



MAJOR LEAGUE FOOTY

Major League Footy 7s - Australian Football in the USA LAWS OF THE GAME

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Part A: Introduction

A. This Publication

This publication contains the Laws of Major League Footy 7-a-side Australian Rules Football (MLF 7s) on a gridiron or multi-purpose rectangular field, as administered and by Major League Footy (MLF) in the United States.

B. Application

These Laws apply to Major League Footy member teams in the United States playing matches using these Laws.

C. Nature and Object of MLF 7s

Major League Footy 7s is the gameplay format for games of Australian Football, as played by Major League Footy member teams in the United States. A game is played between two teams competing in accordance with these Laws. The objective of each team playing a Major League Footy Match is to win by scoring more points than the opposing team. The winner of a Match is the team which has scored the greater number of points at the conclusion of the Match.

D. Purpose of Laws

These Laws explain how a Major League Footy Match is played, and to attain the following objectives:

- (a) to ensure that the game of is played in a fair manner and a spirit of true sportsmanship; and
- (b) to prevent injuries to Players participating in a Match so far as this objective can be reasonably achieved in circumstances where Major League Footy 7-a-side Australian Rules Football is a contact sport.

Part B: General and Definitions

A. DEFINITIONS

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

MLF: Major League Footy.

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

Boundary Line: the white rectangular line drawn on the ground to identify the Playing Field.

Central Zone: the area on the Playing Field between the two 40-yard lines.

End Line: the area on the Playing Field where the goal and behind posts are aligned.

MLF 7s: the contest played between two teams competing in accordance with these Laws.

Goal: the scoring of 6 points

Behind: The scoring of one point.

Handball: the act of holding the football in one hand, and disposing of the football by hitting it with the clenched fist of the other hand.

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.

Mark: the act of catching the football, provided it has been kicked a minimum of 10 yards without being touched by another player.

Playing Field: the field of play inside the Boundary Line, excluding the area between such lines and the perimeter fence.

The Mark: the position on the Playing Field where an opposition Player may stand after a Player has been awarded a Free Kick or a Mark.

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. Throwing includes laterals, rugby-style passes and handoffs. A Player does not throw the football if the Player hits, punches or taps the football without taking possession of the football.

B. VARIATION

MLF may from time to time change these Laws and make further Laws at its absolute discretion.

Part C: Administrative Provisions

A. CONTROLLING BODY

A Controlling Body includes:

(a) MLF

(b) any external league, association or body responsible for the organization and conduct of Matches in accordance with these Laws; and

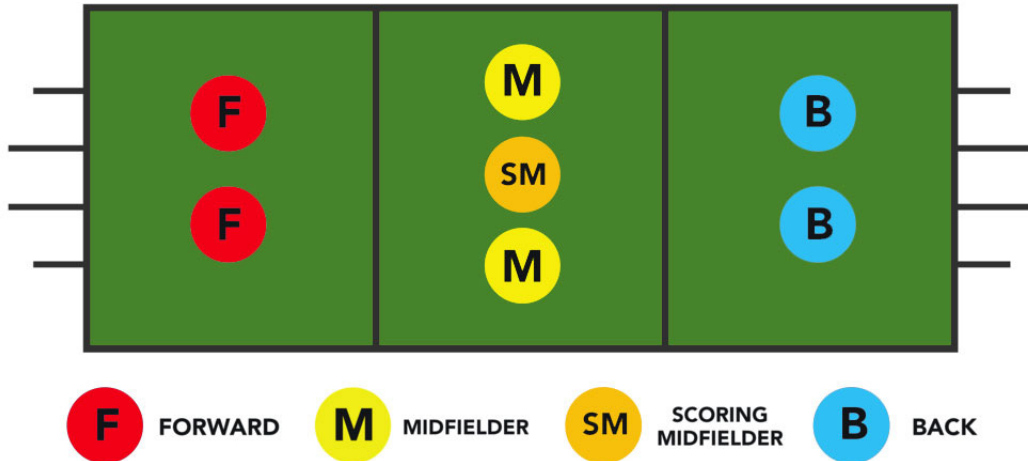
(c) a league, association or body responsible for the organization and conduct of Matches in accordance with these laws, and which is affiliated with MLF ("MLF Affiliates").

B. APPLICATION OF THESE LAWS

These Laws shall apply to all Matches organized and conducted by a Controlling Body.



PLAYING FIELD



1. PLAYING FIELD AND POSITIONS

MLF 7s is a playing format of Australian Football, played on gridiron or multi-purpose fields.

MLF 7s allows for smaller team sizes and faster game times, while preserving traditional elements of the sport in balance with the overall environment and appeal of the sport in the United States.

1.1 The playing field shall be rectangular in shape, 100 yards in length, and 53.3 yards in width.

1.2 A line known as the boundary line shall mark the boundary of the entire playing field.

1.4 The ball will be thrown up over the center of the center (50 yard) line to start the match.

1.5 Two short lines across the boundary line, 10 yards apart, shall mark the interchange area.

1.6 Two goal posts, 7 yards apart and not less than 15 feet in height shall be placed at each end of the playing field, aligned to the End Line.

1.7. Behind posts shall be positioned a further 7 yards on each side of the goal posts, and shall be not less than 7 feet in height.

1.8 The line between the goal posts shall be called the goal line.

1.9 After an attacking team misses a shot for goal, but scores a behind, play shall resume with a kick-in from behind the goal line.

1.10 At the start of a Match and after the scoring of a goal, midfielders must be positioned between the 40 yard lines, and each team must have at least two players inside each 25 yard Defensive zone marker(s).

1.11 A free kick will be awarded to the opposition on the center of the midfield line if the offending team does not have two players inside each 25-yard marker while the ball has not yet left the umpire's hand while engaged in the ball up.

2. THE BALL

2.1 All footballs must be full size Match (Size 5) Australian Rules Footballs and of good quality.

2.2 Home Team shall provide a minimum of three footballs to the umpire before the commencement of the Match

2.3 Red footballs shall be used for day matches, and yellow footballs shall be used for night matches.

3. TEAMS

3.1 The team shall consist of 7 players on the field at any one time, with 3 players in interchange.

3.2 Prior to the commencement of play, the team manager of each team shall hand to the umpire a list of names and numbers of the players comprising the team and indicating the captain and interchange players who will not take part in the match at its commencement.

3.3 At any time during the course of the match, one of the players not then taking part in the match may be interchanged with one of the participating players.

3.4 Players shall leave and enter the playing ground through the interchange area during the match unless the player is taken from the playing ground on a stretcher, in which case he may be taken from the playing ground at any point. His replacement shall enter the playing ground through the interchange area. The replaced player may return to the playing ground by way of normal interchange.

3.5 When it is necessary for a player to be taken from the playing ground on a stretcher, the umpire shall stop play at the first appropriate opportunity after he is advised that a stretcher is on the playing ground and play will not recommence until the stretcher has left the playing ground.

3.6 When a player has been, or appears to have been, so seriously injured as to prevent his being removed immediately from the playing ground, the umpire may approve his replacement prior to leaving the ground.

3.7 The umpire shall at the request of either captain, stop the match and call the players of the opposing team into line for the purpose of a team count. Such players shall line up in the center of the ground and remain until dismissed by the umpire.

3.8 If a team has been counted and found to have more than the permitted number of players on the field, the League shall impose a penalty by way of reverse of match result, annulment of score or part thereof, fine or censure as it shall consider proper.

4. PLAYER'S EQUIPMENT

4.1 No player shall be permitted to play in a match with apparel or protective equipment which may cause injury to himself or his opponents. This shall include:

4.1.1 Bootstuds or plates considered dangerous.

4.1.2 A finger ring or other jewellery.

4.1.3 Surgical applications or guards.

4.2 The umpire may inspect players' boots, hands and guards prior to the commencement of play or at any time prior to the conclusion of the match. The umpire shall have the sole prerogative to determine whether apparel or protective equipment has the potential to cause injury.

5. STARTING THE MATCH

5.1 Prior to the commencement of play, the umpire shall:

5.1.1 Consult the timekeeper as to his readiness to commence.

5.1.2 Inspect and approve the ball(s) to be used.

5.2 The umpire shall toss the coin with the captains for the choice of goal.

5.2.1 At the conclusion of each quarter, the teams shall change ends.

5.3 Prior to starting the match, the umpire shall consult the captains as to the readiness of their teams.

5.4 To commence play at the start of each quarter, the umpire shall hold the ball aloft, sound his whistle and throw the ball up in the air. Match timing shall commence on the sound of the whistle.

5.5 After a goal has been kicked, the ball is thrown up in the middle of the ground to re-start the match.

5.6 A maximum of three players of each team is permitted in the Central Zone area for the ball up. No officials are permitted in the Central Zone for the ball up. No player or official is permitted to enter the Central Zone from the time the umpire commences his approach to the center line until the ball leaves the umpire's hand in the act of being thrown up.

5.7 The center ball up shall be contested only by one player of each team who shall take up a position in his team's defensive half. Neither of these players shall enter his team's attacking half until the ball leaves the umpire's hand in the act of being thrown up.

5.8 In the event of a breach of this Law by a player or official, the umpire shall award a free kick to a player of the opposing side nearest the center of the center line.

5.9 When a goal is scored the umpire shall bring the ball back to the center as quickly as possible.

5.10 At center ball ups, players may enter the Central Zone until the umpire commences his approach to throw the ball up.

6. SCORING

6.1 A goal shall register six points. The team scoring the greater number of points shall win the match. If the points are equal, the match shall be drawn.

6.2 When a ball crosses the goal line, the umpire shall give the goal umpire an "All Clear" signal if there have not been any incidents in play which the umpire intends to penalize.

6.3 A score cannot be registered unless the umpire calls or indicates “All Clear” to the goal umpire.

6.4 A goal shall be scored when the ball is kicked through the goal posts by a player of the attacking team.

6.4.1 A behind (1 point) shall be awarded if, in the act of kicking for goal, the ball strikes a goal post and continues through the goals.

6.4.2 A ‘supergoal’ (10 points) shall be awarded on a kicked ball that traverses the goal line between the goal posts entirely on the full and from beyond each 40-yard ‘supergoal’ marker.

6.4.3 A goal scored from beyond the 40-yard ‘supergoal’ marker that traverses the goal line on the ground or by bouncing and without being otherwise touched shall be a goal, and is registered as 6 points.

6.4.4 If the ball strikes a goal post and bounces back into the field of play, a behind shall be registered, and play will resume with a kick-in from behind the goal line.

6.4.5 In the event that the ball crosses the goal line, and the goal umpire does not receive an all clear from the umpire and play continues, the goal umpire shall run after the umpire and notify him at once. On receipt of such advice, the umpire shall stop play and give the all clear.

The goal umpire shall signal and record the score and play shall recommence in accordance with these laws.

6.4.6 In the event that a free kick has been awarded after the ball crosses the line and before the all clear has been given, the umpire shall give the all clear and the goal umpires shall signal and record the score. The free kick shall then be taken at the spot where the infringement occurred or where the ball is at the time, whichever is the greater penalty against the offending team.

6.4.7 In the event that, after the all clear has been given for a goal, an infringement occurs to a player of the defending team prior to the ball being thrown up in the Central Zone, the resultant free kick shall be taken at the spot where the infringement occurred, or in the Central Zone, whichever is the greater penalty against the offending team.

6.4.8 In the event that, after an attacking team has missed a shot for goal, an infringement occurs to a player of the defending team prior to the ball being kicked in after the miss, the resultant free kick shall be taken at the spot where the infringement occurred, or in the Central Zone, whichever is the greater penalty against the offending team.

6.4.9 The goal umpires shall be the sole judges of goals and their decisions are final, except when the ball has become dead by a decision of the umpire.

6.4.10 Upon receiving “All Clear” when a goal has been scored, the goal umpire shall initially indicate a goal by extending both arms at a 90 degree angle, while extending both index fingers.

6.4.11 The goal umpire shall then signal a goal by waving two flags. A score cannot be annulled unless the goal umpire immediately rectifies a mistake by notifying the umpire before the ball is thrown up in the Central Zone, if he has signalled a goal.

6.5 Upon receiving “All Clear” when a behind has been scored, the goal umpire shall initially indicate

a behind by extending the arm indicating which side post (left or right of the goal posts) the ball has traversed.

6.5.1 The goal umpire shall then signal a behind by waving one flag, again indicating which side post (Left or Right) the ball has traversed.

6.5.2. Upon receiving "All Clear" when a supergoal has been scored, the goal umpire shall initially indicate a supergoal by extending both arms upright, and with the palms of each hand extended in upward position.

6.5.3 The goal umpire shall then signal a supergoal by extending two flags in upright position.

6.5.4 When a score has been annulled, the goal umpire shall immediately stand in front of the goal posts and hold both flags above his head in crossed position.

6.5.5 The ball shall be deemed dead when the umpire hears the first sound of the siren, but a player who has, prior to the first sound of the siren, taken a mark or been awarded a free kick shall be allowed to kick the ball. A goal or behind obtained therefrom or from a ball which is in transit prior to the first sound of the siren shall be counted. The umpire shall be the sole judge of whether the ball has been kicked or handled or whether a free kick has been awarded prior to the first sound of the siren.

6.5.6 If the ball is touched in transit and crosses the goal line between the goal posts, the score shall be registered as a behind.

6.5.7 Controlling bodies shall authorize such officials as they deem appropriate to record scores, separate from the goal umpires. In the event of the goal umpires disagreeing on the final scores, the controlling body may take the separately recorded scores into consideration in determining the result of the match.

7. KICKING IN

7.1 When the attacking team attempts a shot for goal and misses, registering a behind, any player of the defending team shall kick the ball into the field of play from behind the goal line, and between the goal posts.

7.2 If the ball is not brought into play correctly, the umpire shall penalize the offending player by awarding a free kick directly in front of goal and within the 25-yard defensive zone to the nearest player of the opposing team.

7.3 If an opposing player attempts to delay play by moving to or standing within 10 yards of the end-line; or prevents the player from kicking in, the umpire shall penalize the offending team by awarding a 25-yard penalty.

7.4 If a player will not kick in when directed to do so by the umpire, the umpire shall call play on.

7.5. If a player will not kick in when directed to do so by the umpire, who then determines the player has intentionally delayed the game, a 25-yard penalty shall be awarded to the opposing team, and the nearest opponent shall be awarded a free kick within the offending team's 25-yard Defensive Zone.

8. MARKING THE BALL

8.1 A mark is catching the ball directly from the kick of another player, not less than 10 yards distant,

the ball being held a time deemed reasonable by the umpire, and not having been touched in transit from kick to catch.

8.2 A mark shall be awarded to a player who crosses the boundary line from the playing ground but controls the ball before it has passed completely over the boundary line.

8.3 A mark shall be allowed when the ball is caught and controlled on the boundary line.

8.4 When a player takes a mark or is given a free kick, an opponent is permitted to stand on the mark or spot where this occurrence took place.

8.5 Only one opponent may stand on a player's mark.

8.6 No other player is allowed within a corridor which extends from 5 yards either side of the mark to 5 yards either side of, and a 5 yard radius behind, the player with the ball. This corridor is to be known as the 10 yard protected area.

8.7 In the event of an opponent encroaching over the mark when a player is kicking for goal and a goal is kicked, the umpire shall give the "All Clear" and the goal shall be registered. If a goal has not been kicked, the player shall be given the option of another kick, and the mark shall be advanced 25 yards.

9. BALL DISPOSAL

9.1 The ball may be moved around the Playing Field by either a kick or handball. It cannot be thrown.

9.2 A player shall handball the ball by holding the ball in one hand and hitting it with the clenched fist of the other hand. If the ball is not handballed correctly, a free kick is awarded to the nearest opponent.

9.3 A player may kick the ball by making contact with the ball below the knee.

9.4 A player who takes a mark or who is awarded a free kick shall play the ball from directly behind the spot where the mark or free kick was awarded. The 10 yard protected area shall apply. If the player attempts to play the ball other than in a direct line over the mark, the umpire shall call "Play On" and the ball shall immediately be in play.

9.5 If there is no player on the mark, the ball may be played in any direction provided it is brought into play over boundary line originally crossed.

9.6 When a player is kicking for goal from a mark or a free kick, the kick shall be taken along a direct line through the mark to the center of the goal posts.

9.7 The ball shall be deemed to be brought into play when any portion of it is on or above the boundary line.

9.8 If a player taking his kick from outside the boundary line, after having been awarded a mark or a free kick, attempts to play on outside the boundary line, the umpire shall give the player another kick to put the ball into play.

10. BALL POSSESSION

10.1 A player may hold the ball for any length of time provided he is not held by an opponent.

10.2 If he runs with the ball, he must bounce it or touch it on the ground at least once within every 15 yards from the commencement of his run, whether running in a straight line or turning and dodging.

10.3 If a player with the ball bounces it, he is deemed to be in possession of the ball.

10.4 If he runs with the ball and handballs it over an opponent's head and catches it, he must, within 15 yards of commencing his run or striking the ball on the ground, bounce it or touch the ground with it or dispose of the ball.

10.5 A player who lies on or over the ball is deemed to be in possession of the ball.

11. PHYSICAL CONTACT

11.1 A player may be fairly met or checked by an opponent by the use of the hip, shoulder, chest, arms or open hand provided the ball is not more than three yards away.

11.2 A player may be pushed in the chest or side or shepherded by an opponent provided the ball is not more than three yards away.

11.3 A player in possession of the ball may fend off a prospective tackler by pushing him with an open hand in the chest, shoulder or side.

11.4 A player in possession of the ball may be tackled and grasped in the area below the top of the shoulders and on or above the knee. The tackle may be from front, side or behind provided that the tackle from behind does not thrust forward the player with the ball.

Procedures

11.5 Procedures for administering this law are as follows:

11.5.1 A player in possession of the ball who has had a reasonable time (prior opportunity) to dispose of the ball must, when legally held by an opponent firmly enough to retard his progress, dispose of the ball by a kick or handball within a reasonable time of being held, otherwise a free kick shall be awarded against the player for failing to dispose of the ball in a legal manner.

11.5.2 The umpire shall throw the ball up when the player with the ball has the ball held to his body by an opponent, unless the player has had a reasonable time to dispose of the ball prior to being tackled in which case a free kick shall be awarded for holding the ball.

11.5.3 A player who elects to dive on the ball and/or drag the ball under him when he is on the ground, will be penalized for holding the ball if he does not immediately hit the ball clear when held legally.

11.5.4 A player not in possession of the ball when held by an opponent, shall be awarded a free kick.

11.5.5 When a player claims a mark, the ball having been touched in transit, and retains possession when held by an opponent, the umpire shall not award a free kick but throw the ball up if he is satisfied that the player did not hear his call of "Play On". But if the ball has been taken away from the player by another player, the umpire's call "Play On" shall hold good.

11.5.6 The umpire shall allow play to continue if a player in the act of kicking or handball, is swung off balance and his foot or hand does not connect with the ball.

11.5.7 The umpire shall allow play to continue if a player is bumped and the ball falls from his hands.

11.5.8 The umpire shall allow play to continue when a player's arm is knocked, causing him to drop the ball.

11.5.9 The umpire shall allow play to continue if a player has his arms pinned to his sides causing him to drop the ball.

11.5.10 The umpire shall allow play to continue if a player is pulled by one arm or swung causing the ball to fall from his hand.

12. FREE KICKS

12.1 The spirit of the laws relating to free kicks is:

12.1.1 The player who makes the ball his sole objective shall be given every opportunity to gain possession of the ball.

12.1.2 The player who has possession of the ball and is held by an opponent shall be given a reasonable time to dispose of the ball.

12.1.3 The ball shall be kept in motion. The umpire shall call "Play On" even though a free kick should have been awarded but by doing so would penalize the team offended against.

12.2 All breaches of the laws shall be penalized whether the ball is dead or in play. The umpire shall sound his whistle for the awarding of a free kick. Unless otherwise specified, the player nearest to the opponent who commits a breach of the Laws shall receive a free kick.

Advantage Rule

12.2.1 If the umpire has sounded his whistle for a free kick, he may cancel such a free kick by calling "Play On, Advantage" if the side offended against will be penalized by enforcing the free kick.

12.2.2 Should the umpire cancel a free kick he may reverse the decision if it is obvious that it is not to the advantage of the team concerned.

12.2.3 A player awarded a free kick must go back to the spot where the breach occurred before being allowed to kick or play the ball. If such player kicks or plays the ball without complying with this law, the umpire shall stop play and enforce compliance.

12.2.4 A free kick shall be awarded against a player who throws or hands the ball to another player while the ball is in play.

12.2.5 When a player who has taken a mark or been awarded a free kick is, in the opinion of the umpire, unable to dispose of the ball through accident or the deliberate action of an opponent, the umpire shall award a free kick to the nearest player of the same team at the time the incident occurred. The kick shall be taken at the spot nearest to where the incident occurred.

12.2.6 If a player has been awarded a free kick or a mark, and before the kick is taken a further breach of the laws is made by a player on the same side as the first offender, the umpire shall sound his whistle and direct the free kick to be taken by a teammate at the spot where the subsequent breach took place, if doing so will penalize the offending team. Where a subsequent breach is

committed by a teammate of the player taking the kick, a free kick shall be given to the nearest opponent at the spot of the original free kick, if doing so will penalize the offending team.

12.2.7 If a breach of the laws is committed, regardless of the position on the field, the free kick is to be taken at the spot where the infringement occurred, or where the ball is at the time, whichever would be the greater penalty for the offending team.

12.2.8 A free kick shall be given if a player infringes any of the laws between the time the umpire sounds his whistle and throws the ball up.

Free Kicks – Throwing the Ball Up

12.3 Free kicks for infringements concerning the umpire throwing the ball up will be awarded against the player who:

12.3.1 Crosses the 50 yard line when the umpire is in the act of throwing the ball up at the start of the match, the start of each quarter, and after a goal has been scored.

12.3.2 Interferes with an opponent from the time the ball has been thrown up in the Central Zone until the ball subsequently makes contact with a player or the ground.

12.3.3 Unduly interferes with the throwing up of the ball by the umpire or deliberately interferes with an umpire during the progress of the match.

Free Kicks – Interfering with Opponents

12.4 A free kick will be awarded against a player who interferes with an opponent in the following manner:

12.4.1 Interferes with an opponent from the time the ball goes out of bounds, until the ball, after being kicked in by a player, makes contact with a player or the ground.

12.4.2 When a goal is kicked by a player, and while the ball is being kicked or is in transit a breach of the laws is made by an opponent, the umpire shall give the “All Clear” signal and the goal shall be registered.

12.4.3 After the ball has been kicked and an infringement occurs, and the ball does not score a goal, the option of another kick shall be given to the player who originally kicked the ball at the spot from where the kick originated.

12.4.4 If a breach of the Laws is made by a player of the attacking side, the umpire shall not signal “All Clear” but must award a free kick, to the nearest player of the defending team.

12.4.5 If a player is fouled immediately after scoring a goal and after the umpire has given the “All Clear”, the umpire shall award such player a free kick at the spot where the offense took place. Another score may then be registered without the ball having been thrown up in the Central Zone or kicked in.

12.4.6 If a breach of the laws is committed against a player who has disposed of the ball, and this occurs after the ball has been kicked or handballed, a penalty free kick (“Downfield”) shall be awarded to a player of the team offended against at the spot where the ball first touched the ground, a player,

was marked or went out of bounds. If the awarding of such a free kick will penalize the team offended against, the free kick shall be given to the player who originally kicked the ball.

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

Free Kicks – Out of Bounds

12.5 A free kick shall be awarded against a player who kicks, handballs or forces the ball out of bounds, whether deliberate or not.

12.5.1 The free kick shall be taken at the spot where the ball went out of bounds across the boundary line or adjacent to the goal posts.

12.5.2 When kicking in from behind the goal line, if the ball is kicked out of bounds without it having been touched by any player, a free kick shall be given at the spot where the ball went out of bounds.

12.5.3 This rule applies whether the ball has been forced out of bounds either along the ground or out on the full.

Free Kicks – Illegal Contact

12.6 A free kick shall be awarded against the player who checks or tackles an opponent in the following manner:

12.6.1 Catches hold of an opponent below the knee or by the neck or head, which includes the top of the shoulder.

12.6.2 Charges an opponent.

12.6.3 Pushes an opponent from behind in any way, except when legitimately going for a mark, wherein a player may interfere with an opponent from behind.

12.6.4 Pushes, bumps or shepherds an opponent in the face, head, neck or in the shoulder.

12.6.5 Pushes, bumps or shepherds an opponent who is in the air for a mark.

12.6.6 Shepherds an opponent when the ball is more than 3 yards away or is out of play.

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

Free Kicks – Interference with Play

12.7 A free kick shall be awarded against a player who interferes with play as follows:

12.7.1 If the ball is in transit towards goal from a free kick, mark or field kick and an opponent shakes the goal post, the umpire shall give the player the option of another kick if in the umpire's opinion, the opponent's action could have affected the result.

12.7.2 If a teammate shakes the goal post, the umpire shall award a free kick to the nearest opponent at the spot from where the ball was kicked.

12.8 A free kick shall be awarded against a player who wilfully wastes time by not allowing the ball to be brought into play prior to, or when directed to do so, by the umpire.

12.9 A free kick shall be awarded against the team as follows:

12.9.1 1 Any team official who interferes with the ball, the play or a player of the opposing team during the course of the game shall cause the umpire to award a free kick to the nearest player of the team offended against at the spot of the infringement, or where the ball is at the time, whichever would be a greater penalty to the offending team.

12.9.2 A free kick shall be awarded against a player who uses abusive, insulting or obscene language to an umpire or behaves in an abusive, insulting or obscene manner towards an umpire.

13. 25 YARD PENALTY

13.1 A 25 yard penalty will be applied in instances where the actions of a player encroach over the mark, waste time and/or delay the play or where a player uses abusive, insulting or obscene language to an umpire or behaves in an abusive, insulting or obscene manner towards an umpire where an opposition player has been awarded a mark or free kick.

13.2 When the umpire applies a 25 yard penalty, the player receiving the penalty shall not be permitted to play on. The mark shall then be advanced 25 yards in a direct line with the center of the goal. The player receiving the penalty shall be given free access to take up a position behind the advanced mark. When the umpire is satisfied the player has taken up a correct position, he will instruct the player he is free to play the ball, irrespective of whether an opponent is standing on the mark.

13.3 A 25 yard penalty shall have the same implication as a free kick.

13.4 If a free kick or mark has been awarded and a player of the opposing team runs through the 10 yard protected area, unless accompanying or following an opponent within five yards, a 25 yard penalty shall be awarded.

13.5 Where a 25 yard penalty advances the mark to the center of the goal line, the kick shall be taken from directly in front of the advanced mark.

13.6 Where a free kick is awarded for intentional tripping, a 25 yard penalty shall automatically apply.

14. PLAY ON

The umpire shall call and indicate "Play On" and the ball shall immediately remain in play in any of the following circumstances:

14.1 When an umpire, or any other authorized official or player, is struck by the ball while it is in play.

14.2 When the ball, having been kicked, is touched while still in transit.

14.3 When the ball is caught directly from a kick of another player less than 10 yards distant or is kicked backwards in the attacking team's defensive zone.

14.4 When the ball is caught from a handball.

14.5 When the umpire cancels a free kick.

14.6 When a player who has taken a mark or been awarded a free kick, attempts to run, handball or kick otherwise than over his mark.

15. THROWING THE BALL UP

The umpire shall throw the ball up in the following circumstances:

15.1. At the start of the match, at the start of each quarter and after each goal has been kicked.

15.2 When in doubt as to which player has taken a mark.

15.3 When a defending player, in kicking in after the attacking team misses, fails to correctly bring the ball into play, the ball to be thrown up directly in front of the defending team's goal line, and within the 25 yard defensive zone.

15.4 In a scrum where players are struggling for possession of the ball.

15.5 When a player claims a mark, the ball having been touched, and retains possession of the ball when held by an opponent, the umpire will throw the ball up if he is satisfied the player did not hear his call of "Play On".

16. UMPIRE DUTIES AND INSTRUCTIONS

Appointment of Umpires

16.1 The controlling body shall appoint for each match two field umpires (known as the umpires), two goal umpires and two boundary umpires. The controlling body shall grant a requesting host team exemptions based on the availability of the second field umpire and boundary umpires, if deemed warranted. A minimum umpiring crew shall consist of the field umpire and two goal umpires.. There are The field umpires shall have full control of play and shall award free kicks in accordance with these laws.

Replacement of Umpires

16.2 When any umpire, before or during the progress of the game, becomes incapable through sickness, injury or accident in performing his duties, a substitute shall be chosen according to arrangements made by the controlling body and hosting club.

Inspection of Players' Equipment

16.3 Prior to the commencement of play, the umpire may inspect the boots, hands and guards of players. The umpire may similarly inspect the players' equipment at any time during the game.

Time On

16.4 The umpire shall indicate to the timekeeper when "Time On" is to be added due to a major delay in play, and shall indicate that "Time On" has ended when satisfied that play is ready to recommence.

Out of Bounds

16.5 The umpire shall be the sole judge of when the ball is out of bounds.

16.6 To be out of bounds, the ball must be completely outside the boundary line. If any portion of it is on or above the boundary line, the ball is still in play.

16.7 When the ball has completely crossed the boundary line, whether along the ground or out of bounds on the full, the umpire shall sound his whistle and award a free kick to the nearest opposition player at the spot where it crossed the line.

Goal Umpires

16.8 Goal umpires shall keep a record of all goals scored in a match.

16.9 Goal umpires shall signal and record a goal upon receiving the "all clear" from the umpire.

16.10 The goal umpire must watch the play closely, but if he is unable to decide if the ball has been kicked through the goal posts, he may consult the umpire before making a decision.

17. REPORTING PLAYERS AND OFFICIALS

17.1.1 Umpires may report any player or official who during the progress of the match commits a reportable offense.

17.1.2 Umpires may report an offending player without taking into consideration whether the offending player received provocation or not.

17.1.3 Umpires may caution a player but must not at any time threaten a player.

Reportable Offenses

17.2 A player or official who commits the following offenses may be reported:

17.2.1 Unduly interferes with, or assaults, or uses threatening language to an umpire or behaves in a threatening manner towards an umpire.

17.2.2 Assaults another player or official.

17.2.3 Intentionally kicks or attempts to kick an opponent or official.

17.2.4 Commits an act of misconduct.

17.2.5 Wilfully wastes time.

17.2.6 Unduly interferes with a player whilst such player is kicking for goal.

17.2.7 Disputes the decision of an umpire.

17.2.8 Uses abusive, insulting or obscene language to an umpire or behaves in an abusive, insulting or obscene manner towards an umpire.

17.2.9 Uses abusive, threatening or insulting language.

17.2.10 If when a player is preparing to kick for goal after being awarded a mark or free kick, or if the ball is in transit, a player shakes the goal post.

17.2.11 .11 Throws an opponent after that player has taken a mark, or after the ball is otherwise out of play.

17.2.12 Violently pushes an opponent after that player has disposed of the ball.

17.2.13 Intentionally trips or attempts to trip an opponent by foot or leg.

17.2.14 Strikes or attempts to strike a player or official with his hand or arm.

17.2.15 Charges an opponent.

17.2.16 Engages in unduly rough play by committing a breach of the Laws against an opponent in a deliberate and violent manner.

17.2.17 Remains on the playing ground not wearing proper uniform after being warned by the umpire.

17.2.18 Wears unacceptable equipment -boot studs, rings, jewellery, surgical appliances or guards.

Reporting Players

17.3.1 When an umpire intends to make a charge against a player, he shall notify the player concerned as soon as reasonably possible after the incident. If such a charge relates to an incident arising in the first three quarters the umpire shall notify the player not later than the commencement of the next quarter.

17.3.2 Where a charge is laid in the final quarter, if the umpire is unable to notify the player during the course of the match, notification on the official report sheet handed to team officials at the conclusion of the match will suffice.

17.3.3 Umpires shall make themselves thoroughly familiar with the offenses which must be reported and report all offending players.

17.3.4 After reporting a player or players, umpires must not at anytime enter into any conversation with club officials or players relating to any incident of the match or any charges made against a player.

Reporting Procedures

17.4.1 The controlling body shall provide umpires with report sheets on which they shall enter particulars of any charge or charges they make against players or officials. This shall be completed during or immediately after the termination of a match.

17.4.2 The controlling body shall adopt By-Laws to determine the procedures for lodgement, notification and processing of such reports.

Player Disqualification

17.5.1 The controlling body may disqualify for any term, players or officials who have been reported for and found guilty of breaches of the laws.

17.5.2 The controlling body may delegate this power to any person or body or persons duly constituted in accordance with its rules for the purpose of investigating any report of a player made in accordance with these laws.

17.5.3 Any player disqualified for committing an offense against these Laws shall not be permitted to play in any match under the control of MLF.

Order Off

17.6.1 A player who is reported by the umpire under laws 17.2.1 -17.2.4 shall be ordered from the field for the remainder of the match.

17.6.2 A player reported by the umpire for a second offense under Laws 17.2.5 -17.2.18 shall be ordered from the field for the remainder of the match.

17.6.3 The controlling body shall determine the period of time, if any, to elapse before a player ordered off may be replaced.

17.6.4 The controlling body may authorize the umpire to order a player from the field, for a period of time, for a first offense under Laws 17.2.5 -17.2.18.

17.6.5 The umpire shall signal that a player has been ordered off, by pointing to the interchange area with an outstretched arm. The player shall leave the ground immediately and cannot be replaced until umpire, acting in accordance with the Controlling Body in the enforcement of these Laws, has determined the offending player may be replaced on the ground, if at all.

17.6.6 In the event of a player failing or refusing to leave the ground when ordered off, he shall be reported for misconduct, the match shall terminate and his team shall forfeit by a score of 90-0.

18. MATCH TIME

Duration of the Game, Quarters & Intervals

18.1.1 All matches shall be of four quarters, each being of 10 minutes playing time.

18.1.2 The time allowed between the end of the first quarter and the start of the second quarter shall be sufficient to permit teams to change ends, but shall not exceed 2 minutes.

18.1.3 At halftime the players may leave the playing ground, and the match must recommence not later than 5 minutes after the conclusion of the second quarter. At the conclusion of a 4-minute period, the timekeeper shall notify the umpire, who will use his whistle to signal 1 minute before play recommences.

18.1.4 Between the end of the third quarter and the start of the last quarter, there shall be an interval of not more than three minutes.

18.1.5 The umpire shall signify the end of each quarter by blowing his whistle and holding up both hands. When a player has been awarded a mark or free kick prior to the first sound of a siren, the player will be permitted to take his kick.

Timekeepers

18.2.1 The controlling body shall appoint a timekeeper, or in the absence of such arrangements, each team shall appoint a time keeper, whose duties shall be:

18.2.2 To sound a siren at the start and finish of each quarter, and to keep sounding it until the umpire notifies him that he has heard it.

18.2.3 To add time on to the playing time of the quarter as required under these Laws.

Time On

18.3.1 The timekeeper shall add "time on" when directed to do so by the umpire when there is undue delay in play, such as a serious injury or lost ball.

18.3.2 The timekeeper shall stop adding time on when instructed by the umpire, or when the ball is obviously in play.

18.3.3 The umpire shall adopt the following procedure for indicating "Time On" to the timekeeper.

18.3.4 To indicate the commencement of the time added period, the umpire shall blow his whistle and raise one arm above his head.

18.3.5 To indicate that the time added period has elapsed, the umpire shall again blow his whistle and raise one arm above his head.

