



AUSTRALIAN FOOTBALL



LAWS

2024



LAWS OF **AUSTRALIAN** **FOOTBALL** **AFL GERMANY EDITION**

2024



AUSTRALIAN FOOTBALL LEAGUE GERMANY



AUSTRALIAN FOOTBALL LEAGUE EUROPE

LEVEL 3, AUSTRALIA CENTRE, STRAND, LONDON, WC2B 4LG

AMENDED LAWS

Compared to the “Laws of Australian Football – AFL Europe Edition 2021”, the following Laws have been amended, added, or deleted effective from season 2022:

A, B, C, 1.1, 2.1, 2.2, 3.1, 3.2, 3.3.2, 3, 3.5, 3.7, 3.8, 3.9, 4.1, 5.1, 5.1.1, 5.2, 5.3.1, 5.4.1, 5.5.2, 5.5.5(a), 5.6, 5.7.1, 5.7.2, 7.1, 7.3, 7.3.1, 7.3.2, 8.1.1, 8.1.2, 8.1.3, 8.1.4, 8.1.5, 8.1.6, 8.3, 9.2, 10.1.1, 10.1.2, 10.1.3, 10.1.4, 10.2.1, 10.2.2, 10.3, 10.4(a), 10.6.1, 10.6.2, 10.6.4, 11.1.2(a)(b)(d)(g), 11.2.2, 11.3, 11.3.1, 11.4, 11.4.1, 11.4.2, 11.4.3, 11.4.4, 11.4.5, 11.4.6, 12.1, 13.1, 13.2, 13.3, 14, 17.1(d), 17.3, 18.2.2(b), 18.3.2(l), 18.10.2(b), 18.11.2, 19.1, 19.4, 19.5, 22.1.1, 22.2.1(b), 22.2.2, 22.3.2, 22.4.1, 22.4.2, 22.4.3, 22.4.4, 23.1, 23.2, 23.3, 23.4, 23.5, 23.7, 24.11, 24.12(b).

The following Laws have been amended, added, or deleted effective from season 2023:

C, 1.1, 1.2, 2.1, 2.2, 3.2, 3.3.1, 3.3.2, 3.4, 3.5(d,k), 4.1, 4.2(b), 5.1.1, 5.3, 5.5.2, 6.1(d), 6.2, 7.3.1, 7.3.2(a,e), 8.1.2, 8.1.3, 8.1.4(e), 8.1.5, 8.1.6, 8.1.7, 8.2.2(av, b), 9.2, 9.4.1, 10.1.1, 11.1.2, 11.2.1, 11.2.2, 11.2.3, 11.3.1, 11.4.1, 11.4.2, 11.4.3, 11.4.4, 11.4.5, 11.4.6, 11.4.7, 12.2.1(e), 13.2, 13.3, 13.4, 18.3.2(j,k), 18.8.2(b,d), 18.14, 19.1, 19.2(a,b), 20.1.1, 20.1.2, 20.1.3, 20.4, 20.5.2, 22.2.2, 22.3.1, 22.3.3, 22.4.1(b), 22.4.2(c-g), 22.4.3(a,b,c), 23.4, 23.5, 24.8, 24.10, 24.13, Appendix A, C, D, E, F, G, H, I.

The following Laws have been amended, added, or deleted effective from season 2024:

5.1, 5.1.1, 5.5.1, 5.5.3, 5.5.4, 5.6, 5.7, 5.8, 6.1, 8.1, 8.1.2, 8.1.3, 8.1.4, 8.1.6, 8.1.7, 8.1.8, 8.2.2, 11.2.1, 11.2.2, 11.2.3, 11.3.1, 11.4.1, 11.4.6, 13.2, 18.8.2, 18.14, 19.2, 20.1, 22.3.3, 22.4.1, 22.4.2, 23.5, 24.10

This publication is copyright. Other than for the purposes of and subject to the conditions prescribed under the Copyright Act, no part of it may in any form or by any means be reproduced, stored in retrieval systems, or transmitted without the prior written permission of the AFL Europe.

Additions and changes were made to suit the requirements of Australian Football played in Germany.

Published in 2024 by the AFL Germany Law Committee (Ioanna Kopasaki, Jack Murfett, Walter Gibilaro) on behalf of AFL Germany. This Document is heavily based on the “Laws of Australian Football – AFL Europe Edition 2021”. Special thanks to Dr. Graham Howard for providing feedback as well as the new Team and Score Sheets.

Title page design by Dr. Graham Howard.

For any inquiries, please contact [Info\(at\)AFLG.de](mailto:Info(at)AFLG.de).

Contents

A. Preamble	7
B. This Publication.....	7
C. Application	7
D. Nature and Objective of Australian Football	8
1. Definitions and Interpretation.....	9
1.1 Definitions.....	9
1.2 Interpretation	15
1.3 AFL Rules or Regulation Prevail.....	15
2. Variation	15
2.1 Amendments	15
2.2 Variation by Controlling Body	15
3. Playing Surface and Posts.....	16
3.1 General.....	16
3.2 Playing Surface	16
3.3 Goal Posts and Behind Posts.....	16
3.4 Goal Square and Kick-Off-Line	17
3.5 Identifying Areas on the Playing Surface.....	17
3.6 Relocation of Centre Square	18
3.7 Under-Age Competition/Exhibition Games.....	18
3.8 Scoreboard	19
3.9 Condition of Playing Field	19
4. The Football.....	22
4.1 Specifications.....	22
4.2 Supply and Selections of Footballs	22
5. Teams and Players.....	23
5.1 Match Format/Number of Players in Team	23
5.2 Variation of Number	24
5.3 Team Sheets	24
5.4 Change of Player Guernsey During Match	24
5.5 Counting of Players	24
5.6 Minimum Age for Players	26
5.7 Number of Australian Players Allowed.....	27
5.8 Loaning of Players	27
6. Team Officials and Team Runner	28
6.1 Controlling Body to Regulate	28
6.2 Identification.....	28
7. Interchange	29
7.1 Interchange Steward – Appointment and Duties	29
7.2 Procedure for Interchange	29

- 7.3 Serious Injuries and Concussion Management 29
- 7.4 Breach of Law 30
- 8. Umpires 31
 - 8.1 Appointment and Replacement 31
 - 8.2 Duties 33
 - 8.3 Umpire Review 35
- 9. Players’ Boots, Jewellery and Protective Equipment..... 35
 - 9.1 Interpretation 35
 - 9.2 Prohibition of Items 36
 - 9.3 Inspection 36
 - 9.4 Power to Order Off..... 36
- 10. Match Timing 37
 - 10.1 Duration of Match and Intervals 37
 - 10.2 Timekeepers..... 38
 - 10.3 Procedure for Sounding Siren 39
 - 10.4 Start of Quarter..... 40
 - 10.5 End of Quarter 40
 - 10.6 Stopping and Recommencing Time 41
- 11. Unauthorised Playing Surface Entry, Incomplete Match and Forfeiture 42
 - 11.1 Unauthorised Playing Surface Entry and Incomplete Match 42
 - 11.2 Match Forfeiture 43
 - 11.3 Grand Final Qualification 44
 - 11.4 Match records 45
- 12. Choice of Goal and Commencement of Play..... 48
 - 12.1 Choice of Goal..... 48
 - 12.2 Commencement of Play..... 48
- 13. Centre Throw-Up 49
 - 13.1 Starting Positions 18/16-a-side..... 49
 - 13.2 Starting Positions 9/12-a-side..... 50
 - 13.3 Contesting the Centre Throw-Up 54
 - 13.4 Recalling Throw-Ups..... 54
- 14. Throwing up the Football 54
- 15. Marking the Football 54
 - 15.1 Definition..... 54
 - 15.2 Particular Circumstances 55
 - 15.3 Locations of the Mark..... 55
 - 15.4 ‘Touched Play On’..... 55
 - 15.5 Mark not Awarded 55
 - 15.6 Cancel of Mark 56
- 16. Scoring..... 56

16.1	Goals and Behinds.....	56
16.2	‘All Clear’ and ‘Touched All Clear’	57
16.3	Signalling a Goal or Behind	58
16.4	Relationship Between Free Kicks and ‘All Clear’	58
16.5	Scoring a Goal or Behind After Play Has Ended	59
16.6	Free Kick After Play Has Ended.....	60
16.7	Recording Scores	61
17.	Procedure After a Behind Has been Scored.....	61
17.1	Bringing the Football Back Into Play	61
17.2	Football Brought Into Play	61
17.3	Protected Area	61
17.4	Attacking Team Delaying Recommencement of Play	63
18.	Free Kicks.....	63
18.1	Introduction	63
18.2	Starting Positions.....	64
18.3	Prohibited Contact.....	65
18.4	Ruck Contests.....	66
18.5	Marking Contests.....	66
18.6	Holding The Ball.....	67
18.7	Rough Conduct	68
18.8	Umpires	68
18.9	Emergency Umpires	69
18.10	Out of Bounds.....	69
18.11	Deliberate Rushed Behinds	69
18.12	Intentionally Shaking, Climbing or Otherwise Interfering With the Goal or Behind Post.....	70
18.13	Other.....	71
18.14	Officials	72
19.	Fifty (Twenty-Five) Metre Penalty	72
19.1	Spirit and Intention.....	72
19.2	When Imposed.....	72
19.3	Preventing a Player Taking Part in the Next Act of Play	73
19.4	Imposing a Fifty (or Twenty-Five) Metre Penalty	73
19.5	Local Conditions	73
20.	Disposal After Mark or Freekick	74
20.1	Standing the Mark and the Protected Area.....	74
20.2	Disposal From Behind the Mark.....	76
20.3	Disposal From Out of Bounds	76
20.4	Disposal by a Defending Player – Within Nine Metres	77
20.5	Kicking for a Goal.....	78

- 20.6 Injury Preventing Disposal 78
- 21. 'Play on' and the Advantage Rule 78
 - 21.1 'Play on' 78
 - 21.2 The Advantage 78
- 22. Reporting Players and Officials 79
 - 22.1 Obligation to Report 79
 - 22.2 Reportable Offences/Yellow and Red Cards 79
 - 22.3 Reporting Procedure 83
 - 22.4 Sanctions and Suspensions 85
- 23. Order Off Law 87
 - 23.1 Application 87
 - 23.2 Order Off Reportable Offences – Red Cards 87
 - 23.3 Second Reportable Offence 87
 - 23.4 Replacing a Player 87
 - 23.5 Order Off for Specified Period – Yellow Cards 87
 - 23.6 Signalling and Procedure for Order Off 88
 - 23.7 Reduction of Players 89
- 24. Active Bleeding 89
 - 24.1 Definition 89
 - 24.2 Participating in Matches When Actively Bleeding 89
 - 24.3 Role of Umpire 89
 - 24.4 Procedure When Player is not Actively Bleeding 90
 - 24.5 Variation by Controlling Body 91
 - 24.6 Failure to Obey Direction 91
 - 24.7 Special Circumstances at the End of a Quarter 91
 - 24.8 Deliberate Smearing of Blood 91
 - 24.9 Protective Gloves 92
 - 24.10 Disposal of Bloodied Clothing and Other Material 92
 - 24.11 Dressing Rooms 92
 - 24.12 Hygiene 92
 - 24.13 Trainers 92
 - 24.14 Sanctions – Controlling Body 93
- Appendix 94

PART A: INTRODUCTION

A. PREAMBLE

The Australian Football League Germany (AFLG) is the official licensed league of Australian Rules Football in Germany. Its Laws and regulations are protected and monitored by its official umbrella organization, the Deutscher Australian Football Verband (DAFV) e.V.

To ensure the game is being played as intended by the AFL these Laws are based on the “Laws of Australian Football – AFL Europe Edition 2021” with additions and changes made to suit the requirements of Australian Football played in Germany.

These Laws explain how a Match of Australian Rules Football is played in Germany 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;
- b) to prevent injuries to Players participating in a Match as far as this objective can be reasonably achieved in circumstances where Australian Football is a body contact sport;
- c) to protect all protagonists of the game, including teams, Players, Officials, Umpires, and Volunteers; and
- d) to foster the development of the sport of Australian Football in Germany.

B. THIS PUBLICATION

This publication contains the Laws of Australian Rules Football in Germany as administered and controlled by the Deutscher Australian Football Verband e. V. and the AFLG Law Committee. It is to be reviewed at least once a year before the start of the season and then distributed to all AFLG Clubs.

C. APPLICATION

These Laws apply to all Matches of Australian Football organized and conducted on German soil by a Controlling Body (here: AFLG) in Germany as defined in Part B: 1.1.

D. NATURE AND OBJECTIVE 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.

PART B: DEFINITIONS, INTERPRETATIONS AND VARIATION

1. DEFINITIONS AND INTERPRETATION

1.1 DEFINITIONS

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

Active Bleeding: has the meaning described in Law 24.1.

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

AFL Europe: Europe's Australian Football umbrella organization.

AFL Germany (AFLG): the Australian Football League in Germany.

AFLGM: the male competition within AFLG.

AFLGW: the female competition within AFLG.

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.

AFL: the Australian Football League.

AFLG Board: A controlling body constituted by the elected board members of the Deutscher Australian Football Verband (DAFV), representing the DAFV.

AFLG Head of Umpiring and Laws: a person responsible for recruiting, training, appointing, and organizing AFLG Umpires. Also, a permanent member of the AFLG Law Committee and AFLG Tribunal Panel.

AFLG Law Committee: a Controlling Body who oversees and reviews the laws and regulations of Australian Football in Germany as well as the application of these rules.

AFLG Results Officer: a person who collates, records, and maintains the records of any AFLG match or forfeit sent after at the completion of each round, providing online details for the progressive results table and goal scorers and (not provided until after the Grand Final) maintaining the progressive Best and Fairest points from each match for the post-Grand Final awards.

AFLG Tribunal Panel: a panel established and constituted by a Controlling Body to hear and determine charges brought before it under these Laws. Its members are usually elected by the AFLG Board or another AFLG Controlling Body. The Head of Umpiring and Laws is a permanent Member of the Tribunal Panel.

AFLG Umpire Coordinator: a person, together with the AFLG Head of Umpiring and Laws, responsible for appointing and organizing AFLG Umpires.

‘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.

Attacking Team: The Team where the football is in their forward half of the Playing Surface.

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

Behind: the recording of one point, when any of the circumstances described in Law 16.1.2 occur.

Behind Line: the white lines marked on the Playing Surface between the goal posts and the behind posts, as illustrated in Diagram 1.

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

Boundary Umpire: match official on the boundary line. Duties involve indicating when and how the ball has fully crossed the line and executing the boundary throw-in.

Centre Circle: the area on the Playing Surface described in Law 3.5.

Centre Square: the area on the Playing Surface described in Law 3.5.

Charge or Charging: the act of a Player 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 five meters of the football.

Club: an entity fielding a Team in an Australian Football competition conducted by the Controlling Body (here: AFLG).

Controlling Body: for the purpose of this document, the Controlling Body may be represented by any of the following parties:

- a) the Deutscher Australian Football Verband (DAFV), here referred to as AFL Germany (AFLG), organizer of the Australian football league, consisting of the membership clubs as general decision-making body;
- b) AFLG Board representing and managing the DAFV and AFLG;
- c) Appropriately nominated, accredited (where applicable) and identifiable DAFV or AFLG Affiliates - including (but not limited to): AFLG Law Committee, AFLG Tribunal Panel, Match Day Pitch Manager;

- d) on Match Days if no other DAFV or AFLG affiliates are present: AFL Germany Umpires;

Correct Disposal or Correctly Dispose: A Kick or Handball of the football by a Player.

Defending Team: The Team where the football is in their defensive half of the Playing Surface.

Fifty (Thirty) 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 50 (30) metres.

Fifty (Twenty-five) Metre Penalty: the act of advancing the position on the Playing Surface by 50 (25) metres towards the centre of the Goal Line, where a Player has been awarded a Free Kick or a Mark.

Free Kick: giving possession of the football to a Player on the occasions described in Law 18.

Goal: the recording of six points when any of the circumstances described in Law 16.1.1 occur.

Goal Line: the white line marked on the Playing Surface between each goal post, as illustrated in Diagram 1.

Goal Square: the areas on the Playing Surface described in Law 3.4.

Goal Umpire: adjudicates the score, signals the score, waves flags to indicate the score to the crowd, and serves as official scorekeeper.

Handball: the act of holding the football in one hand and disposing of it 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 exit 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 to the Goal Line, as described in Law 3.4.

Legal Tackle or Legally Tackled: a tackle by a Player where:

- a) the Player being tackled is in possession of the football; and
- b) that Player is tackled below the shoulders and above the knees.

For the avoidance of doubt, a Legal Tackle may be executed by holding (either by the body or playing uniform) a Player from the front, side or behind, provided that a Player held from behind is not pushed in the back.

Mark: has the meaning described in Law 15.1.

Match: the contest of Australian Football played between two Teams.

Match Day: the (scheduled) day of a Match.

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.

Member Protection Policy or MPP: the policy endorsed by the AFL Commission, which provides governance to affiliates of the AFL, including Affiliated State & Territory Bodies to promote ethical and informed decision-making and responsible behaviours within Australian Football.

Nine Metre Line: the lateral extension of the Kick-Off Line in both directions to the boundary of the Arena.

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 a Club or Team.

Out of Bounds: where the football passes completely over the Boundary Line or touches a behind post or touches the padding or any other attachment to the behind post but before doing so, touches the ground or is touched by a Player on or above the knee. 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 on or above the knee, or the football has touched the behind post or passed over the behind post without touching the ground or being touched by a Player on or above the knee.

Pitch Manager: the official in charge of coordinating organisational activities on a specified pitch during tournaments.

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 in the following circumstances to indicate that play will continue:

- a) a Free Kick or Mark will not be awarded;
- b) a Player has failed to dispose of the football when directed to do so by the field Umpire;
- c) a Player has attempted to dispose of the football other than in a direct line over The Mark.

Possession of the Football: a designation to a Player who:

- a) is holding or otherwise has control of the football; or
- b) is in the act of bouncing the football.

Prior Opportunity: a designation to a Player in Possession of the Football who:

- a) is balanced and steady; or
- b) attempts to evade or fend an opponent; or
- c) has taken a Mark or been awarded a Free Kick; or
- d) has driven their head into a stationary or near stationary opponent.

Prohibited Contact: contact between Players which is described in Law 18.3.

Protected Area: the area described in Law 17.2 for a Player bringing the football back into play after a Behind has been scored, or 20.1.2 for a Player awarded a Mark or Free Kick.

Protective Equipment: has the meaning described in Law 9.1.

Rough Conduct: any conduct against an opposition Player which in the circumstances is unreasonable, as described in Law 18.7.

Ruck: the designated Player from each Team who engages in the initial contest of the football following a bounce, throw-up or boundary throw-in.

Score: a behind or goal.

Score Cards: used by the Goal umpires to keep the score of the match.

Serious Injury: an injury that, in the opinion of the controlling body or umpire, needs immediate attention by medical personnel.

Shepherd: the act of a Player using the body to push, bump or block an opposition Player who does not have possession of the football and who is no further than five metres away from the football.

Single Match Day: An AFLG Match Day where only two Teams compete in one day in one location in the AFLGM or AFLGW.

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 which can be found in Appendix C (AFLGM) and D (AFLGW).

Ten Metre Circle: the area on the Playing Surface described in Law 3.5.

The Mark: the position on the Playing Surface where a Free Kick or Mark has been awarded or the location defined by Law 17.1(d) after a Behind has been scored.

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. For the avoidance of doubt, a Player does not throw the football if the Player hits, punches or taps the football without taking Possession of the Football.

Timekeeper(s): the person(s) appointed by a Controlling Body (or Teams) to keep the time of a Match.

Time Wasting: where a field Umpire is of the opinion that a Player is unnecessarily causing a delay in play.

Tournament Match Day: An AFLG Match Day where more than two teams compete in one day in one location in the AFLGM or AFLGW.

Umpire: any of the field, boundary, goal, and emergency Umpires officiating a Match.

Under-Age Competition: a competition conducted between Teams in which the age of the Players in each Team falls within a specified age category or below an age limit.

Within the Immediate Proximity of the Arena: any area within 500 metres of an Arena where a Match is conducted.

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 any 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;
- f) words, terms, or phrases not otherwise defined in these Laws shall be given their ordinary meaning; and
- g) a reference to 'careless' or 'carelessly' may be interpreted as a reference to 'negligent or reckless' or 'negligently or recklessly' (as applicable).

1.3 AFL RULES OR REGULATION 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 or Regulations shall prevail to the extent of the inconsistency.

2. VARIATION

2.1 AMENDMENTS

AFL Germany may change these Laws and make further Laws in its absolute discretion.

2.2 VARIATION BY CONTROLLING BODY

- a) A Controlling Body may apply to the AFL Europe to vary these Laws as they apply to the competition or competitions conducted by the Controlling Body.
- b) Any application by any league, association, or body affiliated to the AFL Affiliate (AFLG) for the amendment or variation of any Law shall be made through the AFL Affiliate (AFLG).
- c) Unless specifically allowed under these Laws or a variation allowed by AFL Europe under Law 2.2(a), a Controlling Body must not prescribe any rules or laws in addition to or which conflict with or affect the full operation of the pre-existing Laws.

PART C: PRE-MATCH PROVISIONS

3. PLAYING SURFACE AND POSTS

3.1 GENERAL

The dimensions and markings of the Playing Surface are contained in this Law 3 and illustrated in Diagram 1 & 2.

In general, white lines shall be marked on the ground to identify all parts of the Playing Surface. In the case that white lines cannot be marked on the Playing Surface, the hosting Club shall make the best effort to identify the boundary line, e.g. with coloured marker cones.

3.2 PLAYING SURFACE

- a) The Playing Surface for an 18-a-side Match (16-a-side) shall be:
 - i. oval in shape;
 - ii. between 140 metres and 185 metres in length (130-185); and
 - iii. between 110 metres and 155 metres in width (100-155).
- b) The Playing Surface for a 9-a-side Match shall be (12-a-side):
 - i. oval or rectangle in shape with corners rounded off;
 - ii. between 100 metres and 120 metres in length (100-130); and
 - iii. between 65 metres and 90 metres in width (70-110).
- c) A white line must be marked on the ground to identify the Playing Surface. This white line must be marked in the shape of an arc from the behind post (refer Law 3.3 below) 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. When line markers are not available or functioning correctly, hats or cones can be used to mark the shape of the ground.

3.3 GOAL POSTS AND BEHIND POSTS

3.3.1 POSITION

- a) Two posts, to be called goal posts, in the case of affixed posts shall be a minimum height of six metres and a maximum height of 15 metres and be placed at each end of the Playing Surface at a distance of 6.4 metres apart. Temporary portable goal posts must be a minimum of four metres.
- b) A further two permanent or temporary portable posts, to be called behind posts, must be a minimum height of three metres and a maximum height of 10 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 marked on the ground to join each post.

3.3.2 PADDING

Where reasonably possible and available, a hosting Team or Controlling Body (AFLG Affiliates/Umpires) must ensure that padding is attached around each goal post (and behind post if viable). The padding should be:

- a) a minimum of 35 millimetres thick foam padding, covered in canvas or painted;
- b) a minimum height of 2,5 metre (permanent posts) 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.

3.4 GOAL SQUARE AND KICK-OFF-LINE

A further area, to be called the Goal Square, must be marked by drawing two lines at right angles to the Goal Line for a distance of nine 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.

3.5 IDENTIFYING AREAS ON THE PLAYING SURFACE

The following areas shall be marked on the Playing Surface for 18-a-side Matches (16-a-side):

- 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 (Ten Metre Circle) which should:
 - i. be located in the middle of the Centre Square; and
 - ii. both be divided into two semi-circles, by drawing a straight line parallel to each Goal Line;
- c) an Interchange Area, which shall be 15 metres wide;
- d) two Interchange gates should be marked at equal intervals to the centre of the boundary line with a 45° line at each end of the gate 'opening' onto the field and a straight line outside the boundary line. The gates should be clear enough for exiting and entering players to identify easily (approximately 10 cm wide and between 30 and 50 cm long on each side of the boundary line). When interchange stewards are available, they should be positioned outside the field between the two gates.
- e) a Goal Square at each end of the Playing Surface;
- f) the Goal Line and Behind Line; and

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

The following areas shall be marked on the Playing Surface for 9-a-side and 12-a-side Matches:

- a) a square, to be called the Centre Square, which shall:
 - i. be located in the centre of the Playing Surface; and
 - ii. be 25 metres long and 25 metres wide;
- b) a Centre Circle three metres in diameter and an outer circle 10 metres in diameter (Ten Metre Circle) which shall:
 - i. be located in the middle of the Centre Square; and
 - ii. both be divided into two semi-circles, by drawing a straight line parallel to each Goal Line;
- c) an Interchange Area, which shall be 10 metres wide;
- d) two Interchange gates should be marked at equal intervals to the centre of the boundary line with a 45° line at each end of the gate 'opening' onto the field and a straight line outside the boundary line. The gates should be clear enough for exiting and entering players to identify easily (approximately 10 cm wide and between 30 and 50 cm long on each side of the boundary line). When interchange stewards are available, they should be positioned outside the field between the two gates.
- e) a Goal Square at each end of the Playing Surface;
- f) the Goal Line and Behind Line; and
- g) a Thirty Metre Arc at each end of the Playing Surface.

3.6 RELOCATION OF CENTRE SQUARE

Where a Controlling Body (here: AFLG Umpire on Match Day) 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.

3.7 UNDER-AGE COMPETITION/EXHIBITION GAMES

A Controlling Body (here: AFLG) may approve smaller dimensions for the Playing Surface and areas identified under Law 3.5 for an Under-Age Competition, exhibition games, or for an open age competition where a complying venue is not readily available.

3.8 SCOREBOARD

The hosting Club must provide a scoreboard which is visible throughout, and which reflects the current score throughout the game. The score keeper shall confirm the score at each break with the field and goal Umpires. The scoreboard is not the official score and is only to be used as a guide for Players and spectators.

3.9 CONDITION OF PLAYING FIELD

Regardless of where an official AFLG Match is to be played, it is the responsibility of the hosting Club to ensure the field and the surrounding area (at least three metres from each boundary line) is clear of:

- a) sharp objects;
- b) glass;
- c) bottle caps;
- d) holes;
- e) metal objects; or
- f) anything else which could increase the likelihood of an injury to a Player.

The visiting Team(s) can be asked to assist by pointing out dangerous objects and it is in their interest to do so. Any metal plates in the ground need to be covered by at least 7cm of mulch or similar and clearly marked, i.e. with coloured cones.

Benched Players, Club Officials, Volunteers, Spectators, and all other persons must be at least two metres from the boundary line.

It is the duty of the field Umpire(s) to inspect the ground prior to the start and determine if it is safe to play on. If the Umpire(s) determines that the ground is unsafe, both Teams can be asked to work towards creating a safe playing environment. Responsibility for deciding if the field is safe rests solely with the field Umpire(s).

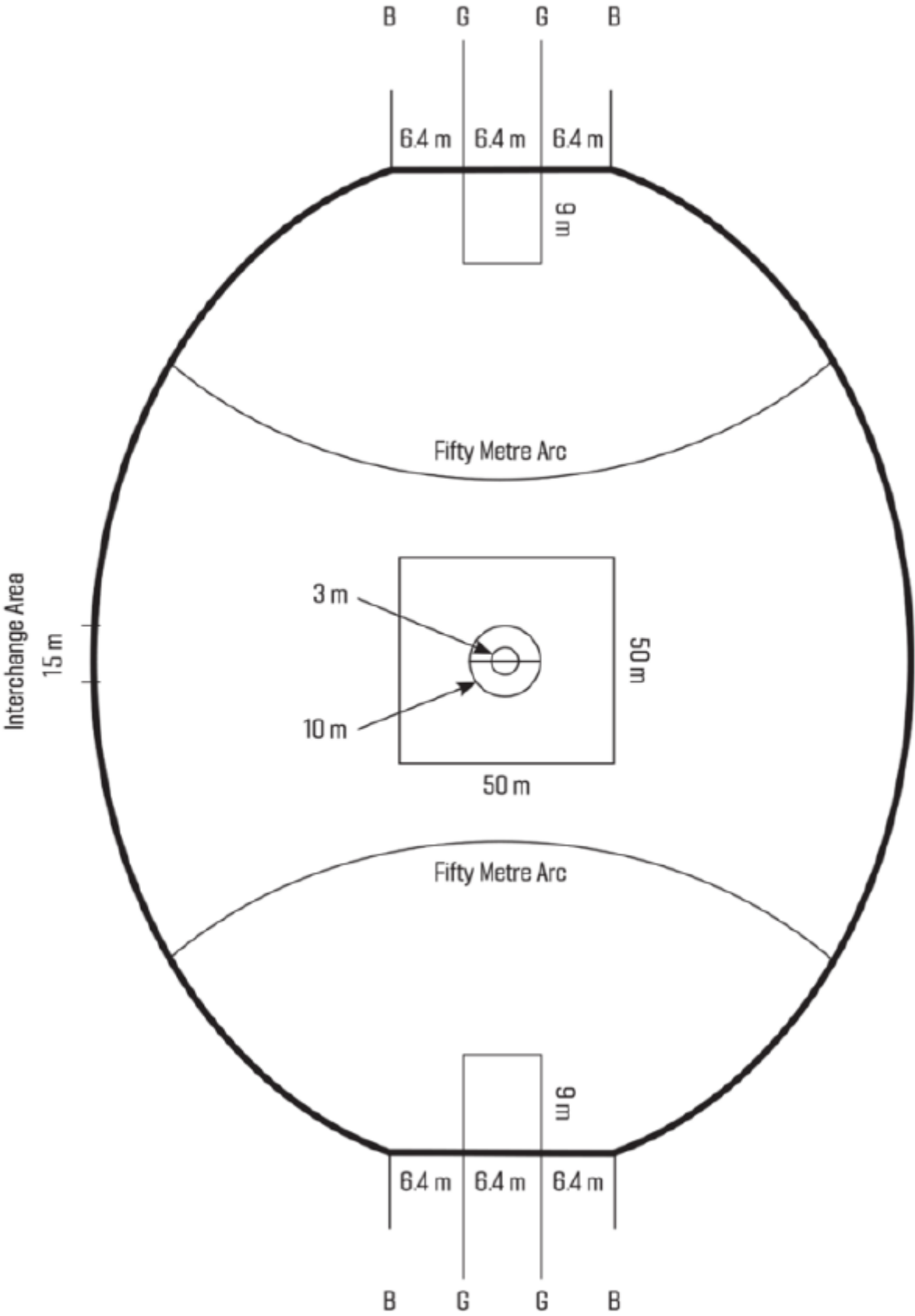


DIAGRAM 1

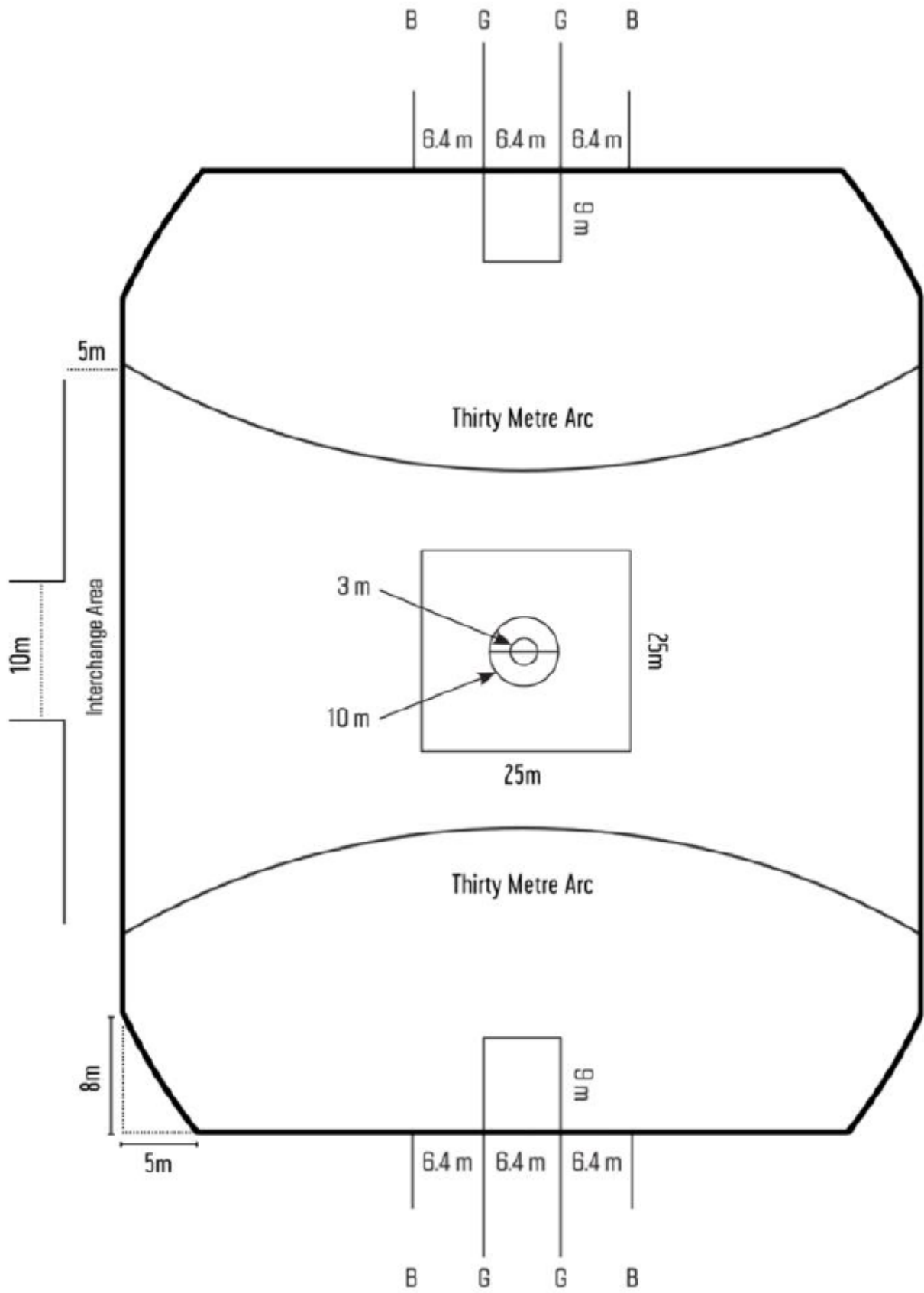


DIAGRAM 2

4. THE FOOTBALL

4.1 SPECIFICATIONS

Unless otherwise determined by a Controlling Body (here: AFLG), in the men's competition a football must be of a symmetrical oval shape and conform to the standard size 5 of 720–730 millimetres in circumference and 545–555 millimetres transverse circumference and be inflated to a pressure of 69 kPa.

For the women's competition, exhibit games, underage competition, or mixed friendly games a symmetrical oval shape and conform to the standard size 4 of ~690 millimetres in circumference and ~530 millimetres transverse circumference can be used.

4.2 SUPPLY AND SELECTIONS OF FOOTBALLS

- a) Unless the Controlling Body (here: AFLG) decides on an alternative procedure, the following shall apply to the supply and selection of footballs for a Match:
- b) the hosting Team shall supply a minimum of two footballs approved by the Controlling Body (here: AFLG) to the field Umpires before the commencement of the Match;
- c) the field Umpires shall inspect and ensure that the two footballs are suitable to be used during the Match;
- d) the field Umpires shall submit the two footballs to the captain of the away Team, who shall select the football to be used; and
- e) 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 AND PLAYERS

5.1 MATCH FORMAT/NUMBER OF PLAYERS IN TEAM

To ensure a fair competition, the standard match format for Australian Football Matches in Germany is 9-a-side. Hence, a team must consist of nine Players who may be on the Playing Surface at any one time.

This number varies according to any changes made to the match format or the number of players under Law 5.1.1 and/or Law 5.2.

Regardless of the total number of Players, both Teams can have up to 6 interchange players. Only if both Teams have an equal number higher than 6 can this number of interchange Players be raised as indicated by (+). No matter the format, each Team can have one Medical Substitute who can replace a Player whom, by reason of serious injury or illness, becomes incapable of playing any time after the Team Sheet is submitted (including during the Match).

5.1.1 MATCH FORMAT VARIATIONS

The following variations are possible AFLG Match formats:

Format	Players on field	Interchange players	Medical Substitute	max. Squad	min. field Umpires
9 a side	9	0-6 (+)	1	15 (+)	1
12 a side	12	0-6 (+)	1	18 (+)	2
16 a side	16	0-6 (+)	1	22 (+)	2
18 a side	18	0-6 (+)	1	24 (+)	2

Any variation of the match format requires the agreement from both teams and Umpire(s) present.

Other formats are possible in:

- a) Semi-Finals and the Grand Final
- b) Matches where both Teams and a controlling body (here: any of: AFLG, or AFLG Umpires/Affiliates) agree to have more or less than 9 Players playing
- c) international tournaments
- d) friendly, mixed, and exhibition Matches

In rare cases, 10-a-side and 11-a-side are also possible formats, and 9-a-side laws apply. This is only possible in accordance with Law 5.2 and the field Umpire(s) present.

5.2 VARIATION OF NUMBER

The Controlling Body (here: AFLG Umpires/Affiliates) may reduce below 9 or increase above 24 the number of Players (including Interchange Players) who may participate in a Match played in the competition conducted by the Controlling Body (here: AFLG).

At any time, the Controlling Body (here: AFLG Umpires/Affiliates) can determine/change the actual number of Players who may play for each Team in accordance with this law in the competitions conducted by the Controlling Body (here: AFLG). The number of Players depends on:

- a) the number of official AFLG field Umpires
- b) the size of the ground as mentioned in Law 3.2
- c) weather/ground conditions; and
- d) if the increase or reduction of the number of Players does not increase the risk of injury;

5.3 TEAM SHEETS

These need to be filled out by each Club detailing their complete list of their Players and Officials on the day and any other Players present assisting in an official capacity or injured in accordance with Law 11.4.

5.4 CHANGE OF PLAYER GUERNSEY DURING MATCH

Where it becomes necessary to replace a guernsey worn by a Player during a Match and the replacement guernsey displays a different number, the Team Runner shall advise the Interchange Steward and the field Umpire 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.

5.5 COUNTING OF PLAYERS

5.5.1 REQUEST BY CAPTAIN

The captain or vice-captain of a Team may at any time during a Match request that the field Umpire counts the number of Players of the opposing Team who are on the Playing Surface and/or, depending on the specific issue brought forward, on the Bench in order

to ensure that the overall number of Players per team does not exceed the maximum Squad size outlined in Law 5.1, 5.1.1, 5.2.

5.5.2 PROCEDURE

- a) Where a request is made under Law 5.5.1, the field Umpire must:
 - 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. call into line within the respective interchange area the Players of both Teams who are currently on the Bench and count the number of Players;
 - iv. upon completing the count, ensure that each Team has the permitted number of Players on the Playing Surface and then recommence play in accordance with Law 5.5.3 or 5.5.4 (as applicable); and
 - v. as soon as practicable after the Match, report to the Controlling Body (here: AFLG Tribunal) 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 9 per Team (or the respective number of players in accordance to 5.1.1) or, in circumstances where a Player(s) has been ordered from the Playing Surface under Law 23, 9 (or the respective number of players in accordance to 5.1.1) 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 and/or the Bench, 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 (or Twenty-Five Metre penalty depending on the format) shall then be imposed from the position where the Free Kick was awarded;
- c) the Team shall lose all points which it has scored in that quarter up to the time of the count; and
- d) the field Umpire shall report the circumstances to the Controlling Body (here: AFLG Tribunal), including the scores at the time. The Controlling Body (here: AFLG Tribunal) may further determine the matter by reversal of Match result or other sanction as it deems appropriate, including overturning the loss of points prescribed by Law 5.5.3(c).

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 and/or the Bench, 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 (or Twenty-Five Metre penalty depending on the format) shall then be imposed from the position where the Free Kick was awarded;
- 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 22.2.2; and
- d) if Law 5.5.4(c) applies, the field Umpire shall report the circumstances to the Controlling Body (here: AFLG Tribunal), including the scores at the time. The Controlling Body (here: AFLG Tribunal) may further determine the matter by reversal of Match result or other sanction as it deems appropriate.

5.5.5 POST-MATCH REVIEW

- a) If applicable, a Club or other person may request post-Match review by the relevant Controlling Body (here: AFLG Board/AFLG Tribunal) of a Team exceeding the permitted number of Players on the Playing Surface and/or the Bench where a request under Law 5.5.1 did not occur during a Match.
- b) Notification of the request and lodgement of relevant evidence must occur within 24 hours of the completion of the relevant Match in a form prescribed by the Controlling Body (here: AFLG Board/AFLG Tribunal).
- c) The Controlling Body (here: AFLG Board/AFLG Tribunal) may further determine the matter by reversal of the Match result or other sanction as it deems appropriate.

5.6 MINIMUM AGE FOR PLAYERS

All Players competing in official AFLG Matches must be:

- a) at least 18 years; or
- b) at least 16 years if they have a consent form signed by their legal guardian(s) and are approved to play by their Clubs. This must be made known to the AFLG Board, who have a veto right if they deem that this is unsafe.

5.7 NUMBER OF AUSTRALIAN PLAYERS ALLOWED

5.7.1 SPIRIT AND INTENTION

To ensure a fair and balanced competition, and to foster the growth of Australian Football in Germany, the allowed number of Players of Australian Heritage per Team in a Match is limited.

5.7.2 NUMBER OF AUSTRALIAN PLAYERS PER TEAM

In official AFLG Matches, the number of Players of Australian Heritage listed on the Team Sheet per Team is set to a maximum of 50%. For the purpose of this Law, any Person born in Australia is classified as a Player of Australian Heritage. Australian-Born Players who have played at least 5 years in the AFLG are exempt from this Law (as of their 6th year in the AFLG). Players of Australian Heritage must be marked with an (A) on the Team Sheet for each Match.

Where a Team has more than the permitted number of Australian Players, the Controlling Body (here: AFLG Tribunal) may further determine the matter by reversal of the Match result or other sanction as it deems appropriate.

5.8 LOANING OF PLAYERS

Teams may loan players to each other in order to ensure a sufficient number of available Players on match day.

A loan of Players for Semi and Grand Final matches is only permitted if a team does not reach the minimum number of Players. Both Teams and the Board need to agree on the specific Player being loaned before game day.

Each team must have a minimum number of own players (members of same team) of five (5) for a game to be considered valid for AFLG competitions (AFLGM, AFLGW). Teams are allowed to fill the missing numbers by loaning players from others teams as per law 5.8. Teams must ensure to have at least the minimum of seven (7) players on the playing surface as per law 23.7.

If a team is not meeting the above requirements, the game will be forfeited and law 11.2 will apply.

The Controlling Body (here: AFLG Board/AFLG Tribunal) may further determine the matter by reversal of the forfeit or other decisions as it deems appropriate.

6. TEAM OFFICIALS AND TEAM RUNNER

6.1 CONTROLLING BODY TO REGULATE

A Controlling Body (here: AFLG) shall adopt rules which:

- a) specify the times and occasions when an Official and Team Runner may enter the Playing Surface; and
- b) identify the tasks or duties which such persons may perform when on the Playing Surface.
- c) In the absence of specific direction from a Controlling Body (here: AFLG), it is determined that;
 - i. Team Officials who are not registered on the Team sheet are not permitted on the Playing Surface at any time
 - ii. Team Runners may only remain on the Playing Surface for such time as necessary to deliver a message
 - iii. Water Carriers are permitted on the Playing Surface at any time when delivering water to Players or Officials but must immediately exit an area should the progress of play approach that area
 - iv. Physiotherapists and Doctors are permitted on the Playing Surface at any time as reasonably required. In the absence of a trained physiotherapist or doctor, a Runner or Water Carrier may provide medical assistance to Players
 - v. Where a team has more than one Official registered on the Team Sheet, Water Carriers, Physiotherapists and Doctors are not permitted to deliver messages to Players. Where a team has only one Official registered on the Team Sheet, that Official may deliver messages, water, and provide first aid.
- d) Other Officials are only permitted on the field before and after the Match and during intervals between quarters, unless otherwise directed by the Controlling Body (here: any of: AFLG, AFLG Affiliates/Umpires). All Interchange Players and Coaching Staff must remain in the dedicated interchange area not less than five metres from the playing surface, nor less than five metres from the opposition Team.

6.2 IDENTIFICATION

Each Team Runner(s) must wear a uniform other than a team guernsey or other form of identification (such as an armband), as determined by the Controlling Body (here: AFLG).

7. INTERCHANGE

7.1 INTERCHANGE STEWARD – APPOINTMENT AND DUTIES

If applicable, a Controlling Body (here: any of: AFLG, AFLG Affiliates/Umpires) may appoint an Interchange Stewards to officiate during a Match. The Interchange Stewards 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 field Umpire 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 who are listed on the Team Sheet:

- a) unless Law 7.3 applies, the Players intending to interchange shall leave and enter the Playing Surface through the Interchange Area;
- b) where a Player does not leave or enter the Playing Surface as specified under Law 7.2(a), the Interchange Steward shall report the breach to a field Umpire and the following shall apply:
 - i. the field Umpire shall stop play at the first available opportunity;
 - ii. a field Umpire shall award a Free Kick to the nearest Player of the opposing Team; and
 - iii. a Fifty Metre Penalty (or Twenty-Five Metre penalty depending on the format) shall then be imposed from the position where the Free Kick was awarded. For the avoidance of doubt, Law 7.2 operates in conjunction with Law 5.5 where a Team has more than the permitted number of Players on the Playing Surface.

7.3 SERIOUS INJURIES AND CONCUSSION MANAGEMENT

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 medical assistance or an ambulance, shall be attended to by the Team's training staff as soon as possible to ensure the health and safety of the Player.

Any Player who, in the opinion of a doctor, trainer, Umpire or Official, is suspected to have a concussion (see Appendix I: Management Guidelines for Suspected Concussion) after forceful contact to the head shall be attended by the Team's training staff as soon as possible to ensure the health and safety of the Player.

7.3.2 PROCEDURE

Where medical assistance is required or a concussion is suspected, the following procedure shall apply:

- a) upon being advised or noticing that a Player requires a medical assistance or an ambulance, the field Umpire shall stop play at the earliest opportunity and unless a doctor considers it is unsafe or it is apparent that it is unsafe to do so, the Player should be removed from the Playing Surface by the shortest possible route and taken directly to their Team's change rooms or a suitable area away from the playing field;
- 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 throwing up 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; and
 - 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 an ambulance was needed or who is suspected to have a concussion and/or shows sign of a concussion (see Appendix I: Management Guidelines for Suspected Concussion) shall not resume playing for the remainder of the Match Day. If the Player refuses, Laws 23.6.1 and 23.6.2 shall apply.

7.4 BREACH OF LAW

The Interchange Steward or field Umpire, as the case may be, shall advise the Controlling Body (here: AFLG Tribunal) of any breach of this Law 7.

8. UMPIRES

8.1 APPOINTMENT AND REPLACEMENT

8.1.1 APPOINTMENT

Unless Law 8.1.2 applies, the Head of Umpiring and Laws (or Umpire Coordinator) is responsible to appoint for each Match:

- a) a field Umpire or Umpires;
- b) two or more boundary Umpires; and
- c) two goal Umpires.

A minimum of one field Umpire is required for every 9-a-side Match. A minimum of two field Umpires are required for all formats which involve 12 or more on-field Players per side.

Clubs may support the appointment process by selecting in advance club umpires available and inform the Head of Umpiring and Laws (or Umpire Coordinator) no later than 4 days prior to game day.

Appointments are made considering availability of local and non-local umpires and their experience, in order to guarantee the best possible match based on skills, experience and game difficulty.

All Appointments are sent by the Head of Umpiring and Laws (or Umpire Coordinator) via email to Clubs and Umpires up to 2 days before game day.

It is the job of the Head of Umpiring and Laws and the AFLG Umpire Coordinator to appoint field, boundary, and goal Umpires Semi-Finals and the Grand Final.

8.1.2 ACCREDITATION

AFLG umpires must be accredited by completing at least the AFL First Bounce Online course and (where available) an AFLG or AFL Europe umpiring course (development series). Certificate from the course is to be shared with the Head of Umpiring and Laws (or Umpiring Coordinator). In accordance with AFL Europe there are 3 levels of qualification: beginner, intermediate, advanced.

No matter their qualification, all active AFLG umpires must register themselves with the AFLG Head of Umpiring and Laws and the AFLG Umpire Coordinator before they want to umpire in Germany. Exceptions are:

- a) visiting umpires from other countries, pending approval from AFLG Umpire Coordinator
- b) persons who usually do not umpire but help out as emergency if not registered umpire is able to perform the role on Match Day.

8.1.3 USAGE OF NON-ACCREDITED UMPIRES

If Clubs use Umpires who did not register themselves with the AFLG Head of Umpiring and Laws and the AFLG Umpire Coordinator, the following shall apply:

- a) the Club receives an official warning from the AFLG Tribunal Panel;
- b) after receiving an official warning, a subsequent offence will result in one premiership point being deducted from the Team's tally
- c) a second offence after receiving an official warning will result in the team forfeiting the next scheduled match under Law 11.2.2.

8.1.4 SUPPLY AND RECRUITMENT OF UMPIRES

The Clubs playing on a Match Day are responsible for ensuring that appointments of field, boundary and goal Umpires, are respected and correctly in place for regular AFLG Matches in accordance with Laws 8.1.1, 8.1.2.

In the case that a Club(s) does not respect the original appointments, the following shall apply:

- a) one premiership point being deducted from the Team's tally;
- b) a second offence will result in the team forfeiting the next scheduled match under Law 11.2.2.

The Clubs are also responsible for the recruitment of new Umpires. Every Club must have at least one active field Umpires associated with the Club. It is the Head of Umpiring and Laws' responsibility to support AFLG Teams in recruiting and training Umpires.

8.1.5 GOAL AND BOUNDARY UMPIRES

Teams participating on an AFLG Match Day shall provide at least one goal Umpire each. If they fail to do so the field Umpire(s) may, in consultation with each Team, appoint persons before the commencement of the Match to officiate in this role. No Match can start without at least two appointed goal Umpires.

Boundary Umpires are not needed for AFLG 9-a-side or 12-a-side competitions. They are strongly recommended for 16-a-side and 18-a-side Matches.

8.1.6 NO APPOINTMENT OF BOUNDARY/GOAL UMPIRES

- a) Unless otherwise determined by a Controlling Body (here: AFLG), a field Umpire may overrule the decision of a boundary or goal Umpire who was appointed under Law 8.1.2(a).
- b) When no boundary umpires have been appointed under Laws 8.1.1 or 8.1.2, the duties normally undertaken by a boundary Umpire shall be undertaken by the field

Umpire.

In the case of a Boundary Throw-in when no boundary umpires have been allocated;

- c) On a 9-a-side or 12-a-side Playing Surface, the field Umpire shall call for a ball up, five metres in from the point where the ball went Out of Bounds.
- d) On a 16-a-side or 18-a-side Playing Surface, the field Umpire shall nominate an attacking Player to throw the ball in per Law 8.2.2(b). The attacking Players' direct opponent must stand next to the Player executing the throw-in for its duration. Both Players must return to play at the same time.
- e) In case that the attempt, to the discretion of the field Umpire, does not result in sufficient throw-in, the field Umpire shall call for a ball up, five metres in from the point where the ball went Out of Bounds.

8.1.7 REPLACEMENT OF AN UMPIRE

On Match Day, if appointments as per laws 8.1.1, 8.1.2 and 8.1.4 cannot be respected by reason of injury of the umpire(s) or otherwise, clubs are responsible to find a suitable replacement and must inform the AFLG Umpire Coordinator.

8.1.8 NO APPOINTMENT OR NON-ATTENDANCE OF FIELD UMPIRE

Where the AFLG Head of Umpiring and Laws or AFLG Umpire Coordinator 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) to officiate at the Match and must inform the AFLG Umpire Coordinator. The relevant Controlling Body (here: AFLG) may determine in its absolute discretion whether to recognise the result of such a Match(es).

8.2 DUTIES

8.2.1 FIELD UMPIRES

The field Umpires shall have full control of and officiate a Match in accordance with these Laws.

8.2.2 BOUNDARY UMPIRES

- a) Unless otherwise determined by the relevant Controlling Body (here: AFLG or AFLG Umpire), the duties of a boundary Umpire shall 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. in 18-a-side (16-a-side) competitions determining whether a Player has breached a starting position in contravention of Law 18.2.2(b);
 - iv. bringing the football back to the Centre Square after a Goal has been scored;
 - v. assisting the defending side to retrieve a ball (where possible and necessary) following a Behind;
 - vi. reporting a Player or Official who commits a Reportable Offence; and
 - vii. assisting goal Umpires to determine a score.
- f) 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. Throw-ins by Boundary Umpires must be between 10 and 15m long and a minimum of 3m high. 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. In case that the attempt, to the discretion of the field Umpire, does not result in sufficient throw-in, the field Umpire shall call for a ball up, five metres in from the point where the ball went Out of Bounds.

8.2.3 OUT OF BOUNDS

Where any 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 any 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;
- 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;
- d) this Law does not apply if a Free Kick or Fifty Metre Penalty (or Twenty-Five Metre penalty depending on the format) is awarded before the field Umpire notices the boundary Umpire's signal.

8.2.4 GOAL UMPIRE

- a) Unless otherwise determined by the relevant Controlling Body (here: AFLG or AFLG

Umpire), the duties of a goal Umpire shall 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;
 - iv. determining whether a Player has breached a starting position in contravention of Law 18.2.2(b);
 - v. reporting a Player or Official who commits a Reportable Offence; and
 - vi. assisting boundary Umpires to determine if the football is Out of Bounds.
- b) 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) Unless otherwise determined by a Controlling Body (here: AFLG or AFLG Umpire), if a goal Umpire is unsure whether a Goal, Behind or no score shall be recorded, the goal Umpire may consult with the field and boundary Umpires to determine the outcome. If a decision cannot be determined following consultation, the goal Umpire shall give the lesser outcome. If the outcome is no score and the football remained in play, the field Umpire shall throw the football up at the centre of the Kick-Off Line.
- d) 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) and person(s) appointed by the Controlling Body (here: any of: AFLG, or AFLG Affiliates/Umpires) under Law 16.7 (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 (here: AFLG Board) for determination.

8.3 UMPIRE REVIEW

The AFLG Head of Umpiring and Laws, the AFLG Umpire Coordinator and/or League Manager and/or development manager will monitor the performance of Umpires across the league.

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) 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 (here: AFLG).

9.2 PROHIBITION OF ITEMS

During a Match, a player is not permitted to wear:

- a) any form of jewellery (including any form of glasses/eyewear - unless exceptionally permitted by the AFLG);
- b) boot studs, plates/cleats, or any Protective Equipment (other than Protective Equipment approved by the Controlling Body (here: AFLG or AFLG Affiliates)) 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 was approved by the relevant Controlling Body (here: AFLG or AFLG Affiliates) prior to the match, but the field Umpire is satisfied that such equipment has, during the Match, become dangerous or increased the risk of injury to other Players; or
- d) Gloves except the ones listed in Appendix B: Glove Register.

To prevent injuries and active bleeding, Players are encouraged to have short fingernails. If, in the opinion of a field Umpire, a Player has fingernails which are likely to cause injury and/or active bleeding, the Umpire may request the Player to trim them before that Player is allowed to play in the Match. If the Umpire becomes aware of such a case during play, the Umpire may also request the player to leave the field in order to trim their nails, in accordance with Law 9.4.

9.3 INSPECTION

At any time before or during a Match, a field Umpire may inspect a Player's boots, 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 or approved items deemed by the field Umpire as

dangerous under Law 9.2(c). 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 award a Free Kick to the Player of the opposing Team who is nearest to where play was stopped, or the location of the football, whichever is the greater penalty; and
- b) 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 11.2 shall apply to any Match which is forfeited.

10. MATCH TIMING

10.1 DURATION OF MATCH AND INTERVALS

10.1.1 DURATION

Subject to Law 10.1.3, an AFLGM Match on a Single Match Day (or Tournament Match Days) shall be played for a period of 80 (40) minutes, divided into four (two) quarters (periods), each of 20 minutes duration.

Subject to Law 10.1.3, an AFLGW Match on a Single Match Day (or Tournament Match Days) shall be played for a period of 60 (30) minutes, divided into four (two) quarters (periods), each of 15 minutes duration.

The 15-minute (AFLGW) or 20-minute (AFLGM) period shall include both playing time and normal stoppages in play. This means that in the AFLG: the time clock shall not be stopped when: the ball goes Out of Bounds, any score is scored, or a ball up is called. The field Umpire may choose to stop the time in exceptional circumstances (e.g. extraordinarily lengthy delays in play) at their own discretion as outlined in Law 10.6.

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.
- d) a maximum period of 10 minutes between the end of the first period and the beginning of the second period (only applicable on Tournament Match Days).

10.1.2 INTERVALS BETWEEN MATCHES

On Match Days with more than one match (Tournament Match Days), the interval between the two matches shall be between 15 to 25 minutes.

10.1.3 VARIATION

A Controlling Body (here: any of: AFLG, AFLG Affiliates/Umpires) may vary the duration of a Match and the duration of the intervals between quarters/halves, especially on Tournament Match Days.

The Semi-Finals and Grand Final shall be excluded from any variations.

In the event of a Semi-Final or Grand Final or other final being drawn at full time, the following rules apply:

- a) After a five-minute break Teams will change ends and play two 5-minute halves. There shall be no break between the two 5-minute halves, and play shall resume once the Teams change ends, and all Players are in their starting positions. During the change of ends, Club Officials shall not be permitted to enter the playing field.
- b) Where the scores remain level after the above extra time period, the siren will not sound, and play shall simply continue until either a Behind or Goal is scored. The Team who scored the deciding point/goal is then deemed the winner.

10.2 TIMEKEEPERS

10.2.1 APPOINTMENT

The home Team shall appoint a Timekeeper for the Match. The away Team may also appoint a Timekeeper to sit with and assist the home Team Timekeeper.

- a) Timekeeper(s) and their location during the Match should be made known to the field Umpire(s) and the Coaches of both Teams before the start of the Match.

- b) The role of timekeeper can also be performed by an Umpire in case there is no designated Timekeeper available for a given Match.

10.2.2 DUTIES

Each Timekeeper appointed for a Match shall:

- a) keep time for each quarter of the Match;
- b) sound the siren in accordance with the procedures contained in these Laws until acknowledged by any field Umpire;
- c) stop the clock which is used for the timing of each quarter as required under Law 10.6;
- d) record the Goals and Behinds scored by each Team during a Match; and
- e) perform any other function as may be directed by the relevant Controlling Body (here: any of: AFLG, AFLG Affiliates/Umpires).

10.3 PROCEDURE FOR SOUNDING SIREN

The Home Team must supply a siren or equivalent. 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. Play in each quarter officially ends when one of the field Umpires hears the siren.

The Timekeepers/Umpire(s) shall sound the siren at the times and on the number of occasions as set out in the table below.

If no siren or Time Keeper is available, the field Umpire shall signal the start and end of a quarter or the game.

Start of Match	Number of Occasions
Five minutes prior to the 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
End of first quarter	Once
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
End of second quarter	Once
Start of Third Quarter	
Five minutes prior to the scheduled starting time of the	Once

10.4 START OF QUARTER

To start the quarter, the Timekeeper shall commence the clock used for timing the Match when:

- a) the football leaves the Umpire's hands in the act of throwing the football up; or
- b) a Player, who has been awarded a Free Kick prior to the start of the quarter, brings the football into play or the Umpire calls 'Play On.'

10.5 END OF QUARTER

- a) The end of a quarter occurs when any field Umpire or emergency Umpire first hears the siren sounded by the Timekeepers to signal the end of a quarter. The field Umpire shall acknowledge the siren and bring play to an end by blowing a whistle and holding both arms above their head.
- b) For the avoidance of doubt, if immediately before hearing the siren to end a quarter, 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.

10.6 STOPPING AND RECOMMENCING TIME

10.6.1 STOPPING TIME

The Timekeepers shall stop the clock which is used for the timing of a Match when directed to do so by a field Umpire in accordance with Law 10.6.3.

10.6.2 RECOMMENCING TIME

The Timekeepers shall recommence the clock used for the timing of a Match when directed to do so by the field Umpire in accordance with Law 10.6.3.

10.6.3 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.

11. UNAUTHORISED PLAYING SURFACE ENTRY, INCOMPLETE MATCH AND FORFEITURE

11.1 UNAUTHORISED PLAYING SURFACE ENTRY AND INCOMPLETE MATCH

11.1.1 UNAUTHORISED PLAYING SURFACE ENTRY

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

- a) stop play at the first available opportunity;
- b) seek the assistance of person(s) authorised by the relevant Controlling Body (here: AFLG or AFLG Affiliates) or Hosting Team to remove the unauthorised person(s) from the Playing Surface;
- c) once the unauthorised person(s) 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 or throwing up 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.

11.1.2 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 start of a Match which is unable to commence for reasons beyond the control of the Teams, including electrical storms or an official warning from the Deutscher Wetterdienst, shall be delayed for 60 minutes. If the game cannot be commenced, then it is cancelled. The result of a Match which is unable to commence for reasons beyond the control of either Team shall be determined by the Controlling Body (here: AFLG or AFLG Affiliates).
- b) Prior to half time: If the Match is halted prior to Half Time and unable to proceed within 60 minutes, the Match shall be deemed to be drawn and NO percentage will be factored in. In case of a Semi-Final or Grand Final the Match shall be rescheduled to another Time/Date and restarted.
- c) Half time & beyond: If the half time interval has been reached and the Match is unable to proceed at any time, the Teams shall leave the playing surface, or in the

case of half time, not return to the playing surface. 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 (including Semi-Finals and the Grand Final). 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) In addition, a Match might be resumed after a longer period of time mentioned in a), b) and c) if:
 - i. all parties, including both Clubs AND Umpire(s) decide it is safe again and reasonable to resume the Match
- e) Match not able to proceed: Unless otherwise determined by a Controlling Body (here: AFLG or AFLG Affiliates), 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 location where the Match is being conducted.
- f) **Recommencement 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 11.2 shall apply.
- g) The Controlling Body (here: any of: AFLG, AFLG Affiliates/Umpires) may vary the length and scheduling of the intervals to suit practical circumstances.

11.2 MATCH FORFEITURE

11.2.1 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 (here: AFLG Affiliates), a field Umpire or these Laws;
- b) a 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; or
- d) due to a lack of players a Team is not able to attend a Match.

If neither team can form a Team, the game will be cancelled, both teams forfeit the match and Law 11.2.2 applies.

11.2.2 CONSEQUENCE OF FORFEITURE

Where a Team forfeits a Match in the AFLGM competition, the points for the Match on a Single Match Day and a score of 80 to zero (40 to zero on Tournament Match Days) towards their percentage shall be awarded to the Team who did not forfeit the Match.

Where a Team forfeits a Match in the AFLGW competition, the points for the Match on a Single Match Day and a score of 60 to zero (30 to zero on Tournament Match Days) towards their percentage shall be awarded to the Team who did not forfeit the Match.

If both teams forfeit a match, the game will be cancelled as per law 11.2.1 and both teams will receive 0 points and no percentage will be awarded.

11.2.3 VARIATION BY CONTROLLING BODY

If the relevant Controlling Body (here: AFLG) is of the opinion that a Team will be disadvantaged by the calculation of percentage under Law 11.2.2, the Controlling Body (here: AFLG) may, upon application by the Team, vary the points debited or credited to the Team or the method of calculating the Team's percentage.

11.3 GRAND FINAL QUALIFICATION

This section describes the recording and reporting of Player names in a Match. This is particularly relevant for Grand Final Qualification.

11.3.1 MINIMUM GAMES

There is a minimum number of AFLG games a Player is required to play in a season to be eligible to play in that year's Grand Final.

In the AFLGM a Player is eligible if they have been registered on the Team Sheet (under Law 11.4.2) at a minimum of 33% of AFLG games rounded up to next highest whole number.

In the AFLGW a Player is eligible if they have been registered on the Team Sheet (under Law 11.4.2) at a minimum of one game in the season.

The number of games might vary from year to year depending on the number of Clubs participating and other circumstances out of the leagues influence.

In individual cases, a request for special consideration can be addressed to the AFLG Board, e.g. if Players joined the Club late in the season or players who were able to but could not play because the opposing team forfeit the match. Each request will be assessed and resolved on a case-by-case manner.

The AFLG Board will inform Clubs close to the final game of the season who is eligible and who will not be eligible based on the submitted Team Sheets for the season. Any discrepancies or requests for special consideration can be addressed to the AFLG Board for resolution.

This rule should be interpreted in the spirit to foster the growth of the game in Germany and ensure that Clubs do not gain an unfair advantage by recruiting Players only for the Grand Final.

11.4 MATCH RECORDS

11.4.1 RECORDS

There are four forms that need to be filled in for each official AFLG Match.

- a) Home Team Sheet (Mannschaftsliste), see Appendix C (AFLGM) and D (AFLGW).
- b) Away Team Sheet (Mannschaftsliste), see Appendix C (AFLGM) and D (AFLGW).
- c) Score Sheet (Spielberichtsbogen), see Appendix E.
- d) Score Cards (to be filled in by the Goal Umpires), see Appendix F.

In order to save coaches time on match days and to assist with the collation of results and statistics, these sheets will be provided to each club in digital form (PDF) before the start of the season by the AFLG Results Officer. Updates will be provided as new players join the team lists on request. Known permanent guernsey numbers with player details will be shown in numerical order, with players that do not have a permanent guernsey number shown underneath in alphabetical order. If a player changes guernseys for a game, it may be changed. Players named on the sheet that are not playing on match day need only to be struck through. Players that join the team and are not on the list may be added to the section underneath the team list. Players playing for another team or playing from another team are also to be shown in the designated sections of the sheets.

Coaches, Assistant Coaches, and Runner(s) may be shown at the top of the sheet (either permanently or written in).

Injured players in attendance may be marked with "(INJ)" next to their name, the medical substitute marked with "(MED)". All of these players should be marked with the abbreviations when the team sheets are provided before the game. [Note: if "Emergency Player" remains the term used in the laws, then "(EP)"]

For each Match, both Team Sheets, the Score Sheet and all Score Cards must be photographed by the coach/captain/organiser of BOTH teams following completion (in case the home team loses the sheet). The hosting team must retain the original copies, and a PDF scan, a .png or .jpg file must be sent to the AFLG Umpire Coordinator (Walter.Gibilaro(at)AFLG.de) and the AFLG Results Officer by email

(Graham.Howard(at)AFLG.de) in accordance with Law 11.4.5.

For tournament days involving three or more clubs, the hosting team will be responsible for retaining all sheets, including games involving two 'away' teams. The "away" teams are responsible to hand over their team sheets to the hosting team in time for those to be submitted within deadline.

11.4.2 HOME & AWAY TEAM SHEETS (MANNSCHAFTSLISTE)

Each Team is responsible for completing their own list with guernsey numbers and full names (no nicknames).

Unless otherwise determined by a Controlling Body (here: AFLG), a Team Sheet must:

- a) list the names and numbers of the Players in the Team;
- b) identify the captain (C) and vice-captain (VC);
- c) identify Players of Australian Heritage (A) in accordance with Law 5.7;
- d) list the name of the Coach, Team Runner(s), and any other Official participating in the Match; and
- e) include all necessary signatures.

Note: Teams are to use the Team Sheets distributed by the Results Officer and attached to this document (See Appendix C (AFLGM) and D (AFLGW)).

11.4.3 COMPLETING AND LODGING TEAM SHEET

Unless otherwise determined by a Controlling Body (here: any of: AFLG, AFLG Affiliates/Umpires), 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.

11.4.4 COUNTERSIGNATURES

Once completed, the form is to be signed by the opposition Team captain on the day. If it is not filled out correctly, or it is illegible or incomplete, or a nickname has been used, then the Player will not be recorded, and the game will not count towards the Players eligibility for the finals. Please advise your Match Day Official of this fact.

11.4.5 POST-MATCH SCORE SHEET (SPIELBERICHTSBOGEN)

The hosting Team must ensure the Score Sheet (Spielberichtsbogen) is correctly filled in (including the Match Result/official score + goal and boundary umpires). The field Umpire(s) must fill in Best and Fairest and possible reports and yellow or red cards. The

field Umpire(s) and the captains of both Teams need to sign the Score Sheet before submitting it. The official Score Sheet can be found in Appendix D: Score Sheet.

11.4.6 SUBMISSION

After completion, the forms (Team Sheets, Score Sheet, Score Cards) must be sent to the Umpire Coordinator (Walter.Gibilaro(at)AFGL.de), and the AFLG Results Officer (Graham.Howard(at)AFLG.de) as PDF. This must be completed by 6pm on the Monday following the AFLG Match.

Additionally, the details must be entered on the Footyrecord Website (www.thefootyrecord.net). Each Club has access to the database. It is up to each Club to update their own records and this must be done no later than the Monday evening following a game.

Clubs should regularly check the table, results and goal scorers pages on the AFLG website and report any errors or missing information to the AFLG Results Officer using the email address on the team sheets / results sheets.

11.4.7 PENALTIES

Failure by the home Team to forward the relevant documents to the relevant people by Monday 6pm will incur one warning. Where the Teams have not entered their data on the Footyrecord by Monday evening following the game, the offending Team will receive one warning.

A second and subsequent offence will result in one premiership point being deducted from the Team's tally.

A third offence will result in the team forfeiting the next scheduled match under Law 11.2.2.

The AFLG Board will communicate with the AFLG Tribunal Panel and the AFLG Results Officer to agree on offences. Offences may be overturned if evidence can be provided that the results were sent but not received.

PART D

MATCH PROVISIONS

12. CHOICE OF GOAL AND COMMENCEMENT OF PLAY

12.1 CHOICE OF GOAL

The end of the Playing Surface to which a Team shall attack shall be decided by the toss of a coin (or other suitable means) as follows:

- a) the field Umpire (or such other person approved by the Controlling Body (here: any of: AFLG, AFLG Affiliates/Umpires)) 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 attack in the first quarter; and
- d) at the conclusion of each quarter, the Teams shall change ends.

12.2 COMMENCEMENT OF PLAY

12.2.1 READINESS TO COMMENCE PLAY

Before commencing play in each quarter, the field Umpire shall confirm:

- a) the Timekeepers are ready to commence timing the Match;
- b) all Interchange Players have left the Playing Surface;
- c) the starting positions set out in Law 13.1 are met;
- d) with each captain that both Teams are ready to commence play; and
- e) all goal and boundary Umpires are ready to commence play.

12.2.2 COMMENCING PLAY

- (a) Unless Law 12.2.2(b) applies, the field Umpire shall commence play in each quarter by holding the football above their head, blowing a whistle, and throwing up the football in the Centre Circle.
- (b) Where the field Umpire awards a Free Kick to a Player before throwing up the football, the field Umpire shall signal time on, blow their whistle, and give the football to the Player.

12.2.3 REPORT TO CONTROLLING BODY

The field Umpire shall advise the Controlling Body (here: AFLG) of any occasion when a Team is not ready to commence play at the scheduled starting time. The Controlling Body (here: AFLG, AFLG Affiliates) may impose a sanction determined in its absolute discretion.

13. CENTRE THROW-UP

13.1 STARTING POSITIONS 18/16-A-SIDE

For all 18-a-side (and 16-a-side) Matches the following starting positions (as per Diagram 3 and 4) must be met within a reasonable time as set by the Controlling Body (here: AFLG Affiliates), before the field Umpire commences their approach to the Centre Circle to throw up the football to start a quarter or recommence play after a Goal has been scored:

- (a) six Players from each Team are permitted in each area defined by the Boundary Line and the Fifty Metre Arcs;
- (b) of these six Players for each area referenced in Law 13.1(a), at least one Player from each Team is positioned within the Goal Square;
- (c) four Players from each Team are permitted in the Centre Square;
- (d) of these four Players referenced in Law 13.1(c), one Player from each Team will be the Ruck and is positioned within the Ten Metre Circle in their defensive half;
- (e) one Player from each Team is positioned in each shaded area in Diagram 3 (not applicable for 16-a-side Matches, see Diagram 4);
- (f) if a Team is unable or elects not to have 18 Players on the Playing Surface, the requirements stated in Law 13.1(a), (c) and (e) are modified such that the number of relevant Players for each starting position can be reduced but not exceeded;
- (g) after a Goal has been scored, if a Player is injured and making their way from the Playing Surface with the assistance of doctor, trainer or any other person treating Players of a Team, the field Umpire may wait a reasonable period to allow the replacement Player to take up position before recommencing play. A replacement Player may enter the Playing Surface while the Player that they are replacing is leaving the Playing Surface.

13.2 STARTING POSITIONS 9/12-A-SIDE

For all 9-a-side (and 12-a-side) Matches the following starting positions (as per Diagram 4a) must be met within a reasonable time as set by the Controlling Body (here: AFLG Affiliates), before the field Umpire commences their approach to the Centre Circle to throw up the football to start a quarter or recommence play after a Goal has been scored:

- (a) three Players from each Team are permitted in the Centre Square;
- (b) of these three Players referenced in Law 13.2(a), one Player from each Team will be the Ruck and is positioned within the Ten Metre Circle in their defensive half;
- (c) after a Goal has been scored, if a Player is injured and making their way from the Playing Surface with the assistance of doctor, trainer or any other person treating Players of a Team, the field Umpire may wait a reasonable period to allow the replacement Player to take up position before recommencing play. A replacement Player may enter the Playing Surface while the Player that they are replacing is leaving the Playing Surface.

18-a-side

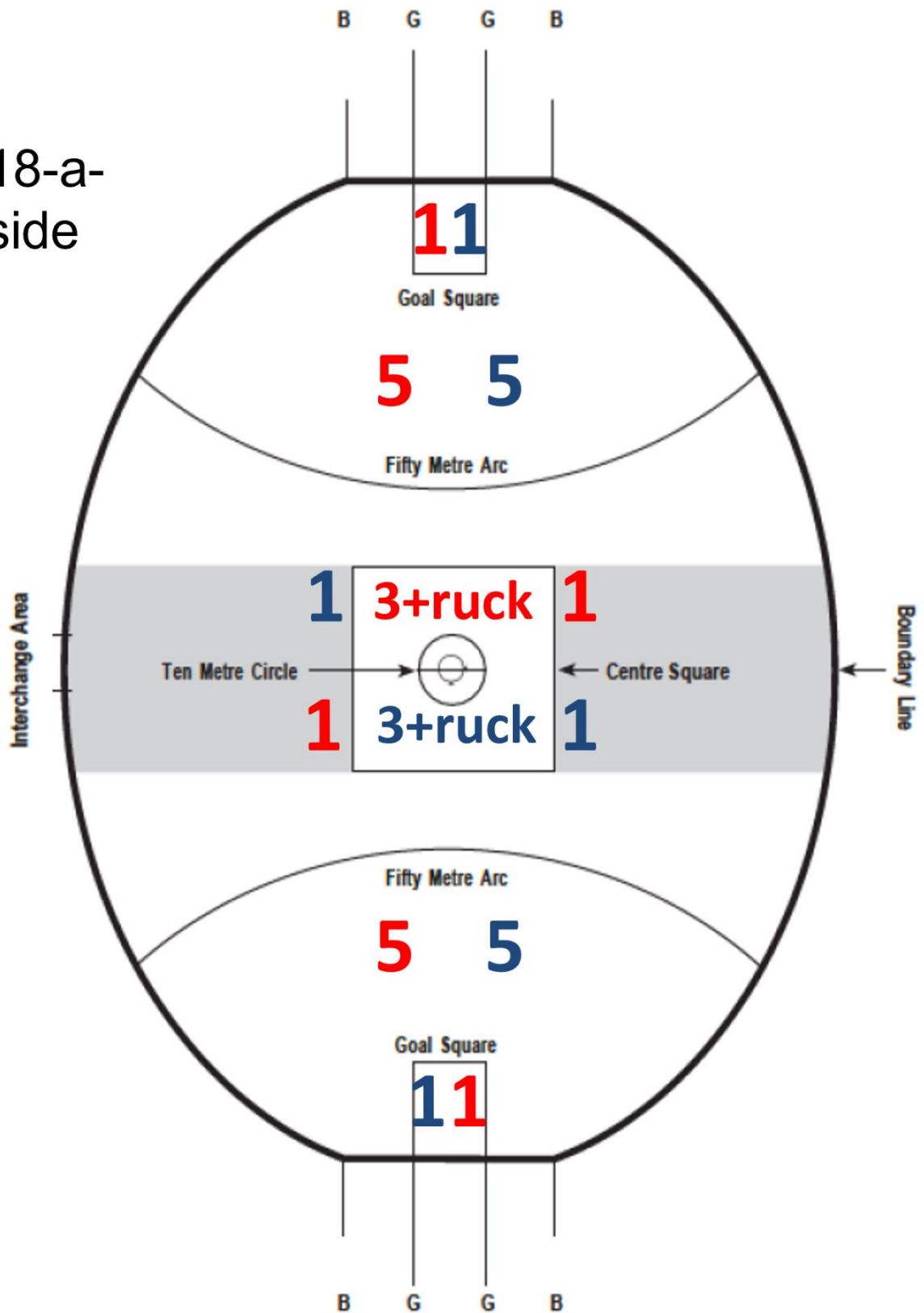


DIAGRAM 3

16-a-side

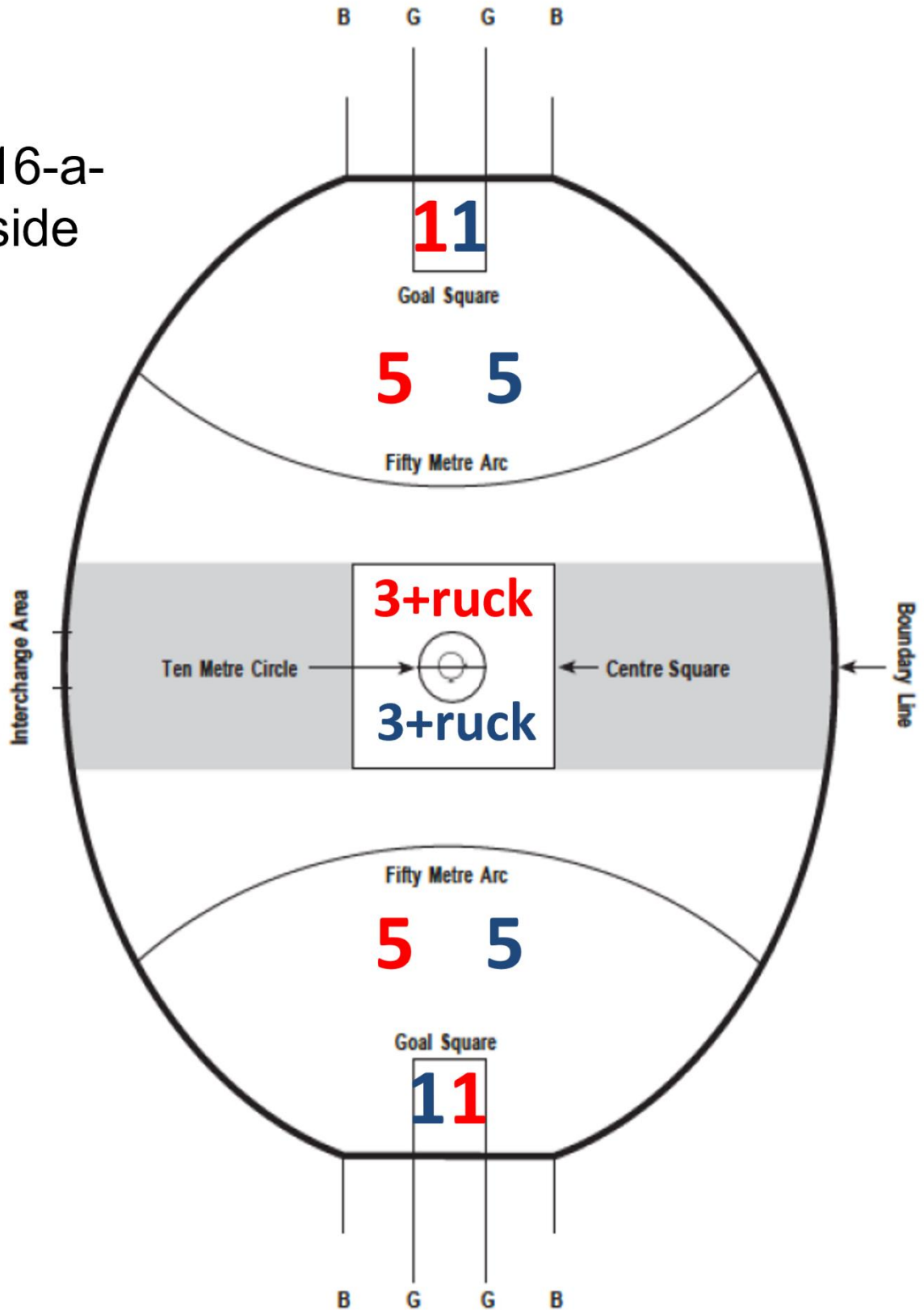


DIAGRAM 4

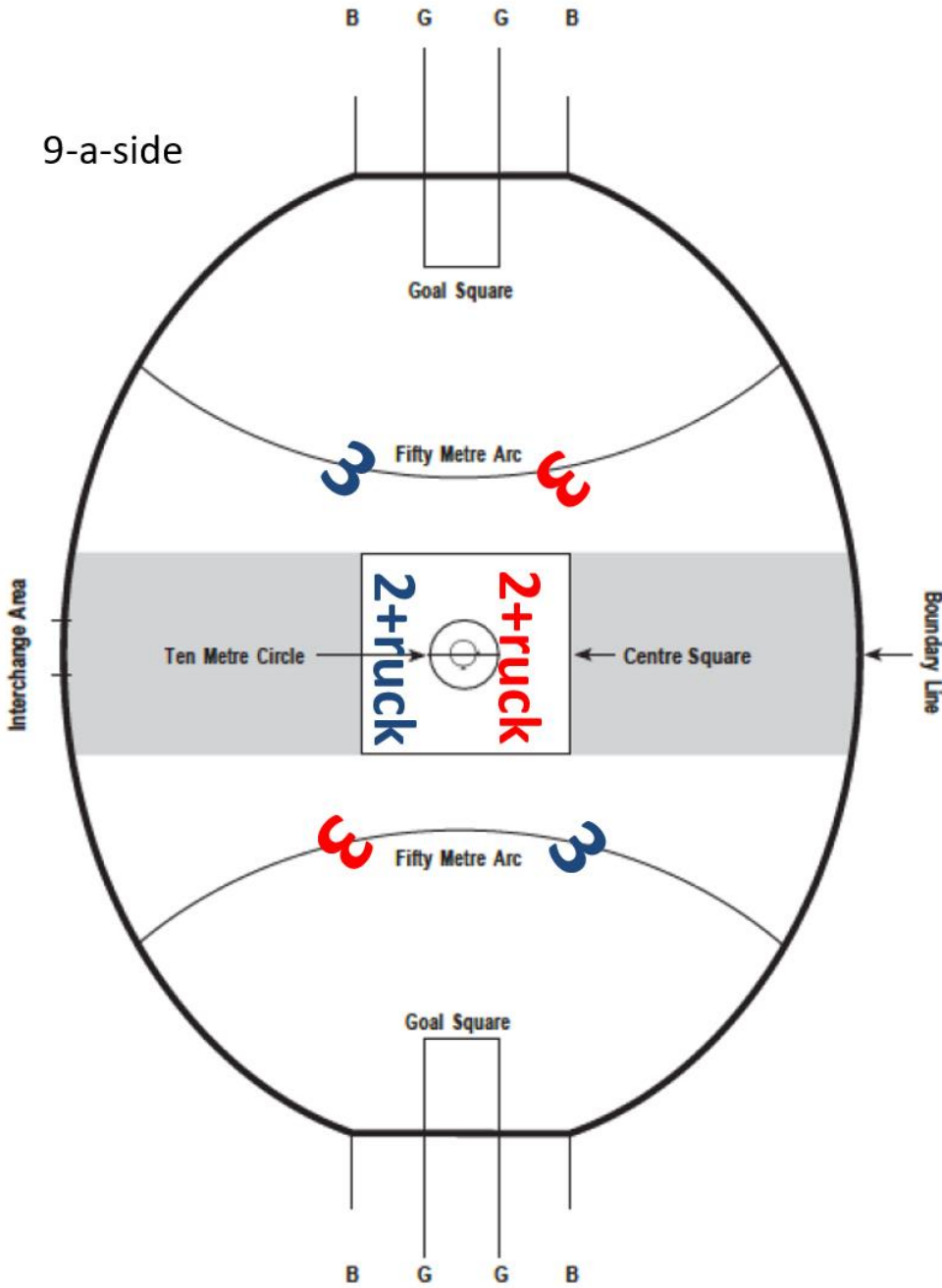


DIAGRAM 4a

13.3 CONTESTING THE CENTRE THROW-UP

- (a) The centre throw-up of the football shall be contested by the Ruck who must start with both feet within the Ten Metre Circle and may only enter the Team's attacking half or exit the Ten Metre Circle after the football is thrown up by the field Umpire.
- (b) No other Player may enter the Ten Metre Circle until the football is thrown up by the field Umpire.
- (c) Where a Player contravenes Law 13.3(a) or (b), the field Umpire shall award a Free Kick to the Ruck of the opposing Team.

13.4 RECALLING THROW-UPS

A field Umpire may recall any throw-up of the football that in the Umpire's opinion does not allow for the football to be contested by both Rucks.

14. THROWING UP THE FOOTBALL

In addition to the other instances specified in these Laws, the field Umpire shall throw up the football in the following circumstances:

- a) where the football becomes pinned as two or more opposing Players are contesting the football;
- b) where the field Umpire is unsure about which Player has taken a Mark;
- c) unless a Free Kick or a Mark is awarded, or a Player has possession of the football, if the football is in the proximity of an injured Player;
- d) where the football hits any fixed attachment to the stadium above the Playing Surface; and
- e) if directed to do so by the Controlling Body (here: AFLG Affiliates).

15. MARKING THE FOOTBALL

15.1 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;
- 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

15.2 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 a boundary and/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.

15.3 LOCATIONS OF THE MARK

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. This location on the Playing Surface is known as The Mark.

15.4 'TOUCHED PLAY ON'

Where the 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.

15.5 MARK 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 Legally Tackled by an opponent, the field Umpire shall throw up the football 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 18.6 shall apply.

15.6 CANCEL OF 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 is Legally Tackled by an opponent, the field Umpire shall throw up the football provided they are satisfied that the Player did not hear or see the signal of 'Play On'. If the field Umpire considers that the Player did hear or see the signal of 'Play On', Law 18.6 shall apply.

16. SCORING

16.1 GOALS AND BEHINDS

16.1.1 SCORING A GOAL

Subject to Law 16.2, 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.

16.1.2 SCORING A BEHIND

Subject to Law 16.2, a Behind is scored when any of the following occurs:

- a) the football passes completely over the Behind Line;
- b) the football touches or passes over the goal post or touches the padding or any other attachment to the goal post;
- c) a Player of the Attacking Team Kicks the football over the Goal Line but before completely passing over the Goal Line, the football is touched by another Player;
- d) a Player from the Attacking Team Handballs, knocks or otherwise takes the football over the Goal Line, other than kicking the ball described in clause 16.1.1;
- e) a Player from the Defending Team Kicks, Handballs, knocks or otherwise takes the football over the Goal Line or Behind Line; or
- f) if a defending Player plays on from behind the Goal Line or Behind Line and subsequently changes direction before entering the Playing Surface.

16.1.3 CLARIFICATION AND EXAMPLES

For the avoidance of doubt:

- a) if the football touches an Umpire or any Official, and in the opinion of the field Umpire it has affected a score, play will be stopped and the Umpires will determine if the score should be recorded;
- b) if the football touches an Umpire or any Official, and in the opinion of the field Umpire it has not affected a score, the field Umpire shall call 'Play On' and the football shall remain in play; and
- c) if the 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.

16.1.4 FOOTBALL TOUCHING OR PASSING OVER 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.

16.2 'ALL CLEAR' AND 'TOUCHED ALL CLEAR'

16.2.1 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) subject to Law 16.2.1(b), the field Umpire signals 'All Clear'; or
- b) in the case of the football being touched by another Player and then passing over the Goal Line, the field Umpire signals 'Touched All Clear'.

16.2.2 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.
- b) 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.
- c) Unless Law 16.4.1 applies, any Free Kick awarded to a Player before the field Umpire signals 'All Clear' or 'Touched All Clear' under Law 16.2.2(b) shall be cancelled.

16.3 SIGNALLING A GOAL OR BEHIND

16.3.1 GOAL

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

16.3.2 BEHIND

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

16.3.3 CHANGING A DECISION

- a) The goal Umpire may change their decision about the scoring of a Goal or a Behind 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.

16.4 RELATIONSHIP BETWEEN FREE KICKS AND ‘ALL CLEAR’

16.4.1 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 from the Attacking Team, the field Umpire shall signal ‘All Clear’ or ‘Touched All Clear’, after which the goal Umpire shall signal and record the score. 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 Defending Team; or
- b) where the Player is from the Defending Team, the field Umpire shall not signal ‘All Clear’ or ‘Touched All Clear’ and a Free Kick shall be awarded.

16.4.2 '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 thrown up 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 has been brought back into play:
 - i. in the case of a Free Kick being awarded to the Attacking Team, it shall be taken from the centre of the Kick-Off Line, or where the infringement occurred, whichever is the greater penalty against the Defending Team; or
 - ii. in the case of a Free Kick being awarded to the Defending Team, it shall be taken where the infringement occurred, or the field Umpire shall award a Fifty Metre Penalty from The Mark defined in Law 17.1(d), whichever is the greater penalty against the Attacking Team.

16.5 SCORING A GOAL OR BEHIND AFTER PLAY HAS ENDED

16.5.1 GOAL OR BEHIND RECORDED IN CERTAIN CIRCUMSTANCES

Even though play has been brought to an end under Law 10.5, 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;
- 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 16.6.

16.5.2 FOOTBALL TOUCHED IN TRANSIT

A Behind shall still be recorded under Law 16.5.1 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.

16.5.3 FIELD UMPIRE SOLE JUDGE

A field Umpire or an emergency Umpire (if applicable) 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.

16.6 FREE KICK AFTER PLAY HAS ENDED

16.6.1 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 cases, 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 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.

16.6.2 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 after a Player has Kicked for Goal 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;
- b) if the Player awarded the Free Kick is playing for the Attacking Team and a Goal is not scored:
 - i. if the Free Kick occurs within the Playing Surface then that Player will take the Free Kick where the Free Kick was awarded or at the location of the Kick for Goal, whichever is the greater penalty against the Defending Team;
 - ii. if the Free Kick occurs outside the Playing Surface then that Player will take the Free Kick at the closest point to the Goal Line, Behind Line or Boundary Line where the infringement occurred or at the location of the Kick for Goal, whichever is the greater penalty against the Defending Team; or
 - iii. where a Behind is scored, that Player may 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 shall not be recorded.

16.7 RECORDING SCORES

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

17. PROCEDURE AFTER A BEHIND HAS BEEN SCORED

17.1 BRINGING THE FOOTBALL BACK INTO PLAY

Unless Law 16.4 applies, after a goal Umpire has signalled a Behind:

- a) any player of the Defending Team may elect to Kick the football from within the Goal Square or play on by exiting the Goal Square within a reasonable time;
- b) if the Player has not elected to Kick the football or exit the Goal Square within a reasonable time, a field Umpire will call 'Play On';
- c) a Player may not handball the football from within the Goal Square unless the field Umpire has called 'Play On' pursuant to Law 17.1(b);
- d) For 16-a-side and 18-a-side Matches, the Mark shall be set at 10 metres from the centre of the Kick-Off Line towards the centre of the Playing Surface, as shown in Diagram 5.
 - i. In all other formats, the Mark shall be set at 5 metres from the centre of the Kick-Off Line towards the centre of the Playing Surface, as show in Diagram 6.

17.2 FOOTBALL BROUGHT INTO PLAY

Where the field Umpire is of the opinion that a Player has not brought the football back into play in accordance with Law 17.1, the field Umpire shall reset the play.

17.3 PROTECTED AREA

Other than the Player bringing the football into play, all Players must make every endeavour to immediately vacate the Protected Area as described in Diagram 5 (16-a-side or 18-a-side Matches) and Diagram 6 (all other formats).

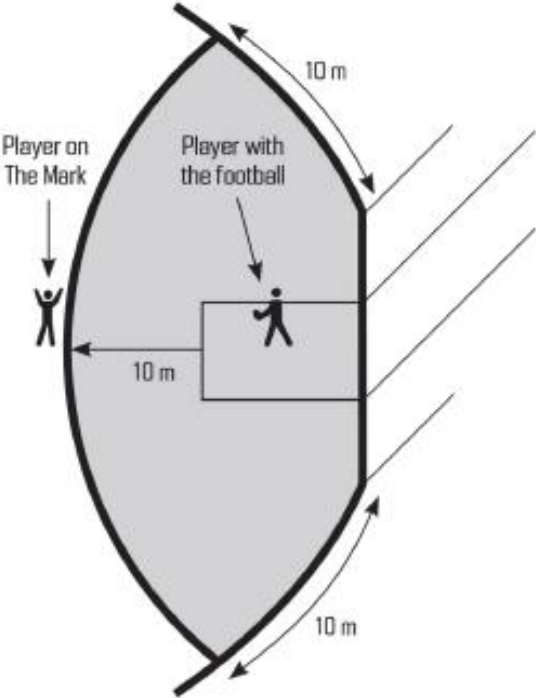


DIAGRAM 5

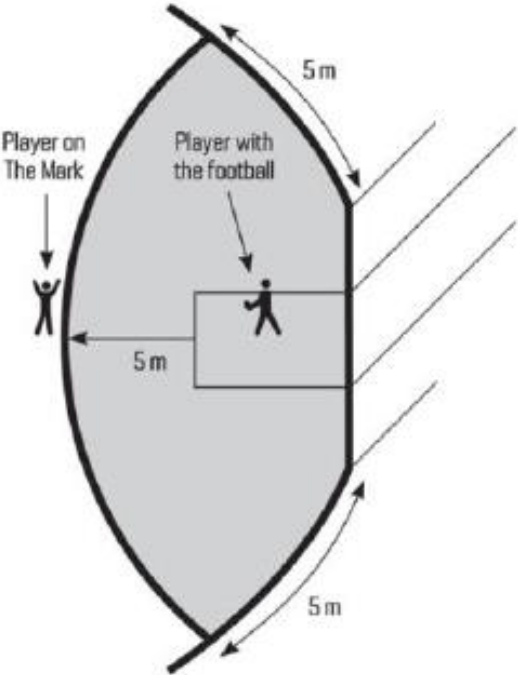


DIAGRAM 6

17.4 ATTACKING TEAM DELAYING RECOMMENCEMENT OF PLAY

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

- a) is within the Protected Area described in Law 17.3 at the time when a Player from the Defending Team is bringing the football back into play, and not made every endeavour to immediately vacate the area;
- b) has prevented or attempted to prevent the Player from the Defending Team from bringing the football back into play; or
- c) has otherwise delayed play.

The field Umpire shall award a Free Kick to the Defending Team and a Fifty Metre Penalty from The Mark (or a Twenty-Five Metre penalty depending on the format).

18. FREE KICKS

18.1 INTRODUCTION

18.1.1 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 and spirit of true sportsmanship;
- b) where possible in a contact sport, protect Players from sustaining injury;
- c) provide a Player, who makes obtaining possession of the football their sole objective, every opportunity to obtain possession; and
- d) a Player who executes a Legal Tackle which results in an opponent failing to dispose of the football in accordance with these Laws.

18.1.2 AWARDING FREE KICKS

Unless otherwise stated in these Laws, a Free Kick can be awarded at any location on the Arena and shall be taken where it is awarded or where the football is at the time, whichever is the greater penalty against the offending Team. For the avoidance of doubt, Free Kicks awarded outside the Playing Surface will be taken at the nearest location on the Boundary Line or where the football is at the time, whichever is the greater penalty against the offending Team.

18.1.3 WHEN A FREE KICK MAY BE AWARDED

A Free Kick may be awarded when the football is or is not in play, between when a field Umpire starts and ends a quarter. However, a Free Kick may also be awarded:

- a) if an infringement occurs on the Arena before the commencement of a quarter, in which case the Free Kick shall be taken at the Centre Circle or in accordance with Law 18.1.2, 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 16.4, 16.5 and 16.6.

18.1.4 SIMULTANEOUS FREE KICKS

Unless otherwise stated in these Laws, where Umpires pay simultaneous Free Kicks to opposing Teams, play will be restarted with a throw-up.

18.2 STARTING POSITIONS

18.2.1 SPIRIT AND INTENTION

Starting positions are aimed at retaining the traditional positions of Australian Football.

18.2.2 FREE KICKS - STARTING POSITIONS

- a) Unless otherwise prescribed by the Controlling Body (here: AFLG or Affiliates), where a team fails to comply with the requirements listed in Law 13.1, the field Umpire shall signal time on and award a Free Kick to the Player of the opposing Team who is in the Centre Circle.
- b) Where the starting positions specified in Law 13.1 have been met, but a Player subsequently fails to maintain a starting position listed in Law 13.1 prior to the ball leaving the field Umpire's hand in the act of the ball being thrown up, an Umpire shall award a Free Kick to the Player of the opposing Team who is in the Centre Circle.
- c) Where a Player has been pushed or otherwise forced outside of the starting positions specified in Law 13.1, the Free Kick shall be awarded against the Team which caused the transgression.
- d) The Free Kicks specified in Law 18.2.2(a) - (c) shall be taken in the centre of the Playing Surface behind the line through the Centre Circle.
- e) Where a field Umpire is satisfied that an intentional breach of Law 13.1 has occurred, a Free Kick and Fifty Metre penalty (or a Twenty-Five Metre penalty depending on the format) shall be awarded to the Player of the opposing Team who is in the Centre Circle.

18.3 PROHIBITED CONTACT

18.3.1 SPIRIT AND INTENTION

A Player who makes football their sole objective shall be provided every opportunity to do so.

18.3.2 FREE KICKS - PROHIBITED CONTACT

A field Umpire shall award a Free Kick against a Player when that Player makes any of the following Prohibited Contact with an opposition Player:

- a) executes a tackle that is not legal (refer to the definition of Legal Tackle);
- b) pushes or bumps an opposition Player in the back;
- c) makes high contact to an opposition Player (including the top of the shoulders) with any part of their body;
- d) holds an opposition Player who is not in possession of the football;
- e) executes an illegal Shepherd;
- f) Charges an opposition Player;
- g) trips or attempts to trip an opposition Player, whether by hand, arm, foot or leg;
- h) kicks or attempts to kick an opposition Player;
- i) kicks or attempts to kick the football in a manner likely to cause injury;
- j) strikes or attempts to strike an opposition Player, whether by open hand, fist, arm, knee or head;
- k) bumps or makes forceful contact to an opposition Player from front-on when that Player has their head *down* over the football.

In AFLG, the interpretation and application of Law 18.3.2(i) shall be that the ball is not allowed to be kicked off the ground (or in the air) when deemed dangerous (or potentially dangerous) to other players (of either team). Players will be penalized at the discretion of the umpire. In the case of a penalty, a field Umpire shall award a Free Kick against the offending Player.

18.3.3 PERMITTED CONTACT

A Player may use their hip, shoulder, chest, arms or open hands provided that the football is no more than five metres away from the Player and the Player does not make Prohibited Contact as per Law 18.3.2 above.

18.4 RUCK CONTESTS

18.4.1 SPIRIT AND INTENTION

The Ruck whose sole objective is to contest the football shall be permitted to do so.

18.4.2 NUMBER OF RUCKS

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

18.4.3 FREE KICKS - RUCK CONTESTS

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

- a) who is not a Ruck, contests a throw-up or boundary throw-in;
- b) unduly pushes or bumps an opposition Ruck;
- c) blocks an opposition Ruck;
- d) makes contact with an opposition Ruck prior to the football leaving the field or boundary Umpire's hand;
- e) who is a Ruck, enters their attacking half or steps outside the Centre Circle prior to the field Umpire bouncing or throwing up the football; or
- f) hits the football Out of Bounds on the Full from a throw-up by a field Umpire or a throw-in by a boundary Umpire.

18.5 MARKING CONTESTS

18.5.1 SPIRIT AND INTENTION

The Player whose sole objective is to contest or spoil a Mark shall be permitted to do so.

18.5.2 FREE KICKS - MARKING CONTESTS

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

- a) holds or blocks an opposition Player;
- b) unduly pushes or bumps an opposition Player;
- c) deliberately interferes with the arms of an opposition Player;
- d) makes contact to an opposition Player from front-on and whose sole objective is not to contest or spoil a Mark; or
- e) makes an unrealistic attempt to contest or spoil a Mark which interferes with an opposition Player.

18.5.3 PERMITTED CONTACT

Incidental contact in a Marking contest will be permitted if the Player's sole objective is to contest or spoil a Mark.

18.6 HOLDING THE BALL

18.6.1 SPIRIT AND INTENTION

The Player who has Possession of the Football will be provided an opportunity to dispose of the football before rewarding an opponent for a Legal Tackle.

18.6.2 FREE KICKS - HOLDING THE BALL: PRIOR OPPORTUNITY

Where a Player in Possession of the Football has had Prior Opportunity, a field Umpire shall award a Free Kick if that Player does not Correctly Dispose of the football immediately when they are Legally Tackled.

18.6.3 FREE KICKS - HOLDING THE BALL: INCORRECT DISPOSAL

Where a Player in Possession of the Football has not had Prior Opportunity, a field Umpire shall award a Free Kick if that Player elects to Incorrectly Dispose of the football when Legally Tackled.

For the avoidance of doubt, a Player does not elect to Incorrectly Dispose of the football when:

- a) the Player genuinely attempts to Correctly Dispose of the football;
- b) the Legal Tackle causes the football to be dislodged from the Player's possession.

18.6.4 FREE KICKS - HOLDING THE BALL: NO GENUINE ATTEMPT

Where a Player in Possession of the Football has not had Prior Opportunity, a field Umpire shall award a Free Kick if the Player is able to but does not make a genuine attempt to Correctly Dispose of the football within a reasonable time when Legally Tackled.

18.6.5 FREE KICKS - HOLDING THE BALL: DIVING ON TOP OF THE FOOTBALL

A field Umpire shall award a Free Kick against a Player who dives on top of or drags the football underneath their body and fails to immediately knock clear or Correctly Dispose of the football when Legally Tackled.

18.7 ROUGH CONDUCT

18.7.1 SPIRIT AND INTENTION

Players shall be protected from unreasonable conduct from an opposition Player which is likely to cause injury.

18.7.2 FREE KICKS - ROUGH CONDUCT

A field Umpire shall award a Free Kick against a Player when that Player engages in rough conduct against an opposition Player which in the circumstances is unreasonable, which includes but is not limited to:

- a) executing a dangerous tackle on an opposition Player;
- b) making forceful contact below the knees of an opposition Player or executing a forceful action towards the lower leg of an opposition Player causing the opposition Player to take evasive action;
- c) sliding knees or feet first into an opposition Player;
- d) using boot studs in a manner likely to cause injury.

18.8 UMPIRES

18.8.1 SPIRIT AND INTENTION

Umpires shall be protected from unreasonable contact and behaviour whilst performing their duties and their decisions should be respected and followed by Players and Officials.

18.8.2 FREE KICKS - UMPIRES

A field Umpire shall award a Free Kick 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 or other official;
- c) intentionally, unreasonably or carelessly makes contact with an Umpire;
- d) intentionally, unreasonably or carelessly makes contact with an Umpire through another player, e.g. by pushing a player into the umpire;
- e) disputes a decision of an Umpire;
- f) fails to follow the instruction of an Umpire; or
- g) intentionally or carelessly engages in conduct which affects, interferes with or prevents an Umpire from performing their duties.

18.9 EMERGENCY UMPIRES

An emergency Umpire can award a Free Kick against a Player when attending an incident on the Arena or when Players are exiting the Playing Surface.

18.10 OUT OF BOUNDS

18.10.1 SPIRIT AND INTENTION

Players shall be encouraged to keep the football in play.

18.10.2 FREE KICKS - OUT OF BOUNDS

A field Umpire shall award a Free Kick against a Player who:

- a) Kicks the football Out of Bounds on the Full;
- b) intentionally Kicks, Handballs, or forces the football over the Boundary Line and does not demonstrate sufficient intent to keep the football in play, without the football first being touched by another player (Deliberate Out of Bounds); or
- c) fails to immediately hand the football to the boundary Umpire or drop the football directly to the ground once the football is Out of Bounds.

18.10.3 TAKING FREE KICK

A Free Kick awarded under Law 18.10 shall be taken at the point where the football crossed the Boundary Line.

18.11 DELIBERATE RUSHED BEHINDS

18.11.1 SPIRIT AND INTENTION

Players shall be encouraged to keep the football in play.

18.11.2 FREE KICKS - DELIBERATE RUSHED BEHINDS

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

- a) obviously and intentionally forces a Behind for the opposition Team, after already having time, space, and opportunity without pressure to otherwise dispose of the football, or
- b) from a Ruck contest, hits the football over the Goal Line or Behind Line on the full.

In case there is any doubt in the Umpire’s mind as to whether the Player 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 accordance with Law 18.11.2, then the Player shall be given “the benefit of the doubt” and the Umpire shall signal “All clear” for a Behind.

18.11.3 TAKING FREE KICK

A Free Kick awarded under Law 18.11.2 shall be taken from the middle of the Goal Line if the football crossed the Goal Line or hit the goal post, or at the point where the football crossed the Behind Line.

18.12 INTENTIONALLY SHAKING, CLIMBING OR OTHERWISE INTERFERING WITH THE GOAL OR BEHIND POST

18.12.1 FREE KICKS – INTENTIONALLY SHAKING, CLIMBING OR OTHERWISE INTERFERING WITH A GOAL POST OR BEHIND POST

Unless Law 18.12.3 applies, a field Umpire shall award a Free Kick against a Player or Official who intentionally shakes, climbs or otherwise interferes with a goal or behind post (either before or after a Player has disposed of the football).

18.12.2 TAKING FREE KICK

The following shall apply to a Free Kick awarded under Law 18.12.1:

- 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, shall not be recorded.

18.12.3 GOAL SCORED

If a Player or Official of the Defending Team contravenes Law 18.12.1 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.

18.13 OTHER

A field Umpire shall award a Free Kick against a Player who:

- a) Throws the football;
- b) hands the football to another Player;
- c) whilst in possession of the football, does not 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 kicks or handballs the football to themselves and regains possession without the football touching the ground;
- d) engages in Time Wasting;
- e) makes unreasonable or unnecessary contact with an injured opposition Player;
- f) intentionally lifts a Player from the same Team to interfere with play;
- g) engages in misconduct;
- h) uses abusive, insulting, threatening or obscene language; or
- i) uses an obscene gesture.

18.14 OFFICIALS

A field Umpire shall award a Free Kick against an Official, including Runners, who:

- a) uses abusive, insulting, threatening or obscene language;
- b) uses an obscene gesture;
- c) interferes with the football, an opposition Player, an Umpire or general play; or
- d) is located within the Fifty Metre Arc during the time when a Player is preparing to bring or bringing the football back into play after a Behind is scored, unless attending to an injured Player or making every endeavour to immediately vacate the area.

19. FIFTY (TWENTY-FIVE) METRE PENALTY

19.1 SPIRIT AND INTENTION

After a Mark or Free Kick has been awarded to a Player, a Fifty Metre Penalty (or Twenty-Five Metre penalty for every format with fewer than 16 players) shall be awarded against the opposing Team which delays or impedes the play or behaves in an unsportsmanlike manner.

19.2 WHEN IMPOSED

Where a field Umpire has awarded a Mark or Free Kick to a Player, or a Player is preparing to bring or bringing the football back into play after a Behind is scored, a Fifty Metre Penalty (or a Twenty-Five Metre penalty depending on the format) in favour of that Player will be awarded if the field Umpire is of the opinion that any Player or Official from the opposing Team:

- a) has moved off the Mark, including jumping when told to "stand" by a field Umpire;
- b) has backed away and left the protected area after standing the Mark;
- c) when in the immediate contest, unreasonably holds a Player after that Player has Marked the football or been awarded a Free Kick;
- d) when not in the immediate contest, holds a Player after that Player has Marked the football or been awarded a Free Kick;
- e) enters or does not make every endeavour to immediately vacate the Protected Area, except when the Player is accompanying or following within two metres of their opponent;
- f) has not returned the football directly and on the full to the Player awarded the Mark or Free Kick;
- g) engages in any conduct which delays or impedes the play; or
- h) engages in any other conduct for which a Free Kick would ordinarily be awarded.

19.3 PREVENTING A PLAYER TAKING PART IN THE NEXT ACT OF PLAY

If a Player intentionally makes Prohibited Contact against an opposition Player who has disposed of the football for the purpose of preventing that Player from taking part in the next act of play, the field Umpire shall award a Free Kick and a Fifty (or Twenty-Five) Metre Penalty to that Player.

19.4 IMPOSING A FIFTY (OR TWENTY-FIVE) METRE PENALTY

When the field Umpire imposes a Fifty (or Twenty-Five) Metre Penalty, the following procedure shall apply:

- a) the field Umpire shall advance The Mark by 50 (or 25) metres in a direct line with the centre of the Goal Line of the Team awarded the 25 Fifty Metre Penalty;
- b) if the Player who received the Fifty (or Twenty-Five) Metre Penalty is less than 50 (25) metres from the Goal Line, The Mark shall become the centre of the Goal Line;
- c) if any Player from the opposing Team impedes or delays the Player with the football whilst The Mark is being advanced, a second Fifty (or Twenty-Five) Metre Penalty shall be imposed by the field Umpire after the initial 50 (25) metre advancement; and
- d) the Player who is awarded the Fifty (Twenty-Five) Metre Penalty may elect to Play on at any stage whilst The Mark is being advanced.

19.5 LOCAL CONDITIONS

A Controlling Body (here: AFLG Affiliates) may reduce the distance of a Fifty Metre Penalty to 25 metres for the Matches played in the competition conducted by the Controlling Body (here: AFLG). This is applied in AFLG for every format with less than 16 players.

20. DISPOSAL AFTER MARK OR FREEKICK

20.1 STANDING THE MARK AND THE PROTECTED AREA

20.1.1 STANDING THE MARK

When a Player is awarded a Mark or Free Kick, the closest Player from the opposing Team may:

- a) stand on The Mark; or
- b) otherwise be directed by a field Umpire.

When told to "stand" by a field Umpire as in above, the player standing on the mark is not permitted to move their feet or jump in the air until the field Umpire calls "Play on" or the ball has been kicked or handballed. The Player standing the Mark is also not allowed to back away and leave the protected area after standing the Mark.

For the avoidance of doubt, all other Players from the opposing Team must be positioned behind The Mark or otherwise outside the Protected Area defined in Law 20.1.3.

20.1.2 FEIGN TO HANDBALL

If, by the discretion of the Umpire, a Player who has been awarded a Mark or Free Kick decides to feign to handball, the following shall apply:

- a) if the Player who has been awarded a Mark moves one of their feet off the direct line from The Mark to the centre of their Goal Line while feigning to handball, Play On will be called; and
- b) if the Player who has been awarded a mark does not move one of their feet off the direct line from The Mark to the centre of their Goal Line while feigning to handball but the Player who stands on the Mark does, the Mark will be set again;
- c) no 50 (25) metre penalty shall be awarded against the Player stepping off the Mark under these Laws 20.1.2(a, b)

20.1.3 PROTECTED AREA

- a) The Protected Area after a Player is awarded a Mark or Free Kick is a corridor which extends from 5 metres either side of The Mark and five metres behind, to 5 metres either side of, and five metre arc behind, the Player with the football, as illustrated in Diagram 7.
- b) No Player shall enter and remain in the Protected Area unless the field Umpire calls 'Play On' or the Player from the opposing Team is accompanying or following within two metres of their opponent. Any Player caught in the Protected Area must make every endeavour to immediately vacate the Protected Area.

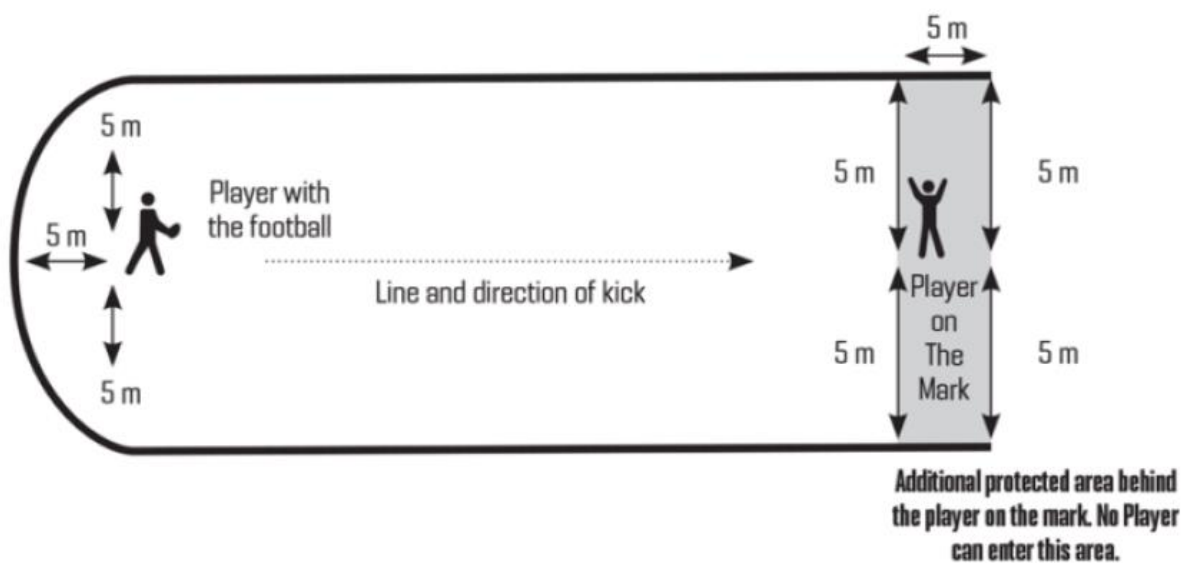


DIAGRAM 7

20.2 DISPOSAL FROM BEHIND THE MARK

- a) A Player who has been awarded a Mark or Free Kick shall be directed by a field Umpire to dispose of the football within a reasonable time in a direct line from The Mark to the centre of their Goal Line.
- b) If a Player does not dispose of the football within a reasonable time 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.
- c) 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 Law 20.3 or 20.4 shall apply.

20.3 DISPOSAL FROM OUT OF BOUNDS

20.3.1 BRINGING THE FOOTBALL BACK INTO PLAY

- a) A Player who is awarded a Mark or Free Kick and attempts to bring the football back into play or is called to play on from beyond the Boundary Line must bring the football back into play.
- b) If a Player breaches Law 20.3.1(a), including being tackled, the football shall be deemed Out of Bounds and a boundary throw-in shall result from the location of the Mark or Free Kick.

20.3.2 MOVING IN ONE DIRECTION

- a) A Player who is awarded a Mark or Free Kick may bring the football back into play from outside the Playing Surface beyond the Boundary Line provided that the Player moves in one direction off the line of The Mark in the process of re-entering the Playing Surface.
- b) If a Player breaches Law 20.3.2(a), the football shall be deemed Out of Bounds and a boundary throw-in shall result.

20.4 DISPOSAL BY A DEFENDING PLAYER – WITHIN NINE METRES

Where a Player from the Defending Team is awarded a Mark or Free Kick within the shaded area shown in Diagram 8, the following shall apply:

20.4.1 SETTING THE MARK

A field Umpire will set The Mark where the Nine Metre Line intersects the direct line between the location of the Mark or Free Kick and the centre of the Defending Team's Goal Line.

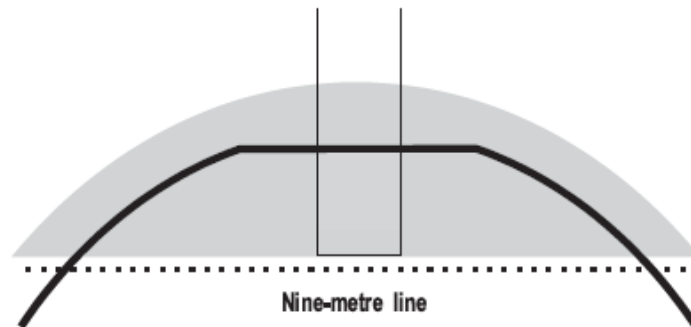


DIAGRAM 8

20.4.2 CROSSING THE GOAL LINE OR BEHIND LINE

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

20.4.3 CROSSING THE BOUNDARY LINE

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

20.5 KICKING FOR A GOAL

20.5.1 LINE OF THE MARK

Where a Player from the Attacking Team 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 Attacking Team’s Goal Line, except in the following cases:

- a) where the Mark or Free Kick is awarded within or on a line of the Goal Square, the Kick shall be taken from directly in front of the Goal Line from a spot horizontally
- b) across from where the Mark or Free Kick was awarded;
- c) where the Kick will occur after the siren, the Player shall be entitled to approach The Mark from any direction, as long as the location of the Kick does not improve the angle to the goal posts.

20.5.2 MOVING OFF THE MARK WHILE A PLAYER IS KICKING FOR A GOAL

If the Player standing on the Mark moves off or jumps from the Mark whilst a Player is in the act of kicking for a Goal, the following shall apply:

- a) if a Goal is Kicked, the field Umpire shall signal ‘All Clear’ and a Goal shall be recorded; and
- b) if a Goal is not Kicked, the Player shall be awarded a Fifty (or Twenty-Five) Metre Penalty.

20.6 INJURY PREVENTING DISPOSAL

Where a Player is awarded a Mark or Free Kick and, in the opinion of the field Umpire, that Player is suffering from an injury which will prevent them from disposing of the football, the nearest Player from the same Team shall dispose of the football at the location of the Mark or Free Kick.

21. ‘PLAY ON’ AND THE ADVANTAGE RULE

21.1 ‘PLAY ON’

The football shall remain in play on each and every occasion when the field Umpire calls and signals ‘Play on’ or ‘Touched Play on’.

21.2 THE ADVANTAGE

A field Umpire will call and signal ‘Advantage’ where a Team offended against demonstrates an intent to continue with play within a reasonable time.

22. REPORTING PLAYERS AND OFFICIALS

22.1 OBLIGATION TO REPORT

22.1.1 TO CONTROLLING BODY

An Umpire shall report to the AFLG Tribunal Panel (reports(at)AFLG.de) or a Controlling Body (here: AFLG) 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.

A red card given to a Player or Official always requires a report. Any report filed on a Match Day needs to be sent to the AFLG Tribunal Panel within 48 hours.

A yellow card can optionally also be accompanied by a report.

22.1.2 OTHER APPOINTED PERSONS

In addition to an Umpire, a Controlling Body (here: AFLG) may authorise a person or persons to report any Player, Official or Runner 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 22.

22.2 REPORTABLE OFFENCES/YELLOW AND RED CARDS

22.2.1 DEGREE OF INTENT – CLARIFICATION

Where any of the Reportable Offences listed in Law 22.2.2 specify that conduct may be intentional or careless:

- a) any report or notice of report which does not allege whether the conduct was intentional or careless shall be deemed to and be read as alleging that the conduct was either intentional or careless; and
- b) the AFLG Tribunal Panel or another body appointed to hear and determine the report may find the report proven if it is satisfied on the balance of probabilities that the conduct was either intentional or careless.

22.2.2 SPECIFIC OFFENCES/YELLOW AND RED CARDS

Please find below the list of Reportable Offences and consequential cards for AFL Germany.

Red card offences will be an automatic report while yellow card offences will be a report at the judgement of the umpire depending on the severity of the incident.

A report can also always be filed without showing a card to a Player, Official or Runner.

All reports will be reviewed by the AFLG Tribunal Panel. Possible Penalties can be found in Appendix A: Match Bans for Reports.

Intention and interpretation:

All reports and/or a red or yellow cards marked with an * are subject to:

- a) the discretion of the field Umpire
- b) the degree of intent
- c) the severity of the incident

In addition, every other serious offence which a field Umpire deems reportable, and which is not listed below, can be filed.

Reportable Offences	Possible Cards
Carelessly striking, kicking, or kneeling another person	Yellow*
Intentionally striking, kicking, or kneeling another person	Red
Intentionally or carelessly charging an opponent	Yellow*
Intentionally or carelessly engaging in unreasonable Rough Conduct	Yellow* / Red*
Intentionally or carelessly bumping or making forceful contact to an opponent from front-on when that Player has their head down over the football	Yellow* / Red*
Carelessly head-butting or making contact to another person using the head	Yellow*
Intentionally head-butting or making contact to another person using the head	Red
Intentionally or carelessly making unreasonable or unnecessary contact to the eye region of another person	Yellow*
Intentionally or carelessly making unreasonable or unnecessary contact to the face of another person	Yellow*
Intentionally or carelessly scratching another person	Yellow*
Intentionally or carelessly tripping another person whether by hand, arm, foot or leg	Yellow*
Attempting to trip another person whether by hand, arm, foot or leg	Yellow*
Carelessly eye-gouging another person	Yellow*

Intentionally eye-gouging another person	Red
Carelessly stomping on another person	Yellow*
Intentionally stomping on another person	Red
Intentionally making contact with, or striking, an Umpire or other Official	Red
Intentionally forcing another Player to make contact with an Umpire or other Official	Red
Recklessly or negligently making contact with an Umpire or other Official	Yellow*
Attempting to strike an Umpire or other Official	Red
Behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire or other Official	Yellow* / Red*
Using abusive, insulting, or obscene language towards or in relation to an Umpire or other Official	Yellow* / Red*
Unreasonable or unnecessary contact with an Umpire	Yellow* / Red*
Disputing a decision of an Umpire	Yellow*
Spitting on another person	Red
Making unreasonable or unnecessary contact with an injured Player	Yellow*
Engaging in a melee, instigating a melee	Yellow*

Wrestling or pinching another person	Yellow*
Engaging in an act of staging	Yellow*
Using abusive, insulting, threatening or obscene language or gestures	Yellow*
Repeatedly engaging in time wasting	Yellow*
Repeatedly interfering with a Player Kicking for Goal	Yellow*
Intentionally shaking, climbing or otherwise interfering with a goal or behind post	Yellow*
Failing to leave the Playing Surface when directed to do so by an Umpire	Yellow*
Wearing boots, jewellery and equipment prohibited under Law 9	Yellow*
Engaging in any other act of misconduct or serious misconduct	Yellow* / Red*
Intentionally smearing or otherwise causing blood to be placed on any other Person's body or clothing (including Umpire's or Official's)	Red

22.3 REPORTING PROCEDURE

22.3.1 REPORTS DURING A MATCH

- a) Where an Umpire reports a Player or Official during the course of a Match, the Umpire must 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 the Reportable Offence has been committed (if applicable).

- c) An Umpire may inform the captain, acting captain or Official of a Team of the 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 must not speak with the reported Player or Official or any other Player or Official about the report which has been made.
- e) A Reportable Offence can be made known to the field Umpire by a boundary or goal Umpire at any stage of the Match. It is to the field Umpire's discretion if, with the information given, a card should be given and a report should be filed.

22.3.2 COMPLETING NOTICE OF REPORT

- a) During or after the completion of the Match, the Umpire must complete a notice of report in the form prescribed by the Controlling Body (here: AFLG Affiliates) and make it known to the AFLG Tribunal within 48 hours.
- b) The Controlling Body (here: AFLG Affiliates) shall adopt rules which prescribe the procedures for the lodgement and notification of notices of report.

22.3.3 REPORTS AFTER A MATCH – POSSIBLE RED CARD OFFENCE

In accordance with Law 22.1.2, where an Umpire did not see and/or report a possible red card offence, if available, video material clearly showing the offence can be brought to the AFLG Tribunal's attention within 48 hours after the match has been conducted. The following shall then apply:

- a) the material needs to be sent to the AFLG Tribunal Panel (reports(at)AFLG.de);
- b) the AFLG Tribunal Panel will then determine the severity of the incident (possible red card offence) and decide whether the AFLG Tribunal Panel will start investigating; and
- c) inform the AFLG Board about whether the AFLG Tribunal Panel will start investigating.

If the AFLG Tribunal Panel decides to start an investigation, the Panel must:

- d) inform the Player(s), Club Presidents concerned, involved Umpire(s) and the AFLG Umpire Coordinator about an ongoing investigation within 48 hours after reaching that decision;
- e) finish the investigation according to Laws 22.4.2(b, c);

When a possible red card offence has been brought to the attention of the AFLG Board in accordance with this Law 22.3.3, the Board can instruct the AFLG Tribunal Panel to start investigating. If they do so, this Law 22.3.3 applies.

This Law 22.3.3 only affects possible red card offences.

22.4 SANCTIONS AND SUSPENSIONS

22.4.1 CONTROLLING BODY

Unless otherwise determined by a Controlling Body (here: AFLG), the AFLG Tribunal Panel has the power to investigate, hear and determine a report in accordance with the Controlling Body's (here: AFLG) Constitution.

- a) The AFLG Tribunal Panel 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), make such orders and give such directions in each case as it in its absolute discretion thinks fit.
- b) If a possible red card offence has occurred but no report has been filed by an Umpire, Law 22.3.3 applies.
- c) The list of set sanctions for Reportable Offences can be found in Appendix A.
- d) The AFLG Tribunal Panel may also determine to issue sanctions against Teams, if found in breach of Laws 5.5.3, 5.5.4, 5.5.5, 5.7, 8.1.4, 11.4.7

22.4.2 RULES REPORT PROCEDURE

Step 1: Shortly after the Match, the reporting field Umpire files the report using the template in **Appendix G: Player/Official Report Sheet A: Match Day**. The reporting Umpire(s), the delegate of the charged Club, and the witness Club delegate must then sign the report.

Step 2: After the Match Day or on the next day, the reporting field Umpire files a more detailed and written report using the template in **Appendix H: Player/Official Report Sheet B: Detailed/formal Statement**.

Step 3: The reporting Umpire must send **both documents** to the AFLG Tribunal Panel (**reports(at)AFLG.de**) within **48 hours** after the incident has occurred.

- a) If the Match was officiated by more than one field Umpire, the other field Umpire(s) are also eligible for filling in Appendix H and handing in a detailed statement if they feel that this helps the Tribunal Panel in reaching a decision. The same applies to boundary and goal Umpires.
- b) Apart from the field Umpire's report, the AFLG Tribunal Panel may collect additional statements, e.g., from AFLG Officials, the Player, or the Club, and then reach a decision in a reasonable time, preferably before the next Match Day, but no later than 14 days after the incident has occurred.
- c) The AFLG Tribunal Panel will inform the AFLG Board, the Player(s), Club Presidents concerned, involved Umpire(s) and the AFLG Umpire Coordinator about their

decision within 48 hours after reaching it.

A suspended Player or the President of a relevant Team may object to the AFLG Tribunal Panel's decision. If they do so, the following shall apply:

- d) an official appeal must be filed with the AFLG Board within 48 hours after receiving the Panel's decision;
- e) the AFLG Board must decide within 48 hours whether the appeal is allowed, which is the case when the AFLG Board believes:
 - i. the AFLG Tribunal Panel's decision is largely incorrect;
 - ii. the AFLG Tribunal Panel's decision is heavily biased; and
 - iii. the AFLG Tribunal Panel's decision contradicts the Laws mentioned in this Lawbook;
- f) if the AFLG Board allows the appeal, the AFLG Tribunal Panel will start investigating again and must reach a new decision within seven days;
- g) if the AFLG Board rejects the appeal, the AFLG Tribunal Panel's decision becomes effective immediately.

22.4.3 EFFECT OF SUSPENSION

- a) A Player, Official or Runner suspended by a Controlling Body (here: AFLG Affiliates) is, for the period of the suspension, or while the suspension remains unserved, prohibited from playing or participating in a Match conducted by the AFL Germany.
- b) Where a Match a Player, Official or Runner had been suspended from could not be conducted for any reason in accordance with Laws 11.1.2 and 11.2.1, the suspension is automatically transferred to the next Match, be it on the same Tournament Match Day or the next Single Match Day.
- c) The number of games a Player, Official or Runner is suspended from participating is not influenced by the Match Day format.
- d) Where a suspended Player, Official or Runner 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.
- e) A Controlling Body (here: AFLG) may still require a Player, Official or Runner to complete any period of a suspension imposed by the Controlling Body (here: AFLG Affiliates), if the Player, Official or Runner returns to the competition conducted by the Controlling Body (here: AFLG) within 12 months of completing the suspension in another competition. This Law applies even if the Player or Official has completed the suspension in another competition.

23. ORDER OFF LAW

23.1 APPLICATION

This Law 23 applies to all AFL Germany competitions.

23.2 ORDER OFF REPORTABLE OFFENCES – RED CARDS

In addition to being reported, a field or emergency Umpire shall order the Player reported from the Playing Surface for the remainder of the Match by showing them a red card. Red card offences are listed under Law 22.2.2.

Apart from that, a Controlling Body (here: AFLG Affiliates) or field Umpire may specify other Reportable Offences or conduct for which a Player may be ordered from the Playing Surface for the remainder of the Match.

23.3 SECOND REPORTABLE OFFENCE

A Player reported on a second occasion by an Umpire for the same or any other Reportable Offence other than those listed in Law 22.2.2, shall, in addition to being reported, be ordered from the Playing Surface for the remainder of the Match by showing them a red card.

23.4 REPLACING A PLAYER

A Player ordered from the Playing Surface under Laws 23.2 or 23.3 cannot be replaced by another Player. A Player ordered from the Playing Surface under Laws 7.3.2, 23.5, and 24 can be replaced by another Player.

23.5 ORDER OFF FOR SPECIFIED PERIOD – YELLOW CARDS

In addition to being reported on the first occasion for committing a Reportable Offence under Law 22.2.2, other than those listed in Law 23.2, a Controlling Body (here: AFLG Umpires) may determine that a Player, across breaks, be ordered from the Playing Surface for 20 minutes (AFLGM Single Match Days), 15 minutes (AFLGW Single Match Days) or 10 minutes (AFLGM and AFLGW Tournament Match Days) of playtime by showing them a yellow card.

If a player would receive multiple yellow cards, the following would apply:

1. On Single Matchday: if a player receives a second yellow card in the same game, he/she will be immediately shown a Red Card and will be automatically reported

by the Field Umpire(s);

2. On Tournament Matchday:

- a. If a player receives two (2) yellow cards in two different games, he/she will be prohibited to play any other game on the same match day and will be automatically reported by the Field Umpire(s);
- b. If a player receives a second yellow card in the one game, he/she will be shown a Red Card, will be prohibited to play any other game on the same match day and will be automatically reported by the Field Umpire(s).

23.6 SIGNALLING AND PROCEDURE FOR ORDER OFF

23.6.1 SIGNAL

- a) 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 showing a red or yellow card to the Interchange Area.
- b) The field Umpire shall hold aloft a red card to signal that the Player has been ordered off for the remainder of the Match and cannot be replaced or a yellow card to signify that the Player has been ordered off for a period of time as specified in Law 23.5.

23.6.2 PLAYER TO LEAVE PLAYING SURFACE

- a) A Player shall immediately leave the Playing Surface when ordered to do so by an Umpire under Laws 23.
- 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. if a yellow card was shown it is changed to a red card, if a red card was shown or the player, after being shown a yellow and red card, still refuses to leave the playing surface;
 - iii. the Match shall immediately end, and the reported Player's Team shall forfeit the Match; and
 - iv. Law 11.2 shall apply to any Match which is forfeited.

23.7 REDUCTION OF PLAYERS

If a Team is reduced to fewer than 14 Players (18 a-side, 12 in 16-a-side format) or fewer than 7 Players in a 9-a-side format (9 in a 12-a-side format) by reason of a Player(s) being ordered from the Playing Surface by a red card, the following shall apply:

- a) the field Umpire may, in their absolute discretion, declare the Match forfeited by the Team with less than 14 (or less than 12, 9 or 7) Players, in which case Law 11.2 shall apply.

24. ACTIVE BLEEDING

24.1 DEFINITION

In this Law 24, 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.

24.2 PARTICIPATING IN MATCHES WHEN ACTIVELY BLEEDING

- a) Unless Law 24.7 applies:
 - i. a Player must not remain on the Playing Surface whilst they are Actively Bleeding; and
 - ii. a Club or Team must not allow any of its Players to remain on the Playing Surface whilst 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.

24.3 ROLE OF UMPIRE

24.3.1 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 and:

- a) direct the Player to immediately leave the Playing Surface; and
- b) subject to Law 24.3.3, wait a reasonable period to allow the replacement Player to take up position before recommencing play.

24.3.2 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:

- 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 the Player has been thoroughly cleansed and removed.

24.3.3 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.

24.3.4 REFUSAL TO LEAVE THE 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 continues to refuse 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 11.2 will apply to any Match which is forfeited.

24.4 PROCEDURE WHEN PLAYER IS 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 will be deemed to be Actively Bleeding and Law 24.3 will apply.

24.5 VARIATION BY CONTROLLING BODY

A Controlling Body (here: AFLG Affiliates) may adopt its own rules to specify that Law 24.3 applies to all bleeding.

24.6 FAILURE TO OBEY DIRECTION

- a) A Player's refusal to promptly obey a direction of a field Umpire given under Law 24.3 or 24.4 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 (here: AFLG Affiliates) under Law 24.14.

24.7 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 20.6.

24.8 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. This is also to be considered a red card offence.

24.9 PROTECTIVE GLOVES

Each Club or Team must ensure that any doctor, trainer, or any other person treating Players of a Team wears protective gloves.

24.10 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 or specialised plastic bag made for such purposes 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 or specialised plastic bag made for such purposes and discarded or destroyed in a hygienic manner.

24.11 DRESSING ROOMS

Each Club or Team must ensure that, if dressing rooms are available, 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.

24.12 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 (including short fingernails).

24.13 TRAINERS

Unless Law 24.4 applies, any person 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.

24.14 SANCTIONS – CONTROLLING BODY

A Controlling Body (here: AFLG Affiliates) may impose a sanction upon a Player, Club or Team for a breach of any obligation imposed under this Law 24, unless the player is waiting for medical assistance (e.g. ambulance) or is otherwise not able to leave the playing surface quickly due to the injury involved.

APPENDIX

Appendix A: Match Bans for Reports

Please find below the list of Reportable Offences and possible resulting Match Bans after the report has been reviewed by the AFL Germany Tribunal Panel.

The length of a suspension can still be varied by the AFLG Tribunal Panel if deemed necessary. Also, a part of the sentence can be suspended for probation. Suspensions refer only to official AFLG league Matches (not friendly/local league/exhibition Matches) and can be transferred into the next season.

The AFL Tribunal Panel can, depending on the situation, take the following into account when reaching a decision:

- a) the report of the incident by the field Umpire(s)
- b) the statement of the Club and reported Player.
- c) other statements of AFLG Officials and AFLG Players which might be of concern.
- d) the severity of the incident (degree of intent, impact of the incident)
- e) whether the reported Player has been reported before
- f) the number of total Matches the competition has
- g) if a yellow or red card has been given in addition to the report
- h) the Match situation (score, ground conditions, Tournament/Single Match Day)

Reportable Offences	Possible Match Bans
Carelessly striking, kicking, or kneeling another person	0-1 Matches
Intentionally striking, kicking, or kneeling another person	2-3 Matches
Intentionally or carelessly charging an opponent	0-2 Matches
Intentionally or carelessly engaging in unreasonable Rough Conduct	0-2 Matches
Intentionally or carelessly bumping or making forceful contact to an opponent from front-on when that Player has their head down over the football	0-2 Matches
Carelessly head-butting or making contact to another person using the head	0-2 Matches
Intentionally head-butting or making contact to another person using the head	1-3 Matches
Intentionally or carelessly making unreasonable or unnecessary contact to the eye region of another person	0-2 Matches
Intentionally or carelessly making unreasonable or unnecessary contact to the face of another person	0-2 Matches
Intentionally or carelessly scratching another person	0-1 Matches
Intentionally or carelessly tripping another person whether by hand, arm, foot, or leg	0-2 Matches
Attempting to trip another person whether by hand, arm, foot, or leg	0-1 Matches
Carelessly eye-gouging another person	0-1 Matches
Intentionally eye-gouging another person	1-3 Matches

Carelessly stomping on another person	0-1 Matches
Intentionally stomping on another person	1-2 Matches
Intentionally making contact with, or striking, an Umpire or other Official	2-4 Matches
Intentionally forcing another Player to make contact with an Umpire or other Official	2-4 Matches
Recklessly or negligently making contact with an Umpire	0-2 Matches
Attempting to strike an Umpire	2-3 Matches
Behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire or other Official	1-4 Matches
Using abusive, insulting, or obscene language towards or in relation to an Umpire or other Official	1-4 Matches
Unreasonable or unnecessary contact with an Umpire	0-2 Matches
Disputing a decision of an Umpire	0-2 Matches
Spitting on another person	2-4 Matches
Making unreasonable or unnecessary contact with an injured Player	0-2 Matches
Engaging in a melee, instigating a melee	0-2 Matches
Wrestling or pinching another person	0-1 Matches
Engaging in an act of staging	0-2 Matches

Using abusive, insulting, threatening or obscene language or gestures	0-2 Matches
Repeatedly engaging in time wasting	0-2 Matches
Repeatedly interfering with a Player Kicking for Goal	0-2 Matches
Intentionally shaking, climbing, or otherwise interfering with a goal or behind post	0-1 Matches
Failing to leave the Playing Surface when directed to do so by an Umpire	0-2 Matches
Wearing boots, jewellery and equipment prohibited under Law 9	0-1 Matches
Engaging in any other act of misconduct or serious misconduct	0-4 Matches
Intentionally smearing or otherwise causing blood to be placed on any other Person's body or clothing (including Umpire's or Official's)	2-4 Matches

Appendix B: Glove Register

In accordance with AFL Europe only the gloves mentioned are allowed to be used on AFLG Match Days (list might be updated in the future). This list may be subject to change.

1. GILBERT ATOMIC TRAINING GLOVES

<https://www.gilbertrugby.com/collections/gloves/products/atomic-training-gloves>

2. GILBERT INTERNATIONAL GLOVES

<https://www.gilbertrugby.com/products/international-gloves>

Appendix C: Team Sheet AFLG Example (Mannschaftsliste Beispiel)

AFL GERMANY TEAM SHEET 2024



TEAM: _____ (M/W): _____ Date: ____ / ____ / 2024 Round: ____
 OPPOSITION: _____ Location: _____
 Trainer(s): _____ Co-Trainer/Runner: _____

PLAYERS						
	Guernsey	LAST NAME, First Name	A / SY	GOALS	BEHINDS	Player's club (if different)
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
MED						

Add players below if up to 3 players are injured and at the game (show "INJ") or BOTH teams have the same number of additional players

+1						
+2						
+3						
+4						
+5						
+6						
+7						
+8						
+9						
+10						

SIGNATURES

Captain: _____ Captain: _____
 Team: _____ Team: _____

Appendix D: Score Sheet (Spielberichtsbogen)



AFL GERMANY 2024 RESULTS SHEET



_____ VS _____
 ____ / ____ / 2024 M/W: ____ LOCATION: _____

_____	Goals	Behinds	Points
1st Qtr			
2nd Qtr			
3rd Qtr			
4th Qtr			
TOTAL	0	0	0

_____	Goals	Behinds	Points
1st Qtr			
2nd Qtr			
3rd Qtr			
4th Qtr			
TOTAL	0	0	0

Goal Umpires: 1) _____ 2) _____

Boundary Umpires: 1) _____ 2) _____
 3) _____ 4) _____

To be filled in by the field umpire(s)

Best and Fairest [to be completed by the field umpire(s)]			
	Guernsey	Player's Club	Full Name of player
3pts			
2pts			
1pt			
Reports / Cards (No./Club):			

Field Umpires:

Signature

Signature

Signature



Emergency Field Umpire: _____

Pitch Manager: _____

 Captain (_____)

 Captain (_____)

Appendix E: Score Cards (Example)

	_____ vs _____, at _____, ____/____/2024																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																					
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="13" style="text-align: center;">– 1st Quarter</th> </tr> <tr> <td colspan="13"> Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind). </td> </tr> <tr> <th colspan="6">GOALS</th> <th colspan="6">BEHINDS</th> <th colspan="1">1st-Qtr-time SCORE</th> </tr> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td rowspan="4"></td> </tr> <tr> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> <tr> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> </tr> <tr> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> </tr> <tr> <td colspan="2">1st Qtr GOALS</td> <td colspan="2">1st Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="2">2nd Qtr GOALS</td> <td colspan="2">2nd Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="1">2nd Qtr Total</td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="1"></td> </tr> <tr> <th colspan="13" style="text-align: center;">– 2nd Quarter</th> </tr> <tr> <td colspan="13"> Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind). </td> </tr> <tr> <th colspan="6">GOALS</th> <th colspan="6">BEHINDS</th> <th colspan="1">2nd Qtr Total</th> </tr> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td rowspan="4"></td> </tr> <tr> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> <tr> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> </tr> <tr> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> </tr> <tr> <td colspan="2">2nd Qtr GOALS</td> <td colspan="2">2nd Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="2">3rd Qtr GOALS</td> <td colspan="2">3rd Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="1">3rd Qtr Total</td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="1"></td> </tr> <tr> <th colspan="13" style="text-align: center;">Half-time</th> </tr> <tr> <th colspan="13" style="text-align: center;">– 3rd Quarter</th> </tr> <tr> <td colspan="13"> Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind). </td> </tr> <tr> <th colspan="6">GOALS</th> <th colspan="6">BEHINDS</th> <th colspan="1">3rd-Qtr-time SCORE</th> </tr> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td rowspan="4"></td> </tr> <tr> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> <tr> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> </tr> <tr> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> </tr> <tr> <td colspan="2">3rd Qtr GOALS</td> <td colspan="2">3rd Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="2">4th Qtr GOALS</td> <td colspan="2">4th Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="1">4th Qtr Total</td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="1"></td> </tr> <tr> <th colspan="13" style="text-align: center;">Half-time</th> </tr> <tr> <th colspan="13" style="text-align: center;">– 4th Quarter</th> </tr> <tr> <td colspan="13"> Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind). </td> </tr> <tr> <th colspan="6">GOALS</th> <th colspan="6">BEHINDS</th> <th colspan="1">FULL TIME SCORE</th> </tr> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td rowspan="4"></td> </tr> <tr> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> <tr> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> </tr> <tr> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> </tr> <tr> <td colspan="2">4th Qtr GOALS</td> <td colspan="2">4th Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="2">4th Qtr GOALS</td> <td colspan="2">4th Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="1">4th Qtr Total</td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="1"></td> </tr> </table>	– 1st Quarter													Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).													GOALS						BEHINDS						1st-Qtr-time SCORE	1	2	3	4	5	6	1	2	3	4	5	6		7	8	9	10	11	12	7	8	9	10	11	12	13	14	15	16	17	18	13	14	15	16	17	18	19	20	21	22	23	24	19	20	21	22	23	24	1st Qtr GOALS		1st Qtr BEHINDS				2nd Qtr GOALS		2nd Qtr BEHINDS				2nd Qtr Total														– 2nd Quarter													Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).													GOALS						BEHINDS						2nd Qtr Total	1	2	3	4	5	6	1	2	3	4	5	6		7	8	9	10	11	12	7	8	9	10	11	12	13	14	15	16	17	18	13	14	15	16	17	18	19	20	21	22	23	24	19	20	21	22	23	24	2nd Qtr GOALS		2nd Qtr BEHINDS				3rd Qtr GOALS		3rd Qtr BEHINDS				3rd Qtr Total														Half-time													– 3rd Quarter													Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).													GOALS						BEHINDS						3rd-Qtr-time SCORE	1	2	3	4	5	6	1	2	3	4	5	6		7	8	9	10	11	12	7	8	9	10	11	12	13	14	15	16	17	18	13	14	15	16	17	18	19	20	21	22	23	24	19	20	21	22	23	24	3rd Qtr GOALS		3rd Qtr BEHINDS				4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr Total														Half-time													– 4th Quarter													Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).													GOALS						BEHINDS						FULL TIME SCORE	1	2	3	4	5	6	1	2	3	4	5	6		7	8	9	10	11	12	7	8	9	10	11	12	13	14	15	16	17	18	13	14	15	16	17	18	19	20	21	22	23	24	19	20	21	22	23	24	4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr Total														<p>CIRCLE:</p> <p>MEN</p> <p>WOMEN</p> <p>Ensure that you are behind the goals by the start of play</p> <p>Go to centre, confirm with: goal umpire field umpire(s) scoreboard. Then return to the same goals</p> <p>BREAK</p> <p>Ensure that you are behind the goals by the start of play</p> <p>Go to centre, confirm with: goal umpire field umpire(s) scoreboard. Then return to the same goals</p> <p>Go to centre, confirm with: goal umpire field umpire(s) scoreboard.</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="13" style="text-align: center;">– 1st Quarter</th> </tr> <tr> <td colspan="13"> Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind). </td> </tr> <tr> <th colspan="6">GOALS</th> <th colspan="6">BEHINDS</th> <th colspan="1">1st-Qtr-time SCORE</th> </tr> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td rowspan="4"></td> </tr> <tr> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> <tr> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> </tr> <tr> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> </tr> <tr> <td colspan="2">1st Qtr GOALS</td> <td colspan="2">1st Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="2">2nd Qtr GOALS</td> <td colspan="2">2nd Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="1">2nd Qtr Total</td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="1"></td> </tr> <tr> <th colspan="13" style="text-align: center;">– 2nd Quarter</th> </tr> <tr> <td colspan="13"> Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind). </td> </tr> <tr> <th colspan="6">GOALS</th> <th colspan="6">BEHINDS</th> <th colspan="1">2nd Qtr Total</th> </tr> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td rowspan="4"></td> </tr> <tr> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> <tr> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> </tr> <tr> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> </tr> <tr> <td colspan="2">2nd Qtr GOALS</td> <td colspan="2">2nd Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="2">3rd Qtr GOALS</td> <td colspan="2">3rd Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="1">3rd Qtr Total</td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="1"></td> </tr> <tr> <th colspan="13" style="text-align: center;">Half-time</th> </tr> <tr> <th colspan="13" style="text-align: center;">– 3rd Quarter</th> </tr> <tr> <td colspan="13"> Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind). </td> </tr> <tr> <th colspan="6">GOALS</th> <th colspan="6">BEHINDS</th> <th colspan="1">3rd-Qtr-time SCORE</th> </tr> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td rowspan="4"></td> </tr> <tr> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> <tr> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> </tr> <tr> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> </tr> <tr> <td colspan="2">3rd Qtr GOALS</td> <td colspan="2">3rd Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="2">4th Qtr GOALS</td> <td colspan="2">4th Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="1">4th Qtr Total</td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="1"></td> </tr> <tr> <th colspan="13" style="text-align: center;">Half-time</th> </tr> <tr> <th colspan="13" style="text-align: center;">– 4th Quarter</th> </tr> <tr> <td colspan="13"> Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind). </td> </tr> <tr> <th colspan="6">GOALS</th> <th colspan="6">BEHINDS</th> <th colspan="1">FULL TIME SCORE</th> </tr> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> <td rowspan="4"></td> </tr> <tr> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> <td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> <tr> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> <td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td> </tr> <tr> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> <td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td> </tr> <tr> <td colspan="2">4th Qtr GOALS</td> <td colspan="2">4th Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="2">4th Qtr GOALS</td> <td colspan="2">4th Qtr BEHINDS</td> <td colspan="2"></td> <td colspan="1">4th Qtr Total</td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="1"></td> </tr> </table>	– 1st Quarter													Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).													GOALS						BEHINDS						1st-Qtr-time SCORE	1	2	3	4	5	6	1	2	3	4	5	6		7	8	9	10	11	12	7	8	9	10	11	12	13	14	15	16	17	18	13	14	15	16	17	18	19	20	21	22	23	24	19	20	21	22	23	24	1st Qtr GOALS		1st Qtr BEHINDS				2nd Qtr GOALS		2nd Qtr BEHINDS				2nd Qtr Total														– 2nd Quarter													Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).													GOALS						BEHINDS						2nd Qtr Total	1	2	3	4	5	6	1	2	3	4	5	6		7	8	9	10	11	12	7	8	9	10	11	12	13	14	15	16	17	18	13	14	15	16	17	18	19	20	21	22	23	24	19	20	21	22	23	24	2nd Qtr GOALS		2nd Qtr BEHINDS				3rd Qtr GOALS		3rd Qtr BEHINDS				3rd Qtr Total														Half-time													– 3rd Quarter													Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).													GOALS						BEHINDS						3rd-Qtr-time SCORE	1	2	3	4	5	6	1	2	3	4	5	6		7	8	9	10	11	12	7	8	9	10	11	12	13	14	15	16	17	18	13	14	15	16	17	18	19	20	21	22	23	24	19	20	21	22	23	24	3rd Qtr GOALS		3rd Qtr BEHINDS				4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr Total														Half-time													– 4th Quarter													Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).													GOALS						BEHINDS						FULL TIME SCORE	1	2	3	4	5	6	1	2	3	4	5	6		7	8	9	10	11	12	7	8	9	10	11	12	13	14	15	16	17	18	13	14	15	16	17	18	19	20	21	22	23	24	19	20	21	22	23	24	4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr Total													
– 1st Quarter																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
GOALS						BEHINDS						1st-Qtr-time SCORE																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
1	2	3	4	5	6	1	2	3	4	5	6																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
7	8	9	10	11	12	7	8	9	10	11	12																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
13	14	15	16	17	18	13	14	15	16	17	18																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
19	20	21	22	23	24	19	20	21	22	23	24																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
1st Qtr GOALS		1st Qtr BEHINDS				2nd Qtr GOALS		2nd Qtr BEHINDS				2nd Qtr Total																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
– 2nd Quarter																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
GOALS						BEHINDS						2nd Qtr Total																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
1	2	3	4	5	6	1	2	3	4	5	6																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
7	8	9	10	11	12	7	8	9	10	11	12																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
13	14	15	16	17	18	13	14	15	16	17	18																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
19	20	21	22	23	24	19	20	21	22	23	24																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
2nd Qtr GOALS		2nd Qtr BEHINDS				3rd Qtr GOALS		3rd Qtr BEHINDS				3rd Qtr Total																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
Half-time																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
– 3rd Quarter																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
GOALS						BEHINDS						3rd-Qtr-time SCORE																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
1	2	3	4	5	6	1	2	3	4	5	6																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
7	8	9	10	11	12	7	8	9	10	11	12																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
13	14	15	16	17	18	13	14	15	16	17	18																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
19	20	21	22	23	24	19	20	21	22	23	24																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
3rd Qtr GOALS		3rd Qtr BEHINDS				4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr Total																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
Half-time																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
– 4th Quarter																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
GOALS						BEHINDS						FULL TIME SCORE																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
1	2	3	4	5	6	1	2	3	4	5	6																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
7	8	9	10	11	12	7	8	9	10	11	12																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
13	14	15	16	17	18	13	14	15	16	17	18																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
19	20	21	22	23	24	19	20	21	22	23	24																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr Total																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
– 1st Quarter																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
GOALS						BEHINDS						1st-Qtr-time SCORE																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
1	2	3	4	5	6	1	2	3	4	5	6																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
7	8	9	10	11	12	7	8	9	10	11	12																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
13	14	15	16	17	18	13	14	15	16	17	18																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
19	20	21	22	23	24	19	20	21	22	23	24																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
1st Qtr GOALS		1st Qtr BEHINDS				2nd Qtr GOALS		2nd Qtr BEHINDS				2nd Qtr Total																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
– 2nd Quarter																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
GOALS						BEHINDS						2nd Qtr Total																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
1	2	3	4	5	6	1	2	3	4	5	6																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
7	8	9	10	11	12	7	8	9	10	11	12																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
13	14	15	16	17	18	13	14	15	16	17	18																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
19	20	21	22	23	24	19	20	21	22	23	24																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
2nd Qtr GOALS		2nd Qtr BEHINDS				3rd Qtr GOALS		3rd Qtr BEHINDS				3rd Qtr Total																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
Half-time																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
– 3rd Quarter																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
GOALS						BEHINDS						3rd-Qtr-time SCORE																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
1	2	3	4	5	6	1	2	3	4	5	6																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
7	8	9	10	11	12	7	8	9	10	11	12																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
13	14	15	16	17	18	13	14	15	16	17	18																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
19	20	21	22	23	24	19	20	21	22	23	24																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
3rd Qtr GOALS		3rd Qtr BEHINDS				4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr Total																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
Half-time																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
– 4th Quarter																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
Scorers: Mark a goal with the guernsey number of the scorer at your end and an X for the other end as signalled. (X for a behind).																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
GOALS						BEHINDS						FULL TIME SCORE																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
1	2	3	4	5	6	1	2	3	4	5	6																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
7	8	9	10	11	12	7	8	9	10	11	12																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
13	14	15	16	17	18	13	14	15	16	17	18																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
19	20	21	22	23	24	19	20	21	22	23	24																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr GOALS		4th Qtr BEHINDS				4th Qtr Total																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
NAME OF GOAL UMPIRE		SIGNED																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																				

Appendix F: Player/Official Report Sheet A: Match Day



AFL GERMANY PLAYER/OFFICIAL REPORT SHEET A: MATCH DAY

MATCH:	DATE:
LOCATION:	NO. OF FIELD UMPIRES:
REPORTED PLAYER/OFFICIAL:	
CLUB:	NUMBER:
UMPIRE(S):	

DETAILS OF REPORT:

I was officiating as Field/Boundary/Goal Umpire during the _____ Quarter when an incident occurred. The play was in the vicinity (Nähe) of the _____.
 Player/Official _____ was reported for _____.

The Player/Official was given: no Card a Yellow Card a Red Card
 Player(s) affected (Name, Club, No.): _____

INCIDENT: *(Briefly describe: What happened, when did it happen, where on the ground did it happen, who was involved/impacted, how serious was the incident (degree of intent, recklessly, carelessly, repeatedly, intentionally), how did the player(s)/official(s) react, how did you resolve the situation, ground and weather conditions, approximate score at time of the incident, name (possible) witnesses)*

Please scan/photograph and submit the On Field Report together with the Off Field Report Sheet to the AFLG Tribunal Panel not later than 48 hours after the incident has happened. Please send it to Tobias.Siegel(at)AFLG.de.

Reporting Umpire: _____ Signature: _____

Charged Club Delegate: _____ Signature: _____

Witness Club Delegate: _____ Signature: _____

Appendix G: Player/Official Report Sheet B: Detailed/Formal Statement



AFL GERMANY PLAYER/OFFICIAL REPORT SHEET B:
DETAILED/FORMAL STATEMENT

MATCH:	DATE:
LOCATION:	NO. OF FIELD UMPIRES:
REPORTED PLAYER/OFFICIAL:	
CLUB:	NUMBER:
UMPIRE(S):	
NAME OF THE REPORTING UMPIRE:	

In addition to the “Player/Official Report Sheet A: Match Day” please also fill in this sheet in the days after the incident has occurred. Please submit your detailed/formal statement together with Report Sheet A to the AFLG Tribunal Panel not later than 48 hours after the incident has happened. Please send it to Tobias.Siegel(at)AFLG.de.

INCIDENT: *(Describe the incident in detail: What happened, when did it happen, where on the ground did it happen, who was involved/impacted, how serious was the incident (degree of intent, recklessly, carelessly, repeatedly, intentionally), how did the player(s)/official(s) react, how did you resolve the situation, ground and weather conditions, approximate score at time of the incident, name (possible witnesses)*

The Player/Official was given: no Card a Yellow Card a Red Card

... You can type in here and also use the next page. If necessary, please also draw a sketch and hand it in as well ...

Appendix I: Management Guidelines for Suspected Concussion

1. Initial management

- a) The most important steps in the initial management include:
 - i. Recognising a suspected concussion
 - ii. Removing the Player from the Match or training session
 - iii. Referring the Player to a medical doctor for assessment
- b) Refer flow Diagram “Management of Concussion.”

2. Recognising a suspected concussion

- a) Any one or more of the following visual clues can indicate a possible concussion:
 - i. Loss of consciousness or responsiveness
 - ii. Lying motionless on ground/slow to get up.
 - iii. Vomiting
 - iv. Seizure or convulsion
 - v. Unsteady on feet / balance problems or falling over/incoordination.
 - vi. Grabbing/clutching of head
 - vii. Dazed, blank or vacant look.
 - viii. Confused/not aware of plays or events.
 - ix. Impaired memory (unable to recall events leading up to or following the injury)
 - x. Facial injury
 - xi. Player does not seem like their normal self
- b) Loss of consciousness, confusion and memory disturbance are all classic features of concussion. The problem with relying on these features to identify a suspected concussion is that they are not present in every case.
- c) Symptoms reported by the Player that should raise suspicion of concussion include:
 - i. Headache
 - ii. Nausea or feel like vomiting
 - iii. Blurred vision
 - iv. Balance problems or dizziness
 - v. Feeling “dinged” or “dazed”
 - vi. “Don’t feel right”
 - vii. Sensitivity to light or noise
 - viii. More emotional or irritable than usual
 - ix. Sadness
 - x. Nervous/anxious

- xi. Neck pain
- xii. Feeling slowed down
- xiii. Feeling like in a fog
- xiv. Difficulty concentrating
- xv. Difficulty remembering

Flow Diagram “Management of Concussion”

