Laws

of the

Australian Game of Football

As Adopted by Australian National Football Council.

These Laws are (divided into Part, as follows:-

Part I – Interpretations and Definitions (Rule 1).

Part II – General Provisions (Rule. 2 to 26).

Part III – Powers and Duties of Field Umpires (Rule 27 to 52).

Part IV – Powers and Duties of Boundary Umpires (Rule 53 to 65).

Part V – Powers and Duties of Goal Umpires (Rule 66 to Rule 77).

Part VI – Powers and Duties, of Timekeepers (Rule 78 to Rule 79).

AUSTRALIAN FOOTBALL.

Width of ground, 100 to 170 yards. Length of ground. 150 to 200 yards. Distance between goal posts and behind Posts is seven yards in each case. Teams comprise nineteen players, including two followers, a rover, and a substitute.

DIAGRAM OF AUSTRALIAN RULES FOOTBALL FIELD

(Including Placing of Players)

Distance between goal posts and behind posts is seven yards in each case. Teams comprise nineteen players, including two followers, a rover, and a substitute.

PART I INTERPRETATIONS AND DEFINITIONS.

1. In these Laws, unless inconsistent with the context or sonic other meaning is clearly intended:

Charging

(1) Charging consists of rushing at and pushing a player in a manner not authorised by these Laws, when he is not in possession of the ball, or when he is in the air.

Controlling Body.

(2) Controlling body means as regards each particular State the Football League of that State represented on the Australian National Football Council.

Drop Kick.

(3) Letting the ball drop, from the hands on to the ground, and kicking, it the instant it rises.

Free Kick.

(4) A free kick is a penalty given by the field umpire for a breach of the Laws as provided by Law No. 27, and carries the same privileges as those conferred by the making of a mark.

Hacking

(5) Hacking is intentionally kicking or attempting to kick an opponent.

Handball.

(6) Handball is where the ball is clearly held in one hand and knocked with the other hand.

Holding the Ball.

(7) A player shall be deemed to be holding the, ball if he retains possession of it while being held by an opponent.

Holding the Man.

(8) A player shall not be deemed to be held within the meaning of these Laws unless he is held firmly enough to stop hinder or retard his; progress.

Kick.

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

Mark.

(10) A mark may be obtained either from a place, drop, or punt kick, and consists of catching a ball directly from the kick of another player or bounce from below the knee, not less than ten yards distant, the ball being held a reasonable time and not having been touched while in transit from kick to catch.

Place Kick.

(11) A place kick is kicking the ball after it has been placed on the ground.

Punt.

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

Rabbiting.

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

Slinging.

(14) Slinging is the act of catching a player by or around the neck and throwing or attempting to throw him on to the ground. By the neck includes the top of the shoulder.

Signal: "All Clear".

(15) The "All Clear" signal means the signal to be given to the goal umpire by the field umpire (see Law No. 67) indicating that the goal umpire is at liberty to decide whether a goal or behind should be recorded.

Throwing the Ball.

(16) Throwing the ball consists of throwing or handing the ball to another player in any manner other than by handballing.

PART II. GENERAL PROVISIONS.

Playing Ground, Goal and Behind Posts, etc.

2. (i) The distance between the goal posts shall not he more than 200 yards nor less than 150 yards, and the width of the playing space not more than 170 yards nor less than 100 yards, to be measured equally on each side of a line drawn through the centre of the goal. The playing arena shall be marked out and indicated by a white or other line around the playing place and known as the boundary line.

(ii) The goal posts shall he seven yards apart, and not less than twenty feet in height.

(iii) Two behind posts shall be placed at a distance c of seven yards, one on each side of the goal posts, and in straight line with them.

(iv) The intervening line between the goal posts shall be called the goal line, and the intervening lines between the goal posts and the behind posts shall be called the behind lines.

(v) Two straight lines shall be drawn, and running, for a distance of ten yards from a goal post and at a right angle to the goal line, and the outer ends of these lines shall be connected by another straight line, and these lines shall be marked in white and known as the kick off lines.

(vi) A circle ten feet in diameter shall be drawn in white in the centre of the ground.

(vii) The standard size of football shall conform as far as possible to the specifications of 22 $\frac{3}{4}$ inches by 29 $\frac{1}{2}$ inches and of the shape agreed upon at 1938 Council Meeting, sample of which is available to manufacturers on application to the Council Secretary. The weight of the ball to be not less than 16 ounces or more than 17 ounces.

TEAMS.

3. (a) Teams shall consist of nineteen players, all of whom must attend the ground. A list containing the names or such players and numbers displayed on their respective guernseys shall be handed to the field umpire before the start of the game.

(b) Not more than eighteen of the named players shall take part in a match at any one time unless where handicaps are conceded.

(c) A team commencing, play with less than the number arranged for may at any stage of the game complete its from players named in the abovementioned list.

(d) When eighteen players have entered the arena the remaining player named in such list shall for the purpose of this Rule he deemed to be the nineteenth man.

(e) The nineteenth man shall be available for use at the discretion of his captain as substitute player at any time during, the match.

(f) No player shall return to the field after having been once replaced.

(g) The nineteenth man shall not enter the playing arena until the man he has to replace has left the playing arena.

(h) If during the progress of the game a team is detected in a manner provided by Rule 35 playing more than the number arranged for, or if a player, after having been replaced, returns to the field, all points scored by such team prior to detection or prior to the return to the field of the player who has been replaced shall be annulled.

(i) Where the rules of an Association provide that a player must play a certain number of matches in the minor round in order to qualify to play in the semi finals and final, a nineteenth man whose name is on the list of players exchanged before of the match and who is on the ground in uniform and ready to play, and who remains so ready until the conclusion of the match, shall for all purposes be deemed to have played in such match.(j) The controlling body in any State may grant authority to junior or country Association to reduce the number of players who shall take part in a match. Such teams to consist of not less than 15 players. The other conditions of Law 3 to apply.

TIME OF STARTING.

4. The game shall be, started at 3 p.m., or at such other time as may be fixed by the controlling body suit local conditions.

TIME AND PROVISIONS RELATING THERETO.

5. (i) All matches shall he played in four quarters of twenty-five minutes each.

(ii) The controlling body may, in an emergency, reduce such time.

(iii) The time allowed between the first and second quarters shall, in the umpire's opinion, be sufficient to permit teams to change ends, but shall not exceed three (3) minutes. At half time the players may leave the playing ground for not more than fifteen minutes.

(iv) Each quarter shall end at the first sound of the bell, to be rung by the Timekeepers as provided Law No. 78. At the first sound of the bell the ball shall be dead, but a player who has, before the first sound of the bell, taken a mark, or been given a free kick, shall be allowed to kick, and a goal or a behind obtained therefrom shall he counted, provided no breach of the laws has been committed by the attacking side. A goal or a behind obtained from a ball which is in transit before the first sound of the bell shall be counted, provided no breach of the laws has been committed by the attacking side. In each of the above cases, no breach of the laws by the defending side shall interfere with the counting of a goal or a behind.

CHOICE OF GOAL.

6. The captains shall toss for choice of goal, and at the expiration of the first, second and third quarters the, players shall change ends.

GOALS WHEN WON.

7. A goal shall be won when the ball kicked over the goal line by a player of the attacking side without touching either of the goal posts or any player after being kicked. The fact that the ball while in transit has struck or touched the field umpire shall not prevent the scoring of a goal.

BEHINDS WHEN WON.

8. A behind shall be won when the ball passes over the line drawn between the goal posts after being touched by any player, or touches either of the goal posts, or is kicked or forced over the line drawn between the goal posts and behind posts. A ball touching a behind post shall be out of bounds.

POINTS FOR GOALS AND BEHINDS.

9. A goal shall count six points and a behind one point.

GAMES, HOW WON.

10. The side kicking the greatest number of points shall win the match.

MARKS.

11. (i) Any player who makes a mark shall be allowed to kick in any direction from any spot behind where he made the mark, no player being allowed to come over that spot or within a semicircle of ten yards radius from where the ball was marked. Such semi circle shall be inscribed behind the mark which shall form the centre of such 10 yards radius. Such player must kick over his mark, and if, in the opinion of the umpire, he makes any attempt to kick other than over his mark, or to run, the ball shall be immediately in play.

(ii) A goal obtained from a free kick or mark shall be allowed, notwithstanding an infringement of this law by an opposing player.

(iii) A mark shall be given to a player who is out of bounds but marks the ball before it has passed completely over the boundary line, and when in doubt on this point the field umpire shall consult the boundary umpire.

MARK ON GOAL LINE.

12. A mark shall be allowed for a ball marked on the goal line.

OPPONENTS STANDING ON MARK.

13. Only one opponent may stand at a player's mark.

FREE, WHERE TAKEN.

14. (i) A player who is given a free kick must go back to the spot where the breach occurred before being allowed to kick or play the ball.

(ii) If such player kicks or plays the ball without complying with this law the field umpire shall stop play and enforce compliance.

RUNNING OVER OPPONENT'S MARK.

15. When a player from a mark or free kick kicks for goal, and an opponent goes over the mark, and the field umpire blows his whistle for the breach before the ball goes through, the field umpire shall allow the player the option of another kick. If a goal or behind has been scored and the player does not desire to his option of another kick, the field umpire shall signal "all clear" and the goal or behind already scored shall be counted.

DEFENDING PLAYER HITTING GOAL POST.

16. If a player of the defending side is given a mark or a free kick in front of the goal line, and in kicking from behind the goal line the ball hits either goal post or behind post, the field umpire shall direct the timekeepers to add "time on", and the player shall be given another kick.

RUNNING WITH THE BALL.

17. (i) The ball, when in play, may be taken in the hand and held for any length of time, but shall not be carried further than is necessary for a kick, unless the player strikes it against the ground at least once in every ten yards, which need not be in a straight line; that is, he may turn and dodge. A player may strike the ball against the ground, either by lowering it on the ground or by touching the ground with the ball without taking his hands from the ball.

(ii) A player who runs less than ten yards with the ball without striking it on the ground, hits it over an opponent's head, and then catches it, cannot run an extra ten yards without striking the ball on the ground. He must immediately either strike the ball on the round or take his kick.

(iii) A player who is in possession of the ball must at once kick or handball the ball when firmly held by an opponent. If he fails to kick or handball the ball immediately, a free kick shall be given against him for holding the ball.

(iv) Bouncing the ball is not relinquishing possession.

(v) A player who lies on or over the ball when it is on the ground shall be deemed to be in possession of the ball.

HANDBALL.

18. A player in possession of the ball while it is in play may handball it by holding it clearly in one hand and knocking, it with the other hand.

HOW PLAYER MAY BE BROUGHT DOWN.

19. A player, when running with the ball or standing still with the ball, can be fairly met by an opponent and brought down by the use of the hip, shoulder, chest, arms and open hands.

PLAYERS WITHIN FIVE YARDS OF BALL.

20. A player may legitimately be pushed in the chest or side or shouldered by an opponent if the ball is not more than five yards away in the air or on the ground.

REPLACING THE BALL.

21. A player who has placed the ball for a place kick may replace the ball.

KICKING OFF FROM BEHIND.

22. (i) When a behind has been won, any player on the defending side shall kick it off from within any part of the space indicated by the goal line and the kick off lines.

(ii) When the ball is being kicked off from behind, no player of the opposing side shall be allowed to come within ten yards of the kick off lines.

(iii) In kicking off from behind, the ball shall be kicked clear from hand and foot.

UMPIRES' DRESSING ROOM.

23. (i) No persons other than the umpires and their trainers officiating in the match shall enter the umpires' dressing room while the there. The provisions of this Law do not apply to members of an Umpires' Appointment Board or persons authorised by the controlling body to select and appoint umpires to matches.

(ii) Each umpire is individually responsible for seeing that this Law is, observed, and must report to the controlling body any person who commits a breach thereof.

(iii) Umpires infringing against this Law may be dealt with as the controlling body thinks fit.

PRACTICE AS TO PROVIDING BALLS.

24. Practice generally observed by clubs to give visiting teams choice of two new balls.

STEWARDS.

25. (i) The controlling body may appoint a steward or stewards, who shall have the same power and duty of reporting to the controlling body any player is that conferred on umpires under these Laws.

(ii) The provisions of Laws No. 61 and No. 62 shall apply to reports made by stewards.

POWER TO DISQUALIFY.

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

PART III.

POWERS AND DUTIES OF FIELD UMPIRES.

FIELD UMPIRES.

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.

SUBSTITUTE FOR FIELD UMPIRE.

28. When the field umpire appointed, before or during the progress of the game, becomes incapable, through sickness. or accident, to perform his duties, a substitute shall be appointed to be chosen by the captains of the opposing sides; in case; they disagree, a substitute shall be appointed by the delegates or delegate, of the controlling body, present at the match.

TRAINING.

29. Field and boundary umpires must attend to training.

DIRECTION TO FIELD UMPIRE.

30. The field umpire must be, prompt in his decisions, and must not put whistle to his mouth unless he intends to blow it.

FIELD AND BOUNDARY UMPIRES' BOOTS.

31. Field and boundary umpires must wear boots with stops on wet days, instead of rubber soles, to prevent slipping.

EXAMINATION OF PLAYERS' BOOTS.

32. The field umpire shall, prior to the commencement of play 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.

RINGS.

33. No player shall wear a finger ring during a match. Any player who breaks this Law shall be reported.

PRELIMINARY DUTIES OF FIELD UMPIRE.

34. Prior to the commencement of play the field umpire shall consult the timekeepers as to time, and the captains as to readiness of the teams to start the game, and must inspect and approve the ball to be used, and see that proper uniform is worn by the players and boundary umpires. A boundary umpire or player who does not wear proper uniform must be reported.

COUNTING PLAYERS.

35. The field umpire may at the request of either captain stop the game and call the players into line at any time for the purpose of counting them.

BOUNCING THE BALL.

36. (i) The field umpire shall bounce the ball in the circle referred to in Law No. 2, Clause (vi) at the start of each quarter and after each goal has been kicked. The ball shall be in play as soon as it is bounced.

- (ii) The field umpire shall bounce the ball in the following cases:
- (a) When he is in doubt as to which player has taken a mark.
- (b) When a player who has taken a mark or been given a free kick is unable, through accident, to take advantage thereof.
- (c) When the player, kicking off from behind, kicks off from outside the kick off lines. The ball shall be bounced it the spot nearest to where the breach took place.
- (d) In the case provided for by Law No. 38 (iv).
- (e) In scrimmages.
- (f) When, having bounced the ball, it goes over the goal line, or the behind line, without having been touched by any player.

(iii) The ball shall be thrown in as directed in 37 (viii) and 37 (viiia) when it is touched by another player in going out of bounds, or when the field umpire is in doubt as to which side kicked or forced or took the ball out of bounds.

FREE KICKS.

37. The field umpire shall blow his whistle and give a free kick against a player who:

(i) Encroaches within the circle mentioned in Law No. 2, when the field umpire is in the act of bouncing the ball in such circle.

(ii) When kicking off from a behind, kicks the ball out of bounds without it having been touched; the free to be given at the spot where the ball went out of bounds.

(iii) Unduly interferes with an umpire who is bouncing the ball.

(iv) Wilfully wastes time; the free to be given to the nearest opponent.

(v) While being held by an opponent, and being in possession of the ball, does not at once kick or handball the ball, the free to be given to the player who holds him.

(vi) Deliberately holds back or throws an opponent after that opponent has kicked or handballed the ball.

(vu) Lays on or over the ball with any part of his body and still maintains possession of it while being held by an opponent.

(viii) Wilfully kicks or forces the ball out of bounds without its being touched by another player, the free to be given to the nearest opponent. In all other cases of the ball being kicked, forced or taken out of bounds he shall direct the boundary umpire to immediately throw the ball in over his head toward, the centre of the field to a distance of between 10 and 15 yards and not less than 10 feet high.

(viii) Interferes with an opponent before the boundary umpire has thrown the ball into play or when the ball is about to be or is being thrown in from the boundary line.

(ix) Throws or hands the ball to another player while the ball is in play, the free to be given to the nearest opponent. When the ball has not been hand balled fairly, the field umpire shall award a free kick for throwing.

(x) Trips, hacks, rabbits, or slings an opponent, or strikes an opponent with clenched first or elbow, or deliberately with the knee.

(xi) Catches hold of an opponent below the knees.

(xii) Charges an opponent.

(xiii) Pushes an opponent from behind in any way, except as provided in Law No. 38 (vi).

(xiv) Pushes an opponent in the face.

(xv) Pushes an opponent who is in the air for a mark.

(xvi) Pushes in the chest, side, or shoulder an opponent when the ball is more than five yards away.

SPECIAL DIRECTIONS AS TO FREE KICKS.

38. Notwithstanding anything contained in Law No. 37, the field umpire shall observe and apply the following directions:

(i) If a free kick has been given against a player, and before the free kick is taken a further breach of the laws is made by a player on the same side as the first offender, the field umpire shall direct the free kick to be taken on the spot where the subsequent breach took place, if doing so will, in his opinion, penalise the offending side.

(a) If a free kick shall have been given against a player for fouling an opponent after disposing of the ball, the field umpire shall direct such free kick to be taken by the player of the same side as the player so fouled nearest to the place where the ball first touched the ground or was caught or marked or went out of bounds, if, in his opinion, such direction will penalise the offending side.

(ii) No free kick shall be given if, in the opinion of the umpire, the giving of such free will penalise the side offended against.

(iii) If the field umpire has blown his whistle for a free kick he may cancel such free kick by calling "Play on" if in his opinion, the side offended against will be penalised by enforcing the free kick.

(iv) When a player claims a mark, the ball having been touched, and he holds the ball when held by an opponent, if the umpire is satisfied the player has not heard his call "Play on," no free kick shall be given, but the ball shall be bounced. But if the ball has been taken away from the player holding same by another player, the umpire's call, "Play on" shall hold good.

(v) No free kick shall be given if a player with ball in hand kicks or handballs it immediately when he is held by an opponent; but the opponent, being unable to release his hold at once throws the other player down

(vi) No free kick shall be given against a player who, in legitimately going for a mark, interferes with an opponent from behind.

(vii) No free kick shall be given against a player who does not, when held, immediately kick or handball the ball as required by Law No. 17 (iii) if the opponent catches him by the neck or below the knee. The free shall be given against such opponent.

(viii) When a breach of the Laws takes place after the boundary umpire has signalled that the ball is out of bounds, the following directions shall be observed:

- (a) If such breach is made by a player on the same side, as the player who has kicked, knocked or taken the ball out of bounds, a free kick shall be awarded to the opposing player who is nearest to where the ball went out of bounds or to the opposing player who is nearest to where such subsequent breach took place, whichever, in the opinion of the field umpire is most advantageous to the opposing side
- (b) If such breach is made by an opponent of the player who has kicked, knocked, or taken the ball out of bounds no free kick shall be awarded for out of bounds. A free kick shall be given for the subsequent breach

(ix) When a goal is kicked by a player, and while the ball is being kicked or is in transit a breach of the Laws is made by an opponent the field umpire shall give the "All clear" signal and the goal shall be counted, but in the event of a behind being scored, the player shall be given the option of another kick.

(x) The field umpire shall not give the "All clear" signal and no goal or behind shall be counted when a goal or behind has been kicked by a player, and while he is making his kick, or the ball is in transit, a breach of the laws is made by a player on the same side as the player who kicked the goal or behind. A free kick shall be given for the breach.

BALL DEEMED TO HAVE BEEN TOUCHED IN TRANSIT.

39. While the ball is on the ground and a player has his hand on it, if an opponent kicks the ball it shall be deemed to, have been touched in transit and if it goes over the goal or behind line, the field umpire shall call "Touched," and shall give the "All clear" signal, and a behind shall be counted.

PLAY ON.

40. The field umpire shall call "Play on" and the ball shall immediately be or remain in play, in any of the following circumstances:

(i) When the field or a boundary umpire is struck by the ball while it is in play.

(ii) When the ball, having been kicked, is touched while still in flight.

(iii) When the ball is caught directly from a kick of another player who is not ten yards distant.

(iv) When a player who has taken a mark attempts, in the opinion of the umpire, to turn or to kick otherwise than over his mark.

(v) When the field umpire, under. Law No. 38 (iii), cancels a free kick.

GOING OVER THE MARK.

41. When a player goes over an opponent's mark, the field umpire shall stop the play, the direct "Time on" to be added, order such player to go back, and report him if he fails to immediately obey such order.

WHISTLE FOR OUT OF BOUNDS.

42. When a boundary umpire signals that the ball is out of bounds, the field umpire shall immediately blow his whistle to indicate that the ball is out of play.

"OUT OF BOUNDS" SIGNAL NOT SEEN.

43. When a boundary umpire, as directed by Law No. 59, notifies the field umpire that he has signalled "Out of bounds," the field umpire, unless, in the meantime he has given a free kick for a breach of the laws, shall stop the play, and the ball shall be taken back to the spot where it went out of bounds, and either award a kick or have the ball thrown in, as required by Law No. 37 (viii).

"TIME ON."

44. The field umpire shall instruct the timekeepers to add "Time on":

(i) If there is any undue delay in getting the ball back when it is out of play.

(ii) If a player wilfully wastes time.

(iii) If a player goes over an opponent's mark and refuses or neglects to go back.

(iv) When the ball is brought back pursuant to u notification by the boundary umpire to the field umpire under. Law No. 59.

(v) When more than one opponent stands on the mark of a player.

(vi) When a player who has been given a free kick plays or kicks the ball without going back to the spot where the free kick was given.

(vii) When either captain requests the field umpire to stop the play for the purpose of counting the players, as provided for by Law No. 35.

(viii) When a player who has placed the ball for a place kick elects to replace it.

(ix) When a player, in kicking from behind the goal line, hits a goal or behind post, and obtains another kick under Law No. 16.

(x) In any other case hereiribefore provided for, where a player breaks a law and thereby delays the play.

TIME ON HOW INDICATED.

45. The field umpire shall instruct the timekeepers to add "Time on" by blowing his whistle and waving his arms to the timekeepers, and to stop adding "Time on" by subsequently again blowing his whistle to indicate that the ball is again in play.

FIRST SOUND OF BELL.

46. The field umpire shall be the sole judge as to the first sound of the bell rung at the close of each quarter, and shall notify the timekeepers that he has heard the bell by blowing his whistle and holding up his two hands.

REPORTING CLUB NOT READY TO START.

47. The field umpire shall report to the controlling body any club which is not ready to start at the appointed time.

REPORTING OFFENDING PLAYERS.

48. (i) The field umpire shall in every case, and without taking into consideration any question as to whether the offending player was provocation or not, report to the controlling body every player who:

(a) Goes over an opponent's mark and refuses to go back immediately when ordered by the field umpire.

(b) Unduly holds an opponent who has taken a mark.

(c) Wilfully wastes time.

(d) Unduly interferes with a player whilst such player is kicking for goal.

(e) Disputes the decision of an umpire.

(f) Unduly interferes with or assaults, or uses abusive, threatening, or insulting language or behaviour towards him during the progress of the game, or within or without the oval on the day of the match.

(g) Assaults another player.

(h) Uses abusive, threatening, or insulting language, or otherwise misconducts himself during the progress of the game, or within the oval on the day of the match.

(i) Throws an opponent after that player has made a mark, or after the ball is otherwise out of play.

(j) Violently pushes an opponent after such opponent has had his kick.

(k) Intentionally trips, or hacks, or rabbits an opponent.

(1) Strikes or attempts to strike a player either with his fist or elbow.

(m) Charges an opponent when such opponent is not in possession of the ball, or when he is in the air for a mark.

(n) Is guilty of unduly rough play.

(o) Goes on to the playing ground not wearing proper uniform, after being warned by the field umpire.

(ii) The field umpire must endeavour to note all particulars in connection with any report he may have to make to the controlling body in order that a clear account may be given to the proper authority when such report is being dealt with.

DUTIES AS TO REPORTING PLAYERS.

49. (i) The field umpire shall be provided by the controlling body with cards in an approved form, on which he shall fill in particulars of any charge or charges he may make against players

(ii) Such cards shall be filled in in duplicate, or in triplicate if a player of each side is reported, and shall be signed by the field umpire.

(iii) The field umpire shall take charge of the copies of the similar forms which have been filled in and signed, or initialled, by the boundary umpires, and handed to him by each of them (as provided by Law No. 62), and by each of the goal umpires (as provided by Law No. 75).

(iv) The field umpire, at the termination of the match, shall hand one copy of each card containing: a charge to an official of the club to which the player who has been charged belongs. Each club shall be responsible for the attendance of an official at the door of the umpires' room at the termination of the match, and in the event of non attendance the club in default shall be deemed to have waived compliance with the provisions of this sub clause.

(v) The field umpire shall lodge his duplicate or triplicate card containing the charges made by him with the Secretary of the controlling body before 4 o'clock in the afternoon of the second day (Sunday excluded) after the day of the match, or such other time as may be fixed by the controlling body.

(vi) In event of no report being made by the field umpire, he shall initial his duplicate cards. At, the termination of the match one copy of each umpire's cards which contain no charge shall be handed to an official of each club.

(vii) This Law shall apply to all League games and may be adopted by country and other associations if so desired, or varied by them to suit local requirements.

CONVERSING WITH OFFICIALS, &c.

50. Except as provided by these Laws, the field umpire must not at any time enter into any conversation with delegate., club officials or players relating to any incident of the game or any charges made against a player, and shall not at any time discuss his own capabilities with delegates, club officials or players.

UMPIRES' DRESSING ROOMS.

51. The attention of field umpires is specially directed to Law No. 23. WHEN NO BOUNDARY UMPIRES.

52. In matches played without boundary umpires, the duties by these Laws assigned to boundary umpires shall be carried out by the field umpire.

PART IV.

POWERS AND DUTIES OF BOUNDARY UMPIRES.

BOUNDARY UMPIRES.

53. Two boundary umpires shall be appointed for each match, and the provisions of Law No. 28 shall apply when a substitute is required. The boundary umpire shall, subject to Law No. 54 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 if directed by the field umpire shall throw the ball in as provided for in Law 37 (viii).

JUDGE OF OUT OF BOUNDS.

54. The boundary umpire is sole judge of when the ball is out of bounds, but when the goal umpire signals a behind and the boundary umpire out of hounds, the decision of the goal umpire shall prevail.

WHEN BALL OUT OF BOUNDS.

55. A ball, any portion of which is on or above the boundary line, is in play. To be out of bounds the ball must be completely outside the boundary line.

MARK ON BOUNDARY LINE.

56. A boundary umpire shall not signal "Out of bounds" if a player who is outside the boundary line marks the ball while it is still in play, as provided by Law No. 11, clause (iii).

DUTIES OF BOUNDARY UMPIRES.

57. Each boundary umpire must avoid interfering with the players, must follow the ball from goal to goal, and when play is not close to his boundary line, should keep at about twenty yards from the boundary line.

SIGNALS.

58. The boundary umpire shall immediately 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.

OUT OF BOUNDS SIGNAL DISREGARDED.

59. When the ball is signalled by the boundary umpire as out of bounds, and the signal is disregarded by the field umpire, and play goes on, the boundary umpire must run after the field umpire and notify him at once. The field umpire will then apply the provisions of Law No. 43.

DUTY AFTER GOAL KICKED.

60. When a goal is scored the nearest boundary s umpire shall bring the ball back to the centre as quickly as possible and without waiting for the ball to be kicked or handed to him, and shall give same to the field umpire.

REPORTING OFFENDING PLAYERS.

61. (i) Each boundary umpire shall in every case, and without taking into consideration any question as to whether the offending player has received provocation or not, report to the controlling body every player who offends against Law No. 48.

(ii) Every boundary umpire is required to make himself thoroughly familiar with the offences which must be reported, and his duties under this and the next following Law.

(iii) Boundary umpires must recognise that their duty does not merely consist in watching the boundary line, signalling out of bounds, and throwing in the ball when so directed. It is an important and essential part of their duty to keep a sharp lookout for breaches of Law No. 48, and to fearlessly report all offending players.

(iv) Boundary umpires must endeavour to note all particulars in connection with any reports they may have to make to the controlling body, in order that a clear account may be given to the proper authority when such report is being dealt with.

(v) This Law and Law No. 62 shall apply to all games, and may be adopted by country and other bodies if so desired, or varied by them to suit local requirements.

DUTIES AS TO REPORTING PLAYERS.

62. (i) Each boundary umpire shall be provided by the controlling body with cards in an approved form, on which he shall fill in particulars of any charge or charges he may make against players.

(ii) Each boundary umpire shall fill in such forms in duplicate, or in triplicate, if a player of each side is reported, and shall sign same, and hand one or two, as the case may require, to the field umpire at the termination of the match.

(iii) Each boundary umpire shall lodge his other card containing the charges made by him with the Secretary of the controlling body before 4 o'clock on the afternoon of the second day (Sunday excluded) after the day of the match.

(iv) In the event of a boundary umpire making no charge, he shall initial his duplicate forms, and hand same to the field umpire at the termination of the match.

CONVERSING WITH OFFICIALS, &c.

63. No boundary umpire shall, at any time, enter into any conversation with delegates, club officials, or players, relating to any incident of the game or any charge made against a player.

TRAINING AND BOOTS.

64. Boundary umpires must attend to training and must wear boots with stops on wet days to prevent slipping.

UMPIRES' DRESSING ROOM.

65. The attention of boundary umpires is specially directed to Law No. 23.

PART V.

POWERS AND DUTIES OF GOAL UMPIRES.

GOAL UMPIRES.

66. Two goal umpires shall be appointed for each match, and the provisions of Law No. 28 shall apply when a substitute is required. They shall be sole judges of goals and behinds, and their decision shall be final, except where, the ball has become dead, either by ringing of the bell or the decision of the field umpire.

GOALS HOW INDICATED.

67. Goals shall be indicated by two flags and a behind by one flag. The goal umpire, before raising his flag or flags to register a goal or behind, shall wait until the field umpire gives the "All clear" signal, and if the ball be touched call "Touched, all clear," which the field Umpire must give by word of mouth and in no other manner. A goal or behind given in accordance with the above cannot be annulled.

GOAL UMPIRES' RECORDS.

68. The goal umpires shall keep a record of all goals and behinds kicked in the match, and furnish a report to the Secretary of the controlling body within three days. In the event of a goal umpire observing the central umpire line up the team for the purpose of counting the players, he shall make a record of the score at that period.

GOAL UMPIRES AND TIME BELL.

69. The goal umpires shall not concern themselves with the question as to whether the time bell has or has not been rung at any period of the game. They shall signal and record a goal or behind, as the case may be upon receiving the "All clear" signal from the field umpire, without making any comment.

BALL STRIKING GOAL UMPIRE.

70. The goal umpire, upon receiving the "All clear" signal from the field umpire, shall signal and record a goal if the ball, when going between the goal posts, strikes a goal umpire. **DECIDE.**

71. The goal umpire must watch the play closely, but if he is unable to decide who kicked the ball through the goal posts from a bunch of players, including men on both sides, on receiving "All clear" from field umpire he shall signal and record a behind.

GOAL UMPIRE UNABLE TO SEE.

72. (i) When goal umpire, by reason of having been knocked or slipping down, is unable to see whether the ball goes over the goal line, he cannot give a decision, and the ball must be bounced by field umpire on centre of kick off line in front of goal.

(ii) Goal umpires, however, are particularly directed not to get in the way of players between the goal posts.

RECTIFYING A MISTAKE.

73. A goal umpire who makes a mistake by signalling a goal instead of a behind, or a behind instead of a goal can rectify the mistake if he does so by notifying the field umpire before the ball is bounced in the centre if he has wrongly signalled a goal, or before the ball is kicked off if he has wrongly signalled a behind.

REPORTING OFFENDING PLAYERS.

74. (i) Each goal umpire shall, in every case, and without taking into consideration any question as to whether the offending player has received provocation or not report to the controlling body every player offends against Law No. 48.

(ii) Each goal umpire is required to make himself thoroughly familiar with the, offences which must be reported and his duties under this and the next following Law.

(iii) Goal umpires must recognise that their duty does not merely consist in watching for and signalling goals and behinds. It is an important and essential part of their duty to keep a sharp lookout for breaches of Law No. 48, and to fearlessly report all offending players.

(iv) Goal umpires must endeavour to note all particulars in connection with any reports they may have to make to the controlling body, in order that a clear account may be given to the proper authority when such report is being dealt with.

(v) This Law and Law No. 75 shall apply to all Leagues' games, and may be adopted by country and other associations if so desired, or varied by them to suit local requirements.

DUTIES AS TO REPORTING PLAYERS.

75. (i) Each goal umpire shall be provided by the controlling body with cards in an approved form, on which he shall fill in particulars of any charge or charges he may make against players.

(ii) Each goal umpire shall fill in such cards in duplicate or in triplicate if a player of each side is reported, sign same, and hand one copy thereof, or two, as the case may be, to the field umpire at the of the match.

(iii) Each goal umpire shall lodge his other card containing taining the charges niadp by him with the Secretary of the controlling body before 4 o'clock in the afternoon of the second day (Sunday excluded) after the day of the match.

(iv) In the event of a goal umpire making no charge, he shall initial his duplicate forms, and hand same to the field umpire at the termination of the match.

CONVERSING WITH OFFICIALS, &c.

76. No goal umpire shall at any time enter into any conversation with delegates, club officials, or players, relating to any incident of the game or any charge made against a player.

UMPIRES' DRESSING ROOM.

77. The attention of goal umpires is specially directed to Law No. 23.

PART VI. DUTIES AND POWERS OF TIMEKEEPERS. TIMEKEEPER.

78. (i) Each club shall appoint a timekeeper.

- (ii) The duties of the timekeepers shall be as follows:
 - (a) To keep the time of each quarter and fill in and forward to the Secretary of the controlling body the time cards to be provided for them.
 - (b) To ring a bell, to be approved by the controlling body, at the start and finish of each quarter.
 - (c) To add time on to the playing, time, of the quarter whenever directed to do so by the field umpire in accordance with Law No. 44. or when required to do so by virtue of Law No. 79 (iv).
 - (d) To keep on ringing the bell at the close of each quarter until the field umpire notifies them, by blowing his whistle, and holding up two hands, that he has heard the bell.

(iii) This Law shall apply to all games, and may he adopted by country and other bodies if so desired, or varied by them to suit local requirements.

TIME TO BE ADDED ON.

79. (i) In accordance with Law No. 45, the field umpire will instruct the timekeepers to add "Time on" by blowing his whistle and waving his arm to the timekeepers, and will instruct them when to stop adding "Time on" by again blowing his whistle to indicate that the ball is in play,

(ii) The time to be added on shall be the time which elapses between the two whistles mentioned in clause (i) of this Law.

(iii) Should the timekeepers fail to hear the second whistle they shall stop adding "Time on" when they see that the ball is again in play.

(iv) "Time on" shall also be added by the timekeepers when a goal or a behind has been kicked. The time to be added on shall, with the case of a goal, be the time which elapsed between the waving of the flags by the goal umpire and the bouncing of the ball in, the centre by the field umpire, and in the case of a behind, the time which elapses between the waving of the flag by the goal umpire until the kick off from behind.

INSTRUCTIONS TO UMPIRES AND PLAYERS.

BALL OUT OF BOUNDS.

1. The umpire is not permitted to order the opponent away from the point where the ball went out of bounds or to the point referred to. It is the player's prerogative to stand at the point where the ball went out of bounds or opposite the point in question towards the centre of the ground.

BOUNCING THE BALL TO COMMENCE QUARTER.

2. The blow of the whistle announces the start of the game. If any infringement occurs between the whistle and the bounce of the ball, umpires are instructed to award a free kick. Once a ball touches the ground in the act of bouncing, players are permitted to enter the ring.

JOSTLING IN CENTRE AND DURING THROW IN.

3. Umpires are instructed to take care to prevent same and captains and coaches shall inform players that their co-operation is expected; otherwise it will be necessary to free kick all offences.

BAULKING ON THE PART OF UMPIRES.

4. Umpires are instructed that baulking has the effect of tricking players into trouble and must not be practised,.

PLAY ON DECISION.

5. When an umpire calls "Play on" it should be a clear cut case, and the call should be. given immediately.