## Appendix 16

## RULES EXCEPTION LIST

LAWS OF AUSTRALIAN FOOTBALL

#### 7. INTERCHANGE

## 7.1 Match Day Official - Appointment and Duties

A Controlling body may appoint two Match Day Officials to officiate during a match

## 7.2 Procedure for Interchange

- (a) unless Law 7.3 applies, the Players intending to interchange shall leave and enter the Playing Surface through the Interchange Area
- (b) where a Player does not leave or enter the Playing Surface as specified under Law 7.2 (a), the Match Day Official shall report the breach to a field Umpire and the following shall apply
  - (i) the field Umpire shall stop play at the first available opportunity
  - (ii) a Field Umpire shall award a Free Kick to the nearest Player of the Opposing Team; and
  - (iii) a Fifty Metre Penalty shall then be imposed from the position where the Free Kick was awarded.

#### For Adelaide Footy League

- 7.1 only one (1) Match Day Official is required
- 7.1 (a) an Injured Player may leave any part of the playing arena providing such player is accompanied by a Club Official
- 7.1 (b) the Field Umpire reports any breaches to The League only

#### 8. UMPIRES

#### 8.2 Duties

## 8.2.2 Boundary Umpires

(b) When the boundary Umpire signals that the football is Out of Bounds, the field Umpire shall immediately sound a whistle to indicate that the football is out of play. When directed by the field Umpire, the boundary Umpire shall bring the football into play by throwing the football over their head towards the centre of the Playing Surface. The field Umpire may recall any throw-in by the boundary Umpire that in their opinion does not allow any opportunity for the football to be contested.

For Adelaide Footy League the Last Possession Rule applies across all divisions.

# 13. CENTRE BOUNCES

#### 13.1 Starting Positions

The following starting positions must be met within a reasonable time as set by the Controlling Body, before the field Umpire commences their approach to the Centre Circle to bounce or throw up the football to start a quarter or recommence play after a Goal has been scored:

- (a) six Players from each Team are permitted in each area defined by the Boundary Line and the Fifty Metre arcs;
- (b) of these six Players for each area referenced in Law 13.1(a), at least one Player from each Team is positioned within the Goal Square;
- (e) one Player from each Team is positioned in each shaded area in Diagram 2

## 6-6-6 rule does not apply in the Adelaide Footy League

#### 18. FREE KICKS

## 18.4 Ruck Contests

#### 18.4.2 Number of Rucks

Each Team must have no more than one Ruck contesting any centre bounce, throw-up or boundary throw-in.

#### 18.4.3 Free Kicks - Ruck Contests

A field Umpire shall award a Free Kick in a Ruck contest against a Player where the Player:

(a) who is not a Ruck, contests a throw-up or boundary throw-in

There is no ruck nomination rule in the Adelaide Footy League. More than one ruckman from a team can contest a ruck contest, except at the start of the quarter or after a goal

#### 18.11 Deliberate Rushed behinds

## 18.11.1 Spirit and Intention

Players shall be encouraged to keep the football in play.

## 18.11.2 Free Kicks - Deliberate Rushed Behinds

A field Umpire shall award a Free Kick against a Player from the Defending Team who intentionally Kicks, Handballs or forces the football over the Attacking Team's Goal Line or Behind Line or onto one of the Attacking Team's Goal Posts, and the Player:

- (a) is greater than nine metres from the Goal Line or Behind Line;
- (b) is not under immediate physical pressure:
- (c) has had time and space to dispose of the football; or
- (d) from a Ruck contest, hits the football over the Goal Line or Behind Line on the full.

#### 18.11.3 Taking Free Kick

A Free Kick awarded under Law 18.10.2 shall be taken from the middle of the Goal Line if the football crossed the Goal Line or hit the goal post, or at the point where the football crossed the Behind Line.

## There is no Deliberate Rushed Behinds rule used in the Adelaide Footy League

#### 19. FIFTY METRE PENALTY

#### 19.5 Local Conditions

A Controlling Body may reduce the distance of a Fifty Metre Penalty to 25 metres for the Matches played in the competition conducted by the Controlling Body.

# The distance of 25 metres is used in the Adelaide Footy League

## 20. DISPOSAL AFTER MARK OR FREE KICK

#### 20.4.2 Crossing the Goal Line or Behind Line

- (a) In the event the Player from the Defending Team crosses the Goal Line or Behind Line and then elects or is called to play on:
  - (i) the Player must re-enter the Playing Surface by crossing the same Goal Line or Behind Line; and
  - (ii) the Player must move in one direction off the line of The Mark in the process of re-entering the Playing Surface.
- (b) If the Player breaches Law 20.4.2(a)(i) or (ii), including being tackled, a Behind shall be registered.
- (c) If the football hits either the goal or behind post after the Player disposes of the football, the Player shall be given the football again to recommence play.

## 20.4.3 Crossing the Boundary Line

- (a) In the event the Player from the Defending Team crosses the Boundary Line and elects to play on through the Goal Line or Behind Line, a boundary throw-in shall result adjacent to the behind post.
- (b) If the football hits either the goal or behind post after the defending Player disposes of the football, a boundary throw-in shall result adjacent to the behind post.

# In all of the above scenarios in the Adelaide Footy League, the player is given another kick (i.e. no boundary throw-in or score)

## 20.5.2 Moving Off The Mark While a Player is Kicking for a Goal

If the Player standing The Mark moves off The Mark whilst a Player is in the act of Kicking for a Goal, the following shall apply:

- (a) if a Goal is Kicked, the field Umpire shall signal 'All Clear' and a Goal shall be recorded; and
- (b) if a Goal is not Kicked, the Player may elect to take another Kick, in which case the Player shall also be awarded a Fifty Metre Penalty.

There is no "Stand" rule in the Adelaide Footy League. A player standing the mark may move as long as they do not go over the mark