

Australian National Football Council

LAWS OF THE AUSTRALIAN NATIONAL GAME OF FOOTBALL

(REVISED AND ADOPTED
28th JUNE 1949)

DIAGRAM OF AUSTRALIAN FOOTBALL FIELD (Including Placing of Players).

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

Width of ground, 120 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.

DEFINITIONS

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

Controlling Body means the Football League or Association in each State represented on the Australian National Football Council, or any other Controlling body.

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.

Bell shall include any sounding device sanctioned by the Controlling Body.

Free Kick. - A free kick is a penalty given by the field umpire for a breach of the Laws as provided by Law No. 17, and carries the same privileges as those conferred by the making of a mark.

Kicking is intentionally kicking or attempting to kick an opponent. "Kicks" in Law 17 (i) includes an attempt to kick an opponent.

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

Holding the Ball - 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 - A player shall not be deemed to be held within the meaning of these Laws unless he is held firmly enough to stop him or retard his progress.

Mark - 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.

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

Place Kick - A place kick is kicking the ball after it has been placed on the ground.

Drop Kick - Letting the ball drop, from the hands on to the ground, and kicking, it the instant it rises.

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

Scrimmage is a group of player struggling in undue confusion for possession of the ball

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

Tripping is intentionally throwing or attempting to throw an opponent by the use of the feet, legs or by stopping in front of or behind him, or by putting a foot or leg across an opponent when he is running and causing him to fall.

Throwing the Ball consists of throwing or handing the ball to another player other than by handballing.

All Clear signal means the signal to be given to the goal umpire by the field umpire (see Law No. 7(e)) indicating that the goal umpire is at liberty to decide whether a goal or behind should be recorded.

LAWS OF THE GAME

1. PLAYING GROUND, GOAL AND BEHIND POSTS, ETC.

(a) The playing ground shall be oval in shape, between 150 and 200 yards in length from goal to goal, and between 120 and 170 yards in width, measured equally from the centre of a circle ten feet in diameter, marked in white, in the centre of the ground. A line, known as the boundary line, shall mark the boundary. (See plan.)

(b) Two goal posts, seven yards apart and not less than twenty feet in height, shall be placed at each end of the playing ground. Behind posts shall be placed at a distance of seven yards from each goal post, and in a straight line with them.

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

(d) Two straight lines shall be drawn at right angles to the goal line for a distance of ten yards from each goal post. The outer ends of these lines shall be connected by another straight line. These lines shall be marked in white and known as the kick-off lines.

2. THE BALL.

(a) The standard size of footballs 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 approved by the Australian National Football Council. The ball shall be 16 ounces to 17 ounces in weight.

(b) In the absence of arrangements, the home team shall provide the ball for the game, giving the visitors the choice of two new balls. Unless the captains agree to a change, the same ball shall be used throughout a game.

3. TEAMS.

(a) Teams shall consist of twenty named players, not more than 18 of whom shall take part in a match at any one time.

(b) The 19th and 20th men shall be reserves, available for use at the discretion of the captain as substitute players at any time during the match, but no player shall return to the field after having once been replaced.

(c) The 19th or 20th man shall not enter the playing arena until the man he is to replace is outside the boundary line.

(d) The field umpire shall at the request of either captain stop the game and call the players into line for the purpose of counting them. If a team is detected playing more than the number arranged for, or if a player returns to the field after having been replaced, all points scored by such team at that stage of the game shall be annulled.

(e) A team which commences play with fewer than eighteen men shall be allowed to complete its number at any stage of the game from the players named.

(f) The controlling body in any State may grant authority to junior or country bodies to reduce the number of players who shall take part in a match, such teams to consist of not less than 15 players.

4. PLAYERS' BOOTS AND RINGS.

No player shall wear a finger ring during a match, and shall not have protruding nails or plates on his boots, or wear protruding surgical appliances or guards which may cause injury to other players.

5. CHOICE OF GOAL.

The captains shall toss for choice of goal, and at the expiration of each quarter the teams shall change ends.

6. STARTING THE GAME.

(a) 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.

(b) The field umpire shall blow his whistle and bounce the ball in the circle referred to in Law 1 (a) at the start of each quarter and after each goal has been kicked, except when a free kick has been given in accordance with the provisions of Law 17 (r). The ball shall be in play as soon as it is bounced, and once the ball touches the ground, in the act of bouncing, players are permitted to enter the circle.

(c) The field umpire has power to bounce the ball outside the circle or throw the ball in the air in the event of the ground being unsuitable.

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

7. GOALS AND BEHINDS-WHEN WON.

(a) A goal shall be won when a ball is kicked over the goal line by a player of the attacking side without touching any player or either of the goal posts. The fact that the ball while in transit has struck or touched an umpire shall not prevent the scoring of a goal. A goal shall count six points.

(b) A behind shall be won when the ball passes over the goal line after being touched by any player, or touches either of the goal posts, or is kicked or forced over the behind line, or passes over a goal post. A ball touching or passing over a behind post, shall be out of bounds. A behind shall count one point.

(c) The side kicking the greater number of points shall win the game. If the number of points scored are equal the match shall be drawn.

(d) Goal umpires shall be sole judges of goals and behinds, and their decision shall be final, except when the ball has become dead by decision of the field umpire.

(e) Goal umpires shall indicate a goal by waving two flags, and a behind by one flag. Before raising their flags to register a goal or behind they shall wait until the field umpire calls "All clear" or "Touched, all clear." A goal or behind given in accordance with the above cannot be annulled, unless the goal umpire immediately rectifies a mistake 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.

(f) 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 lines the field umpire shall call, "Touched," and shall give the "All clear" signal, and a behind shall be counted.

8. KICKING OFF FROM BEHIND.

(a) When a behind has been won any player on the defending side shall kick the ball from within the kick-off lines, and when the ball is being kicked off no player of the opposing side shall be allowed to come within ten yards of the kick-off lines.

(b) The ball shall not be kicked off from behind until the flag has been waved by the goal umpire.

(c) The ball shall be kicked clear from hand and foot, not necessarily over the kick-off lines, and once kicked shall be deemed to be in play.

9. MARKS.

(a) 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. When in doubt on this point the field umpire shall consult the boundary umpire.

(b) A mark shall be allowed for a ball marked on the goal, behind or boundary line.

(c) Except as provided for in Law 18 (i), any player who makes a mark shall be allowed a kick from any spot behind where he marked, no player being allowed to come over that spot or within a semi-circle of ten yards' radius. Such semi-circle shall be behind the mark, which shall form the centre of such ten yards' radius. The player must kick over his mark, but if he attempts to play the ball other than over his mark the field umpire shall call "Play on" and the ball shall be immediately in play.

(d) Only one opponent may stand at a player's mark.

10. RUNNING OVER OPPONENT'S MARK.

(i) When a player kicks for goal from a mark or free kick and an opponent goes over the mark, if the field umpire blows his whistle for the breach before the ball passes over the goal or behind lines, he shall allow the player the option of another kick. If the ball has crossed the goal or behind lines, and the player does not desire to exercise this option, the field umpire shall signal "All clear."

(ii) When a player goes over an opponent's mark the field umpire shall stop the play, direct time-on to be added, and order such player to go back.

11. HANDBALL.

A player may handball by holding the ball in one hand and knocking it with the other hand. If the ball is not handballed fairly a free kick shall be given to the nearest opponent.

12. RUNNING WITH THE BALL.

(a) A player can hold the ball for any length of time, provided he is not held by an opponent. If he runs with the ball, he must bounce it 'or touch the ground with it at least once in every ten yards, which need not be in a straight line-that is, he may turn and dodge.

(b) A player who runs less than ten yards with the ball without striking it on the ground, then hits it over an opponent's head and catches it, must immediately either bounce the ball or touch it on the ground, handball or take a kick.

13. HOLDING THE BALL-HOLDING THE MAN.

(a) A player in possession of the ball, when firmly held by an opponent, must at once kick or handball it, otherwise a free kick shall be awarded to his opponent for holding the ball.

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

(c) A player with the ball must be held firmly enough to stop him or retard his progress.

(d) When a player claims a mark, the ball having been touched, and retains possession 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, and the ball shall be bounced. But if the ball has been taken away from the player by another player the umpire's call, "Play on," shall hold good.

(e) This law provides that the 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 a free kick shall be awarded against him for holding the ball. "Firmly held" means when the player is gripped firmly enough to stop him or to retard his progress.

Umpires must give the player who is in possession of the ball a reasonable chance of disposing of it before free kicking him. If a player is in the act of kicking or handballing, and he is swung off his balance, and his foot or hand does not connect with the ball-play on.

If a player is bumped and ball falls from his hands-play on.

When a player has the ball held to his body by another player-ball up.

When a player is knocked on arm or elbow, causing him to drop the ball-play on.

When a player has his arms pinned to his sides, causing him to drop the ball-play on.

The spirit of the rule is to keep the ball in motion.

14. BOUNCING THE BALL.

The field umpire shall bounce the ball in the following cases:

(a) As in Law 6 (b).

(b) When in doubt as to which player has taken a mark.

- (c) When a player who has taken a mark or been given a free kick is unable, through accident, to take advantage thereof.
- (d) When a player in kicking-off from behind kicks off from outside the kick-off lines, the ball to be bounced at the spot nearest to where the breach took place.
- (e) In scrimmages.
- (f) When the field umpire having bounced the ball, and it goes over the goal or behind lines without having been touched by any player.
- (g) In the case provided for by Laws 13 (d) and 31 (i).

15. HOW PLAYER MAY BE BROUGHT DOWN.

- (a) A player with the ball may be fairly met by an opponent and brought down by the use of the hip, shoulder, chest, arms or open hands
- (b) A player may be pushed in the chest or side or shouldered by an opponent if the ball is not more than five yards away.

16. REPLACING THE BALL.

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

17. FREE KICKS.

The field umpire shall blow his whistle and give the nearest opponent a free kick against a player who:

- (a) Encroaches within the circle mentioned in Law 1(a) when the field umpire is in the act of bouncing the ball in such circle.
- (b) When kicking off from a behind, kicks the ball out of bounds without it having been touched by any player, the free to be given at the spot where the ball went out of bounds.
- (c) Unduly interferes with an umpire who is bouncing the ball,
- (d) Wilfully wastes time.
- (e) Deliberately holds back or throws an opponent after that opponent has kicked or handballed the ball, but no free kick shall be given if a player, unable to release his hold at once, throws the opponent down.
- (f) Wilfully kicks or forces the ball out of bounds without it being touched by another player.
- (g) Interferes with an opponent from the time the ball goes out of bounds until the ball, after being thrown in by the boundary umpire, makes contact with a player or the ground.
- (h) Throws or hands the ball to another player while the ball is in play.
- (i) Trips, kicks, or slings an opponent, or strikes an opponent with either hand or arm, or deliberately with the knee.
- (j) Catches hold of an opponent below the knee or by the neck.
- (k) Charges an opponent.
- (l) Pushes an opponent from behind in any way, except as provided in Law 18 (g).
- (m) Pushes an opponent in the face,
- (n) Pushes an opponent who is in the air for a mark.
- (o) Pushes an opponent in the chest, side or shoulder when the ball is more than five yards away
- (p) Infringes any of the rules between the time the umpire blows his whistle and bounces the ball.
- (q) Commits a breach of Laws 11, 12 or 13.
- (r) All breaches of the Laws must be penalised whether the ball is dead or in play.

18. SPECIAL DIRECTIONS AS TO FREE KICKS AND MARKS.

Notwithstanding anything contained in Law 17, the field umpire shall observe and apply the following directions:

- (a) 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 penalise the offending side.
- (b) If a free kick has 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 a player of the same side as the player so fouled nearest to the spot where the ball first touched the ground or was caught or marked or went out of bounds, if such direction will penalise the offending side.

(c) When a player kicks a grubber and is subsequently fouled by an opponent, the free kick resulting therefrom is to be given at the spot where the ball first touched the ground, and not at a place further on.

(d) When a ball goes out of bounds near the behind posts from a kick by a player who is fouled after making his kick, the resulting free kick, is to be taken at the spot where the ball went out of bounds.

(e) The umpire has the right to give a free kick at point of fouling if the player fouled is in a better position to kick for goal.

(f) No free kick shall be given if the giving of such free will penalise the side offended against.

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

(h) A player awarded a free kick must go back to the spot where the breach occurred before being allowed to kick or play the ball. If such Player kicks or plays the ball without complying with this Law the field umpire shall stop play and enforce compliance.

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

(j) When a goal or behind 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. If a breach of the Laws is made by a player of the attacking side the field umpire shall not signal "All clear," but must award a free kick.

(k) 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 or punch the ball. A goal or a behind obtained therefrom, or from a ball which is in transit before the first sound of the bell, shall be counted, except as provided for in clause (j) of this Law. The field umpire shall be the sole judge of the first sound of the bell.

(l) When a player, from a free kick or mark, is permitted to take his kick from outside the boundary or goal or behind line, he must kick or handball or take the ball into play without attempting to improve his position by running to either side of his actual mark or free kick position.

19. DEFENDING PLAYER HITTING POST.

If a player of the defending side, from a free kick or mark, kicks from behind the goal or behind lines and hits either goal or behind post with the ball, the field umpire shall direct the timekeepers to add time on and give the player another kick to put the ball into play.

20. BALL OUT OF BOUNDS

(a) The boundary umpire shall, subject to clause (d) of this Law, be sole judge of when the ball is out of bounds. He shall immediately signal to the field umpire and bring the ball back to the spot where it crossed the boundary line.

(b) When a boundary umpire signals that a ball is out of bounds the field umpire shall immediately blow his whistle to indicate that the ball is out of play. If directed by the field umpire, the boundary umpire shall throw the ball in over his head towards the centre of the field to a distance of between 10 and 15 yards and not less than 10 feet high.

(c) To be out of bounds the ball must be completely outside the boundary line. If any portion of it is on or above the boundary line it is still in play.

(d) When the goal umpire signals a behind and a boundary umpire signals out of bounds the decision of the goal umpire shall prevail.

21. OUT OF BOUNDS SIGNAL NOT SEEN.

(a) When the ball is signalled by the boundary umpire as out of bounds, and the signal is not seen by the field umpire and play goes on, the boundary umpire must run after the field umpire and notify him at once.

(b) 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 thrown in.

22. PLAY ON.

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

(a) When an umpire is struck by the ball while it is in play.

(b) When the ball, having been kicked, is touched while still in transit.

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

(d) When a player who has taken a mark or been given a free kick attempts to run, handball, or kick otherwise than over his mark.

(e) When the field umpire under Law 18 (i) cancels a free kick.

23. UMPIRES.

(a) The controlling body shall appoint for each match a field umpire, two boundary and two goal umpires. The field umpire shall have full control of the play, and shall award penalties in accordance with the Laws.

(b) In matches played without boundary umpires the duties assigned to them by these Laws shall be carried out by the field umpire.

(c) When any umpire, before or during the progress of the game, becomes incapable, through sickness or accident, of performing his duties, a substitute shall be chosen, according to arrangements made by the controlling body.

(d) The field umpire shall, prior to the commencement of play, and may at any time before the conclusion of the match, examine the boots, hands and surgical appliances and guards of players, and no player shall be permitted to play or continue to play in a match until he has complied with the provisions of Law 4.

24. TIME AND PROVISIONS RELATING THERETO.

(a) All matches shall be four quarters each of 25 minutes playing time. The controlling body may, in an emergency, reduce such time.

(b) The time allowed between the first and second quarters shall be sufficient to permit teams to change ends, but shall not exceed three minutes. At half-time the players may leave the playing ground for not more than 15 minutes, but the game must recommence not later than 20 minutes after the end of the second quarter; the timekeepers to notify the field umpire by sounding the bell when that time has elapsed.

(c) Between the third and fourth quarters there shall be an interval of not more than 5 minutes.

(d) The timekeepers shall indicate the end of each quarter by sounding the bell, and play shall cease when the field umpire, who is the sole judge of the first sound of the bell, signifies that he has heard it by blowing his whistle and holding up both hands (subject to the provisions of Rule 18 (k)).

25. TIMEKEEPERS.

Each club shall appoint a timekeeper, whose duties shall be:

(a) To keep the time of each quarter on time cards, complete same and forward to the secretary of the controlling body.

(b) To sound a bell or other device approved by the controlling body at the start and finish of each quarter, and to keep sounding it until the field umpire notifies them that he has heard it.

(c) To add time on to the playing time of the quarter whenever directed to do so by the field umpire in accordance with the Laws, or when a goal or behind has been kicked. The time to be added on shall, in the case of a goal, be the time which elapses between the waving of the flags by the goal umpire and the bouncing of the ball in the centre by the field umpire; 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.

26. TIME ON.

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

- (a) If there is any undue delay in getting the ball back when it is out of play.
- (b) If a player wilfully wastes time.
- (c) If a player goes over an opponent's mark and does not go back immediately when ordered to do so.
- (d) When the ball is brought back pursuant to a notification by the boundary umpire to the field umpire under Law 20.
- (e) When more than one opponent stands on the mark of a player.
- (f) 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.
- (g) When the play is delayed under Laws 3 (d), 16, 19 or 20.
- (h) In any other case not hereinbefore provided for, where a player breaks a Law and thereby delays the play.

27. TIME ON-HOW INDICATED.

- (a) 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 blowing his whistle to indicate that the ball is again in play.
- (b) The time to be added on shall be the time that elapses between the two whistles. 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.

28. REPORTING OFFENDING PLAYERS.

- (a) Umpires shall in every case, and without taking into consideration any question as to whether the offending player received provocation or not, report to the controlling body every player who
 - (i) Goes over an opponent's mark and does not go back immediately when ordered by the field umpire.
 - (ii) Unduly holds an opponent who has taken a mark.
 - (iii) Wilfully wastes time.
 - (iv) Unduly interferes with a player whilst such player is kicking for goal.
 - (v) Disputes the decision of an umpire.
 - (vi) 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.
 - (vii) Assaults another player.
 - (viii) 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.
 - (ix) Throws an opponent after that player has made a mark, or after the ball is otherwise out of play.
 - (x) Violently pushes an opponent after such opponent has had his kick.
 - (xi) Intentionally trips or kicks or attempts to trip or kick an opponent.
 - (xii) Strikes or attempts to strike a player either with his hand or arm
 - (xiii) Charges an opponent when such opponent is not in possession of the ball, or when he is in the air for a mark.
 - (iv) Is guilty of unduly rough play.
 - (xv) Remains on the playing field not wearing proper uniform, after being warned by the field umpire.
 - (xvi) Infringes any of the provisions of Law 4.
- (b) A controlling body may disqualify for any term players who have been reported for and found guilty of breaches of the Laws.
- (c) A controlling body may delegate the power conferred by Law 28 (b) to any person or body of persons duly constituted in accordance with its rules for the purpose of investigating any report of a player made in accordance with these Laws.
- (d) Umpires may caution but must not at any time threaten a player.
- (e) The provisions of this Law shall apply to all games conducted by the controlling body, and may be adopted by country and other bodies if so desired, or varied by them to suit local requirements.

29. DUTIES AS TO REPORTING PLAYERS.

(a) Umpires shall be provided by the controlling body with report cards in an approved form, on which they shall at or before the termination of a game enter particulars of any charge or charges they may make against players.

(b) Such cards shall be filled in in duplicate, or in triplicate if a player of each side is reported in relation to the same charge, and each copy shall be signed by the umpire or umpires making the charge.

(c) The field umpire shall take charge of a copy of all report cards (if any) submitted to him at the termination of a match by boundary and goal umpires in respect of each player to be reported.

(d) At the termination of a game the field umpire shall hand a copy of every report card (if any) to an official of the club of the team to which the reported player belongs. For this purpose each club shall be responsible for the attendance of an official at the door of the umpires' room at the end of the game. In the event of no such official attending, the field umpire shall be deemed to have complied with the duty imposed on him by this Law.

(e) Umpires shall lodge or cause to be lodged the remaining copy of any report card they have filled in with the secretary of the controlling body before 4 o'clock in the afternoon of the second day (not counting an intervening Sunday) after the day of the game, or within such other time as may be required by the controlling body.

(f) Except as provided by these Laws, umpires must not at any time enter into any conversation with delegates, 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 their own capabilities with delegates, club officials or players.

(g) Umpires must endeavour to note all particulars in connection with any report 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.

(h) Umpires are required to make themselves thoroughly familiar with the offences which must be reported, and their duties under this and other Laws, and to fearlessly report all offending players.

30. UMPIRES' DRESSING ROOMS.

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

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

31. DUTIES AND INSTRUCTIONS FOR UMPIRES.

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

(b) Umpires must be prompt in their decisions. The field umpire must not put the whistle to his mouth unless he intends to blow it.

(c) Field and boundary umpires must attend to training.

(d) Boundary umpires must avoid interfering with players, must follow the ball from goal to goal, and when play is not close to the boundary line should keep about 20 yards inside the playing space.

(e) When a goal is scored the boundary umpires shall bring the ball back to the centre as quickly as possible without waiting for the ball to be kicked or handed to them and shall give it to the field umpire.

(f) 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 a team for the purpose of counting the players, he shall make a record of the scores at that period.

(g) Goal umpires shall signal and record a goal or behind, as the case may be, upon receiving the "All clear" or "Touched, all clear," signal from the field umpire, without making any comment. They shall not concern themselves with the question as to whether the time bell has or has not sounded at any period of the game.

(h) The goal umpire must watch the play closely, but if he is unable to decide who kicked the ball over the goal or behind lines he may consult the field umpire before recording a decision.

(i) When the goal umpire, by reason of having been knocked or fallen down, is unable to see whether the ball goes over the goal line, and cannot give a decision, the ball must be bounced by the field umpire on the centre of the kick-off line in front of goal. Goal umpires are particularly directed not to get in the way of players between goal posts.

(j) Field umpires are instructed that baulking, when bouncing the ball, has the effect of tricking players into trouble, and must not be practised.

(k) When the field umpire calls "Play on" it should be a clear-cut case, and the call should be given immediately.

32. STEWARDS.

The controlling body may appoint a steward or stewards, who shall have the same power and duty of reporting players as that conferred on umpires under these Laws.

33. CONTROLLING BODIES.

(a) These Laws shall apply to all Leagues and Associations represented on the Australian National Football Council.

(b) To suit local requirements other controlling bodies may adopt or vary Laws 25 and 29.