

NEW AFL RULE/INTERPREATION	EXPLANATION	W AFC JUNIOR IMPLEMENTATION
<p>Traditional playing positions at Centre Bounce</p>	<p>Implementation of a traditional set up at centre bounces – Clubs must have six Players inside both 50-Metre arcs, with one Player required to be inside the Goal Square. Four Midfield Players are positioned inside the Centre Square with the Wingmen required to be placed somewhere along the Wing.</p> <ul style="list-style-type: none"> • Umpires to work with the players after goal to reset to position • Each Team to be given one warning per match • Penalty – A free Kick + 50m penalty can be awarded. 	<p>18-a-side Competitions: All 18-a-side competitions will be played as per the AFL Laws of Australian Football and implement the same changes as the AFL. <i>See Fig.1 below</i></p> <p>Youth 15-a-side Competitions: 15-a-side competitions from Year 7 and above will implement similar rules to the AFL with slight adjustments due to the reduced numbers on the field. Clubs must have five Players inside both 50-Metre arcs, with one Player required to be inside the Goal Square. Three Midfield Players are positioned inside the Centre Square with the Wingmen required to be placed somewhere along the Wing. Where 50-Metre arcs and centre squares are not marked, umpires will instruct players to position themselves at least 20 metres away from the centre bounce. <i>See Fig.2 below</i></p> <p>Junior 15-a-side Competition: 15-a-side competitions from Year 3 – 6 will implement similar rules to the AFL with slight adjustments due to the reduced numbers on the field. Clubs must have six Players inside both 50-Metre arcs, with one Player required to be inside the Goal Square. Three Midfield Players are positioned inside the Centre Square with no Wingmen. Where 50-Metre arcs and centre squares are not marked, umpires will instruct players to position themselves at least 20 metres away from the centre bounce. <i>See Fig.3 below</i></p>
<p>Kick Ins</p>	<ul style="list-style-type: none"> • For Kick-Ins from a Behind, a Player will no longer need to kick to himself to Play On out of the Goal Square. • Following a Behind, the man on The Mark will be positioned 10 metres from the top of the Goal Square (currently 5 metres). 	<p>This rule will be implemented as per the AFL rules at all levels of Junior and Youth Football.</p>
<p>Marks / Free Kicks - Deep in 50m</p>	<p>For all Defenders who take a Mark or gain a Free Kick within 9 metres of their own Goal, the man on The Mark for the attacking team will be brought in line with the top of the Goal Square.</p>	<p>This rule will be implemented as per the AFL rules at all levels of Junior and Youth Football.</p>
<p>Hands in the back</p>	<p>‘Hands in the Back’ rule interpretation to be repealed, allowing a Player to place his hands on the back of his</p>	<p>This rule will be implemented as per the AFL rules at all levels of Junior and Youth Football.</p>

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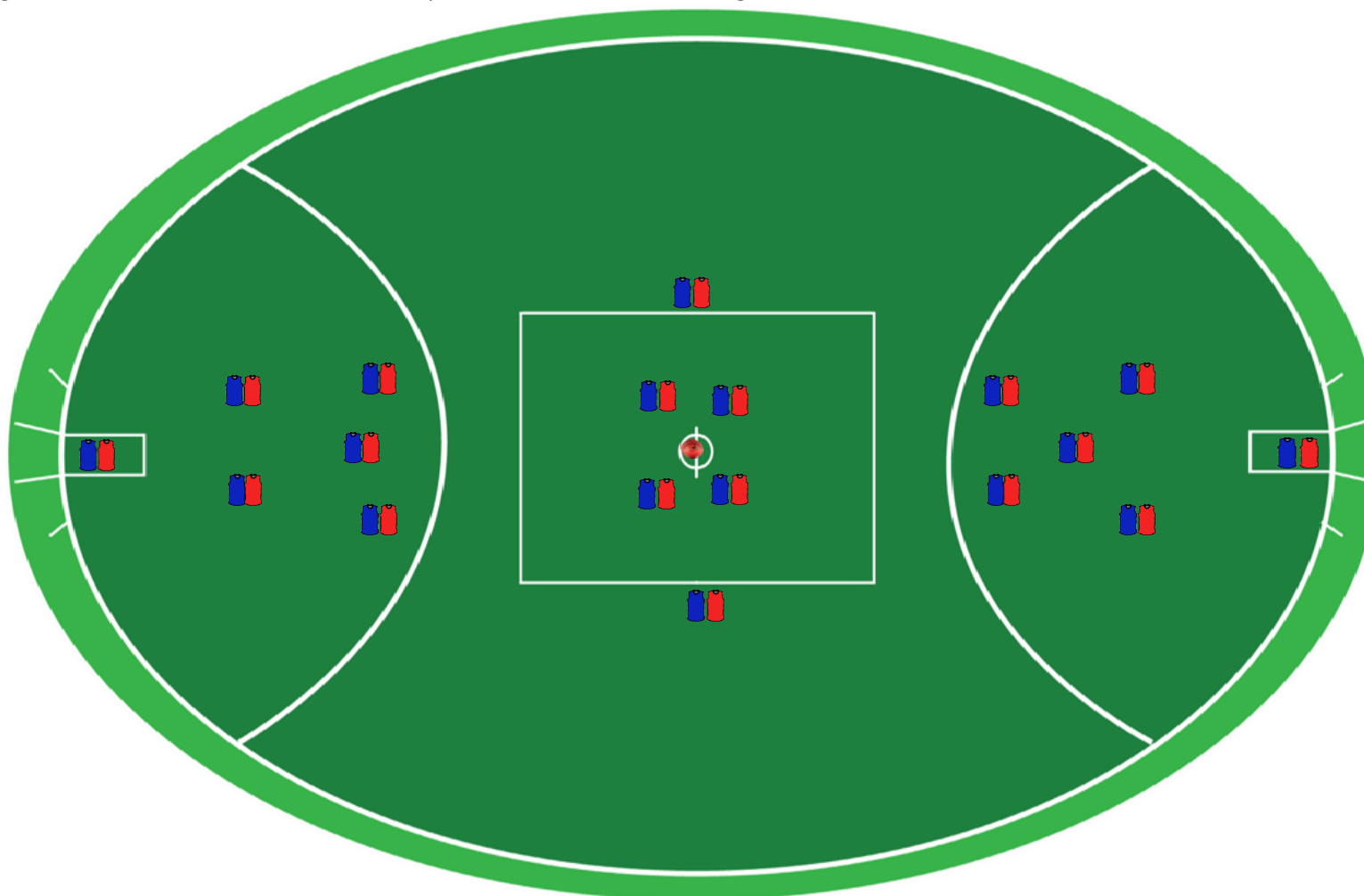
	opponent to protect his position in a Marking contest but not to push the Player in the back.	
Set shot on goal post siren	A Player who has been awarded a Mark or Free Kick once play has ended will now be able to Kick across their body using a Snap or Check-side Kick. The Player shall dispose of the Football directly in line with the man on The Mark and the Goal.	This rule will be implemented as per the AFL rules at all levels of Junior and Youth Football.
50m penalty implementation	<ul style="list-style-type: none"> • Stricter on the infringing player, allowing the Player with the ball to advance The Mark by 50 metres without the infringing player delaying the game. • In addition, the Player with the Football will be able to play on during the advancement of the 50-Metre Penalty. 	This rule will be implemented as per the AFL rules at all levels of Junior and Youth Football.
Ruckman taking ball out of Ruck	A Ruck Player who takes possession of the Football while contesting a bounce or throw up by a Field Umpire or a boundary throw in by a Boundary Umpire, will not be regarded as having had Prior Opportunity. Where there is uncertainty over who is the designated Ruck, the Ruck for each Team will continue to nominate to the Field Umpire.	<p>Year 3 – Year 8 competitions: This rule will not be implemented in these competitions as players are not permitted to take clear possession of the ball out of the ruck.</p> <p>Year 7 – Year 11 Youth Girls Competitions: This rule will not be implemented in these competitions as players are not permitted to take clear possession of the ball out of the ruck.</p> <p>Year 9+ Competitions: This rule will be implemented as per the AFL rules.</p>
Umpire contact	Players will be prohibited from setting up behind the Field Umpire at each Centre Bounce	This rule will be implemented as per the AFL rules at all levels of Junior and Youth Football.
Runners and water carriers	<ul style="list-style-type: none"> • Team Runners may only enter the Playing Surface once a goal has been kicked and must exit the Playing Surface before play recommences. • Water Carriers are not permitted to enter the Playing Surface during live play. 	Team Runners and Water Carriers may enter the Playing Surface at any time.

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Fig. 1

CENTRE BOUNCE SET UP – 18-A-SIDE COMPETITIONS

- Six forwards/defenders inside 50m arc.
- At least one forward/defender inside the goal square.
- Four players inside the centre square
- Wings must start on the side of the centre square, i.e. not on the attacking or defensive side.

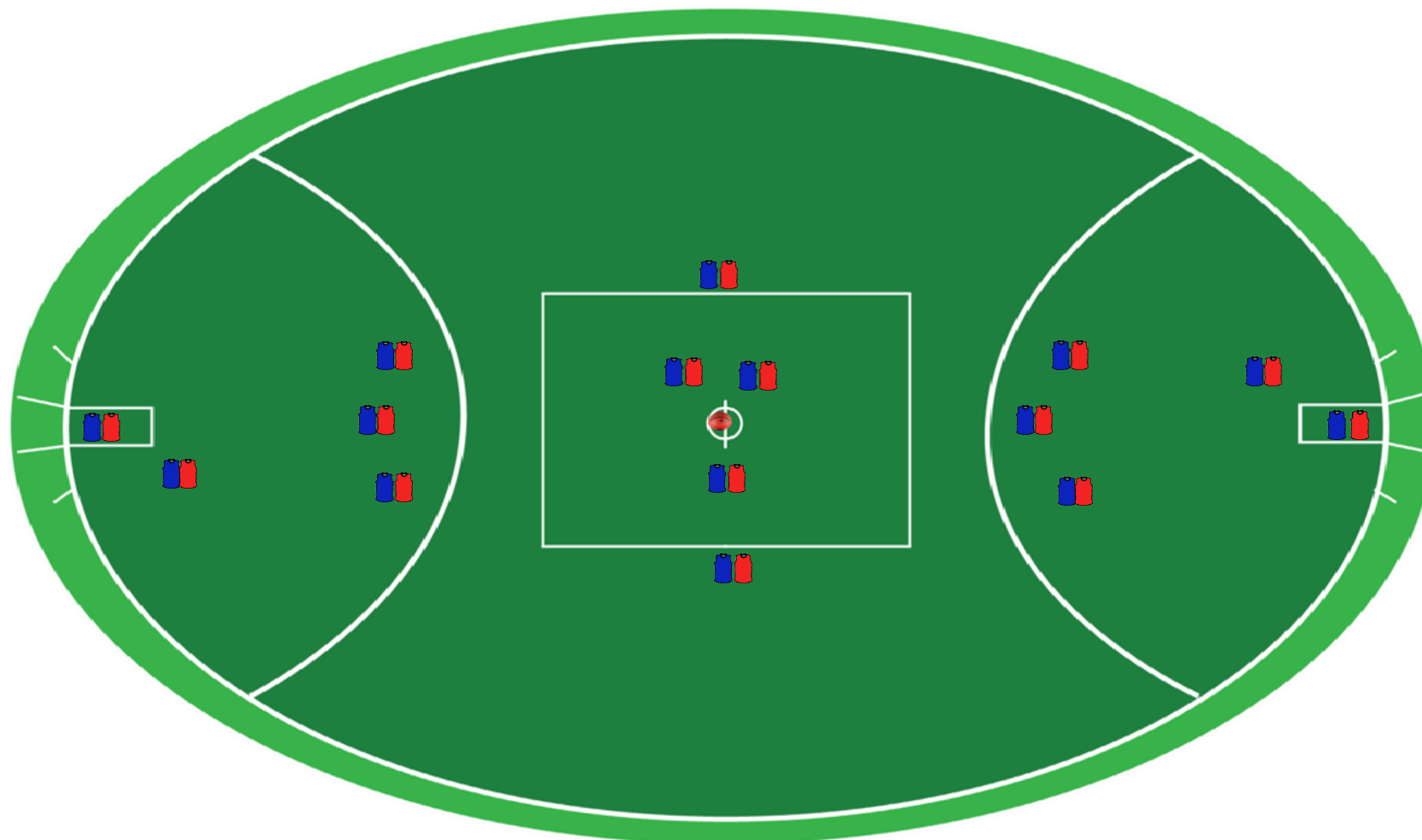


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Fig. 2

CENTRE BOUNCE SET UP – 15-A-SIDE YOUTH COMPETITIONS

- Five forwards/defenders inside 50m arc (20m from centre square if no 50m arc marked)
- At least one forward/defender inside the goal square.
- Only three players permitted inside the centre square.
- Wings must start on the side of the centre square, i.e. not on the attacking or defensive side.



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Fig. 3

CENTRE BOUNCE SET UP – 15-A-SIDE JUNIOR COMPETITIONS

- Six forwards/defenders inside 50m arc (20m from centre square if no 50m arc marked).
- At least one forward/defender inside the goal square.
- Only three players permitted inside the centre square.
- No Wings.

