

Laws of the Australasian game of football 1910 as settled by the Australasian Football Council

1: The distance between the goal-posts shall be not more than 200 yards, nor less than 150 yards, and the width of the playing space not more than 150 yards, nor less than 100 yards, to be measured equally on each side of a line drawn through the centre of the goals. The goal posts shall be seven yards apart, of not less than twenty feet in height. Two posts shall be placed at a distance of seven yards one on each side of the goal posts, and in a straight line with them. The intervening line between such posts shall be called the goal line. The ball to be used shall not be less than $23\frac{1}{2}$ nor more than $24\frac{1}{2}$ inches in circumference laterally, and not less than $29\frac{1}{2}$ nor more than $30\frac{1}{2}$ inches longitudinally. The ball to be approved by the field umpire

2. Matches shall be played with not more than eighteen a side unless where handicaps are conceded. Any team detected during the progress of the game playing more than the number arranged for shall have all the points kicked prior to the detection of the same annulled. The field umpire shall have power at the request of either captain to stop the game and call the players into line at any time for the purpose of counting them. Previous to calling the players into line the field umpire, shall notify the timekeepers, who shall make an allowance for the time so taken. In the event of a club commencing play with less than the number arranged for, that club shall be allowed to complete its number at any stage of the game.

3. The captain of each side shall toss for choice of goal. The players shall then take their proper positions on the field, and the game shall be commenced by the field umpire bouncing the ball in the centre of the ground. When a goal has been obtained the players shall again take their positions, as above, and the ball shall be bounced in the centre.

4. All matches throughout the season shall be played twenty-five minutes each quarter. When one-fourth, one-half, and three-quarters of the time arranged for play have expired, the players shall change ends, and the ball shall be bounced in the centre of the ground as in Law 3. At half-time the players, shall leave the ground for not more than fifteen minutes. Each club shall appoint a timekeeper, whose duty it shall be to keep time, and ring a bell approved of by the controlling body at the times indicated above. At the first sound of the bell the ball shall be dead, but in the event of a player having marked a ball before the bell has rung, he shall be allowed his kick, and should he obtain a goal or a behind from it shall be reckoned provided no breach of the laws shall have been committed by the side kicking for goal, A goal or behind obtained from a ball in transit before the bell has been rung shall be reckoned. Should the ball be touched after the bell has rung it shall be dead.

5. A goal shall be won when the ball is kicked between the goal posts without touching either of them or any player after being kicked. A behind shall be won when the ball passes between the goal posts after being touched by any player or touches either of the goal posts or is kicked or forced between the behind post and the goal post. Should the ball touch a behind post it shall be out of bounds.

6. The side kicking the greatest number of points shall win the match. A goal shall Count six points and a behind one point.

7. When the ball goes out of bounds, it shall be brought back to the spot where it crossed the boundary line and be there thrown in by the umpire towards the centre of the playing space. Immediately the ball leaves the umpire's hands it shall be in play. Should the ball drop out of bounds from a kick-off, a free kick shall be given to the opposite side at the spot where the ball went out of bounds. In case the ball is kicked behind the goal line one of the opposite side (except when a goal is kicked, in which case the ball is bounced in the centre of the ground), any one of the side, behind whose goal it is kicked shall kick it off from within any part of the space to be indicated by two lines running parallel in a straight line from the goal posts for a distance of ten yards, and a horizontal line at the end of the said distance, joining the two parallel lines. Such lines to be marked white. Should the ball be kicked off beyond such white lines the ball shall be bounced on the white lines at the spot nearest where such infringement took place. No player

of the opposing side shall be allowed to come within ten yards of the kick-off space when the ball is being kicked off from behind.

8. Any player catching the ball directly from a kick of another player not less than ten yards distant, shall be allowed a kick in any direction from any spot behind where he caught the ball, no player being allowed to come over that spot, or within ten yards in any other direction. In kicking for goal the player must kick over his mark. Should a goal be obtained from a free kick or mark it shall be reckoned, notwithstanding any infringement of the above law by an opposing player.

9. Should a player wilfully waste time the field umpire shall instruct the timekeepers to add such time on and besides award a free kick to the opposing player nearest to the spot where the offence, takes place. The offending player or players shall be reported to the controlling body. which shall deal with the matter. Should a player unduly interfere with a man while kicking for goal, he shall be reported to the controlling body.

10. The ball may be taken in hand at any time, but not carried further than is necessary for a kick, unless the player strikes it against the ground at least once in every ten yards. In the event of a player with the ball in hand, trying to pass an adversary, and being held by him, he must at once drop the ball. While being held, if the player does not drop the ball, free kick shall be given to the man who holds him. If the player be deliberately held back or thrown after he has dropped the ball, he shall be awarded a free kick.

11. If any player, when the ball is in play, wilfully kick or force it out of bounds, the umpire shall give a free kick to the nearest player of the opposing team from the spot where the ball went of bounds.

12. The ball while in play shall under no circumstances be thrown or handed to a player. A free kick shall be given against the player infringing this law to the nearest opposing player.

13. Tripping, hacking and rabbiting, slinging, striking a player with either fist or elbow, throwing a player after he has made a mark, when the ball is out of play, or catching hold of a player below the knee are prohibited. Charging a player when he is standing still, or when in the air for a mark, is prohibited. Pushing a player from behind, or while he is in the air, is prohibited under any, circumstances. A free kick shall be given against the player infringing this law.

14. The controlling body shall appoint for each match a field umpire, who shall have full control of the play, and shall inflict penalties in accordance with the laws. In cases of doubt, and in scrimmages, he shall bounce the ball where the occurrence took place. A player disputing the decision of an umpire, or unduly interfering with or assaulting, or using abusive, threatening or insulting language towards him during the progress of the game, or within or without the enclosure on the day of the match, shall be dealt with as the controlling body may think fit. A player assaulting another player or using abusive, threatening or insulting language or otherwise misconducting, himself during the progress of the game, or within the enclosure on the day of the match, shall be reported by the umpire to and dealt with as the controlling body may think fit. In matches where boundary umpires are appointed each shall have the same power of reporting to the controlling body any player as that conferred on the field umpire under this law, and dealt with as the controlling body may think fit.

15. The field umpire shall, prior to, and may at any time before the conclusion of the match, examine the boots of the players, and no one wearing nails or iron plates shall be allowed to play until a change be made to the satisfaction of the umpire.

16. Two goal umpires shall be appointed for each match. They shall be sole judges of goals and behinds, and their decision shall be final, except in cases where the ball has become dead, either by ringing of the bell or decision of the field umpire. Goals shall be indicated by two flags, and a behind by one flag. The goal umpire must, before raising his flag or flags, to register a goal or behind, ascertain from the field umpire whether the ball had not been touched or any infringement of the laws has taken place. A goal or behind given in accordance with the above cannot be annulled.

17. The goal umpires shall keep a record of all goals and behinds kicked in any match and furnish a report to the secretary of the controlling body within three days.

18. The controlling body may disqualify players for any term who have been reported for breaches of the laws.

19. Should the field umpire appointed for a match, before or during the progress of a game, become incapable through sickness or accident to perform his duties, a substitute shall be appointed by mutual arrangement between the captains of the opposing sides, failing which any delegate or delegates present shall decide in the matter.

Definitions.

1. A kick must be made direct from a player's foot or below the knee.

2. A drop kick is made by letting the ball drop from the hands on to the ground and kicking it. the instant it rises.

3. A place kick is kicking the ball after it has been placed on the ground.

4. A punt consists in letting the ball fall from the hands and kicking it before it touches the ground.

5. A mark shall be either given from a place, drop, or punt kick.

6. Rabbiting is one player stooping, down so as to cause another to fall by placing his body below the other's hips.

7. Slingsing is the act of catching a player by or around the neck, and throwing or attempting to throw him on to the ground.

8. Hacking is intentionally kicking or attempting to kick an opponent.

9. A free kick carries the same privileges as that of a mark.

Boundary Umpires.

In matches where boundary umpires are appointed, the following Laws shall come into operation:

1. Two boundary umpires shall be appointed for each match. The boundary umpire shall be sole judge of when the ball is out of bounds. He shall bring the ball back to the spot where it crossed the boundary line and immediately throw it in, to the satisfaction of the field umpire.

2. The boundary umpire shall throw the ball from out of bounds over his head not less than five yards, and not more than eight yards, towards the centre of the playing space, except when the ball goes out of bounds within 20 yards of either behind post, when the ball shall be thrown not more than 5 yards towards the centre of the playing space and not less than 10 feet high in all cases.

3. The boundary umpire shall signal to the field umpire when the ball is out of bounds by waving a white flag (to be attached to his wrist) above his head, and the field umpire shall immediately blow his whistle to indicate that the ball is out of play.

4. When the ball is in play the boundary umpire shall not encroach upon the playing space to in any way interfere with the play.

5. When the ball is repeatedly forced out of bounds, at or about the same spot, the boundary umpire shall come in five yards from the boundary line and bounce the ball, if directed by the field umpire.
 6. Boundary umpires shall follow the ball from goal to goal, and be always, ready to throw in without delay.
 7. That those parts of the Laws of the Game imposing certain duties on the field umpire, and which will devolve upon the boundary umpires, be rescinded as far as regards the field umpire.
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Notes for Field and Boundary umpires.

Umpires to report if not ready to start at appointed time.

Consult timekeepers as to time, captains as to readiness to start game, and if either or both not ready at time agreed report. Punctuality at half-time as well.

Compulsory to examine boots of players.

Proper uniform to be worn by Players and umpires.

All communications to goal umpires, such as " all clear," must be made by word of mouth.

If a player marks a ball on the goal line, field umpire must consult goal umpire as to whether the ball had passed through and then give a decision.

Should a ball bounce from another player's leg below the knee and be caught, if ten yards, a mark.

Ten yards means ten yards distant.

Sometimes ball kicked straight up in the air and returns to almost same spot; if caught not a mark.

When a mark has been given keep eyes on mark and player. Do not turn your back.

If a man will go over another man's mark make him go back, and whistle time off if delayed.

In legitimately going for a mark, should a player interfere with an opponent from behind in his endeavour to get the ball, he is not to be penalised.

A player is allowed to shoulder or push an opponent, except from behind, when within five (5) yards of the ball.

Charging means rushing at a player standing still, or in the air: one player running with the ball can be fairly met by an opponent.

A player may carry the ball ten yards which need not be in a direct line, that is, he may turn and dodge, but if held, he must immediately drop the ball.

A player may hold the ball as long as he does not carry it further than ten yards.

A player is not to be awarded a free kick who drops the ball and throws up his hands for a free kick when he is not deliberately held back or thrown.

If deliberately held back or thrown after dropping the ball – free kick

Watch closely at back of ruck for deliberately charging, catching hold of arm or jersey, or other unfair interference.

When ball is in air from kick you should note quickly and where it is likely to land, and then look a players who are going for a mark.

A cunning player at these times will often act unfairly, such as shoving behind, holding back, tripping, etc. Don't concentrate your attention on the ball.

When the ball is deliberately forced, out by followers or other players, give a free kick.

Behind to be allowed if ball be wilfully forced through goal.

Watch closely passing of ball – prohibit throwing

Watch players who catch an opponent by arm or singlet, and thus impede him.

When goal is scored bring ball back to centre yourself. Don't wait for the ball to be kicked or handed you and do it as quickly as possible. If delay in getting back when out of play whistle time off.

If a player marks, a ball on the out of bounds line ball in play. The ball in all cases be over the line independent of where the player is.

Boundary umpires to throw the ball not less than five yards and not more than eight yards, except when within twenty yards of behind post, then not more than five yards. Always throw towards the centre, and not less than feet high in all cases

Boundary umpires sole judges of when ball is out of play, and must throw into the satisfaction of the field umpire.

If the ball is repeatedly forced out of bounds at or near the same spot, the field umpire may instruct the boundary umpire to come in five yards on the playing space and bounce the ball.

Boundary umpires to be alert and throw ball in directly without any delay whatever.

Umpires to attend to training.

When you give a decision don't argue with the players about the justice of it.

Always look out for foul play, so that if called upon by League and you may be able to give a clear and proper account of the occurrence.

Do not allow any bad language. Be firm and report.

Prompt decisions. Don't put whistle up unless you intend to blow it.

Umpires should not come up to delegates at conclusion of game and ask opinion on capabilities.

Umpires should not take any notice of officers of Club or delegates, except in cases specified in the Rules.