LAWS

OF AUSTRALIAN FOOTBALL 2012

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Laws of Australian Football 2012

AMENDED LAWS

The following laws have been amended or added,
effective from season 2012:

7.3.2

LAWS OF AUSTRALIAN FOOTBALL
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PART A: INTRODUCTION

A. THIS PUBLICATION

This publication contains the Laws of Australian Football as administered and controlled by the AFL.

B. APPLICATION

These Laws apply to bodies affiliated to the AFL and to bodies affiliated to AFL Affiliates. Controlling bodies may make appropriate modifications consistent with the spirit of these laws for under-age competitions.

C. NATURE AND OBJECT OF AUSTRALIAN FOOTBALL

Australian Football is a game played between two Teams competing in accordance with these Laws. The objective of each Team playing Australian Football is to win by scoring more points than the opposing Team. The winner of a Match of Australian Football is the Team which has scored, in accordance with these Laws, the greater number of points at the conclusion of the Match. A Match is drawn when each Team has the same number of points at the conclusion of the Match.

D. PURPOSE OF LAWS

These Laws explain how a Match of Australian Football is played and seek to attain the following objectives:

(a) to ensure that the game of Australian Football is played in a fair manner and a spirit of true sportsmanship; and

(b) to prevent injuries to Players participating in a Match so far as this objective can be reasonably achieved in circumstances where Australian Football is a body contact sport.

PART B: GENERAL AND DEFINITIONS

1. DEFINITIONS AND INTERPRETATION

1.1 DEFINITIONS

Unless the context requires otherwise, the following terms shall have the following meanings:

AFL: the Australian Football League.

AFL Anti-Doping Code: the code adopted by the AFL (and any variation), which regulates the use and administration of drugs by Players competing in the competitions conducted by the AFL.

AFL Rules: the Memorandum and Articles of Association of the AFL, the AFL Player Rules, the AFL Regulations and any resolution or determination passed from time to time by the AFL Commission.

All Clear or Touched All Clear: the verbal and visual instruction given by a field Umpire for the goal Umpire to signal and record a Goal or a Behind, as the case may be.

Arena: means the Playing Surface and all of the area between the Playing Surface and the perimeter fence, including any break in the perimeter fence.

Australian Football: the contest played between two Teams competing in accordance with these Laws.

Behind: the recording of 1 point, when any of the circumstances described in Law 12.1.2 occur.

Behind Line: the white lines marked on the Playing Surface between the goal posts and the behind posts.

Boundary Line: the white line drawn on the ground to identify the Playing Surface, as described in Law 3.2.

Centre Circles: the area on the Playing Surface described in Law 3.3.

Centre Square: the area on the Playing Surface described in Law 3.3.

Charge or Charging: the conduct described in Law 15.4.4.

Controlling Body: the league, association or other body described in Law 2.1.

Correct Disposal or Correctly Dispose: disposing of the football in a manner permitted under Law 15.3.1.

Correct Tackle or Correctly Tackled: the conduct permitted under Law 15.4.1.
Fifty-Metre Penalty: the act of advancing by 50 metres towards the centre of the Goal Line, the position on the Playing Surface where a Player has been awarded a Free Kick or a Mark.
Fifty-Metre Arc: the line drawn in the shape of an arc at each end of the Playing Surface to show that the distance to the centre of the Goal Line is fifty metres.
Free Kick: giving possession of the football to a Player on the occasions described in Law 15.
Goal: recording of 6 points, when any of the circumstances described in 12.1.1 occur.
Goal Line: the white line marked on the Playing Surface between each goal post.
Goal Square: the areas on the Playing Surface described in Law 3.6.
Handball: the act of holding the football in one hand and disposing of the football by hitting it with the clenched fist of the other hand.
Home and Away Matches: the Matches played between Teams to determine the premier Team or those Teams who will compete in a finals series to determine the premier Team.
Interchange Area: the area marked on the Boundary Line through which Players may enter and leave the Playing Surface.
Interchange Player(s): the Player(s) of a Team who are not on the Playing Surface but who are listed on the Team Sheet and available to replace a Player on the Playing Surface.
Interchange Steward: the person(s) appointed by the relevant Controlling Body to monitor and approve the interchange of Players during a Match.
Kick or Kicking: in relation to disposing of the football, means making contact with the football with any part of the Player's leg below the knee.
Kick-Off Line: the straight line drawn on the Playing Surface which runs parallel with the Goal Line, as described in Law 3.6.
Mark: has the meaning described in Law 14.1.
Match: the contest of Australian Football played between two Teams.
Melee: an incident involving three or more Players and/or officials who are grappling or otherwise struggling with one another and which, in the opinion of the field Umpire or any other person authorised by the relevant Controlling Body, is likely to bring the game of Australian Football into disrepute or prejudice the interests or reputation of the relevant Controlling Body or the competition(s) conducted by that Controlling Body.

Official: includes but is not limited to an officer, coach, assistant coach, trainer, runner, employee or any person performing any duties (paid or unpaid) for or on behalf of the club or Team.
Out of Bounds: means the football passes completely over the Boundary Line or touches a behind post or touches padding or any other attachment to the behind post but before doing so, touches the ground or is touched by a Player. If any portion of the football is on or above the Boundary Line, the football is not Out of Bounds.
Out of Bounds on the Full: means the football, having been Kicked, passes completely over the Boundary Line without touching the ground within the Playing Surface or being touched by a Player, or the football has touched the behind post or passed over the behind post without touching the ground or being touched by a Player.
Player: a person who plays or is selected to play with a Team or a person who otherwise trains with a Team or who is within the purview of these Laws.
Playing Surface: the field of play inside the Boundary Line, Goal Line and Behind Line, excluding the area between such lines and the perimeter fence.
Play On or Touched Play On: the verbal and visual instruction given by a field Umpire to indicate that:
(a) a Free Kick or Mark will not be awarded and play will continue; or
(b) a Player has attempted to dispose of the football other than in a direct line over the mark and the football is therefore in play.
Prohibited Contact: contact between Players which is prohibited under Law 15.4.5.
Protected Area: the area described in Law 16.1.2.
Shepherd: the contact described in Law 15.4.2.
Team: the group of Players competing against another group of Players in a Match of Australian Football.
Team Runner(s): the person(s) appointed to deliver messages to the Players of a Team during a Match.
Team Sheet: the document which must be completed and lodged by each Team under Law 5.3.
Timekeeper(s): the person(s) appointed by a Controlling Body (or Teams) to keep the time of a Match.
Time Wasting: occurs where a field Umpire is of the opinion that a Player is unnecessarily causing a delay in play.

The Mark: the position on the Playing Surface where an opposition Player may stand after a Player has been awarded a Free Kick or a Mark, as described in Law 16.1.1.
Throw: shall be given its ordinary meaning, but also includes the act of propelling the football with one or both hands in a scooping motion. A Player does not throw the football if the Player hits, punches or taps the football without taking possession of the football.
Umpire: includes all of the field, boundary, goal and emergency Umpires officiating or at a Match.
Under-Age Competition: a competition conducted between Teams in which the age of the Players in each Team fall within a specified age category or below an age limit.

1.2 INTERPRETATION

In the interpretation of these Laws, unless the context requires otherwise:

(a) words importing the singular shall be deemed to include the plural and vice versa;
(b) words importing any gender shall be deemed to include the other gender;
(c) headings are included for convenience only and shall not affect the interpretation of these Laws;
(d) "including" and similar words are not words of limitation;
(e) any words, terms or phrases defined in the remainder of these Laws shall have the meaning prescribed within the particular Law; and
(f) words, terms or phrases not otherwise defined in these Laws shall be given their ordinary meaning.

1.3 AFL RULES PREVAIL

Where any provision in the AFL Rules or Regulations is inconsistent with any provision contained in these Laws, the provision in the AFL Rules shall prevail to the extent of the inconsistency.

1.4 VARIATION

The AFL may from time to time change these Laws and make further Laws in its absolute discretion.

PART C: ADMINISTRATIVE PROVISIONS

2. CONTROLLING BODY

2.1 DEFINITION

A Controlling Body includes:

(a) the AFL;
(b) any league, association or body responsible for the organisation and conduct of Matches of Australian Football, who has determined to play such Matches in accordance with these Laws;
(c) a league, association or body responsible for the organisation and conduct of Matches of Australian Football and which is affiliated to the AFL ("AFL Affiliates"); and
(d) any league, association or body responsible for the organisation and conduct of Matches of Australian Football which is affiliated to the AFL Affiliates.

2.2 APPLICATION OF THESE LAWS

Unless Law 2.3 applies, these Laws shall apply to all Matches of Australian Football organised and conducted by a Controlling Body.

2.3 VARIATION/EXEMPTION

(a) A Controlling Body may apply to the AFL to vary these Laws as they apply to the competition or competitions conducted by the Controlling Body.
(b) An application to the AFL by a league, association or body affiliated to the AFL Affiliate shall be made through the AFL Affiliate.
(c) Unless specifically allowed under these Laws or a variation is allowed by the AFL under Law 2.3 (a), a Controlling Body shall not prescribe any rules or laws in addition to or which conflict with or affect the full operation of these Laws.

3. PLAYING SURFACE AND GOAL POSTS

3.1 GENERAL

The dimensions and markings of the Playing Surface and the playing positions for Players are contained in this Law 3 and illustrated in Diagram 1.

3.2 PLAYING SURFACE

(a) The Playing Surface shall be:
- (i) oval in shape;
- (ii) between 135 metres and 185 metres in length; and
- (iii) between 110 metres and 155 metres in width.

(b) A white line shall be marked on the ground to identify the Playing Surface. This white line shall be drawn in the shape of an arc from the behind post at one end of the Playing Surface to the behind post at the other end of the Playing Surface. The white lines which are drawn are called the Boundary Line.

3.3 IDENTIFYING AREAS ON THE PLAYING SURFACE

The following areas shall be marked on the Playing Surface:

(a) a square, to be called the Centre Square, which shall:
- (i) be located in the centre of the Playing Surface; and
- (ii) be 50 metres long and 50 metres wide;

(b) a Centre Circle three metres in diameter and an outer circle 10 metres in diameter which shall:
- (i) be located in the middle of the Centre Square; and
- (ii) both be divided into two semicircles, by drawing a straight line parallel with each goal line;

(c) an Interchange Area, which shall be 15 metres wide;

(d) a Goal Square at each end of the Playing Surface;

(e) the Goal Line and Behind Line; and

(f) a Fifty-Metre Arc at each end of the Playing Surface.

3.4 RELOCATION OF CENTRE SQUARE

Where a Controlling Body is satisfied that the area within the Centre Square and Centre Circle will prevent the bouncing of the football or is otherwise in an unsuitable condition, it may direct the relocation of the Centre Square and or Centre Circle.

PLAYING FIELD AND PLAYING POSITIONS

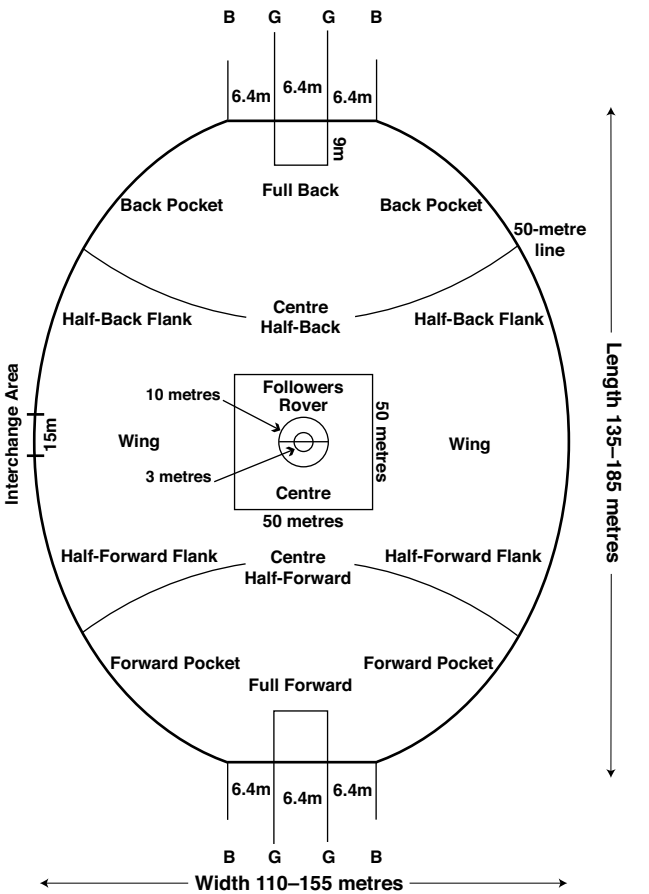

DIAGRAM 1

3.5 GOAL POSTS AND BEHIND POSTS

3.5.1 Position

(a) Two posts, to be called goal posts, shall be a minimum height of 6 metres and be placed at each end of the Playing Surface at a distance of 6.4 metres apart.

(b) A further two posts, to be called behind posts, shall be a minimum height of 3 metres and be placed at a distance of 6.4 metres on each side of the goal posts so that a straight line can be drawn on the ground to join each post.

3.5.2 Padding

A Controlling Body must ensure that padding is attached around each goal and behind post as follows:

(a) a minimum of 35 millimetres thick foam padding, covered in canvas or painted;

(b) a minimum height of 2.5 metres from the bottom of each goal and behind post;

(c) a suitable width to allow the padding to be fixed around each goal and behind post; and

(d) the padding must be securely attached around each goal and behind post.

3.6 GOAL SQUARE AND KICK-OFF LINE

A further area, to be called the Goal Square, shall be marked by drawing two lines at right angles to the Goal Line for a distance of 9 metres from each goal post and connecting the outer end of each line by a straight line. This line is called the Kick-Off Line.

3.7 UNDER-AGE COMPETITIONS

A controlling body may approve smaller dimensions for the playing surface and areas identified under Law 3.3 for an under-age competition or for open age competition where a complying venue is not readily available.

4. THE FOOTBALL

4.1 DIMENSIONS AND WEIGHT

Unless otherwise determined by the AFL, a football shall be of a symmetrical oval shape and conform to the standard size of 720–730 millimetres in circumference and 545–555 millimetres transverse circumference and be inflated to a pressure of 62–76Kpa.

4.2 SUPPLY AND SELECTION OF FOOTBALLS

Unless the Controlling Body decides on an alternative procedure, the following procedure shall apply to the supply and selection of footballs for a Match:

(a) the home Team shall supply a minimum of two footballs approved by the Controlling Body to the field Umpires before the commencement of the Match;

(b) the field Umpires shall inspect and ensure that the two footballs are suitable to be used during the Match;

(c) the field Umpires shall submit the two footballs to the captain of the away Team, who shall select the football to be used; and

(d) unless the captains of each Team otherwise agree, the football selected by the captain of the away Team shall be the football used for the entire Match.

5. TEAMS

5.1 NUMBER OF PLAYERS IN TEAM

Unless the number is varied under Law 5.2, a Team must consist of between 14 and 18 Players, who may be on the Playing Surface at any one time, and no more than 4 Interchange Players. The Controlling Body shall determine the actual number of Players which may play for each Team in the competitions conducted by the Controlling Body.

5.2 VARIATION OF NUMBER

Unless otherwise determined by the AFL, a Controlling Body may reduce below 14 or increase above 22 the number of Players (including Interchange Players) who may participate in a Match played in the competition conducted by the Controlling Body.

5.3 TEAM SHEETS

5.3.1 Details

Unless otherwise determined by a Controlling Body, a Team Sheet shall:

(a) list the names and numbers of the Players in the Team;
(b) identify the Interchange Players;
(c) identify the captain; and
(d) list the name of the coach, Team Runner(s) and any other Official participating in the Match.

5.3.2 Completing and Lodging Team Sheet

Unless otherwise determined by a Controlling Body, an Official of each Team shall complete and lodge with a field Umpire its Team Sheet no later than 30 minutes before the scheduled commencement of a Match.

5.4 CHANGE OF PLAYER GUERNSEY DURING MATCH

5.4.1 Replacement Guernsey

Each Team shall ensure that a replacement guernsey is available for each Player participating in a Match.

5.4.2 Replacement of Guernsey with Same Number

Where it becomes necessary to replace a guernsey worn by a Player during a Match, the Team shall ensure that the replacement guernsey displays the number allocated to the Player before the commencement of the Match.

5.4.3 Second Replacement of Guernsey

If it becomes necessary to replace the guernsey of a Player on a second occasion, a Player may wear a guernsey that displays a different number from that originally worn by the Player. Where the replacement guernsey of a Player does display a different number, the Team Runner shall advise the Interchange Steward and the field Umpire during the next interval or, if the change occurs during the final quarter, at the first available opportunity. Upon being advised, the Interchange Steward or field Umpire, as the case may be, shall make an appropriate amendment to the Team Sheet at the first available opportunity.

5.4.4 Variation by Controlling Body

Where financial or other circumstances of a Team reasonably prevents Law 5.4.2 being followed, the Controlling Body may allow the replacement guernsey worn by a Player to display a different number from that originally worn by the Player. Where the replacement guernsey of a Player does display a different number, the Team Runner shall advise the Interchange Steward and the field Umpire during the next interval or, if the change occurs during the final quarter, at the first available opportunity. Upon being advised, the Interchange Steward or the field Umpire, as the case may be, shall make an appropriate amendment to the Team Sheet at the first available opportunity.

5.5 COUNTING OF PLAYERS

5.5.1 Request by Captain

The captain or acting captain of a Team may at any time during a Match request that the field Umpire count the number of Players of the opposing Team who are on the Playing Surface.

5.5.2 Procedure

(a) Where a request is made under Law 5.5.1, the field Umpire shall:
  (i) stop play at the first available opportunity;
  (ii) call into line within the Centre Square the Players of both Teams who are at the time on the Playing Surface and count the number of Players;
  (iii) upon completing the count, ensure that each Team has the permitted number of Players on the Playing Surface and then recommence play at the position on the Playing Surface where the field Umpire stopped play; and
  (iv) as soon as practicable after the Match, report to the Controlling Body that a request has been made to count the number of Players in a Team and the number of Players actually counted.

(b) The maximum number of Players permitted on the Playing Surface at the same time is 18 per team or, in circumstances where a Player(s) has been ordered from the Playing Surface under Law 20, 18 less the Player(s) ordered from the Playing Surface.

5.5.3 Players Exceeding Permitted Number

Where a Team has more than the permitted number of Players on the Playing Surface, the following shall apply:

(a) a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team;

(b) a Fifty-Metre Penalty shall then be imposed from the position where the Free Kick was awarded; and

(c) the Team shall lose all points which it has scored in the Match up to the time of the count.

5.5.4 Correct Number and Request Without Merit

Where a count reveals that the opposing Team has the permitted number of Players on the Playing Surface, the following shall apply:

(a) a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team;

(b) a Fifty-Metre Penalty shall then be imposed from the position where the Free Kick was awarded; and

(c) if a field Umpire is of the opinion that a request was made under Law 5.5.1 primarily to delay play or such request did not have sufficient merit, the field Umpire shall report the Player who requested the count for Time Wasting under Law 19.2.2.

6. TEAM OFFICIALS AND TEAM RUNNER(S)

6.1 CONTROLLING BODY TO REGULATE

A Controlling Body shall adopt rules which:

(a) specify the times and occasions when an Official and Team Runner(s) may enter the Playing Surface; and

(b) identify the tasks or duties which such persons may perform when on the Playing Surface.

6.2 IDENTIFICATION

Each Team Official and Team Runner(s) shall wear a uniform or other form of identification (such as an armband), as determined by the Controlling Body.

PART D: PRE-MATCH AND MATCH PROVISIONS

7. INTERCHANGE

7.1 INTERCHANGE STEWARD — APPOINTMENT AND DUTIES

A Controlling Body may appoint two Interchange Stewards to officiate during a Match. The Interchange Steward shall:

(a) be positioned throughout the Match at or near the Interchange Area;

(b) monitor and approve the interchange of Players made by each Team during a Match; and

(c) report to the Controlling Body any infringement by a Team of this Law 7.

7.2 PROCEDURE FOR INTERCHANGE

The following procedure shall apply to the interchange of Players during a Match:

(a) the captain of a Team, Team Runner or Official shall advise the Interchange Steward of the Team's intention to replace a Player who is currently on the Playing Surface for another Player listed on its Team Sheet;

(b) upon being satisfied that the replacement is permitted, the Interchange Steward shall approve the replacement;

(c) a Team may interchange the Players concerned within a period of 3 minutes from the time approval is given by the Interchange Steward, after which the approval shall lapse;

(d) unless Law 7.3 applies, the Players concerned shall leave and enter the Playing Surface through the Interchange Area;

(e) a Player who does not leave the Playing Surface as specified under Law 7.2 (d) is unable to re-enter the Playing Surface for the remainder of the Match;

(f) where a Player does not enter the Playing Surface as specified under Law 7.2 (d), the Interchange Steward and/or a field Umpire shall report the circumstances to the Controlling Body, including the scores at the time. The Controlling Body may determine the matter by way of fine, reversal of Match result or other sanction as it deems appropriate.

7.3 USE OF STRETCHER

7.3.1 Health and Safety of Player

Any Player who is injured during a Match and who, in the opinion of a doctor, trainer or Official, requires the assistance of a stretcher, shall be attended by the Team's training staff and a stretcher as soon as possible so as to ensure the health and safety of the Player.

7.3.2 Procedure

Where a stretcher is required, the following procedure shall apply:

(a) upon being advised or noticing that a Player requires a stretcher, the field Umpire shall stop play at the earliest opportunity and unless a doctor considers or it is apparent that it is unsafe to do so, the Player must be removed from the Playing Surface on the stretcher by the shortest possible route and taken direct to their Team's change rooms;

(b) a Team may replace the injured Player with a Player listed on its Team Sheet, who must enter the Playing Surface via the Interchange Area;

(c) the Interchange Steward may allow the Player who is replacing the injured Player to enter the Playing Surface before the injured Player is removed from the Playing Surface;

(d) once the injured Player has been removed from the Playing Surface, the field Umpire shall recommence play as follows depending on the circumstances:

(i) where the football was in dispute at the time play was stopped, by bouncing the football;

(ii) where the football was out of bounds at the time play was stopped, by directing the boundary Umpire to throw the football in;

(iii) where a Player had possession of the football at the time play was stopped, by awarding a Free Kick to the Player;

(iv) where a Player had been awarded a Free Kick or a Mark at the time play was stopped, by allowing the Player to dispose of the football.

(e) a Player for whom a stretcher was called shall not resume playing for a period of 20 minutes (excluding intervals between quarters) from the time when the Player left the Playing Surface. After the 20-minute period has expired, the Player may be interchanged in accordance with the procedure set out under Rule 7.2 provided the Player is able, having due regard to their health and safety, to resume playing in the Match; and

(f) Where a stretcher enters the Playing Surface but the Player elects to walk off, all provisions of law 7.3.2 apply but the Player may go to the Interchange Bench.

7.4 INTERCHANGE STEWARD NOT AT MATCH

Where an Interchange Steward is not in attendance at a Match, the field Umpires or emergency Umpire(s) shall perform the duties that the Interchange Steward would have otherwise performed. A Team shall only advise the field Umpire or emergency Umpire of its intention to make an interchange during a period when time is being added on to the playing time in accordance with Law 10.

7.5 BREACH OF LAW 7

The Interchange Steward or field Umpire, as the case may be, shall advise the Controlling Body of any breach of this Law 7.

8. UMPIRES: DUTIES AND INSTRUCTIONS

8.1 APPOINTMENT AND DUTIES OF UMPIRES

8.1.1 Appointment

Unless Law 8.1.2 applies, a Controlling Body shall appoint for each Match:

(a) a field Umpire or Umpires;

(b) two or more boundary Umpires; and

(c) two goal Umpires.

8.1.2 No Appointment of Boundary/Goal Umpires

(a) Where it is impractical to appoint or the Controlling Body has not appointed a boundary or goal Umpire to officiate at a Match, the field Umpire(s) may, in consultation with each Team, appoint persons before the commencement of the Match to officiate in those roles.

(b) Unless otherwise determined by a Controlling Body, a field Umpire may overrule the decision of a boundary or goal Umpire who was appointed under Law 8.1.2 (a).

(c) When no boundary or goal Umpire has been appointed under Laws 8.1.1 or 8.1.2 (a), the duties normally undertaken by a boundary and goal Umpire shall be undertaken by the field Umpire.

8.1.3 Replacement of Field Umpire

A Controlling Body shall adopt rules which prescribe the replacement of an Umpire who, by reason of injury or otherwise, becomes incapable of officiating either before or during a Match.

8.1.4 Non-attendance of Field Umpire

Where a Controlling Body has not appointed a field Umpire or for any reason a field Umpire is unavailable or does not attend to officiate at a Match, the competing Teams may elect to play the Match and upon doing so, may appoint an Umpire(s) (inclusive of field, boundary and goal Umpires), to officiate at the Match. The relevant Controlling Body may determine in its absolute discretion whether to recognise the result of such Match.

8.2 DUTIES OF UMPIRES

8.2.1 Field Umpires

The field Umpires shall officiate and have full control of a Match.

8.2.2 Boundary Umpires

(a) Duties

Unless determined otherwise by the relevant Controlling Body, the duties of a boundary Umpire include without limitation:

(i) judging whether a football is Out of Bounds or Out of Bounds on the Full and signalling to the field Umpire when that has occurred;
(ii) throwing the football back into play if it has gone Out of Bounds, when directed to do so by a field Umpire;
(iii) determining whether a Player has incorrectly entered the Centre Square in contravention of Law 11.3.4 including notifying the field Umpire of Centre Square infringements;
(iv) bringing the football back to the Centre Square after a Goal has been scored; and
(v) reporting a Player or Official who commits a Reportable Offence.
(vi) Assisting goal umpires to determine a score.

(b) Bringing Football into Play
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.

8.2.3 Out of Bounds

Where the field Umpire has failed to notice a boundary Umpire's signal that the football has gone Out of Bounds or Out of Bounds on the Full, the following shall apply:

(a) the boundary Umpire shall continue signalling until they are noticed by the field Umpire;
(b) upon noticing the boundary Umpire's signal, the field Umpire shall stop play and direct that the football be taken to where it crossed the Boundary Line, at which point the football shall be thrown in by the boundary Umpire or Kicked back into play, as the case may be. This provision does not apply if a Free Kick or Fifty-Metre Penalty is awarded before the field Umpire notices the boundary Umpire's signal;
(c) this Law applies even if a Goal or Behind is scored before the field Umpire notices the boundary Umpire's signal. In such instances, the field Umpire shall direct the goal Umpire to annul the score.

8.2.4 Goal Umpire

(a) Duties
Unless otherwise determined by the relevant Controlling Body, the duties of a goal Umpire include:
(i) judging whether a Goal or Behind has been scored;
(ii) signalling that a Goal or Behind has been scored upon being given the All Clear or Touched All Clear by a field Umpire;
(iii) recording the Goals and Behinds scored by each Team during a Match; and
(iv) reporting a Player or Official who commits a Reportable Offence.
(v) Assisting boundary Umpires to determine if the football is Out of Bounds.

(b) Behind or Out of Bounds
Where a goal Umpire considers that a Behind has been scored and a boundary Umpire considers the football has gone Out of Bounds or Out of Bounds on the Full, the decision of the goal Umpire shall prevail.

(c) Comparing Score
At the end of each quarter and at the end of a Match, the goal Umpires shall compare the score which they have recorded. If the scores are different and cannot be agreed upon or corrected by the goal Umpires, the scores shall be compared to the score recorded by the Timekeeper(s) or person(s) appointed by the Controlling Body under Law 12.7 (if any). If the matter still remains unresolved or the Timekeeper has not recorded the scores, the matter shall be referred to the relevant Controlling Body for determination.

(d) Goal Umpire Unsure
If a goal Umpire is unsure whether the football crossed the Goal or Behind Line, or is Out of Bounds; the goal Umpire shall seek the assistance of the Field and boundary Umpires. If the correct decision cannot be determined following consultation, the goal Umpire shall give the lesser score.

9. PLAYERS' BOOTS, JEWELLERY AND PROTECTIVE EQUIPMENT

9.1 INTERPRETATION

For the purposes of this Law 9, Protective Equipment includes but is not limited to:

(a) hard-shell helmets;
(b) knee braces;
(c) shoulder pads;
(d) back supports;
(e) arm guards; and
(f) any other item designated as such by the relevant Controlling Body.

9.2 PROHIBITION OF ITEMS

A Player shall not wear during a Match:

(a) any form of jewellery;
(b) bootstuds, plates/cletes or any Protective Equipment (other than Protective Equipment approved by the Controlling Body) unless the field Umpire is satisfied that the item does not constitute a danger or increase the risk of injury to other Players competing in the Match; or
(c) Protective Equipment which has been approved by the relevant Controlling Body, if the field Umpire is satisfied that such equipment has, during the Match, become dangerous or increased the risk of injury to other Players.

9.3 INSPECTION

At any time before or during a Match, a field Umpire may inspect a Player's boots or hands or any Protective Equipment that a Player intends to wear or use during the Match.

9.4 POWER TO ORDER OFF

9.4.1 Order by Umpire and Replacement Player

A field Umpire may order from the Playing Surface a Player who is wearing or using an item prohibited under Law 9.2. Where a Player is ordered from the Playing Surface under this Law:

(a) an Interchange Player may replace the Player ordered from the Playing Surface; and
(b) the Player ordered from the Playing Surface may only re-enter the Playing Surface once the Player has removed the prohibited item.

9.4.2 Refusal to Leave Surface

Where a Player refuses to or does not immediately leave the Playing Surface when ordered to do so by a field Umpire, the following shall apply:

(a) the field Umpire shall warn the Player that a Free Kick will be awarded and that the Player may be reported if they do not leave the Playing Surface;
(b) if the Player still refuses to leave the Playing Surface, the field Umpire shall award a Free Kick to the Player of the opposing Team who is nearest to where the warning was given or where play was stopped, whichever is the greater penalty;
(c) if the Player still refuses to leave the Playing Surface:
    (i) the field Umpire shall report the Player for misconduct in failing to follow a direction of an Umpire;
    (ii) the Match shall immediately end and the reported Player's Team shall forfeit the Match; and
    (iii) Law 10.7 shall apply to any Match which is forfeited.

10. TIMEKEEPERS, DURATION OF MATCHES, QUARTERS AND INTERVALS

10.1 DURATION OF MATCH AND INTERVALS

10.1.1 Duration

Subject to Law 10.1.3, a Match shall be played for a period of 80 minutes, divided into 4 quarters, each of 20 minutes duration. The 20-minute duration for each quarter shall be actual playing time and shall not include stoppages in play.

10.1.2 Intervals Between Quarters

Subject to Law 10.1.3, an interval shall be taken between each quarter as follows:

(a) a maximum period of 6 minutes between the end of the first quarter and the beginning of the second quarter;

(b) a maximum period of 20 minutes between the end of the second quarter and the beginning of the third quarter; and

(c) a maximum period of 6 minutes between the end of the third quarter and the beginning of the fourth quarter.

10.1.3 Variation

A Controlling Body may vary the duration of a Match and the duration of the interval between quarters.

10.2 TIMEKEEPERS

10.2.1 Appointment

(a) A Controlling Body shall appoint two (2) or more persons to act as the Timekeepers for a Match.

(b) Where the Controlling Body does not appoint a Timekeeper, each Team shall appoint a person to act as a Timekeeper for the Match in which the Teams participate.

10.2.2 Duties

Each Timekeeper appointed for a Match shall:

(a) keep time for each quarter of a Match;

(b) record on time cards the time taken to play each quarter and lodge the completed cards with the relevant Controlling Body;

(c) sound the siren in accordance with the procedures contained in these Laws;

(d) stop the clock which is used for the timing of each quarter as required under Rule 10.5 for a stoppage in play; and

(e) perform any other function as may be directed by the relevant Controlling Body.

10.3 PROCEDURE FOR SOUNDING SIREN — START OF MATCH AND QUARTERS

The Timekeepers shall sound the siren at the times and on the number of occasions as set out in the following table:

Start of Match	Number of Occasions
Five minutes prior to scheduled starting time of the Match and as Umpires enter the Arena	once
Two minutes prior to the scheduled starting time	twice
One minute prior to the scheduled starting time	once
Scheduled starting time (Start of Match)	once
First Quarter Time Interval	
Start of Second Quarter	
Two minutes prior to the scheduled starting time	twice
One minute prior to the scheduled starting time	once
Scheduled starting time (Start of Quarter)	once
Half Time Interval	
Start of Third Quarter	
Five minutes prior to scheduled starting time of the Quarter and as Umpires enter the Arena	once
Two minutes prior to the scheduled starting time	twice
One minute prior to the scheduled starting time	once
Scheduled starting time (Start of Quarter)	once
Three Quarter Time Interval	
Start of Final Quarter	
Two minutes prior to the scheduled starting time	twice
One minute prior to the scheduled starting time	once
Scheduled starting time (Start of Quarter)	once
End of Match	

10.4 BRINGING PLAY TO AN END

10.4.1 End of Quarter

The Timekeepers shall sound the siren to signal the end of a quarter until a field Umpire acknowledges that the siren has been heard and brings play to an end.

10.4.2 Siren Heard by Field Umpire

Play in each quarter shall come to an end when any one of the field Umpires or emergency field Umpire hears the siren.

10.4.3 Signal

A field Umpire shall signal that they have heard the siren by blowing a whistle and holding both arms above their head.

If immediately before hearing the siren, a field Umpire is of the opinion that a Player should be awarded a Free Kick or a Mark, the field Umpire shall signal that play has come to an end and then award the Free Kick or Mark to the Player. A Free Kick will not be awarded where the football has been kicked and, after the field Umpire has heard the siren, lands out of bounds on the full.

10.5 STOPPING AND RECOMMENCING TIME

10.5.1 Stopping Time

The Timekeepers shall stop the clock which is used for the timing of a Match when:

(a) directed to do so by a field Umpire in accordance with Law 10.5.3;
(b) the goal Umpire signals that a Goal has been scored;
(c) the goal Umpire signals that a Behind has been scored; or
(d) the boundary Umpire signals that the football is Out of Bounds or Out of Bounds on the Full; or
(e) the field Umpire crosses their arms to indicate they are going to bounce or throw the football up.

10.5.2 Recommencing Time

The Timekeepers shall recommence the clock used for the timing of a Match when:

(a) directed to do so by the field Umpire in accordance with Law 10.5.3;
(b) the football is bounced or thrown up by the field Umpire;
(c) the football is brought back into play after a Behind has been scored;
(d) the football is thrown back into play by the boundary Umpire or brought back into play by a Player (as the case may be), after it has gone Out of Bounds or Out of Bounds on the Full; or
(e) the football is obviously in play.

10.5.3 Signalling

A field Umpire shall signal to the Timekeeper to stop the clock or re-start the clock used for the timing of the Match by blowing a whistle and raising one arm above their head.

10.5.4 Domestic Provisions

A Controlling Body may prescribe that Law 10.5.1(d) does not apply (for Matches organised and conducted by the Controlling Body).

10.6 UNAUTHORISED ENTRY ON PLAYING SURFACE AND TERMINATION OF A MATCH

10.6.1 Entry on Playing Surface

Where a person(s) enters the Playing Surface when they are not permitted to do so, the field Umpire shall:

(a) stop play at the first available opportunity; and
(b) seek the assistance of person(s) authorised by the relevant Controlling Body to remove the unauthorised person(s) from the Playing Surface.

10.6.2 Incomplete Match

If a Match is unable to commence or continue within the time scheduled for the Match for reasons beyond the control of either Team (including circumstances where it is unsafe for the Match to proceed) the following shall apply:

(a) Match Not Commenced
The result of a Match which is unable to commence for reasons beyond the control of the Team shall be determined by the Controlling Body.

(b) Prior to Half Time
If a Match has commenced but is not able to proceed at any time within the time scheduled for the Match, the Teams shall depart from the Arena.
If the Match is unable to recommence within a 30-minute period, the Match shall be deemed to be drawn and the scores of the Teams at the time the Match was interrupted shall be used in calculating the percentage of each Team.

(c) Half Time & Beyond
If the Half Time interval has been reached and the Match is unable to proceed at any time within the time scheduled for the Match, the Teams shall leave the Arena, or in the case of Half Time, not return to the Arena.
If the Match is unable to recommence within a 30-minute period, the scores of the Teams at the time the Match was interrupted shall be deemed to be the final scores of the Match. The Team with the highest score shall be deemed the winner of the Match and the scores shall be used in calculating the percentage of each Team.

(d) Match Not Able to Proceed
Unless otherwise determined by a Controlling Body, a field Umpire shall, having regard to the health and safety of the Players and any other relevant circumstances, determine whether a Match is unable to commence or proceed. A field Umpire must determine that a Match is unable to commence or proceed for such time as lightning is present at or within the immediate proximity of the venue where the Match is being conducted.

(e) Recommencing of Play
Where a Team is directed to recommence play by a field Umpire and the Team fails, refuses or neglects to recommence play, the Team shall be deemed to have forfeited the Match, in which case Law 10.7 shall apply.

(f) The Controlling Body may vary the length and scheduling of the intervals, to suit practical circumstances.

10.7 FORFEITURE OF MATCH

10.7.1 Forfeiture

For the purposes of this Law, a Team forfeits a Match if:

(a) it is unable or it fails, refuses or neglects to commence or recommence play:
  (i) at the scheduled starting time; or
  (ii) within such other time period determined or specified by the Controlling Body, a field Umpire or these Laws; or

(b) the field Umpire determines, in accordance with these Laws, that a Team has forfeited the Match; or

(c) an event occurs under the Laws which results in a Team forfeiting the Match.

10.7.2 Consequence of Forfeiture

Where a Team forfeits a Match, the following shall apply:

(a) the points for the Match shall be awarded to the Team who did not forfeit the Match; and

(b) at the conclusion of the Home and Away Matches:
  (i) the percentage of the Team who did not forfeit the Match shall be adjusted by crediting and debiting that Team with the average number of points for the Home and Away Matches that were scored for and against the Team who did forfeit the Match; and
  (ii) the percentage of the Team who did forfeit the Match shall be adjusted by crediting and debiting that Team with the average number of points for the Home and Away Matches that were scored for and against the Team who did not forfeit the Match.

10.7.3 Variation by Controlling Body

If the relevant Controlling Body is of the opinion that a Team will be disadvantaged by the calculation of percentage under Law 10.7.2, the Controlling Body may, upon application by the Team, vary the points debited or credited to the Team or the method of calculating the Team's percentage.

11. COMMENCING PLAY AND CHOICE OF GOAL

11.1 CHOICE OF GOAL

The end of the Playing Surface to which a Team shall play shall be decided by the toss of a coin as follows:

(a) the field Umpire (or such other person approved by the Controlling Body) shall toss the coin;

(b) before the coin is tossed, the captain of the away Team shall call "the fall of the coin";

(c) the captain of the Team who wins the toss of the coin shall choose the end to which their Team shall play in the first quarter; and

(d) at the conclusion of each quarter, the Teams shall change ends.

11.2 COMMENCEMENT OF PLAY

11.2.1 Readiness to Commence Play

(a) All Interchange Players must leave the Playing Surface two minutes prior to the scheduled starting time of a Match, being the time when the Timekeepers sound the siren 3 times.

(b) Before commencing play in each quarter, the field Umpire shall:

(i) ensure that the Timekeepers are ready to commence timing the Match; and

(ii) confirm with each captain that each Team is ready to commence play.

11.2.2 Commencing Play

(a) The field Umpire shall take up a position on the white line either side of the Centre Circle prior to bouncing the football.

(b) Unless Law 11.2.2 (c) applies, the field Umpire shall commence play in each quarter by holding the football above their head, blowing a whistle and bouncing the football in the Centre Circle.

(c) Where the field Umpire awards a Free Kick to a Player before bouncing the football, the field Umpire shall signal time on, blow their whistle and give the football to the Player. The Timekeepers shall acknowledge commencement of play.

(d) The Timekeeper shall commence the clock used for timing the Match when the football touches the ground in the act of bouncing or leaves the Umpire's hands in the act of throwing the football in the air, or when a Player, who has been awarded a Free Kick, brings the football into play.

11.2.3 Report to Controlling Body

The field Umpire shall advise the Controlling Body of any occasion when a Team is not ready to commence play at the scheduled starting time. The Controlling Body may impose a sanction as determined in the absolute discretion of the Controlling Body.

11.3 BOUNCING THE FOOTBALL

11.3.1 Centre Square and Bouncing the Football

The field Umpire shall bounce the football on the occasions and at the position on the Playing Surface as set out in following table:

Occasion	Position on Playing Surface
Unless Law 11.3.2 applies, at the start of each quarter or after a Goal has been scored.	The Centre Circle.
Where the football has become trapped as two or more opposing Players struggle for possession of the football.	Where the football becomes trapped.
Where a field Umpire is unsure about which Player has taken a Mark or has cancelled a Mark in accordance with Law 14.6(b).	Where the Mark was contested or cancelled.
When a Player fails to bring the football back into play after a Behind has been scored in accordance with Law 13.	The centre of the Kick-Off Line.
When the field Umpire bounces the football and the football crosses the Goal, Behind or Boundary Line without being touched by a Player.	The position where the initial bounce took place.5
When a Player, who has claimed to have taken a Mark which is not awarded by the field Umpire, is Correctly Tackled by an opponent, provided the field Umpire is of the opinion that the Player did not hear or see the field Umpire's signal of "Touched Play On" or "Play On".	Where the Player is Correctly Tackled.
When the goal Umpire is unable to decide whether a Goal or a Behind has been scored.	The centre of the Kick-Off Line.
When a Player or Players from both Teams enter the Centre Square at the same time contrary to Law 11.3.4.	The Centre Circle.
When the football accidentally hits any part of a stadium roof structure (other than the roof beams).	The position on the Playing Surface nearest to where the football hit the stadium roof structure.
Unless a Free Kick or a Mark is awarded, if the football is in the proximity of an injured Player.	The location of the football when play is stopped.

11.3.2 Free Kick Awarded

If the field Umpire awards a Free Kick to a Player during the period between when a Goal is scored and the football is bounced, play shall recommence when the Player brings the football into play.

11.3.3 Throwing up Football

The field Umpire may throw the football in the air:

(a) where they are of the opinion that the conditions are unsuitable for bouncing but before doing so, shall advise the Players accordingly; or

(b) if directed to do so by the Controlling Body.

11.3.4 Permitted Numbers at the Centre Bounce

When the football is bounced to start a quarter or recommence play after a Goal has been scored, the following shall apply:

(a) a maximum of 4 Players from each Team are permitted in the Centre Square;

(b) no Player (other than the 4 initial Players) or Team Official shall enter the Centre Square from the time the field Umpire commences their approach to the Centre Circle to bounce the football until the football touches the ground, in the act of bouncing, or leaves the field Umpire's hand, in the act of being thrown up;

(c) where a Player or Team Official contravenes Law 11.3.4 (b), the field Umpire shall signal time on and award a Free Kick to the Player of the opposing Team who is nearest to the Centre Circle. The Free Kick to be taken in the centre of the Playing Surface behind the line through the Centre Circle;

(d) where a Player has been pushed or otherwise forced into the Centre Square in contravention of Law 11.3.4 (b), the Free Kick shall be awarded against the Team which caused the transgression and all the provisions of Law 11.3.4 shall apply;

(e) The advantage Law shall not apply: where Players or Officials from opposing Teams simultaneously encroach, the Umpire shall blow their whistle and direct the offending personnel to exit the Centre Square;

(f) if an injured Player is receiving treatment (but does not require a stretcher) in the Centre Square at the time of a centre bounce, the field Umpire shall:

(i) instruct the Player to immediately leave the Centre Square; and

(ii) not recommence play until the Player has left the Centre Square;

(g) if an injured Player does not leave the Centre Square upon being instructed to do so, the field Umpire shall award a Free Kick to the Player of the opposing Team who is nearest to the Centre Circle; and

(h) where an injured Player requires a stretcher at the time of a centre bounce, Law 7.3 shall apply.

11.3.5 Contesting the Centre Bounce

(a) The centre bounce or throw up shall be contested by one nominated Player from each Team. Such Player shall be nominated to the field Umpire prior to the bounce or throw of the football. The Player contesting the centre bounce shall be positioned in their Team's defensive half of the Playing Surface and with both feet within the 10-metre circle. The Player may only enter the Team's attacking half after the football touches the ground, in the act of bouncing, or leaves the field Umpire's hand, in the act of being thrown up. The Player shall not be permitted to block an opponent's approach to the contest. The Players must have both feet inside the 10-metre circle at all times until they contest the bounce or until the Umpire calls play on due to an "offline bounce". No other Player may enter the 10-metre circle until the football touches the ground, in the act of bouncing, or leaves the field Umpires hand, in the act of being thrown up.

(b) Where a Player contravenes Law 11.3.5 (a), the field Umpire shall award a Free Kick to the Player on the opposing Team who is nearest to the Centre Circle.

(c) Unless otherwise determined by the Controlling Body, where the field Umpire bounces the football off line, the field Umpire shall immediately call "Play On" and the football may be contested by any Player.

11.3.6 Recalling bounces

(a) A field Umpire may recall any bounce or throw up that in the Umpire's opinion does not allow for the football to be contested.

(b) Where a field Umpire recalls a bounce under 11.3.6(a), the football should be thrown up to restart play.

12. SCORING: GOALS AND BEHINDS

12.1 GOALS AND BEHINDS

12.1.1 Scoring a Goal

Subject to Law 12.2, a Goal is scored when the football is Kicked completely over the Goal Line by a Player of the attacking Team without being touched by any other Player, even if the football first touches the ground.

12.1.2 Scoring a Behind

Subject to Law 12.2, a Behind is scored when any of the following occurs:

(a) the football touches or passes over the goal post or touches padding or any other attachment to the goal post; or

(b) the football passes completely over the Behind Line or

(c) a Player of the attacking Team Kicks the football over the Goal Line but before passing over the Goal Line, the football is touched by another Player; or

(d) if a Player from the defending Team Kicks, Handballs, knocks or otherwise takes the football over the Goal Line or Behind Line; or

(e) if a defending Player Plays On from behind the Goal Line or Behind Line and, in doing so, moves off the direct line between themself and the Player standing the mark.

12.1.3 Clarification and Examples

For the avoidance of doubt:

(a) if the football touches an Umpire or any Official and then passes over the Goal or Behind Line, a Goal or Behind, as the case may be, shall still be recorded;

(b) if the football touches an Umpire or any Official and does not pass over the Goal or Behind Line, the football shall remain in play;

(c) if a football is Kicked by a Player on the attacking Team at the time when another Player is touching the football, the football shall be deemed to have been touched by that Player; and

(d) a football passes over a Goal Line or Behind Line only when the entire football has passed over the Goal Line or Behind Line, as the case may be.

12.1.4 Football Touching the Behind Post

Where a football touches or passes over a behind post, the football shall be Out of Bounds or Out of Bounds on the Full.

12.1.5 Goal Umpire to Judge Goal or Behind

(a) The goal Umpire shall decide whether a Goal or Behind has been scored but may, before deciding, consult with the field or boundary Umpires. The decision of the goal Umpire shall be final. The goal Umpire shall only signal that a Goal or Behind has been scored when the field Umpire signals "All Clear" or "Touched All Clear", as the case may be.

(b) Law 12.1.5 (a) does not apply if a Controlling Body prescribes that a field Umpire may overrule the decision of a goal Umpire who has not been appointed by the Controlling Body.

12.2 ALL CLEAR AND TOUCHED ALL CLEAR

12.2.1 Signal by Field Umpire

A Goal or a Behind shall only be signalled by a goal Umpire and recorded as a Goal or Behind when:

(a) in the case of the football passing over the Goal or Behind Line, or touching or passing over the goal post, or touching padding or any other attachment to the goal post, the field Umpire signals "All Clear"; and

(b) in the case of the football being touched by another Player and then passing over the Goal Line, or touching or passing over the goal post, the field Umpire signals "Touched All Clear".

12.2.2 Goal Umpire to Notify Field Umpire

(a) Where the goal Umpire is of the opinion that a Goal or Behind has been scored and the field Umpire has allowed play to continue, the goal Umpire shall immediately notify the field Umpire. Upon being notified by the goal Umpire, the field Umpire shall stop play and signal "All Clear" or "Touched All Clear", as the case may be, and the Goal or Behind shall be signalled by the goal Umpire and recorded as a score.Play shall then recommence in accordance with these Laws.

(b) Unless Law 12.4.1 applies, any Free Kick awarded to a Player before the field Umpire signals All Clear or Touched All Clear under Law 12.2.2 (a) shall be cancelled.

12.3 SIGNALLING A GOAL OR BEHIND

12.3.1 Goal

The goal Umpire shall signal that a Goal has been scored by raising both index fingers and then waving two flags.

12.3.2 Behind

The goal Umpire shall signal that a Behind has been scored by raising one index finger and then waving one flag.

12.3.3 Changing a Decision

(a) The goal Umpire may change their decision about the scoring of a Goal or a Behind if and only if the goal Umpire notifies the field Umpire before the football is brought back into play.

(b) A goal Umpire shall signal that the scoring of a Goal or Behind has been changed by:

(i) immediately standing on the centre of the Goal Line and holding both flags above their head in a crossed position; and

(ii) then signalling the new score or advising the boundary Umpire to signal Out of Bounds or Out of Bounds on the Full, as the case may be.

12.4 RELATIONSHIP BETWEEN FREE KICKS AND ALL CLEAR

12.4.1 Free Kick Awarded Before All Clear

Where a Free Kick is awarded to a Player immediately after the football passes the Goal or Behind Line but before the field Umpire signals "All Clear" or "Touched All Clear", the following shall apply:

(a) Where the Player is in attack the field Umpire shall signal "All Clear" or "Touched All Clear", after which the goal Umpire shall signal and record the score; and

(i) the Free Kick shall then be taken where the infringement occurred, or the position at which the football is brought back into play, whichever is the greater penalty against the offending Team.

(b) Where the Player is defending the field Umpire shall not signal "All clear" or "Touched All Clear" and a Free Kick shall be awarded.

12.4.2 All Clear Given but Play has not Recommenced

(a) Where a Free Kick is awarded to a Player during the period when the field Umpire has signalled "All Clear" for a Goal to be recorded and the football is bounced in the Centre Circle, the Free Kick shall be taken where the infringement occurred, or at the Centre Circle, whichever is the greater penalty against the offending Team.

(b) Where a Free Kick is awarded to a Player after the field Umpire has signalled "All Clear" or "Touched All Clear" for a Behind to be recorded but before the football is being brought back into play, the Free Kick shall be taken from the following positions:

(i) in the case of a Free Kick being awarded to the defending Team, where the infringement occurred, or the field Umpire shall award a Fifty-Metre Penalty from the Kick-Off Line, whichever is the greater penalty against the attacking Team; or

(ii) in the case of a Free Kick being awarded to the attacking Team, the centre of the Kick-Off Line, or where the infringement occurred, whichever is the greater penalty against the offending Team.

12.5 SCORING GOAL OR BEHIND AFTER PLAY HAS ENDED

12.5.1 Goal or Behind Recorded in Certain Circumstances

Even though play has come to an end, a Goal or Behind shall be recorded for a Team if:

(a) the Goal or Behind is scored by a Player from a Free Kick or Mark which was awarded to the Player before play came to an end; or

(b) the Goal or Behind was scored by a Player who disposed of the football before play came to an end; or

(c) the Goal or Behind is scored by a Player who was awarded a Free Kick under Law 12.6.

12.5.2 Football Touched in Transit

A Behind shall still be recorded under Law 12.5.1 if the football is touched in transit by another Player, provided the field Umpire is satisfied that the scoring of the Behind was not assisted by a Player from the same Team.

12.5.3 Field Umpire Sole Judge

A field Umpire shall be the sole judge in deciding whether a Free Kick or Mark should be awarded or whether the football was disposed of by a Player before play came to an end.

12.6 FREE KICK AFTER PLAY HAS ENDED

12.6.1 Before Kick or in the Act of Kicking

After a field Umpire has signalled that play has come to an end, any field Umpire may award a Free Kick to any Player when a Player is preparing to Kick or in the act of Kicking for Goal. In such a case, the following shall apply:

(a) if the Player awarded the Free Kick is playing for the attacking Team, the Free Kick shall be awarded to the Player where the infringement occurred or, the Player in the attacking Team who is preparing to Kick or in the act of Kicking for Goal shall be awarded a Fifty-Metre Penalty, whichever is the greater penalty against the defending Team; or

(b) if the Player awarded the Free Kick is playing for the defending Team, the Player shall be awarded the Free Kick where the infringement occurred or where the football is at the time of the infringement, whichever is the greater penalty against the attacking Team.

12.6.2 After the Kick

After a field Umpire has signalled that play has come to an end, any field Umpire may award a Free Kick to any Player during the period when a Player has Kicked for Goal and the football is in transit or during the period when a Player has Kicked a Goal or Behind but before the field Umpire has signalled "All Clear" or "Touched All Clear". In such cases, the following shall apply:

(a) if the Player awarded the Free Kick is playing for the attacking Team and a Goal is Kicked, the field Umpire shall signal "All Clear" and a Goal shall be recorded; or

(b) if the Player awarded the Free Kick is playing for the attacking Team and a Goal is not scored, then that Player may take the Free Kick where it was awarded (or where the football is at the time the Free Kick was awarded, whichever is the greater penalty) or, where a Behind is scored, elect to have the Behind recorded; or

(c) if the Player awarded the Free Kick is playing for the defending Team, the Player shall be awarded the Free Kick where the infringement occurred.

For the avoidance of doubt, any Goal or Behind which would have been recorded in favour of the attacking Team but for the awarding of the Free Kick to a Player on the defending Team, shall not be recorded.

12.7 RECORDING SCORES

A Controlling Body may appoint a person or persons to record the scores of a Match independently from the goal Umpires. Where the goal Umpires cannot agree on the final score of a Match, the Controlling Body may take into account the scores recorded by the person(s) so appointed to determine the result of a Match.

13. KICKING THE FOOTBALL INTO PLAY AFTER A BEHIND HAS BEEN SCORED

13.1 FOOTBALL MUST BE KICKED

Unless Law 12.4 applies, when a Behind has been recorded, the following shall apply:

(a) the football must be Kicked back into play by any Player of the defending Team within a reasonable time;

(b) the football must be Kicked from within the Goal Square. For the avoidance of doubt, one foot of the Player must be behind any of the lines which define the Goal Square at the time when the Player Kicks the football;

(c) Other than the Player kicking the football into play, all Players must immediately vacate the area within 5 metres of the Goal Square.

(d) the Player Kicking the football into play may, provided they have Kicked the football clear from their hands, regain possession and play on from within the Goal Square.

13.2 DIRECTION BY UMPIRE AND FOOTBALL BROUGHT INTO PLAY INCORRECTLY

(a) After giving a Player a reasonable opportunity, the field Umpire shall direct a Player to Kick the football back into play. If a Player fails to Kick the football back into play after being instructed to do so by a field Umpire, the field Umpire shall call "Play On". The Player shall be required to dispose of the football in accordance with Laws 13.1 (b) and (d). Opposing Players, however, may enter the Goal Square and tackle the Player with the football once "Play On" is called. The provisions of these Laws relating to Free Kicks shall apply.

(b) If the field Umpire is of the opinion that a Player has not Kicked the football back into play in accordance with Law 13.1, the field Umpire shall bounce the football on the centre of the Kick-Off Line to recommence play.

13.3 KICK INTO PLAY AFTER GOAL UMPIRE SIGNAL

A Player of the defending Team may kick the football into play when the goal Umpire has signalled that a behind has been scored.

13.4 ATTACKING TEAM DELAYING RECOMMENCEMENT OF PLAY

Where the field Umpire is of the opinion that a Player from the attacking Team:

(i) is within 5 metres of the Goal Square at the time when a Player from the defending Team is Kicking the football back into play and has had sufficient time to vacate the area;

(ii) has prevented or attempted to prevent the Player from the defending Team from kicking the football back into play; or

(iii) has otherwise delayed play

The field Umpire shall award a Free Kick to the defending Team and a fifty metre penalty from the Kick-Off Line.

13.5 OFFICIAL WITHIN FIFTY-METRE ARC

Unless attending to an injured Player, no Official is permitted within the Fifty-Metre Arc during the time when a defensive Player is preparing to Kick or in the act of Kicking the football back into play after a Behind has been scored. Where an Official contravenes this Law, the opposing Team shall be awarded a Free Kick at the back line of the Centre Square, to be taken by the Player from the opposing Team who is closest to that location.

14. MARKING THE FOOTBALL

14.1 DEFINITION

A Mark is taken if, in the opinion of the field Umpire, a Player catches or takes control of the football:

(a) within the Playing Surface; and

(b) after it has been Kicked by another Player a distance of at least 15 metres; and

(c) which has not touched the ground or been touched by another Player during the period when the football was Kicked until it was caught or controlled by the Player.

14.2 PARTICULAR CIRCUMSTANCES

(a) For the avoidance of doubt, a Mark shall be awarded if:

(i) a Player catches or takes control of the football before it has passed completely over the Boundary Line, Goal Line or Behind Line; or

(ii) before the football was caught or controlled by the Player, it was touched by an Umpire or any other Official.

(b) The field Umpire may consult with the boundary or goal Umpire before deciding whether a Mark has been taken before the football passed completely over the Boundary Line, Goal Line or Behind Line.

14.3 PLAYER TO BE AWARDED THE MARK

(a) Where a field Umpire is of the opinion that a Player has taken a Mark, the field Umpire shall award the Mark to the Player at the location on the Playing Surface where the Mark was taken.

(b) Law 16 shall apply when a Player has been awarded a Mark.

14.4 FIELD UMPIRE TO SIGNAL "TOUCHED, PLAY ON"

Where a football is touched by another Player during the period when the football was Kicked until it is caught or controlled by a Player, the field Umpire shall immediately call and signal "Touched, Play On" in order to indicate to the Players that a Mark will not be awarded.

14.5 WHEN A MARK IS NOT AWARDED

Where a Player claims to have taken a Mark which is not awarded by the field Umpire, the following shall apply:

(a) if the Player does not retain possession of the football, play shall continue; or

(b) if the Player retains possession of the football and the Player is Correctly Tackled by an opponent, the field Umpire shall bounce the football in accordance with Law 11.3.1, provided they are satisfied that the Player did not hear or see the signal of "Touched, Play On" or "Play On". If the field Umpire considers that the Player did hear or see the signal of "Touched, Play On" or "Play On", Law 15.2.3 shall apply.

14.6 FIELD UMPIRE CANCELS MARK

(a) Where a field Umpire is of the opinion that they have incorrectly blown the whistle to award a mark that was not subsequently completed, they may cancel the decision and call "Play On".

(b) If the Player retains possession of the football, and the Player is correctly tackled by an opponent, the field Umpire shall bounce or throw the football in accordance with Law 11.3.1 provided the field Umpire is satisfied that the Player could not reasonably have disposed of the football.

15. FREE KICKS

15.1 INTERPRETATION

15.1.1 Spirit and Intention of Awarding Free Kicks

It is the spirit and intention of these Laws that a Free Kick shall be awarded to:

(a) ensure that a Match is played in a fair manner;

(b) provide to a Player, who makes obtaining possession of the football their sole objective, every opportunity to obtain possession;

(c) protect Players from sustaining injury; and

(d) a Player who executes a Correct Tackle which results in an opponent failing to dispose of the football in accordance with these Laws.

15.1.2 Awarding Free Kicks

In addition to any other circumstances described elsewhere in these Laws, a Free Kick shall be awarded to or against a Player, as the case may be, when a field Umpire considers that any of the circumstances set out in this Law 15 occur, irrespective of whether the football is in play. Unless otherwise stated in these Laws, a Free Kick shall be taken where it is awarded or where the football is at the time, whichever is the greater penalty against the offending Team.

15.1.3 When a Free Kick May be Awarded

A Free Kick may be awarded when the football is or is not in play. For the avoidance of doubt, a Free Kick may be awarded:

(a) if an infringement occurs on the Playing Surface before the commencement of a quarter, in which case the Free Kick shall be taken at the Centre Circle or where the infringement occurred, whichever is the greater penalty against the offending Team; and

(b) after a score has been recorded or play has come to an end, in the circumstances described in Laws 12.4, 12.5 and 12.6.

15.1.4 Effect of Free Kick

A Free Kick means that possession of the football is given to a Player of the Team who is awarded the Free Kick, after which play shall continue in accordance with Law 16.

15.2 FREE KICKS RELATING TO POSSESSION OF THE FOOTBALL

15.2.1 In Possession of the Football

A Player is in possession of the football if, in the opinion of the field Umpire:

(a) the Player is holding or otherwise has control of the football;

(b) the Player is in the act of bouncing the football; or

(c) the Player dives or lies on top of or drags the football underneath their body.

15.2.2 Remaining in Possession and Bouncing the Football

(a) A Player may remain in possession of the football for any length of time:

(i) unless the Player is Correctly Tackled by an opponent; or

(ii) unless directed to dispose of the football by a field Umpire; or

(iii) provided the Player complies with Law 15.2.2(b).

(b) Where a Player is moving whilst in possession of the football, the Player must bounce or touch the football on the ground at least once every 15 metres, irrespective of whether such Player is running in a straight line or otherwise. For the purposes of this Law, a Player shall be deemed to be in possession of the football during the period when the Player handballs the football to themself and regains possession without the football touching the ground.

(c) A field Umpire shall award a Free Kick against a Player if they are of the opinion that a Player has contravened Law 15.2.2(b).

15.2.3 Holding the Football — Prior Opportunity/No Prior Opportunity

Where the field Umpire is satisfied that a Player in possession of the football:

(a) has had a prior opportunity to dispose of the football, the field Umpire shall award a Free Kick against that Player if the Player does not Kick or Handball the football immediately when they are Correctly Tackled; or

(b) has not had a prior opportunity to dispose of the football, the field Umpire shall award a Free Kick against that Player if, upon being Correctly Tackled, the Player does not Correctly Dispose or attempt to Correctly Dispose of the football after being given a reasonable opportunity to do so.

(c) Except in the instance of a poor bounce or throw, a Player who takes possession of the football while contesting a bounce or throw by a field Umpire or a boundary throw in, shall be regarded as having had prior opportunity.

15.2.4 Application — Specific Instances where Play shall Continue

For the avoidance of doubt, the field Umpire shall allow play to continue when:

(a) a Player is bumped and the football falls from the Player's hands;

(b) a Player's arm is knocked which causes the Player to lose possession of the football;

(c) a Player's arms are pinned to their side by an opponent which causes the Player to drop the football, unless the Player has had a prior opportunity to Correctly Dispose of the football, in which case Law 15.2.3 (a) shall apply;

(d) a Player, whilst in the act of Kicking or Handballing, is swung off-balance and does not make contact with the football by either foot or hand, unless the Player has had a prior opportunity to Correctly Dispose of the football, in which case Law 15.2.3 (a) shall apply; or

(e) a Player is pulled or swung by one arm which causes the football to fall from the Player's hands, unless the Player has had a prior opportunity to Correctly Dispose of the football, in which case Law 15.2.3 (a) shall apply.

15.2.5 Diving on Top of the Football

Where a Player is in possession of the football by reason of diving on top of or dragging the football underneath their body, the field Umpire shall award a Free Kick against that Player if they do not immediately knock the football clear or Correctly Dispose of the football when Correctly Tackled.

15.2.6 Football Held to the Body of a Player

The field Umpire shall bounce the football when a Player, in the act of applying a Correct Tackle, holds the football to the body of the Player being Tackled or the football is otherwise pinned to the ground, unless the Player being Tackled has had a prior opportunity to Correctly Dispose of the football, in which case Law 15.2.3 (a) shall apply.

15.3 FREE KICKS RELATING TO DISPOSAL OF THE FOOTBALL

15.3.1 Correct Disposal

A Player Correctly Disposes of the football if the Player Kicks or Handballs the football.

15.3.2 Incorrect Disposal and Payment of Free Kick

When the football is in play, a Free Kick shall be awarded against a Player who hands the football to another Player or throws the football.

15.4 FREE KICK — PERMITTED AND PROHIBITED PHYSICAL CONTACT

15.4.1 Correct Tackle or Correctly Tackled

(a) For the purposes of these Laws, a Player executes a tackle correctly if:
  (i) the Player being held is in possession of the football; and
  (ii) that Player is held (either by the body or playing uniform) below the shoulders and above the knees.

(b) For the avoidance of doubt, a tackle may be executed correctly by holding a Player from the front, side or behind, provided that a Player held from behind is not pushed in the back.

15.4.2 Shepherd

A Shepherd is using the body or arm to push, bump or block:

(a) a Player who does not have possession of the football and who is no further than 5 metres away from the football at the time when the push, bump or block occurs; and

(b) where such contact is otherwise not Prohibited Contact under Law 15.4.5.

15.4.3 Permitted Contact

Other than the Prohibited Contact identified under Law 15.4.5, a Player may make contact with another Player:

(a) by using their hip, shoulder, chest, arms or open hands provided that the football is no more than 5 metres away from the Player;

(b) by pushing the other Player with an open hand in the chest or side of the body provided that the football is no more than 5 metres away from the Player;

(c) by executing a Correct Tackle;

(d) by executing a Shepherd provided that the football is no more than 5 metres away from the Player; or

(e) if such contact is incidental to a marking contest and the Player is legitimately Marking or attempting to Mark the football.

15.4.4 Charge or Charging

(a) A Charge means an act of colliding with an opposition Player where the amount of physical force used is unreasonable or unnecessary in the circumstances, irrespective of whether the Player is or is not in possession of the football or whether the Player is within 5 metres of the football.

(b) Without limiting the general application of Law 15.4.4 (a), a Charge occurs when a Player unreasonably or unnecessarily collides with an opposition Player:
  (i) who is not within 5 metres of the football;
  (ii) who, although within 5 metres of the football, is not in the immediate contest for the football and would not reasonably expect such contact;

(iii) who is attempting to Mark the football or who has Marked the football or been awarded a Free Kick;
(iv) after that Player has disposed of the football;
(v) who is Shepherding another Player on their Team; or
(vi) before the football is brought into play.

15.4.5 Prohibited Contact and Payment of Free Kick

A field Umpire shall award a Free Kick against a Player where they are satisfied that the Player has made Prohibited Contact with an opposition Player.

A Player makes Prohibited Contact with an opposition Player if the Player:

(a) makes contact with any part of their body with an opposition Player;
  (i) above the shoulders (including the top of the shoulders or bump to the head); or
  (ii) below the knees.
(b) pushes an opposition Player in the back, unless such contact is incidental to a Marking contest and the Player is legitimately Marking or attempting to Mark the football;
(c) holds an opposition Player who is not in possession of the football;
(d) pushes, bumps, blocks, holds an opposition Player or deliberately interferes with the arms of an opposition Player, who is in the act of Marking or attempting to Mark the football;
(e) pushes, bumps, holds or blocks an opposition Player when the football is further than 5 metres away from the opposition Player or is out of play;
(f) pushes, bumps, holds or blocks an opposition Player who is contesting a bounce or throw by a field Umpire or boundary throw in;
(g) charges an opposition Player;
(h) trips or attempts to trip an opposition Player, whether by the use of hand, arm, foot or leg;
(i) kicks or attempts to kick an opposition Player, unless contact is accidentally made whilst the Player is Kicking the football;
(j) strikes or attempts to strike an opposition Player, whether by hand, fist, arm, knee or head;
(k) holds or throws an opposition Player after that Player has disposed of the football;
(l) engaging in rough conduct against an opponent which in the circumstances is unreasonable;
(m) kicking or attempting to Kick the football in a manner likely to cause injury; or
(n) bumps or makes forceful contact to an opponent from front-on when that Player has their head down over the football.

NOTE:

- a Player can bump an opponent's body from side-on but any contact forward of side-on will be deemed to be front-on;
- a Player with their head down in anticipation of winning possession of the football or after contesting the football will be deemed to have their head down over the football for the purposes of this law.

15.5 FREE KICKS — RELATING TO UMPIRES

A Free Kick shall be awarded against a Player or Official who:

(a) uses abusive, insulting, threatening or obscene language towards an Umpire;
(b) behaves in an abusive, insulting, threatening or obscene manner towards an Umpire;
(c) intentionally, recklessly or negligently makes contact with an Umpire;
(d) enters the Centre Circle when the field Umpire is bouncing or attempting to bounce the football; or
(e) intentionally, recklessly or negligently engages in conduct which affects, interferes with or prevents an Umpire from performing their duties.

15.6 FREE KICKS — RELATING TO OUT OF BOUNDS

15.6.1 When Awarded

A Free Kick shall be awarded against a Player who:

(a) Kicks the football Out of Bounds on the Full;

(b) in the act of bringing the football back into play after a Behind has been scored, Kicks the football over the Boundary Line without the football first being touched by another Player;

(c) intentionally Kicks, Handballs or forces the football over the Boundary Line without the football being touched by another Player;

(d) having taken the football over the Boundary Line, fails to immediately hand the football to the boundary Umpire or drop the football directly to the ground;

(e) touches the football after the boundary Umpire has signalled that the football is Out of Bounds, except for a Player who has carried the football over the Boundary Line under this Law 15.6.1 or a Player awarded a Free Kick under these Laws; or

(f) hits the football Out of Bounds on the Full from a boundary throw or a field bounce or throw by a field Umpire.

15.6.2 Taking Free Kick

A Free Kick awarded under Law 15.6.1 shall be taken at the point where the football crossed the Boundary Line.

15.7 FREE KICKS — DELIBERATE RUSHED BEHIND

15.7.1 When Awarded

A Free Kick shall be awarded 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. In assessing whether a Free Kick should be awarded under this Law, the field Umpire shall give the benefit of the doubt to the Defender.

15.7.2 Taking Free Kick

A Free Kick awarded under Law 15.7.1 shall be taken at the point where the football crossed the Goal Line or Behind Line or from the relevant Goal Post.

15.8 FREE KICKS — SHAKING GOAL POST

15.8.1 Awarding Free Kick

Unless Law 15.8.3 applies, a Free Kick shall be awarded against a Player or Official who intentionally shakes a goal or behind post (either before or after a Player has disposed of the football) which may affect whether a Goal or Behind is scored.

15.8.2 Taking Free Kick

The following shall apply to a Free Kick awarded under Law 15.8.1:

(a) if a Free Kick is awarded against a Player or Official of the defending Team and a Goal is not scored, the Player from the attacking Team who was about to or who has Kicked for Goal, shall take the Free Kick at the centre of the Goal Line;

(b) if the Free Kick is awarded against a Player or Official of the attacking Team, the Player on the defending Team who was nearest to the position from where the football will be or has been Kicked, shall take the Free Kick from that position. For the avoidance of doubt, any Goal or Behind which would have been recorded in favour of the attacking Team but for the awarding of the Free Kick to a Player of the defending Team, shall not be recorded.

15.8.3 Goal Scored

If a Player or Official of the defending Team contravenes Law 15.8.1 but a Goal is still scored, the field Umpire shall not award a Free Kick. In such cases, the field Umpire shall signal "All Clear" and a Goal shall be recorded.

15.9 FREE KICKS — REPORTABLE OFFENCES

(a) Unless Law 15.9(b) applies, a field Umpire shall award a Free Kick against a Player or Official who is reported for a Reportable Offence.

(b) Unless otherwise determined by a field Umpire, where a Player(s) or Official(s) from both Teams are reported for conduct arising from the same incident, the field Umpire shall allow play to continue or if that is not practicable, recommence play by bouncing the football.

15.10 FREE KICKS — GENERALLY

15.10.1 When Awarded

A Free Kick shall be awarded against a Player or a Team where the field Umpire is of the opinion that:

(a) the Player is engaging in Time Wasting;

(b) an Official of the Team or such other person of the Team who may from time to time be permitted onto the Playing Surface, intentionally, recklessly or negligently interferes with the football, a Player of the opposition Team, an Umpire or general play;

(c) a Player has lifted a Player or climbed on the shoulders of a Player from the same Team. This Free Kick shall be taken by a Player from the opposing Team where the infringement occurred or where the football is at the time of the infringement, whichever is the greater penalty against the offending Team;

(d) a Free Kick to be awarded against a Player who uses abusive, insulting, threatening or obscene language and/or gesture;

(e) a Player has contravened the provisions of Law 11.3.5 (a); or

(f) a Player has engaged in misconduct.

15.10.2 Taking Free Kick

Where a Free Kick is awarded against a Team because of the conduct of an Official of the Team, the Free Kick shall be taken by the Player of the opposition Team who is closest to where the infringement occurred or where the football is located, whichever is the greater penalty against the offending Team.

15.11 FREE KICKS AFTER DISPOSAL

(a) Subject to Law 15.11(b), where Prohibited Contact is made against a Player who has disposed of the football or against a Player who is Shepherding a Player who has disposed of the football, a Free Kick shall be awarded to that Player's Team and shall be taken by a Player of that Team who is nearest to the location where the football touches the ground, a Player or crosses the Boundary Line, as the case may be. If taking the Free Kick at this location will penalise the Team awarded the Free Kick, the Free Kick shall be taken by the Player against whom and at the location where Prohibited Contact was made.

(b) If a field Umpire is satisfied that a Player tackles, holds or makes high contact against a Player who has disposed of the football for the purpose of preventing that Player from taking part in the next act of play or being able to run to the next contest then, if it is a greater penalty than would otherwise be provided by Law 15.11(a), the field umpire shall award a free kick and a 50 metre penalty to that Player's team.

15.12 FREE KICKS — STADIUM ROOFS

15.12.1 Payment of Free Kick

Where a Player intentionally, recklessly or negligently Kicks or causes the football to hit any part of a stadium roof's structure which is above the Playing Surface, the field Umpire shall award a Free Kick to the nearest Player on the opposing Team at the position on the Playing Surface nearest to where the football hit the roof's structure.

15.12.2 Accidental Contact

If a Player accidentally Kicks or causes the football to hit any part of a stadium roof's structure, including attachments, the football shall be out of play and the following shall apply:

(a) if the football hits any roof beams which run the length of the Playing Surface along a wing, the boundary Umpire shall upon instruction by a field Umpire, throw the football back into play from a position on the Boundary Line nearest to where the football hit the roof beam; or

(b) if the football hits any other part of the stadium roof's structure which is above the Playing Surface, the field Umpire shall bounce the football at the position on the Playing Surface nearest to where the football hit the stadium roof's structure.

16. DISPOSAL FROM MARK OR FREE KICK

16.1 STANDING THE MARK AND TEN-METRE PROTECTED AREA

16.1.1 Standing the Mark

When a Player is awarded a Mark or Free Kick or is Kicking into play after a Behind has been scored, one Player from the opposing Team may stand at the position on the Playing Surface where the Mark or Free Kick was awarded or where the field Umpire otherwise directs the Player to stand. The position on the Playing Surface where the opposing Player stands is known as "the mark".

16.1.2 Protected Area

The Protected Area is a corridor which extends from 5 metres either side of the mark to 5 metres either side of, and a 5-metre radius behind, the Player with the football, as illustrated in Diagram 2. No Player shall enter and remain in the Protected Area unless the field Umpire calls "Play On" or the Player is accompanying or following within 5 metres of their opponent.

16.2 PLAYING FROM BEHIND THE MARK

A Player who has been awarded a Mark or Free Kick shall dispose of the football from directly behind the mark. If a Player disposes or attempts to dispose of the football other than in a direct line over the mark, the field Umpire shall call "Play On" and the football shall immediately be in play. This Law does not apply if a Player is disposing of the football from beyond the Goal Line, Behind Line or Boundary Line, in which case Laws 16.4 or 16.5 shall apply.

16.3 KICKING FOR GOAL

16.3.1 Centre of Goal Line

(a) Where a Player is Kicking for a Goal after being awarded a Mark or a Free Kick, the Kick shall be taken along a direct line from the mark to the centre of the Goal Line.

(b) Where a Player is Kicking for a Goal after being awarded a Mark or Free Kick in the Goal Square, the Kick shall be taken from directly in front of the Goals from a spot horizontally across from where the Mark or Free Kick was awarded.

16.3.2 Encroaching the Mark whilst Player is Kicking for Goal

If the Player standing the mark encroaches the mark whilst a Player is in the act of Kicking for 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.

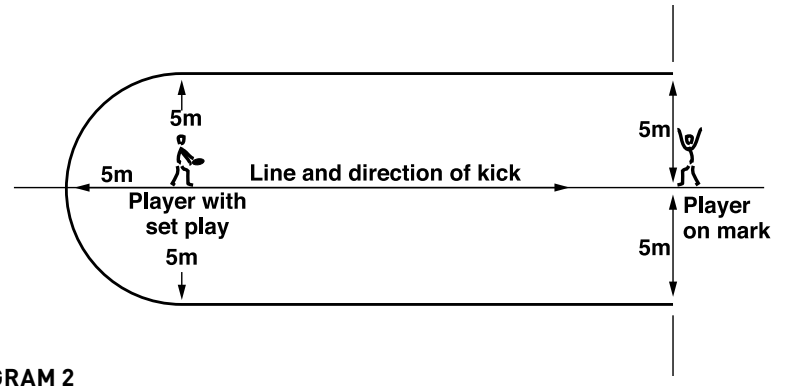

DIAGRAM 2

16.4 DISPOSAL BY A DEFENDING PLAYER — GOAL LINE AND BEHIND LINE

If a defending Player is awarded a Free Kick or a Mark and is given or takes possession of the football beyond the Goal Line or Behind Line, the following shall apply:

(a) the Player standing the mark must be positioned 5 metres away from the Goal Line or Behind Line, as the case may be;

(b) the defending Player may Play On in any direction provided the Player first crosses the Goal Line or Behind Line prior to disposing of the football;

(c) if the defending Player decides to play from beyond the Goal Line or Behind Line, they may Kick or Handball the football in any direction provided they do not move off the direct line between themself and the Player standing the mark. If the defending Player does move from this line, the field Umpire shall call "Play On" and the goal Umpire shall signal and record a Behind; and

(d) if the defending Player, in disposing of the football, hits either the goal or behind post, the Player shall be given the football again to recommence play.

16.5 DISPOSAL — FROM OUT OF BOUNDS

16.5.1 When Permitted

(a) A Player who is awarded a Free Kick or a Mark may bring the football into play from beyond the Boundary Line provided that the Player moves in one direction whilst in the act of Kicking, Handballing or moving to cross the Boundary Line.

(b) If a Player taking their Kick from outside the Boundary Line
- (i) fails to bring the football into play;
- (ii) attempts to play on outside the boundary line; or
- (iii) does not bring the football into play in accordance with 16.5.1 (a) then the football shall be deemed to be Out of Bounds and the boundary Umpire shall throw the football back into play at the spot where the original Mark or Free Kick took place.

16.5.2 Standing the Mark Adjacent to Behind Post

Where a Player is given or takes possession of the football beyond the Boundary Line within 2 metres of the behind post, the Player standing the mark must be positioned 5 metres away from the Boundary Line.

16.5.3 Football Back in Play

The football is deemed to be back in play when any portion of it is on or above the Boundary Line.

16.6 DISPOSAL WHERE PLAYER AWARDED FREE KICK OR MARK IS INJURED

Where a Player is awarded a Free Kick or a Mark and, in the opinion of the field Umpire, that Player is suffering from an injury which will prevent him from disposing of the football, the Player who is nearest to and on the same Team as the Player awarded the Free Kick or Mark, shall dispose of the football at the location (or as near as possible) where the Free Kick or Mark was awarded.

16.7 FURTHER BREACH OF LAWS BEFORE DISPOSAL

(a) Where a Player has been awarded a Free Kick or a Mark and before disposing of the football that Player or a Player from the same Team engages in conduct which contravenes these Laws, then the field Umpire shall award a Free Kick to the Player against whom the conduct was directed or who is nearest to where the conduct occurred.

(b) Where a Field Umpire has awarded a Free Kick or a Mark to a Player and before disposing of the football a Player from the opposition Team engages in conduct for which a Free Kick would ordinarily be awarded, then the resultant Free Kick shall be taken where the offence occurred, or a Fifty-Metre Penalty shall be awarded to the Player with the original Free Kick or Mark, whichever is the greater penalty against the offending Team.

17. PLAY ON AND THE ADVANTAGE RULE

17.1 FOOTBALL IN PLAY

The football shall remain in play on each and every occasion when the field Umpire calls and signals "Play On".

17.2 CIRCUMSTANCES — PLAY ON

The field Umpire shall call and signal "Play On" or "Touched Play On" when:

(a) an Umpire is struck by the football while it is in play;

(b) the field Umpire is of the opinion that the football, having been Kicked, was touched whilst in transit;

(c) the field Umpire is of the opinion that the football, having been Kicked, does not travel a distance of at least 15 metres;

(d) the field Umpire cancels a Free Kick;

(e) the field Umpire is of the opinion that a Player, who has been awarded a Free Kick or a Mark, runs, Handballs or Kicks or attempts to run, Handball or Kick otherwise than over the mark;

(f) where a Player, awarded a Mark or Free Kick, fails to dispose of the football when directed to do so by the field Umpire;

(g) subject to Law 11.3.6, in the instance of a poor bounce by a field Umpire;

(h) where a Player fails to bring the football back into play when kicking in from behind after being directed to do so by the field umpire; or

(i) where the field Umpire cancels a Mark.

17.3 THE ADVANTAGE RULE

Where the field Umpire intends to or has signalled that they intend to award a Free Kick to a Player, the field Umpire may, instead of awarding the Free Kick, allow play to continue if the Player of the Team who receives the Free Kick has taken the advantage.

18. FIFTY-METRE PENALTY

18.1 WHEN IMPOSED

Where a field Umpire has awarded a Free Kick or a Mark to a Player, the field Umpire shall also award a Fifty-Metre Penalty in favour of that Player if the field Umpire is of the opinion that any Player or Official from the opposing side:

(a) has encroached the mark;
(b) engages in Time Wasting;
(c) uses abusive, insulting, threatening or obscene language towards an Umpire;
(d) behaves in an abusive, insulting, threatening or obscene manner towards an Umpire or disputes the decision of an Umpire;
(e) enters the Protected Area, except when the Player is accompanying or following within 5 metres of their opponent;
(f) has not returned the football directly and on the full to the Player awarded the Free Kick or Mark;
(g) engages in any other conduct for which a Free Kick would ordinarily be awarded, in accordance with 16.7 (b);
(h) when not in the immediate contest, holds a Player after that Player has Marked the football or who has been awarded a Free Kick; or
(i) a Player in the contest who unreasonably holds a Player after that Player has Marked the football or who has been awarded a Free Kick.

18.2 IMPOSING A FIFTY-METRE PENALTY

When the field Umpire imposes a Fifty-Metre Penalty, the following procedure shall apply:

(a) the field Umpire shall signal to the Timekeeper to stop the clock used for the timing of the Match for such time as it takes to impose the Fifty-Metre Penalty;
(b) the field Umpire shall advance the mark by 50 metres in a direct line with the centre of the Goal Line; and
(c) if the Player who is obtaining the benefit of the Fifty-Metre Penalty is less than 50 metres from the Goal Line, the mark shall become the centre of the Goal Line.

18.3 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.

19. REPORTING PLAYERS AND OFFICIALS

19.1 OBLIGATION TO REPORT

19.1.1 To Controlling Body

An Umpire shall report to the Controlling Body any Player or Official who commits or engages in conduct which may constitute a Reportable Offence:

(a) during a Match; or
(b) on the day of the Match and within the immediate proximity of the Arena where the Match is conducted.

19.1.2 Interpretation — "Within the Immediate Proximity of the Arena"

Without limiting their ordinary meaning, the words "within the immediate proximity of the Arena" shall include any area within 500 metres of the Arena where the Match is conducted.

19.1.3 Other Appointed Persons

In addition to an Umpire, a Controlling Body may authorise a person or persons to report any Player or Official who commits or engages in conduct which may constitute a Reportable Offence. Any person so authorised shall have the same powers and duties as imposed upon an Umpire under this Law 19.

19.2 REPORTABLE OFFENCES

19.2.1 Degree of Intent — Clarification

Where any of the Reportable Offences identified in Law 19.2.2 specify that conduct may be intentional, reckless or negligent:

(a) any report or notice of report which does not allege whether the conduct was intentional, reckless or negligent shall be deemed to and be read as alleging that the conduct was either intentional, reckless or negligent; and
(b) the Tribunal or other body appointed to hear and determine the report may find the report proven if it is reasonably satisfied that the conduct was either intentional, reckless or negligent.

19.2.2 Specific Offences

Any of the following types of conduct is a Reportable Offence:
(a) intentionally, recklessly or negligently making contact with or striking an Umpire;
(b) attempting to make contact with or strike an Umpire;
(c) using abusive, insulting, threatening or obscene language towards or in relation to an Umpire;
(d) behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire;
(e) disputing a decision of an Umpire;
(f) use of an obscene gesture;
(g) intentionally, recklessly or negligently:
  (i) kicking another person;
  (ii) striking another person;
  (iii) tripping another person whether by hand, arm, foot or leg;
  (iv) engaging in Time Wasting;
  (v) Charging another person;
  (vi) throwing or pushing another Player after that Player has taken a Mark, disposed of the football or after the football is otherwise out of play;
  (vii) engaging in rough conduct against an opponent which in the circumstances is unreasonable;
  (viii) engaging in a melee, except where a Player's sole intention is to remove a teammate from the incident;
  (ix) kicking or otherwise causing the football to hit any part of a stadium roof's structure;
  (x) spitting at or on another person; or
  (xi) bumping or making forceful contact to an opponent from front-on when that Player has their head down over the football.

NOTE:
- a Player can bump an opponent's body from side-on but any contact forward of side-on will be deemed to be front-on;
- a Player with their head down in anticipation of winning possession of the football or after contesting the football will be deemed to have their head down over the football for the purposes of this law.

(h) attempting to kick another person;
(i) attempting to strike another person;
(j) attempting to trip another person whether by hand, arm, foot or leg;
(k) intentionally shaking a goal or behind post when another Player is preparing to Kick or is Kicking for Goal or after the Player has Kicked for Goal and the football is in transit;
(l) wrestling another person;
(m) using abusive, insulting, threatening or obscene language;
(n) failing to leave the Playing Surface when directed to do so by a field Umpire;
(o) wearing boots, jewellery and equipment prohibited under Law 9;
(p) any act of misconduct.

19.3 REPORTING PROCEDURE

19.3.1 Reports During Match

(a) Where an Umpire reports a Player or Official during the course of a Match, the Umpire shall use their best endeavours to inform the Player or Official of the report:
  (i) at the time of the incident;
  (ii) before the commencement of the next quarter; or
  (iii) where the incident occurs in the final quarter, after the completion of the Match.

(b) The Umpire shall use their best endeavours to inform the person against whom a Reportable Offence has been committed of the report (if applicable).

(c) An Umpire may inform the captain, acting captain or Official of a Team of a report where it is impracticable to inform the Player or Official who has been reported.

(d) Apart from informing a Player or Official of the report, an Umpire shall not speak with the reported Player or Official or any other Player or Official about the report which has been made.

19.3.2 Completing Notice of Report

(a) During the Match or after the completion of the Match, the Umpire shall complete a notice of report in the form prescribed by the Controlling Body.

(b) Each Controlling Body shall adopt rules which prescribe the procedures for the lodgement and notification of notices of report.

19.4 SANCTIONS AND SUSPENSIONS

19.4.1 Controlling Body

(a) A Controlling Body shall hear and determine a report made against a Player or Official and if the report is proven, may impose such sanctions (including suspension for any term or a monetary sanction), make such orders and give such directions in each case as it in its absolute discretion thinks fit.

(b) A Controlling Body may prescribe set sanctions for Reportable Offences.

19.4.2 Delegation

A Controlling Body may delegate the power to investigate, hear and determine a report to a tribunal or other similar body duly established and constituted in accordance with the Controlling Body's Constitution.

19.4.3 Rules

Each Controlling Body shall adopt Rules which prescribe the procedures for the hearing and determination of a report. Such Rules must prescribe that the person reported be given a reasonable opportunity to be heard.

19.4.4 Effect of Suspension

(a) Unless Laws 19.4.4 (d) or 19.4.4 (e) apply, a Player or Official suspended by a Controlling Body is, for the period of the suspension, or while the suspension remains unserved, prohibited from playing or participating in a Match conducted by the Controlling Body imposing the suspension and a Match conducted by any other Controlling Body.

(b) Where a suspended Player or Official transfers from one Club to another Club competing in the same or another competition, the Player or Official shall complete the period of suspension with their new Club if that Club competes in a competition conducted during the same period as the Club from which the Player has transferred.

(c) A Controlling Body may still require a Player or Official to complete any period of a suspension imposed by the Controlling Body, if the Player or Official returns to the competition conducted by the Controlling Body within 12 months of completing the suspension in another competition. This Law applies even though the Player or Official has completed the suspension in another competition.

(d) A Player or Official who has been suspended from playing or participating in a competition conducted primarily between 31 March and 30 September may, upon obtaining the prior written approval of the Controlling Body who imposed the suspension, play or participate in a competition conducted primarily between 1 October and 31 March.

(e) A Player or Official who has been suspended from playing or participating in a competition conducted primarily between 1 October and 31 March may, upon obtaining the prior written approval of the Controlling Body who imposed the suspension, play or participate in a competition conducted primarily between 31 March and 1 October.

20. ORDER OFF LAW

20.1 APPLICATION

This Law 20 applies to all competitions other than the AFL competition.

20.2 ORDER OFF FOR REMAINDER OF MATCH

In addition to being reported, a field or emergency field Umpire shall order the Player reported from the Playing Surface for the remainder of a Match if the Player is reported for any of the following Reportable Offences:

(a) intentionally, recklessly or negligently making contact with or striking an Umpire;
(b) attempting to make contact with or strike an Umpire;
(c) using abusive, insulting, threatening or obscene language towards or in relation to an Umpire;
(d) behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire;
(e) intentionally, recklessly or negligently kicking another person;
(f) an act of misconduct if the Umpire is of the opinion that the act constituting misconduct is serious in nature.

A Controlling Body may specify other Reportable Offences or conduct for which a Player may be ordered from the Playing Surface for the remainder of the Match.

20.3 OTHER REPORTABLE OFFENCES

A Player reported on a second occasion by an Umpire for the same or any other Reportable Offence other than those listed in Law 20.2, shall, in addition to being reported, be ordered from the Playing Surface for the remainder of the Match.

20.4 REPLACING PLAYER

A Controlling Body may determine a period of time which must elapse before a Player ordered from the Playing Surface under Laws 20.2 or 20.3 can be replaced by another Player. In the absence of a determination by a Controlling Body, a Player ordered from the Playing Surface under this Law shall not be replaced by another Player.

20.5 ORDER OFF FOR SPECIFIED PERIOD

In addition to being reported on the first occasion for committing a Reportable Offence, other than those listed in Law 20.2, a Controlling Body may determine that a Player be ordered from the Playing Surface for such period as it in its absolute discretion deems fit.

20.6 SIGNALLING AND PROCEDURE FOR ORDER OFF

20.6.1 Signal

A field Umpire shall, in addition to informing a Player that they are to immediately leave the Playing Surface, signal that the Player has been ordered off the Playing Surface by pointing to the Interchange Area. The field Umpire shall hold aloft a red card to signal that the Player has been ordered off for the remainer of the match or a yellow card to signify that the Player has been ordered off for a period of time as specified by the Controlling Body.

20.6.2 Player to Leave Playing Surface

(a) A Player shall immediately leave the Playing Surface when ordered to do so by an Umpire under this Law 20.
(b) Where a Player refuses to or does not immediately leave the Playing Surface when ordered to do so by an Umpire, the following shall apply:
    (i) in addition to being reported for the Reportable Offence which led to the Player being ordered from the Playing Surface, the Player shall be reported for misconduct in failing to follow a direction of an Umpire;
    (ii) the Match shall immediately end and the reported Player's Team shall forfeit the Match; and
    (iii) Law 10.7 shall apply to any Match which is forfeited.

20.7 REDUCTION OF PLAYERS

If a Team is reduced to less than 14 Players by reason of a Player(s) being ordered from the Playing Surface, the following shall apply:

(a) the field Umpire may, in their absolute discretion, declare the Match forfeited by the Team with less than 14 Players, in which case Law 10.7 shall apply; or

(b) if the Match continues, the field Umpire shall, as soon as practicable, lodge with the relevant Controlling Body a written report which contains:
  (i) the circumstances leading to the reduction of Players;
  (ii) the scores of each Team at the time the field Umpire allowed the Match to continue; and
  (iii) the final score of the Match; and

(c) upon receipt of the written report, the Controlling Body may in its absolute discretion:
  (i) confirm the results of the Match; or
  (ii) determine the Match forfeited by the Team with less than 14 Players, in which case Law 10.7 shall apply.

21. ANTI-DOPING POLICY

21.1 APPLICATION

The AFL Anti-Doping Code, as varied in accordance with Law 21.2, shall apply to all persons to whom these Laws apply, unless a Controlling Body has adopted its own code or policy which has been approved by the Australian Sports Anti-Doping Authority (ASADA).

21.2 VARIATION AND INTERPRETATION

21.2.1 Specific Reference

Where the AFL Anti-Doping Code does apply to a Controlling Body, any reference to:
(a) the AFL shall be read as a reference to the relevant Controlling Body;
(b) a Player shall be read as a Player competing in a competition conducted by the Controlling Body; and
(c) an Official, employee or agent of the AFL shall be read as an Official, employee or agent of the Controlling Body appointed or delegated to perform the same or a similar function.

21.2.2 Testing

Unless otherwise directed by the AFL, a Controlling Body is not obliged to perform or appoint a third party to perform testing of Players as prescribed under the AFL Anti-Doping Code.

22. INFECTIOUS DISEASES

22.1 THE MEANING OF ACTIVE BLEEDING

In this Law 22, the term "Active Bleeding" means the existence of an injury or wound, which continues to bleed. Active Bleeding does not include minor bleeding from a graze or scratch, which has abated and can be readily removed from a Player or any part of their uniform.

22.2 PARTICIPATION IN MATCHES WHEN ACTIVELY BLEEDING

(a) Unless Law 22.7 applies:
  (i) a Player must not remain on the Playing Surface for so long as they are Actively Bleeding; and
  (ii) a Club or Team must not allow any of its Players to remain on the Playing Surface for so long as the Player is Actively Bleeding.

(b) Unless immediate treatment needs to be given, having due regard to a Player's health and safety, a Club or Team must not allow any Player who is Actively Bleeding to be treated on the Playing Surface.

22.3 ACTIVE BLEEDING — ROLE OF UMPIRE

22.3.1 Role of Umpire

Where a field Umpire is of the opinion that a Player is Actively Bleeding, the field Umpire must stop play at the first available opportunity:
(a) direct the Player concerned to immediately leave the Playing Surface; and
(b) subject to Law 22.3.3, wait a reasonable period to allow the replacement Player to take up position before recommencing play; and recommence play.

22.3.2 Player to Follow Directions of Field Umpire

Where a Player is directed by a field Umpire to leave the Playing Surface because they are Actively Bleeding, the Player must leave the Playing Surface immediately through the Interchange Area. The Player must not re-enter the Playing

Surface or take any further part in any Match until and unless:

(a) the cause of such bleeding has been abated;

(b) the injury is securely bound to ensure that all blood is contained;

(c) any blood-stained article of uniform has been removed and replaced; and

(d) any blood on any part of the Player's body has been thoroughly cleansed and removed.

22.3.3 Replacement Player

A Player directed to leave the Playing Surface may be replaced by another Player listed on the Team Sheet. A replacement Player may enter the Playing Surface while the Player that they are replacing is leaving the Playing Surface. If a replacement Player has not entered the
Playing Surface by the time the directed Player has left the Playing Surface, the field Umpire must recommence play immediately.

22.3.4 Refusal to Leave Playing Surface

Where a Player refuses to or does not immediately leave the Playing Surface when directed to do so by a field Umpire, the following will apply:

(a) the field Umpire must warn the Player that a Free Kick will be awarded and that the Player may be reported if they do not leave the Playing Surface;

(b) if the Player still refuses to leave the Playing Surface, the field Umpire must award a Free Kick to the Player of the opposing Team who is nearest to where the warning was given or where play was stopped, whichever is the greatest penalty;

(c) if the Player refuses to leave the Playing Surface:

(i) the field Umpire shall report the Player for misconduct in failing to follow a direction of an Umpire;

(ii) the Match will immediately end and be forfeited by the reported Player's Team; and

(iii) Law 10.7 will apply to any match which is forfeited.

22.4 PROCEDURE WHEN PLAYER NOT ACTIVELY BLEEDING

Where a field Umpire is of the opinion that a Player is not Actively Bleeding, but the Player has blood on any part of their body or uniform, the following will apply:

(a) at the first available opportunity, the field Umpire must signal and direct the Player to obtain treatment. After the signal is given, play will continue;

(b) the Player may remain on the Playing Surface after the signal is given by the field Umpire, but must at the earliest opportunity:

(i) in the case of blood being on any part of their uniform, have the piece of uniform removed and replaced; and/or

(ii) in the case of blood being on any part of their body, have the blood removed and the cause of any bleeding (if any) treated and covered so that all blood is contained;

(c) if after receiving treatment, the field Umpire is of the opinion that blood is still appearing on any part of the Player's body or uniform, the Player is deemed to be Actively Bleeding and Law 22.3 will apply.

22.5 VARIATION BY CONTROLLING BODY

A Controlling Body may adopt its own rules to specify that Law 22.3 applies to all bleeding.

22.6 FAILURE TO OBEY DIRECTION

(a) A Player's refusal to promptly obey a direction of a field Umpire given under Law 22.3 or 22.4 is a Reportable Offence.

(b) Any fine, period of suspension or other sanction determined by a Tribunal or other body hearing the Reportable Offence shall be in addition to any sanction which may be imposed by a Controlling Body under Law 22.14.

22.7 SPECIAL CIRCUMSTANCES AT THE END OF A QUARTER

A Player awarded a Mark or Free Kick may Kick the football after the field Umpire has signalled that play has come to an end, even though the Player is at that time Actively Bleeding. However, this Law is subject to Law 16.6.

22.8 DELIBERATE SMEARING OF BLOOD

Regardless of any other provision in these Laws, if a Player intentionally smears or otherwise causes blood to be placed on another Player's body or uniform, the field Umpire must immediately stop play and allow that Player such time as is necessary to have the blood removed or item of uniform removed and replaced.

22.9 PROTECTIVE GLOVES

Each Club or Team must ensure that any doctor, trainer and any other person treating Players of a Team wears protective gloves as may be approved from time to time by the relevant Controlling Body.

22.10 DISPOSAL OF BLOODIED CLOTHING AND OTHER MATERIAL

Each Club or Team must ensure that:

(a) any bloodied item of uniform or clothing of a Player is placed as soon as possible in a hygienic sealed container and laundered to ensure the removal of all blood; and

(b) all towels, wipes, bandages, dressings and other materials used in the treatment of bleeding Players must be placed in a hygienic sealed container and discarded or destroyed in a hygienic manner.

22.11 DRESSING ROOMS

Each Club or Team must ensure that all dressing rooms and other areas occupied by the Team prior to, during or immediately following the completion of any Match are kept clean and that no blood remains on any surface, equipment, hand basin, toilet, shower, bath or other area. All such surfaces, equipment and areas must be cleansed and disinfected immediately after contact with blood.

22.12 HYGIENE

Each Club or Team must ensure that:

(a) Players do not urinate (other than in a toilet) in or about any dressing rooms or on the Playing Surface prior to, during or immediately following the completion of any Match; and

(b) each of its Players observe a high standard of personal hygiene.

22.13 TRAINERS

Unless Law 22.4 applies, a trainer or other personnel responsible for the treatment of Players shall not provide treatment to a Player on the Playing Surface for any cut, abrasion or other injury involving the discharge of blood.

22.14 SANCTIONS — CONTROLLING BODY

A Controlling Body may impose a sanction upon a Player, Club or Team for a breach of any obligation imposed under this Law 22.

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