

New AFL Rules Presentation (2019)



2019 Law and Interpretation Changes

Traditional playing positions at Centre Bounce	<ul style="list-style-type: none"> Implementation of a traditional set up at centre bounces – 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.
Kick In's	<ul style="list-style-type: none"> 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 will be positioned 10 metres from the top of the Goal Square (currently 5 metres).
Marks / Free Kicks - Deep in 50m	<ul style="list-style-type: none"> 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.
Hands in the back	<ul style="list-style-type: none"> 'Hands in the Back' rule interpretation to be repealed, allowing a Player to place his hands on the back of his opponent to protect his position in a Marking contest but not to push the Player in the back.
Set shot on goal post siren	<ul style="list-style-type: none"> 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.
50m penalty implementation	<ul style="list-style-type: none"> Stricter on the infringing player, allowing the Player with the ball to advance The Mark by 50 metres without the infringing player delaying the game. In addition, the Player with the Football will be able to play on during the advancement of the 50-Metre Penalty.
Ruckman taking ball out of ruck	<ul style="list-style-type: none"> 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. Where there is uncertainty over who is the designated Ruck, the Ruck for each Team will continue to nominate to the Field Umpire.
Umpire contact	<ul style="list-style-type: none"> Players will be prohibited from setting up behind the Field Umpire at each Centre Bounce.
Runners and water carriers	<ul style="list-style-type: none"> WAFL League/ Reserves – One (1) Runner, access to playing arena at any time. WAFL Colts – Two (2) Runners, one (1) Runner access at any time, access to playing arena at any time. Reduction of Water Carriers and Trainers from ten (10) per team to eight (8) per team.



Traditional Centre Bounce Set up

Umpires to work with the players after goal to reset to position

Each Team to be given one warning per match

Penalty – A Free Kick + 50m penalty can be awarded



Traditional Centre Bounce Set up



Each Team must always have one Player in each goal square, even if numbers are reduced to <18



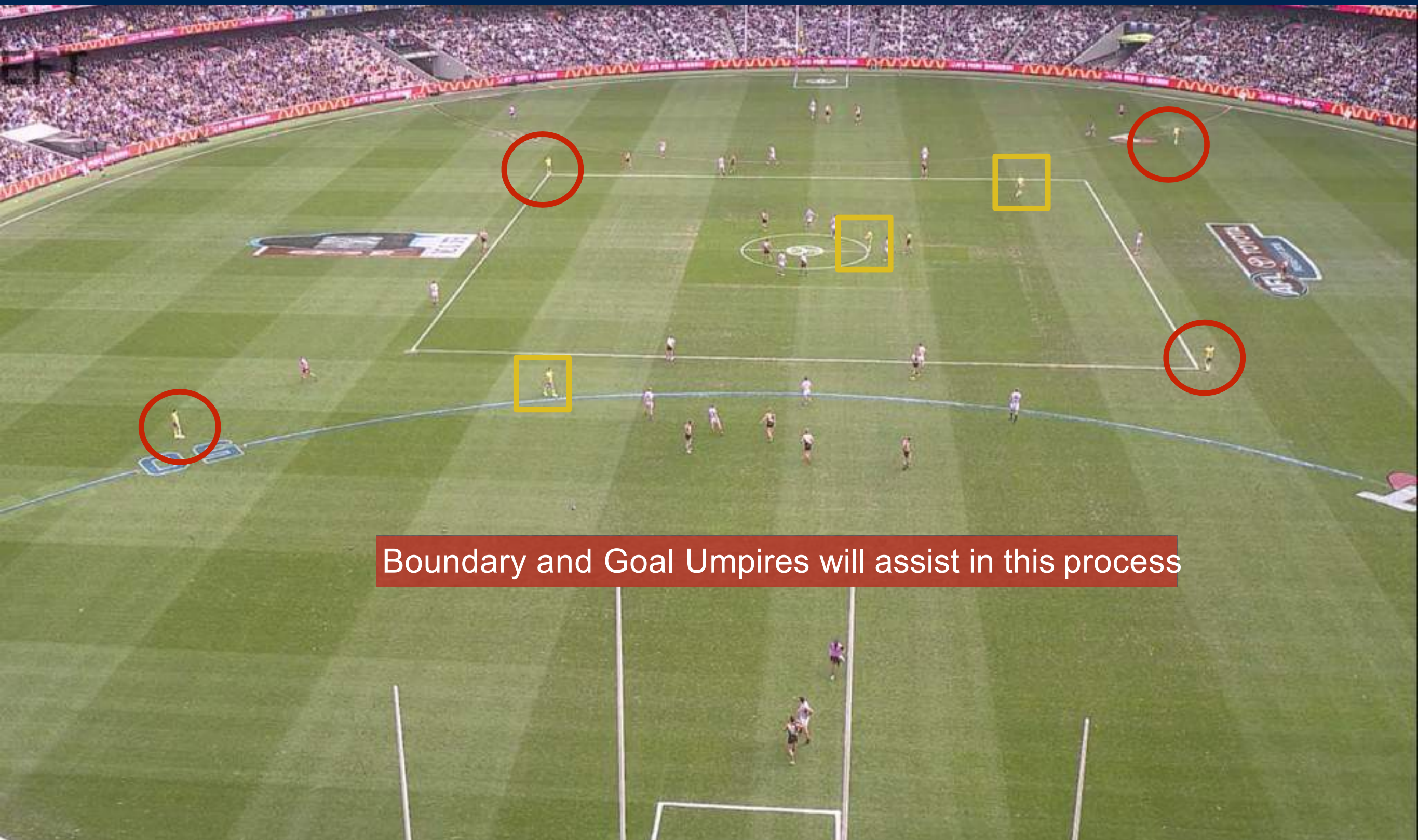
Traditional Centre Bounce Set up - Wingers



Starting Positions



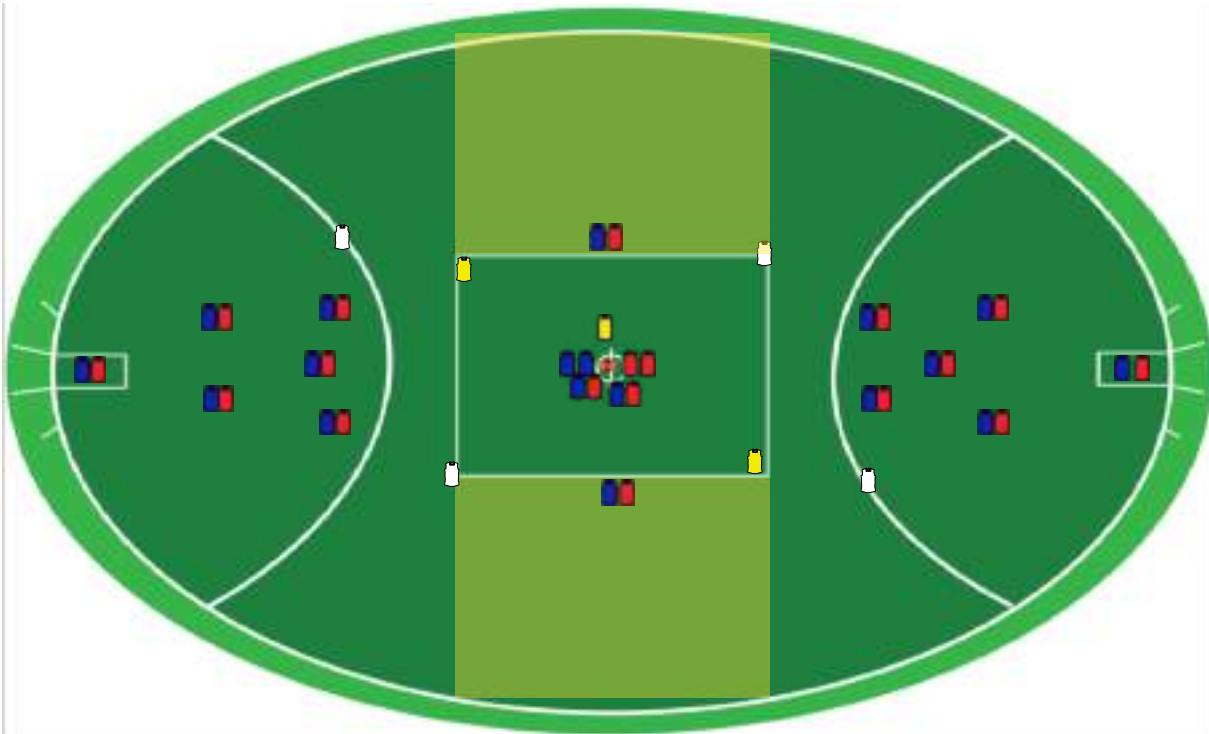
Starting Positions



Boundary and Goal Umpires will assist in this process



Traditional CB Set Up - Adjudication



- Play will begin once all players are in starting positions
- Umpires will work with players during the 45 seconds break post goal

Work with players

- Umpires can pay a “delay of game free kick” if a team is inconsistent in getting into position (this will happen after a warning)

Warning

Free kick + 50m penalty

- The WAFL will fine clubs if set up timing is inconsistent (this will happen after a warning)
- If a team “intentionally” sets up an extra number in an area Umpires will pay a free kick and a 50m penalty
- Free kicks will still be paid if players breach the line prior to the bounce

Traditional positions Centre Bounce - FAQ

Frequently Asked Questions	Response
How much time do the players have to set up in starting positions (post goal)?	Approximately 45 seconds from the time the Umpire indicates all clear (post goal).
What if a player(s) is not in correct starting position prior to Umpire being ready to commence Centre Bounce?	Play will not commence until players are in correct starting positions. If a team does not get to starting position on second occasion, a "starting position" free kick will be paid (post warning).
What if the player makes a mistake where they position themselves?	The Umpires will attempt to assist the players by informing them of incorrect numbers in an area. If a player doesn't adjust in time or does not get to correct position, a "starting position" free kick will be paid (post warning).
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 the Ruckman).
Where will the free kick be taken from and by who?	The free kick will be taken from the centre circle and awarded to the Ruckman.
What if a player shows no intent to move once in the wrong position?	The Umpires will pay a free kick plus a 50 metre penalty (after a warning).
Why a free kick and 50 metre penalty?	So teams do not have an advantage from positioning an extra defender in their Defensive 50. The free kick plus 50 metre penalty results in a shot at goal.
What if multiple players from both teams are out of position, when the Umpire is ready? e.g. in the case of a melee.	Umpire will wait for all players to be in correct position.
What if a player steps across either the Goal Square, 50m line or Centre Square line before the Umpire has completed the Centre Bounce?	A free kick is award to the opposing Ruckman, to be taken from Centre Circle. Identical to current breach of Centre Square rule.
What if a player is delayed from getting off the ground post goal (by an opponent), which delays his team mate from being in position?	Umpire would be reliant on communication from other Umpires. The Umpire will wait for the player to be in position. Any Umpire can pay a free kick under the laws of the game.
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 anymore than one.
Is there a way to make rotation times more effective to avoid "delay of game" frees?	The Wing closest to the interchange could be the last position filled as they have the space from the width of the square out to the boundary, allocated as being in position.
What happens if a team is unable to field 18 players on the field?	Teams must position a Full Forward, otherwise numbers are flexible in other starting positions
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.



Kick In

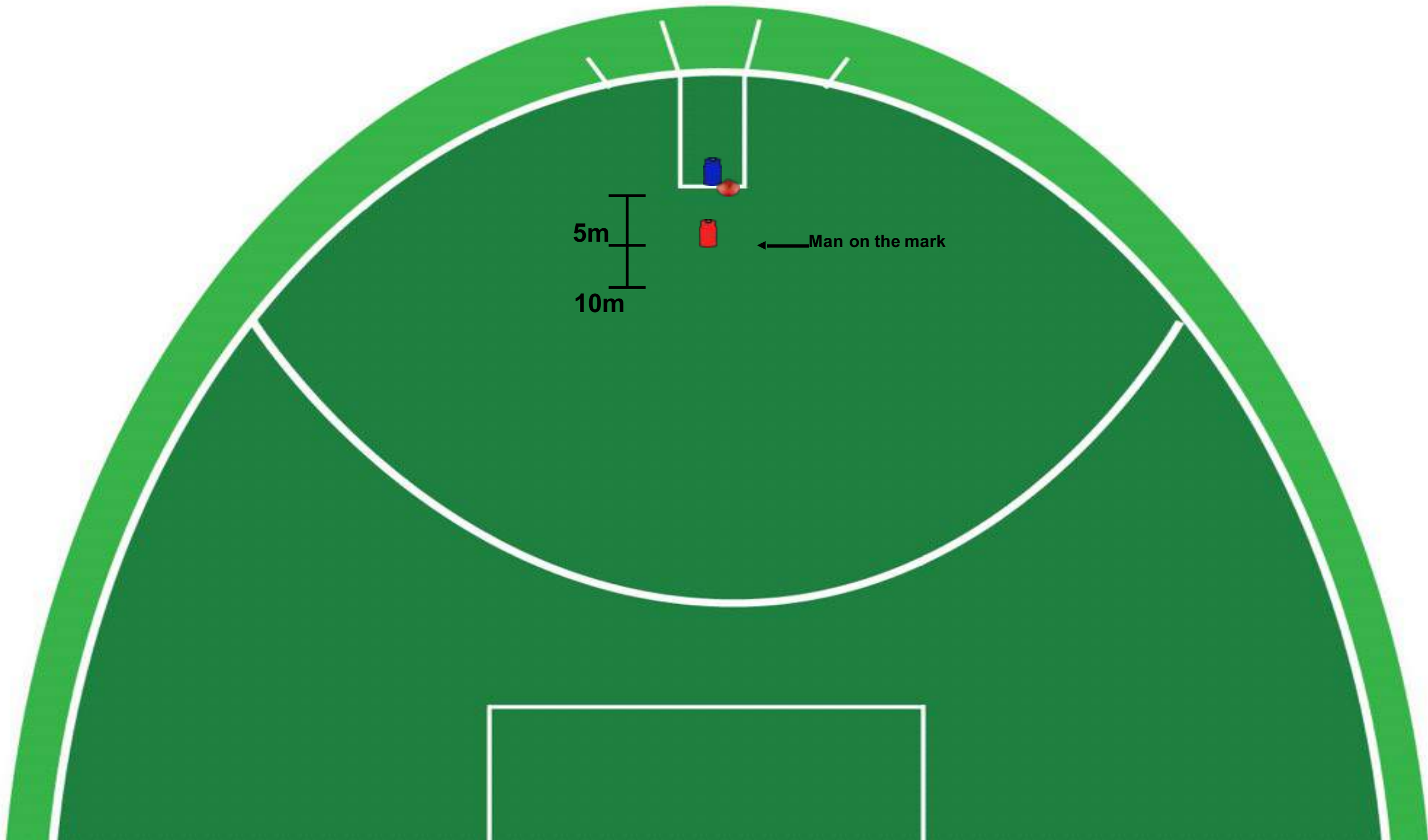
After Umpire signals a Behind

No Handball until after 'play on'

Reset play if ball is brought in incorrectly



Kick In



Kick Ins

10m

What do you notice about protected area?

All players are expected to “immediately vacate the area” (13.1)



Bringing ball back into play after a behind



- Man on the Mark to be **10m** from top of square
- Player kicking out must start with both feet in the square
- Player does not need to kick to himself to play on out of the square
- Can not handball out of the square unless called "Play On" by the Umpire
- Ball person to place the ball into the bag behind the goals;
 - a) Once the Goal Umpire has signaled a Behind
 - b) Player may remove the ball from the bag

Rule 15.7.1(B) has been erased (ball not being touched after a kick in = free kick).
Umpires judge only now on "does not demonstrate sufficient intent to keep the ball in play"

Kick Ins - FAQ

Frequently Asked Questions	Response
Can a player go to the ball bag to grab a football?	Yes in the WAFL. The ball attendant will not be passing the ball to the player (N.B - In the AFL the ball attendant does pass the ball to the player)
When can you retrieve the ball?	As soon as the Goal Umpire has signalled a Behind.
Can a player use a ball that remains in the field of play. e.g. bounced off fence or post etc?	Yes, a player is entitled to pick up any ball that remains in the field of play and use it for the kick in.
How quickly can the player kick the ball in?	As soon as the Goal Umpire has signalled a Behind, the player is free to kick the ball in.
Must the kicker start in the goal square?	Yes, the player must start with both feet in the goal square with the ball in their possession.
Do you have to kick to yourself before you exit the Goal Square?	No longer does the player kicking in have to kick to themselves.
Can a player handball from within the Goal Square?	No, the player must kick the ball back into play. Once the Umpire calls “ Play On ”, the player may then kick or handball.
Once a player has exited the Goal Square, can they handball?	Yes, the player is free to kick or handball once they have left the Goal Square.
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 football.
Will a free kick remain for a kick in that goes out of bounds without being touched by any player?	No, Umpires will only award a free kick if player doesn't demonstrate sufficient intent to keep the ball in play.
Explain the protected area for Kick Ins?	The protected area is 19.2 x 19.2m (from point post to point post out to the player on The Mark). Opposition players must make every effort to vacate the protected area.
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 a Kick In?	The penalty would be advancing the mark by 50m (69m from goal).
What happens if a player accidentally fumbles or drops the ball in or out of the Goal Square?	Reset the kick.
What happens if a player changes direction within the Goal Square prior to the Umpire's call of Play On?	This is not Play On.



Marks / Free Kicks - Deep in Defensive 50m

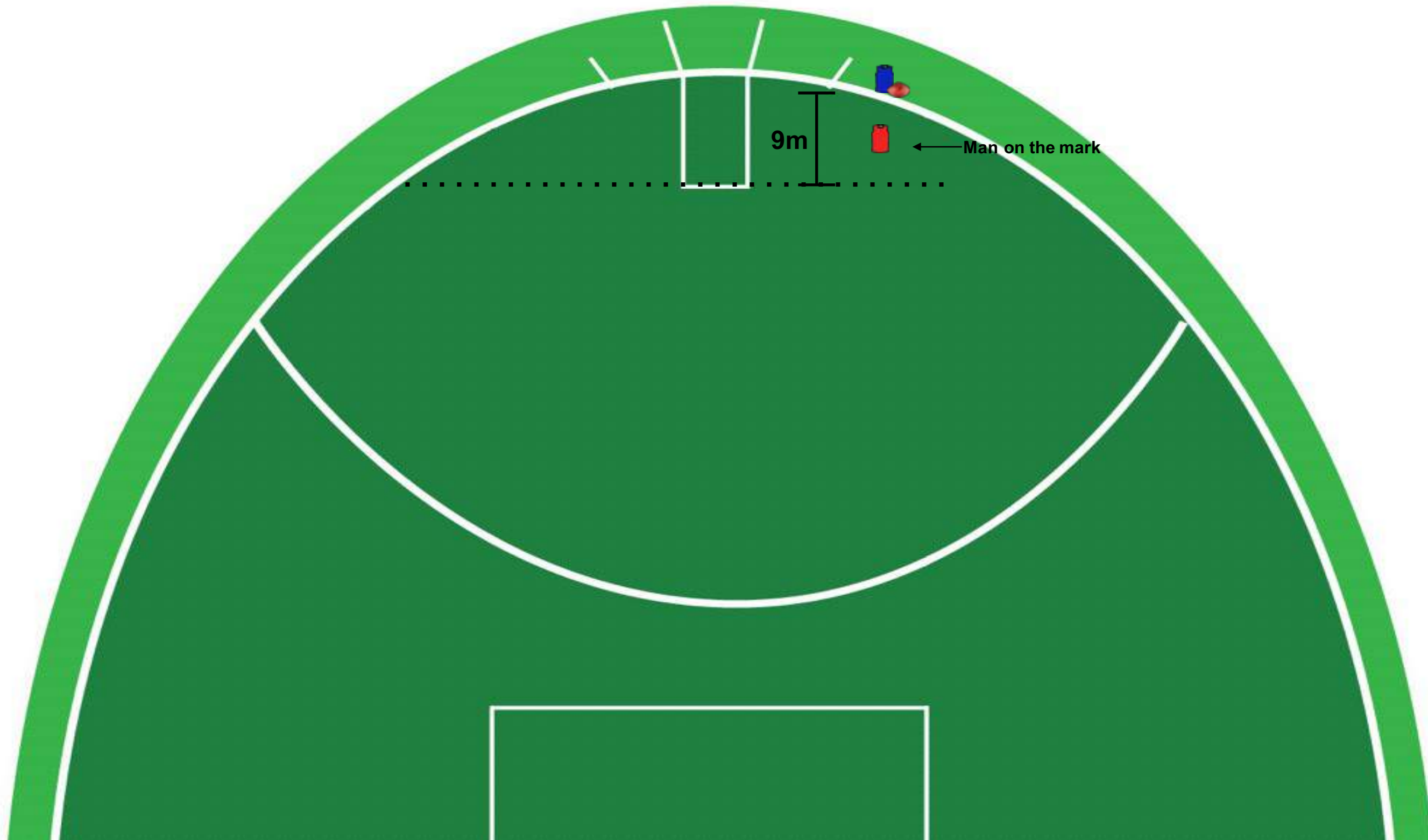
Set kick back 9m

Use the same terminology
“back to the 9”

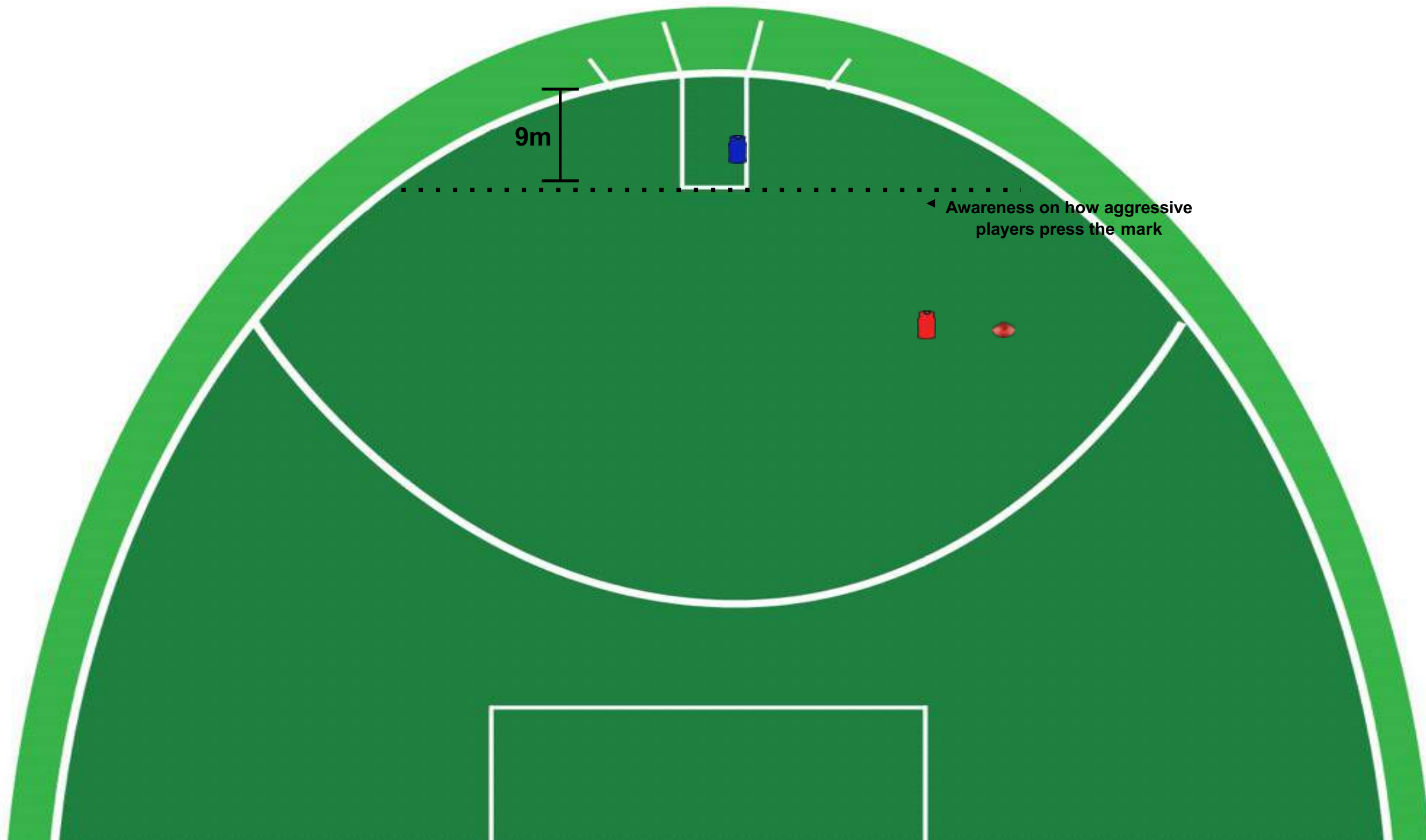
Set kick in direct line to goals



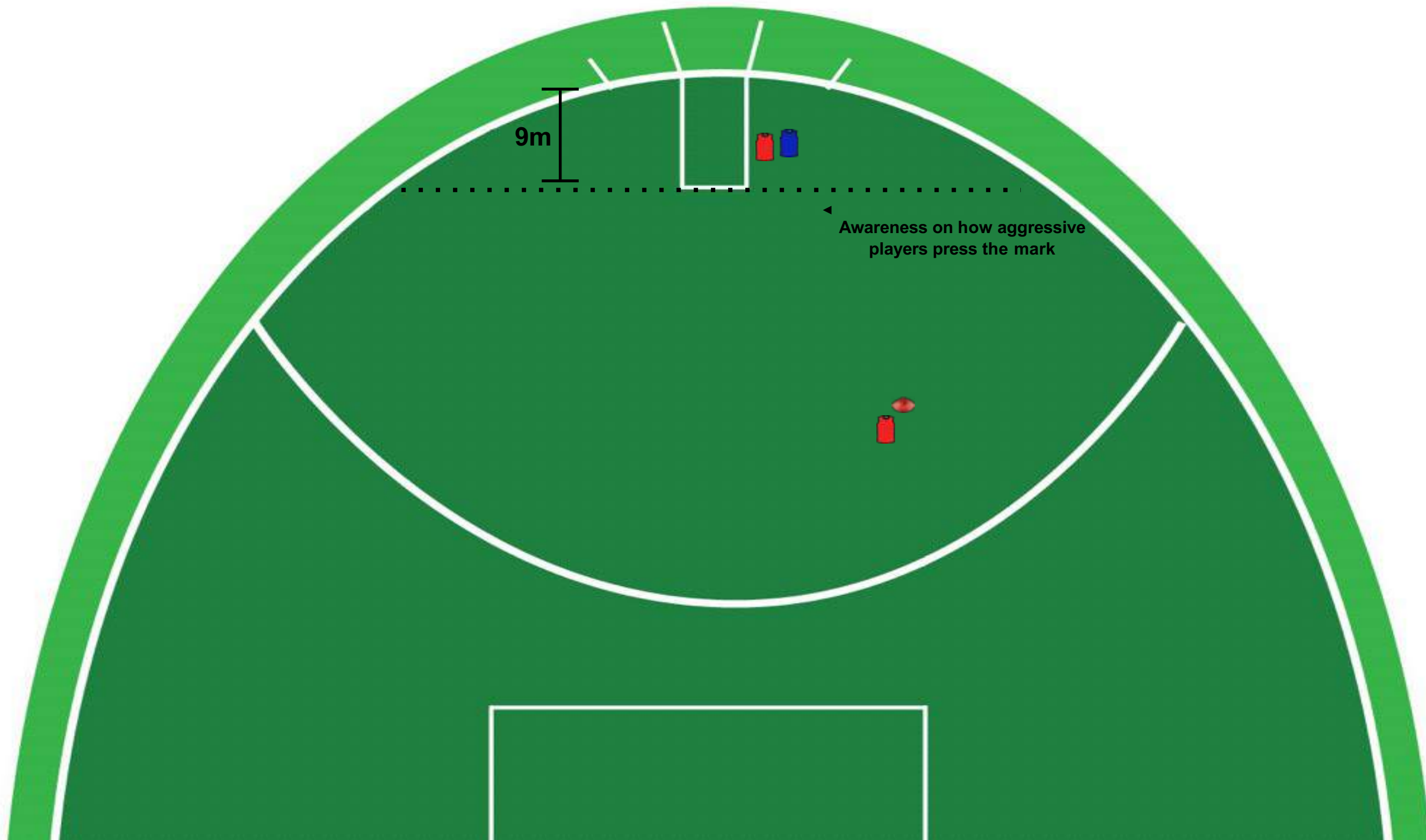
Marks / Free Kicks - Deep in Defensive 50m



Free Kicks - Deep in Defensive 50m



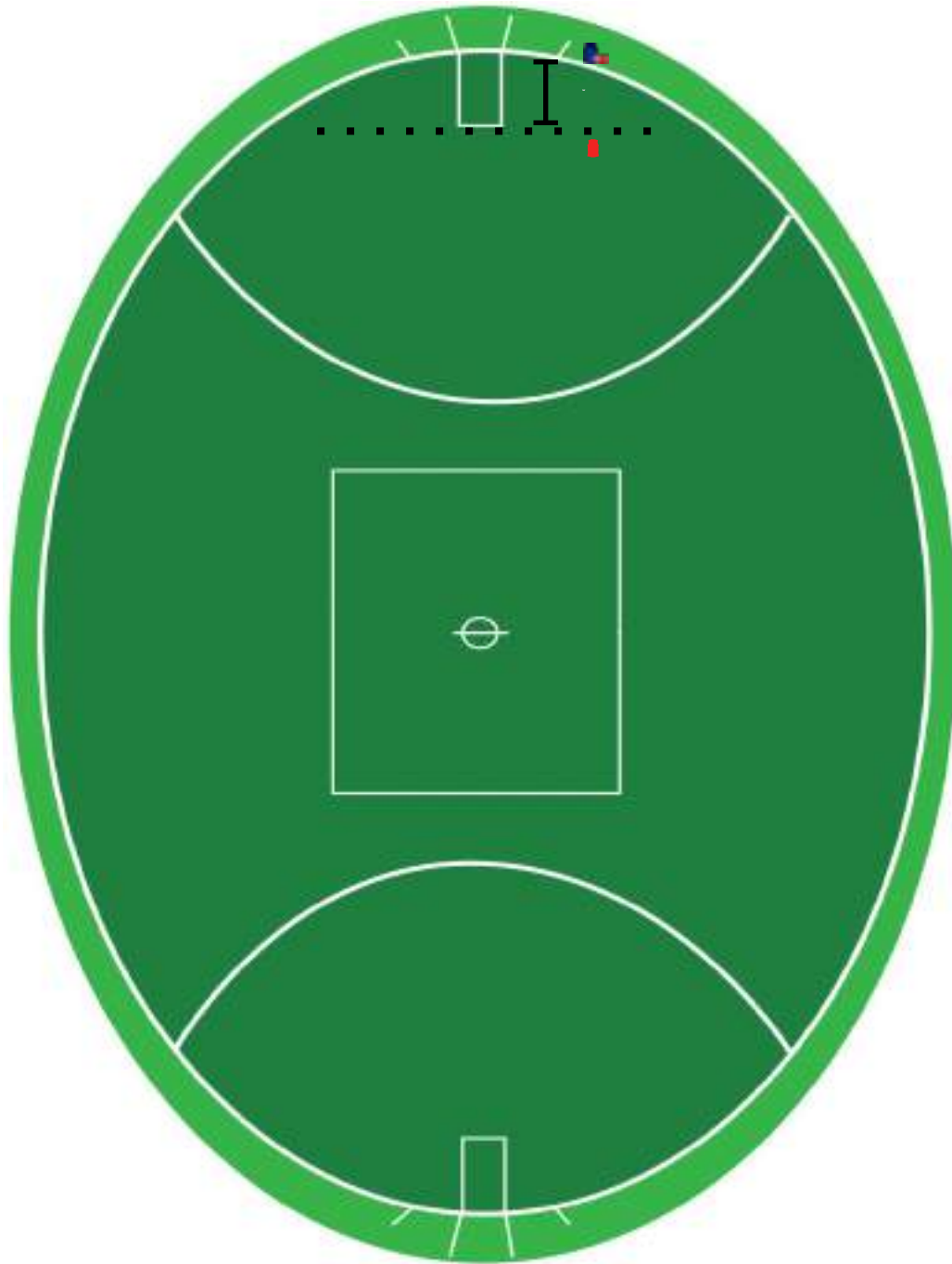
Marks - Deep in 50m



Marks / Free Kicks - Deep in 50m



Marks / Free Kicks - Deep in 50m



- The player standing the mark must be positioned 9m from the Goal Line (use the top of the square as a reference)
- Normal Man on the Mark rules will apply
- Umpires will communicate as best they can with players

Marks/Free Kicks: Deep D50 FAQ

Frequently Asked Questions	Response
Why has the rule changed for a mark or free kick deep in Defensive 50?	To 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.
So how will this work?	For any mark or free kick in Deep D50, the umpire will move the mark (in line), adjacent to the end of the goal square (9 metres out from goal line).
How will the umpire determine the correct positioning of the mark?	The Umpire will use the end of the Goal Square as the reference point.
What happens if the defensive team kicks laterally within the area, does the next mark also get reset to 9m?	Yes, this could be a way of maintaining possession if the opposition don't press up to defend. The mark will always be reset to 9m.
Will the Umpire delay play to set the mark?	No, the player who takes a mark will be entitled to play on at their discretion. In most instances the mark from a free kick will be reset to 9m.
Does the normal Man on the Mark rules apply?	Yes they do, once the mark is set the opposition should adjust quickly to man the mark correctly.
Will Umpires assist players in adjusting to new rules?	Yes the Umpires will attempt to engage with players to limit any confusion.



Hands in the back

Must be a Push in the Back to be
a free kick

Hands can be used to hold
ground



Hands in the Back



- Players allowed to use Hands In The Back to maintain position (as in the next clips)
- Free kicks will be paid for pushes, bumps, blocks, holds or deliberate interference with the arms of an opposition player in marking contests

Hands in the Back



Hands in the Back



Hands in the Back



Hands in the Back - FAQ

Frequently Asked Questions	Response
Why has the interpretation changed for Hands in the Back?	It has changed to enable a player to play with instinct - hands instead of forearms.
In what situations can players put Hands in the Back?	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.
What if they use two motions - Hands in the Back and then up to Mark?	As long as the player does not push their opponent in the back, it will be a "Play On" call.
Will a player putting Hands in the Back and then extending their arms be a cue for Umpires to pay a Push in the Back?	No, the Umpires will be adjudicating whether a player has Pushed in the Back or whether the player in front position has reacted to contact and leant forward?
Will this be a difficult for Umpires to adjudicate correctly?	Yes, Marking Contests are one of the most difficult areas to Umpire in the game, there will be no difference.
Will players throwing themselves forward in the marking contest become more apparent?	Hopefully not, players that attempt to draw free kicks for exaggerating contact will be subject to MRO, if it is believed the player is engaging in an act of staging re: law 19.2.2 (p)



Set shot on goal post siren

Must kick over the “Man on the Mark” with a direct line to the goal

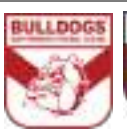


- Player can initial be set up off his line but must kick the ball in line with the mark and the goals
- If a player kicks from over the line the ball will be called dead

Set shot on goal post siren



Set shot on goal post siren



Set shot on goal post siren - FAQ

Frequently Asked Questions	Response
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
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.
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).
To ensure the player having the shot at goal is adhering to rules, is there a recommendation for how they could check?	Engage the Umpire e.g. I'm going to kick around the corner, start here and kick over the mark - is that ok?
What can the defensive team do in this situation?	<ol style="list-style-type: none"> 1. Ensure player on the mark doesn't overstep 2. Ensure players are outside protected area and don't infringe.
Where is the protected area in these circumstances?	The protected area is based on the initial set up, and doesn't move with the kickers choice



50m Penalty

The protected area now moves with the attacking player

A defender can only Man the Mark from behind, if he clears the protected area

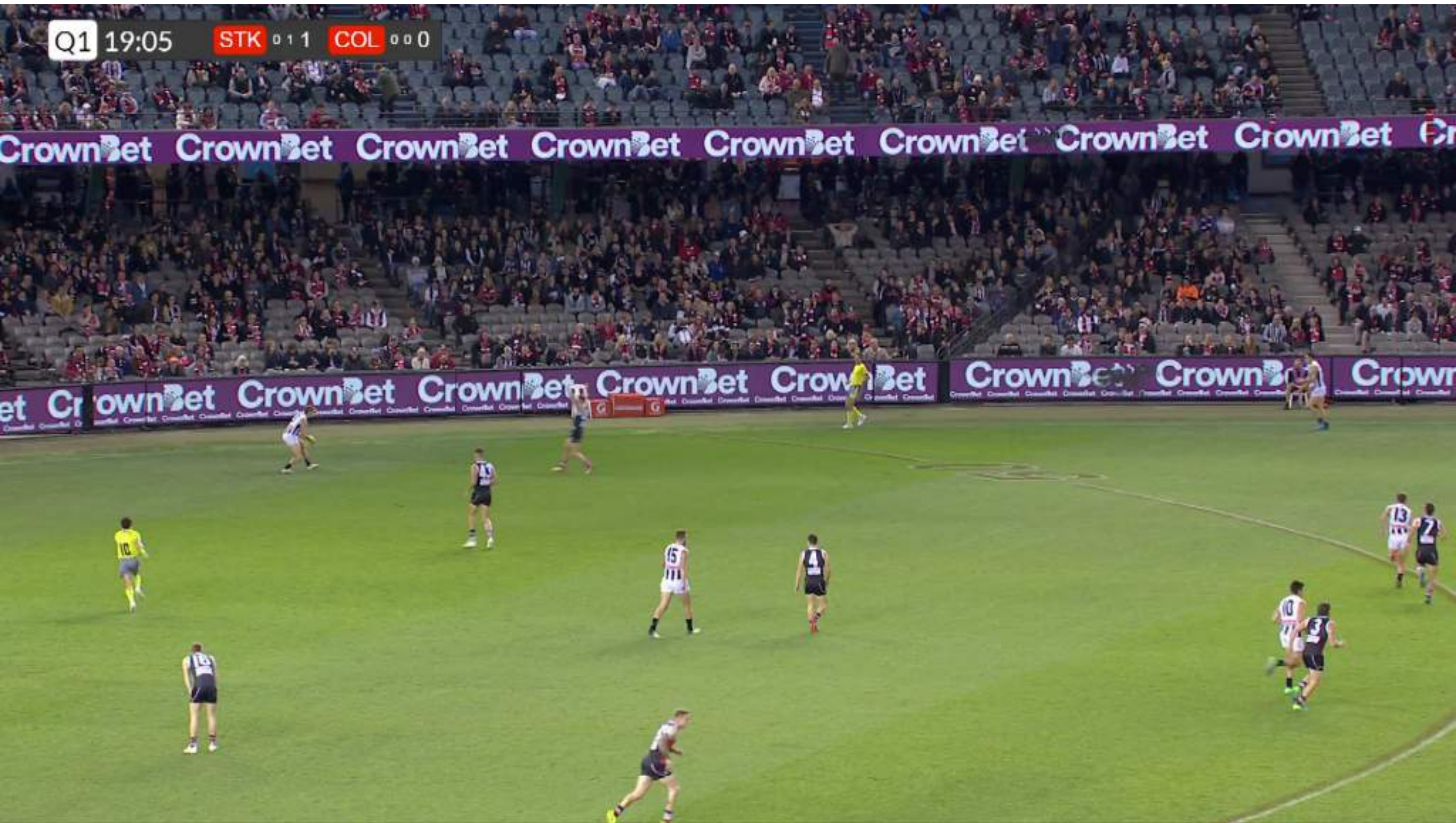


- Player is allowed to play on at any stage
- No player can “Man the Mark” if they are behind the player with the ball
- The infringing player is encouraged to run with the Umpire to the advanced mark
- Opposition players need to stay out of the moving protected area

50m Penalty



50m Penalty



50m Penalty

Frequently Asked Questions	Response
Why has this interpretation changed?	To provide more options for the attacking player that has been infringed against.
Once the defensive player has fallen behind the player who has been awarded the 50m penalty, can they sprint past them to Man the Mark?	No, once the defensive player is behind, they must show intent to clear the (moving) protected area.
Who can stand the mark, if the initial defender is out of play by vacating the protected area?	Any player who is either ; (A) Up with the umpire (B) Forward of the mark (C) Has run around the protected area.
When does the attacking player in receipt of the 50m penalty, get called to "Play On"?	The player will be called to "Play On" if they deviate off the line of the mark in the lead up to the mark being set.
Once the player has "played on", who can pressure the player?	Once the Umpire has called "Play On", any opposition player can pressure. However, if you have not exited the protected area correctly, you will most likely concede another 50m.
If you are the player that infringed and conceded the 50m, how would you recommend they react?	<ul style="list-style-type: none"> By getting up with the Umpire as quick as possible, to enable you to retreat and remain vigilant to any "Play On" call. Vacating the protected area
What happens when a teammate of the kicker interferes with the Man on the Mark?	Umpire will Manage the situation



Ruckman taking ball out of the ruck



- Taking possession out of the ruck will not be considered prior opportunity
- The current holding the ball rule will apply

Ruckman taking ball out of the ruck



Ruckman taking ball out of the ruck

Frequently Asked Questions	Response
Why has this rule changed?	We believe that the Ruck should be entitled to take the ball out of the ruck contest.
Is this the same prior opportunity as a player picking up a ground ball or receiving a handball?	Once the Ruck has taken the ball out of the ruck, the current holding the ball rule applies.
Could this be too much of an advantage to the taller Rucks?	This might be the case depending on match ups, however most likely it will encourage teams to play Rucks at stoppages to limit an individuals dominance.
Explain the AFL Charter for laws of the game in regards to player types?	It states that "Players of various sizes, football and athletic ability have an opportunity for success in the game played at the highest level."
Does this rule change along with not allowing 3rd Man Up at Ruck contests encourage taller players to play AFL.	We hope that allowing Rucks to take the ball out of the ruck contest, along with adjusting the 3rd Man Up rule (player safety) will provide some encouragement for "Talls" to remain in or take up AFL.



Umpire Contact



- Umpire may flip sides once set up is determined
- Umpire will clear area
- Educate players on running patterns behind umpire
- Fines for incidental contact
- Umpires will pay free kicks
- Tagged player using the Umpire



Umpire Contact



Umpire Contact

Frequently Asked Questions	Response
Why are we being stricter at Centre Bounce with Umpire contact?	The Umpires bounce and then exit backwards at speed, this puts them in a more vulnerable position compared to around the ground Ball Ups.
Is there a way that Umpires can help avoid the possibility of contact?	Yes, Umpires are prepared to observe where players are set up and if the opposite side of the circle is less populated - flip across to the opposite side circle to execute the bounce.
Could Umpires remind players which way they will exit?	Yes, Umpires will clearly signal which side of the circle they be exiting, ensuring they engage with players in the vicinity.
Can players set up behind the Umpire at Centre Bounce?	Yes they can, however they will be liable for any contact.
What about players that start away but run a path behind the exiting Umpire?	As above, they will be liable for any contact.
What if a player is pushed into the Umpires path?	The player that pushes an opponent into the Umpire's path will be fined (free kicked if clearly seen) for initiating Umpire contact.
Can a free kick be paid for making contact with an Umpire?	Yes, if an Umpire can clearly see which player made or instigated the Umpire contact a free kick will be paid.
What if the Umpire doesn't exit straight back, will that be taken into account?	It may be taken into account but the player runs the risk if they make contact, that they could be free kicked / fined.
Can a tagged player use the Umpire to split away from their opponent?	No, the tagged player will be liable for any contact by MRO and can be free kicked if clearly seen by an Umpire.



Runners, Water Carriers and Trainers



- **WAFL League and Reserves**
 - One (1) Runner permitted per team
 - Runner may access playing surface at any time
- **WAFL Colts**
 - Two (2) Runners permitted per team
 - Only One (1) Runner permitted on the playing surface at any time
 - Runners permitted on the playing surface at any time
- **Trainers and Water Carriers**
 - Reduction of ten (10) trainers/ water carriers per team sheet to eight (8)
 - Additional provision for team Doctor and Physio
- The Umpires may award free kicks for any official that interferes with play



Runners, Water Carriers and Trainers

Frequently Asked Questions	Response
When are Runners able to deliver messages to players?	Runners are allowed on the playing surface at any time during the quarter.
Does the Runner have to be off the ground by the time the Umpire is ready to commence the Centre Bounce?	No, however the Runner must not interfere with play at any time.
Can both Runners be on the playing surface during the match at Colts level?	No, there must only be one Runner on the ground at any one time. Fines will apply for any breaches.
When are Water Carriers able to enter the playing surface?	At any time during play, AFL laws still apply for centre square infringements and kick ins.
How long are Water Carriers allowed to be on the ground?	They must hydrate the player and then leave the playing surface immediately. They should remain next to the playing arena fence during play.
Will there be any change to the amount of times Water Carriers can be used in hot weather?	The WAFL Heat Policy will be in place, the Water Carriers will be able to deliver water as per 2018 rules (ensuring that they do not interfere with play and exit ASAP).

