

## **The Laws of Australasian Football of 1906**

**1** – The distance between the goal posts shall not be more than 200 yds, nor less than 150 yds, and the width of the playing space not more than 150 yds, or less than 100 yds, 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  $\frac{3}{4}$  not 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 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 time-keepers, 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 the choice of goal. The players shall 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 may leave the ground for not more than fifteen minutes. Each club shall appoint a time-keeper 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 behind from it, it shall be reckoned, provided no breach of the laws have taken place. A goal or behind obtained from a ball in transit before the bell has 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 touched either of the goal posts, or is kicked or forced between the behind post and 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 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 umpires 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 by 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 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 shall 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 with-in 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 to kick in any direction from any spot behind where he caught the ball, no player being allowed to come over that spot, or with-in ten yards in any 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 time-keepers 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 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 a 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 out 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, 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 the 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.

**15** – The field umpire shall, prior to, and may at anytime before the conclusion of the match, examine the boots of the players, and no one wearing projecting 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 had 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.