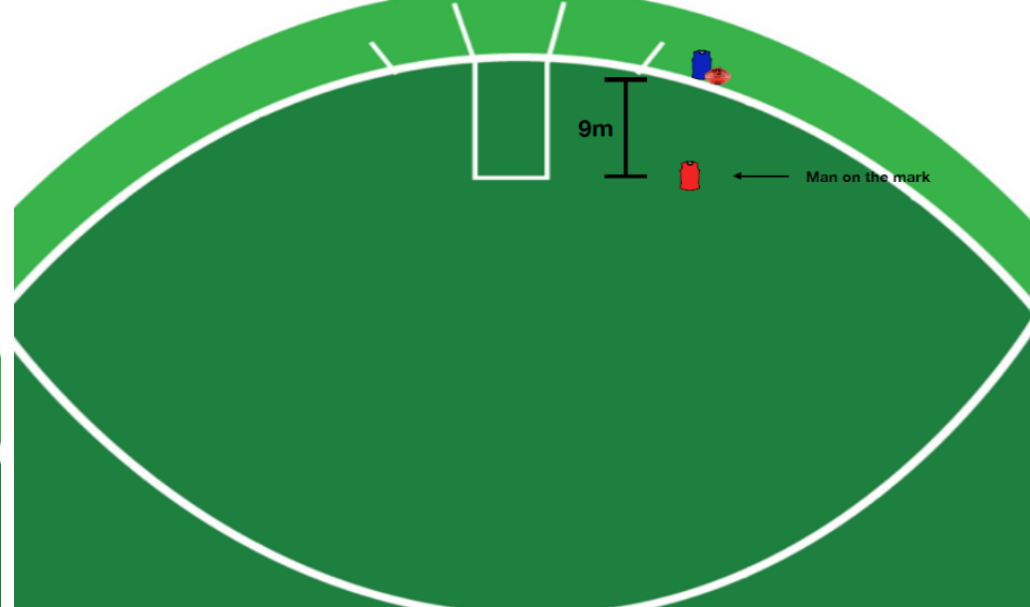
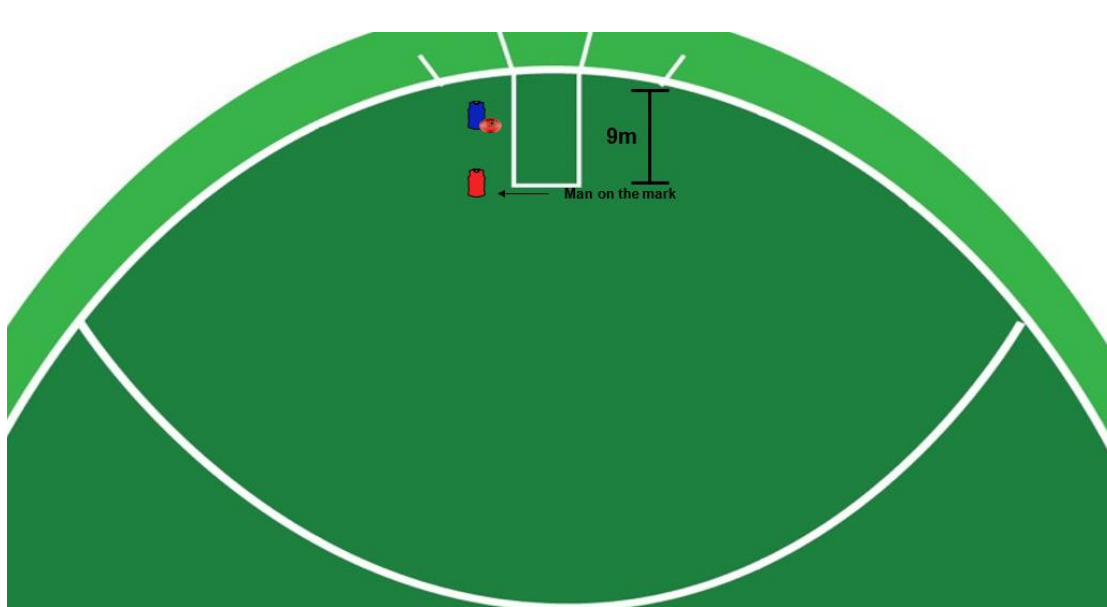
- **Application**

- All SANFL Competitions



MARKS/FREE KICKS – DEEP D50

- **Traditional Playing Positions at Centre Bounce 6|6|6**
 - For all Defenders who take a Mark or gain a Free Kick within 9 metres of their own Goal, the man on The Mark for the attacking team will be brought in line with the top of the Goal Square (which is 9 metres).
- **Application**
 - All SANFL Competitions



25-METRE PENALTY

- **25-Metre Penalty**
 - Stricter on the infringing player, allowing the Player with the ball to advance The Mark by 25 metres without the infringing player being able to delay the game.
 - In addition, the Player with the Football will be able to play on during the advancement of the 25-Metre Penalty.
 - Once the Player has played on (“play on”), any opposition player can pressure, however it is crucial that all defensive players are not caught within the protected area prior to the “play on” call.
- **Application**
 - All SANFL Competitions



KICKING FOR GOAL POST-SIREN – CENTRE OF GOAL LINE

- **Kicking for Goal Post-Siren**
 - A Player who has been awarded a Mark or Free Kick once play has ended will now be able to Kick across their body using a Snap or Check-side Kick.
 - The Player shall dispose of the Football directly in line with the man on The Mark and the Goal.
 - If the Player goes over the line of the mark umpire will call “play on” and the shot at goal will not count (end of quarter).
 - The Player is advised to engage the umpire if they choose to have a shot at goal in this manner, to ensure they adhere to the rules.
- **Application**
 - All SANFL 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 SANFL Competitions



RUCK CONTESTS – PRIOR OPPORTUNITY

- **Ruck Contests – Prior Opportunity**
 - A Ruck Player who takes possession of the Football while contesting a bounce or throw up by a field Umpire or a boundary throw in by a boundary Umpire, will not be regarded as having had Prior Opportunity.
- **Application**
 - All SANFL Competitions



UMPIRE CONTACT

- **Umpire Contact – Centre Bounce**
 - Players should avoid setting up behind the Umpire at each Centre Bounce.
- **Penalty**
 - If contact is made, a free kick will be paid by the Umpire if the Umpire is able to see the Player that made or instigated the umpire contact.
 - The setting up by a player in the prohibited area will be a relevant consideration when considering any umpire contact under the MRP/Tribunal Guidelines, i.e. they will be liable for any such contact.
- **Application**
 - All SANFL Competitions



APPLICATION: WOMEN'S

** in addition to other changes and specific to SANFL Women's*



ANTI-DENSITY RULE

- **Playing Style**

- 5 Forwards to play inside their Attacking half (2 Inside Forward 50) at all stoppages in play. Note: Defenders must also abide by the same principle, though not necessarily player on player.
- No rolling zone or press is permitted at any time. Once the ball is in general play it's important to encourage players to be responsible for their opponent, therefore creating more one on one football.
- In general play, 5 Forwards and Defenders must re-set to their required starting position should they not be directly involved in the play.

- **Interpretation of Rule**

- When does the rule apply
 - At all Stoppages – Ball-Ups & Boundary Throw-Ins. Note: last possession out of bounds rule & out of bounds on the full not included
 - Kick-Ins
- What is a breach
 - A Breach will occur when one team fails to reset into the position either the forward or the defender
- Players out of position must show clear intent to reset with urgency
 - Teams will not be penalised if there is a clear intent by the player to reset back to position. i.e. clear movement back to position with urgency.
 - The umpire, in the first instance, will instruct the offending team/player to re-set before awarding a free against the offending team.



ANTI-DENSITY RULE

- **Penalty**

- A free kick, 30m out from goals, will be awarded to the non-offending team.
- The free kick will be awarded to the nearest player to the 30m spot at the time of the infringement.
- Determination of the infringement will be made by the end zone field umpires who will then relay the information to the controlling umpire to enforce the penalty.
- Umpires decision will be final. However, the umpires will have the discretion to restart play if an immediate error is recognised by any of the controlling umpires.

- **Post-Game**

- Post game clarification from clubs is to be directed to the Clubs Football Manager who will then liaise with SANFL and the Umpiring Department if required.
- A consistent and systematic breach of the rules during any match or matches should be reported post game, this will be investigated by the SANFL.
- Breaches must be put forward by the Football Manager of the Club making the complaint.
- If a Club is found to be in breach of the above, at the discretion of the SANFL, a fine can be imposed at a sum to be determined by SANFL.

- **Application**

- SANFL Women's (also applies in U18 and U16 Competitions)

- **Further Information**

- For further information regarding the anti-density rule, please see the relevant communication from Football Operations Coordinator, Sam Elliott.



BOUNDARY THROW-INS (IN 10 METRES)

- **Boundary Throw Ins – In 10m**
 - Boundary umpire to bring the ball off the boundary line 10 metres towards the centre of the oval and throw the ball straight back over their head from that position
 - The ruck contest will now occur approx. 25m into the field of play
 - Umpires will be encouraged, particularly early in the season to remind Rucks that the boundary umpires will be coming in 10m, prior to throwing the ball into play.
- **Application**
 - SANFL Women's

