



STRANGE THINGS ON A SATURDAY IN THE GAME:

THE COUNT

Line them up count, whoever is wrong will receive a free kick and 50m penalty from center square. Only the Captain may ask for the count.

Any score in that quarter will be erased, this is where you need the goalies to record the scores and time of quarter.

INJURIES

After 30 mins of delayed time due to injury, the game can be officially called off if both teams agree or may agree to stay on if light permits. if this occurs in a curtain raiser game then 30 mins is the shut off time- this does not count break times.

To ensure a game is played fairly once a team has less than 14 players on the field that is game over-health and safety issue. Less than 12 for girls

If a player leaves the field not on stretcher not through the interchange area or where their box is then he cannot return.

Player taking off on a stretcher may return after 20 mins of playing time.

Player being replaced in blood rule should leave immediately and the replacement player come straight on. The umpire shall wait till the team is happy to restart.

Any player with jewelry should immediately leave the field, if he/she chooses not to do he/she may be reported and if he/she still doesn't leave the field the game will be ceased.

Half a game must be played to ensure a game is an official match in case of game not continuing.

Field umpires in senior footy including Under 19s and women's where there are official umpires cannot over rule the goal umpire. a polite enquiry "are you sure".

Any field umpire may blow time when they hear the siren and advise the controlling field umpire. A free kick cannot be paid until the umpire acknowledges the time keeper by blowing his whistle. He/she then may award a free kick.

Umpires cannot call off games until they consult with both captains.

All match paperwork must be completed by **all** field umpires together and thought given to the votes. Discuss best players as match progresses.

Player plays on around boundary line outside play the boundary umpire should blow his whistle and be instructed to throw the ball in.

If a player pushes an opponent into the center square as the umpire throws the ball up then the bound ump or field ump should award a free kick against that player. The player closest to the circle generally the ruck man but not always should take the free kick.

Free kicks after scores should always be awarded to the team offended against to the greatest advantage or where the incident took place.

Player or trainer running out of square do not penalise.

Trainer is allowed in the 50m arc for a kick out if already tending to an injured player.

The runner is not allowed in the square in a kick out.

If he/she is any field umpire may free kick them and the free kick shall be taken at the back of the square line at the end to the side whose runner it wasn't.

If a player is pushed in the back in the act of kicking the ball shall be taken back and the player will be given another kick.

If the ball goes thru the goals or behinds and the player is felled the player will have the option to have another kick from where it came from. If it bounces first the kick shall be taken where it bounces.

Any free kick and or mark taken in the goal square or awarded shall be taken directly in front at that spot not on an angle.

If a player punches the ball on the full over the boundary line from a ball up and or throw up the team will be penalised.

If the tackle slips down below the knees the player offended against must be awarded a free kick regardless of the original tackle.

Player bending down to pick up the ball is tackled front on he must be awarded a free kick.

If a player is running with the ball and elects to bounce and then is tackled the tackler should be rewarded with a free kick.

BUMPING RULE

If player is within 5m off play he/she may be bumped fairly and pushed with open hand to the side or chest also. A shepherd can be laid also.

However, the 5m rule does not apply if the bump or charge is unreasonable and the player would not have been normally expecting it- intent.

Free kicks should be awarded for bumps and severe pushes when player is more than 5m away either shepherding, running to next act of play, attempting to mark- ball not in vicinity or has disposed of ball- not in the act of disposing of ball unless he/she is hit high.

Teams cannot conduct their huddle within the 50m square at the breaks.

Gloves can be worn in games.

Any jumper changes and different numbers – team managers must advise the umpires at the earliest break.

Players continue to wrestle/fight fail to stop on the request of the umpire shall be sent from the field- green card. Failure to leave will result in yellow card or maybe red card.

Only 1 player is allowed on the mark- behind the mark they can have the whole team, but they cannot build a pyramid.

If an umpire blows his/her whistle for a mark and the ball spills the umpire shall immediately call “play on”.

In the center for a ball up only the two nominated ruckman may go up, no one is to come into circle. Added to this is that both ruckman must start within the circle.

If the player bringing in the ball back into play after a kick out plays on and kicks the ball out of bounds without any one touching it, the bound ump shall throw the ball back in.

Player running and handballs to himself will be deemed to be in possession of the ball and must bounce the ball or touch the ground every 15m if he /she wishes to retain possession of the ball.

MARSHY