

A.N.F.C. LAWS OF THE AUSTRALIAN NATIONAL GAME OF FOOTBALL (1970)

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

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

Charging is violently meeting 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 means any sounding device sanctioned by a 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 taking of a mark.

Handball is clearly holding the ball in one hand and striking it with the clenched fist of the other hand.

Holding the Ball - A player shall be deemed to be holding the ball if he retains possession of it while being firmly 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 is catching the ball directly from the kick of another player, 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 is 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 - A drop kick is letting the ball drop from the hands on to the ground, and kicking it the instant it rises.

Punt Kick - A Punt is letting the ball drop from the hands and kicking it before it touches the ground.

Shepherding is the act of pushing, shouldering or blocking in accordance with these Laws, an opponent not in possession of the ball.

Scrimmage is a group of players 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 throwing or attempting to throw an opponent by the use of the feet or legs or by stooping 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 is throwing or handing the ball to another player other than by handballing.

"All Clear" is 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.

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 10 feet in diameter, marked in white, in the centre of the ground. A line, known as the boundary line, shall mark the boundary.

Note - It is suggested that the ideal playing area would be 180 yards in length and 150 yards in width.

(b) Two goal posts, seven yards apart and not less than 20 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 10 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) Footballs shall conform as far as possible to the standard size of 22 $\frac{3}{4}$ inches by 29 $\frac{1}{2}$ inches and to the shape approved by the Australian National Football Council and shall be 16 ounces to 17 ounces in weight.

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

3. TEAMS

(a) Teams shall consist of 20 named players, not more than 18 of whom shall take part in a match at any one time.

Note - The 19th and 20th men are considered as having taken part in the game, although not having taken the field.

(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. However, when a player has been or appears to have been so seriously injured as to prevent his being removed immediately from the playing arena, he may be replaced by the 19th or 20th man at the request of his captain and with permission of the Field Umpire. Such replaced player shall take no further part in the match.

(d) The field umpire shall at the request of either captain stop the match 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 beer, replace, all points scored by such team at that stage of the match 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 match, from the players named.

(f) Subject to the approval of the Executive of the Australian National Football Council, the Controlling Body in each State may reduce the number of players who shall take part in a match, such teams to consist of not less than 14 players. A State Controlling Body may similarly grant this authority to its affiliated Leagues or Associations.

4. PLAYERS' BOOTS, RINGS, Etc.

No player shall be permitted to play in a match while he has protruding nails or plates on his boots or is wearing a finger ring or 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 MATCH

(a) Prior to the commencement of play the field Umpire shall consult the timekeepers as to time, and the captains is to readiness of the teams to start the match, 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 SCORED.

(a) Subject to the "All Clear" signal as provided in Law 7 (e), a goal shall be scored when the ball is kicked over the goal line by a player of the attacking side without touching a player or a goal post and a behind shall be scored in any other case when the ball passes over the goal line, or touches or passes over a goal post or passes, over a behind line without touching a behind post. If a defending player kicks or takes the ball over the goal or behind line, a behind shall be scored. If the ball touches or passes over a behind post, it shall be, out of bounds. A goal shall count six points and a behind shall count one point.

(b) The fact that the ball, while in transit, has struck or touched an umpire shall not prevent the scoring of a goal or a behind. (Note - This would also apply to a

trainer on his way to attend, or attending an injured player.)

(c) The side scoring the greatest number of points shall win the match. If the points scored are equal the match shall be drawn.

(d) Goal umpires shall be sole judges of goals and behinds, and their decisions 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. Except as provided in Law 21 (b) 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 scored, unless a subsequent free kick has been given, 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 within 10 yards of the kick-off lines.

Note - If such player handballs the ball over the kick-off line the field umpire shall stop play and direct the player to kick off in accordance with this Law.

(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.

Note - If this Law is not fully complied with by being clear of hand and foot (merely touched on the foot) the field umpire shall bounce the ball as provided for in Law 14 (d).

Special Note. (a) If a player will not kick off (time on being added) when directed to do so by the field umpire, a free kick shall be awarded to the nearest opponent under Law 17 (d) and the, umpire shall report such offending player for wilfully wasting time under the provisions of Law 28 (iii).

(h) If the player kicking off does not enter the kick-off area before kicking, the field umpire shall stop play and direct such player to kick off in compliance with Law 8 (a).

(c) If the player kicking off runs some distance beyond the kick-off area before kicking, the field umpire shall stop play and bounce the ball in accordance with Law 14 (d).

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.

(h) A mark shall be allowed when the ball is marked on the goal, behind or boundary line.

(c) A player who takes a mark shall be allowed to kick from any spot behind where he marked, no other player being allowed within a semi-circle of 10 yards radius behind the mark which shall be the centre of such 10 yards radius. Except as provided in Law 18 (i), 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 player's mark - (Note. - If a ball kicked by a player strikes an umpire or trainer and without touching the ground is caught by another player after having travelled not less than 10 yards a mark shall be awarded.)

10. RUNNING OVER OPPONENT'S MARK

(i) In the event of an opponent going over the mark when a player is kicking for goal from a mark or a free kick and a goal has been scored, the field umpire shall give the "all clear" and the goal shall be counted. If a goal has not been scored, the player shall be given the option of another kick.

(ii) When an opponent goes over any player's mark, the field umpire shall stop the play, direct time-on to be added, and allow the player another kick, except as provided in Law 10 (i).

11. HANDBALL

A player may handball by holding the ball in one hand and hitting 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 may 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 10 yards, which need not be in a straight line - that is, he may turn and dodge.

(b) A player who runs with the ball, hits it over an opponent's head and catches it must within 10 yards of commencing his run or striking the ball on the ground, bounce it or touch the ground with it or dispose of it.

13. HOLDING THE BALL - HOLDING THE MAN

(a) A player in possession of the ball, when held by an opponent firmly enough to stop him or retard his progress should be given a reasonable chance of disposing of it by kicking or handballing, 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 not in possession of the ball, when held by an opponent, shall be awarded a free kick.

(d) When a player claims a mark, the ball having been touched, and retains possession when held by an opponent, if the field 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 field umpire's call, "play on," shall hold good.

(e) 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.

Subject to the provisions of Law 13 (a), a player pulled by one arm or slung - ball falls from hand - 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 on the kick-off line nearest to where the breach took place.

(e) In scrimmages.

(f) When the field umpire has bounced the ball, and it goes over the goal or behind lines without having been touched by any player.

(g) In the cases provided for by Laws 13 (d) and 31 (i).

15. HOW PLAYER MAY BE CHECKED

(a) A player with the ball may be fairly met by an opponent by the use of the hip, shoulder, chest, arms or open hands.

(h) A player may be pushed in the chest or side or shepherded in accordance with these Laws, by an opponent, provided 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 kick to be given at the spot where the ball went out of bounds.

(c) Kicks the ball out of bounds on the full the free kick to be taken at the spot where the ball went out of bounds

(d) Unduly interferes with the bouncing of the ball by the field umpire.

(e) Wilfully wastes time.

(f) Deliberately holds back or throws an opponent after that opponent has kicked or handballed the ball, but no free kick shall be given if the player, unable to release his hold at once, throws the opponent down.

(g) Wilfully kicks or forces the ball out of bounds without it being touched by another player.

(h) 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.

(i) Throws or hands the ball to another player while the ball is in play.

(j) Trips or kicks or attempts to trip or kick or slings an opponent, or when not in possession of the ball kicks in a manner likely to cause injury to an opponent, or strikes or attempts to strike an opponent with either hand or arm or deliberately with the knee.

(k) Catches hold of an opponent below the knee or by the neck, which includes the top of the shoulder.

(l) Charges an opponent.

(m) Pushes an opponent from behind in any way, except as provided in Law 18 (g).

(n) Pushes an opponent in the face.

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

(p) Shepherds an opponent when the ball is more than five yards away.

(q) Infringes any of the laws between the time the field umpire blows his whistle and bounces the ball.

(r) Commits a breach of Laws 11, 12 or 13.

(s) 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 a breach of the Laws against an opponent who has disposed of the ball, the field umpire shall direct such free kick to be taken at the spot where the ball first touched the ground, was caught or marked or went out of bounds, by the nearest player of the same side as the player offended against provided such will penalise the offending side, otherwise the free kick shall be taken by the player offended against at the spot where the breach occurred.

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

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

(e) 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.

(f) 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.

(g) 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. 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.

(h) 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 handball 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 (g) of this Law. The field umpire shall be the sole judge of the first sound of the bell.

(Note - If the ball was touched in transit the umpire must be satisfied that the score was not assisted by any other player, but, if the ball touches any player below the knee it becomes dead and no score shall be recorded.)

(i) When a defending player from a free kick or mark is permitted to take his kick from outside the goal or behind line, he must kick, handball or take the ball into play in the direction of his mark or free kick. In such cases, the player on the mark shall not be permitted to come within five (5) yards of the goal or behind line.

Note. - This law applies if the player on the mark is positioned outside but adjacent to the behind post, and player entitled to the kick is required to move behind the GOAL or BEHIND line to take his kick

Note. - When a player, from a free kick or mark is permitted to take his kick from outside the boundary line the provisions of Law 9 (c) shall apply.

(j) When a player has been awarded a mark or a free kick and an opponent unduly holds or deprives him of, or refuses him possession of the ball, or deliberately encroaches over the mark, or refuses to come back to the spot where the mark or free kick was awarded, or in any way deliberately delays the play, the spot where the mark or free kick was awarded shall be advanced not more than 15 yards nearer the goal which the player of the team entitled to the kick is attacking.

The provisions of this Clause shall apply where a player is taking a kick after the first sound of the bell (vide Law 18 (h)).

(Note - This Law should be applied in the following cases: -

- (1) If a player DELIBERATELY holds an opponent who has marked the ball or been awarded a free kick.
- (2) If a player DELIBERATELY withholds the ball from the rightful player by:
 - (a) Retaining possession of the ball unduly.
 - (b) Throwing or rolling the ball away so that the rightful player has to cover unnecessary ground to retrieve it.
 - (c) Knocking the ball from the rightful player's hands.
- (3) If a player DELIBERATELY goes over the spot where an opponent has been awarded a mark or free kick, or moves back too slowly when in front of the spot.
- (4) Any other OBVIOUS and DELIBERATE attempt to waste time or deprive the rightful player possession of the ball.

It should, be noted that there must be undue delay in the play and that the infringement must be DELIBERATE.)

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 a 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. In which case he shall immediately signal to the field umpire and bring the ball back to the spot where it crossed the boundary line.

(Note. Boundary Umpires may use a whistle when signalling the ball "out of bounds" but the whistle must be used in conjunction with a visual signal.)

(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 shall stop the play and order any intervening score to be annulled unless in the meantime he has given a free kick for a breach of the Laws and the ball shall be taken back to the spot where it went out of bounds and be 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. (Note: This would also apply to a trainer on his way to attend, or attending an injured player.)
- (h) 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 less than ten yards distant.
- (d) When a player who has taken it 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 (f) 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) In order that the field umpire may detect any infringement of Law 4, he shall, prior to the commencement of play, and may, at any time before the conclusion of the match, examine the boots, hands, and appliances and guards of players.

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 match 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 (h)).

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 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, 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 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 and the kick-off from behind.

26. TIME ON

The field umpire shall instruct the timekeeper 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 times.

(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 taken back pursuant to a notification by the boundary umpire to the field umpire under Law 21.

(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) In all other cases when play is unduly delayed.

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 an umpire during the progress of the match, 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 match or within the oval on the day of the match.

Note - This Law would also apply:

(a) If a player having a free kick or mark is preparing to take a kick for goal and an opponent shakes the goal post.

(b) If the ball is in transit towards goal from a free kick, mark or field kick, and an opponent shakes the goal post. In addition, if in the opinion of the field umpire such action could have affected the result of the kick, the umpire shall give the player kicking for goal the option of another kick.

(ix) Throws an opponent after that player has taken 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.

(xiv) Is guilty of unduly rough play.

(xv) Remains on the playing ground 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 (h) 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 matches 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 match 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 match 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 match. 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 match, 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 match 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.

(i) When an umpire intends to make a charge or charges against a player he shall, if such charge or charges relate to incidents arising in the, first three quarters of the match, notify the player concerned as soon as reasonably possible after the incident, but in any event not later than the commencement of the next quarter.

30. UMPIRES' DRESSING ROOM'S

(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 field 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 match.

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

(i) When a goal umpire 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 the 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.