

AFL VICTORIA'S AFL 9S

INTRODUCTION TO THE RULES



**The GAME is SHORTER
and the GROUND is SMALLER**



START OF PLAY – BALL UPS (RUCK CONTESTS)

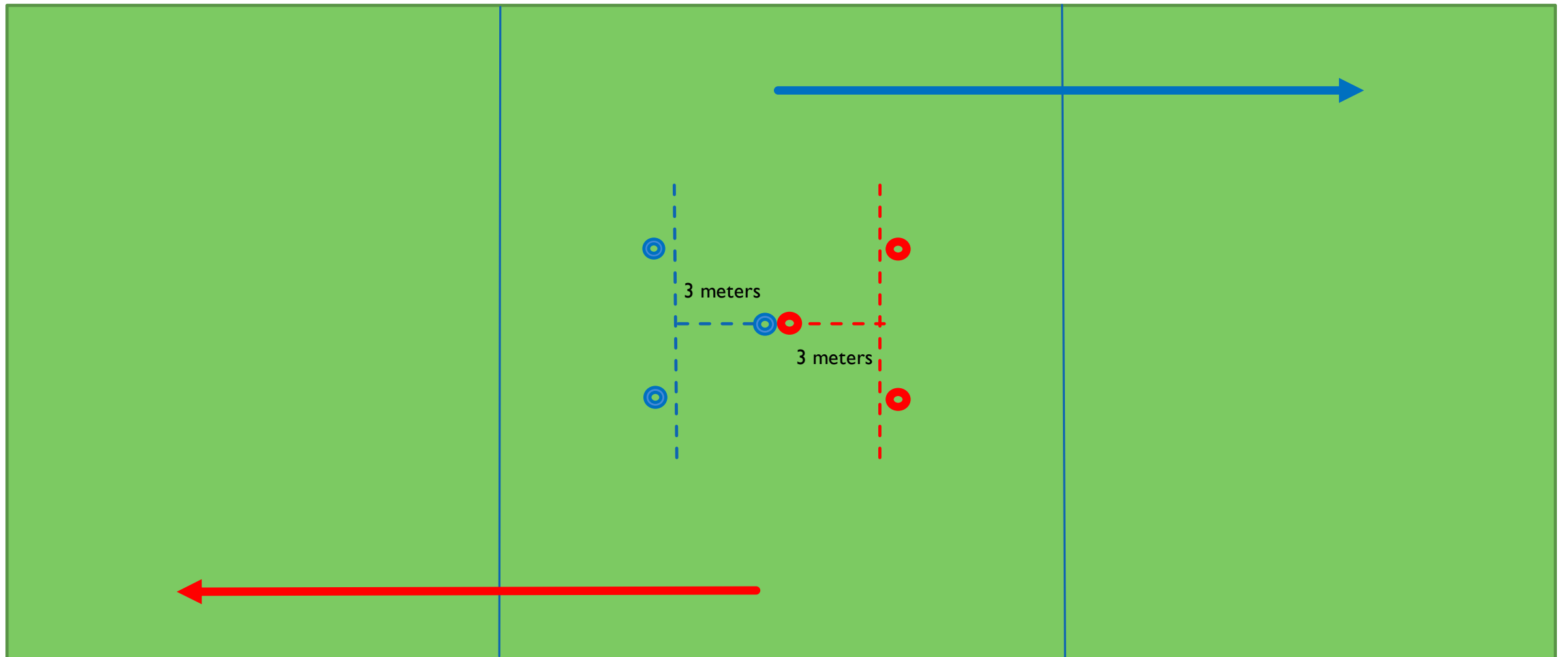
- A ball-up starts play with 2 opposing players **toe-to-toe** (tip off style)
- Rucks jump straight up & **tap backward only (not punch)** to a teammate **without infringing** the opposing ruck
- **Only one tap** is permitted during the ruck contest, after this tap only midfielders may take possession of the football
- **A free kick** is awarded against any ruckman who **makes contact** with the ball directly after the initial tap (i.e. prior to a midfielder taking possession), or who takes **direct possession** from the ball up



Ball Ups continued...

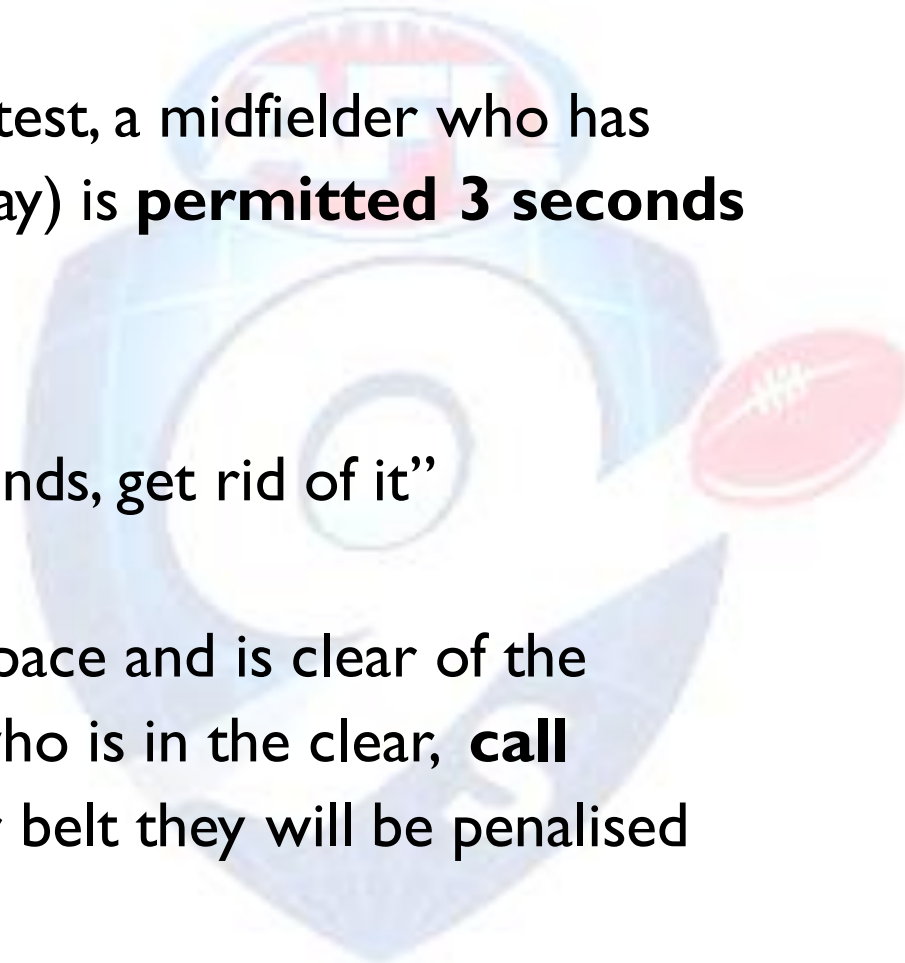
- Midfielders start on the defensive side of their rucks, at least **3 meters away**
- Midfielders are **not** permitted to move from their **starting positions until a ruckman has tapped the ball**
- After the ball-up players can move freely between **all zones**
- The football is permitted to hit the ground after the ball-up, but **clean possession** must be taken by a midfielder (no fumbling or paddling to advantage)

BALL UPS: RUCK AND MIDFIELDER POSITIONS



Ball Ups continued...

- Upon taking possession of the football from a ruck contest, a midfielder who has their tag immediately stripped (typically in congested play) is **permitted 3 seconds to dispose** of it
- An umpire should call something like “you’ve got 3 seconds, get rid of it”
- If the midfielder who takes possession runs into open space and is clear of the opposition, or disposes of the football to a teammate who is in the clear, **call “clear”** to signal that if their tag is stripped from their belt they will be penalised for **‘holding the ball’**



Ball Up Tips...

- Players who burst through the ruck contest and run into a stationary opponent will be deemed to have **initiated contact** and a free kick will be paid against them (umpires to be strict on this)
- After a ruckman taps the footy the umpire is encouraged to call out something like “**pick it up, you’ve got 3 seconds**”, or “**remember you’ve got 3 seconds to get rid of it**”
- When the umpire is unsure which player has touched the ball last after it has hit the ground/gone out of bounds, **or** which player has infringed during a contest, the umpire should blow the whistle and **call a ball up**

POSSESSION & DISPOSAL

- The ball must be disposed of via a **handball or kick** (no throwing)
- The ball must be passed to teammates **on the full** (cannot bounce, no kicking off the ground)
- Players **may run 15m's** with the football but then must pass the ball or take a bounce. Only one bounce is permitted, thus a **maximum of only 30 meters** is possible by one player
- Players without the football may intercept the ball in flight, however they must **not make contact** with an opposing player



AFL VIC LOCAL MEN'S COMP'S ONLY

- A player who has their tag stripped (legally) **whilst in possession** of the football in **general play** will be deemed to be 'holding the ball', **regardless of whether they've had prior opportunity or not.**



- When a player has their tag stripped (legally) **whilst in the act of disposing** the football, **'play on'** will be called, e.g. "play on, he/she was **in the act** of kicking/getting rid of it"

AFL VIC MIXED COMP's and CORPORATE EVENTS

- A player who has **not had** 'prior opportunity' to dispose of the football but then has their tag stripped (legally) will be allowed 3 seconds to handball/kick to a teammate. The umpire will warn the player to "get rid of it", and if the player has not moved the ball on after 3 seconds they will be deemed to be 'holding the ball', and a free kick will be awarded to the tackler.
- A player **in possession** of the football who gets tackled (legally) and is deemed by the umpire to have had 'prior opportunity', will be penalised for 'holding the ball' and a free kick will be awarded to the tackler.
- When a player has their tag stripped (legally) **whilst in the act of disposing** the football, '**play on**' will be called, e.g. "play on, he/she was **in the act** of kicking/getting rid of it"

Possession and Disposal continued...

- After having their tag stripped, a player may complete that set of play, however **must return & pick up the tag before taking part in the next set of play**. Umpires must use their discretion here & provide ample warning to the player
- Players are **not permitted to run blindly back with the flight** of the ball. A free kick will be paid against this player unless they are the last defender, or clearly out in open space. Umpires are encouraged to blow the whistle prior to any incident occurring
- Players are **not permitted to shepherd, block, or screen** their opposition

THE MARKING CONTEST

- The football must **travel 5 meters** (on the full) for a mark to be awarded
- Marks are awarded to players deemed to have **caught the football without initiating contact** on an opponent
- The player in the **drop zone** (where ball is expected to land) cannot be interfered with
- An opponent may intercept a mark as long as **no contact** is made in the process
- Umpires must continually remind players of their duty of care to players in the drop zone

Marking continued...

- Players are **permitted to take 2-3 small steps backward only** to take the mark (backing into the mark), however they are not permitted to take more than this (especially at speed)
- If contact is made after:
 - Player (A) moves 2-3 steps forward simultaneously as Player (B) moves backward 2-3 steps...
a free kick will go against Player (A) as it will be deemed that they had **the duty of care to avoid the contact**.
 - However, Player (B) will always be penalised if they are deemed to have moved backward **more than 2-3 steps**, regardless of whether they took the mark or not, and regardless of whether there was contact or not

Marking Tips...



- Umpires are encouraged to blow their whistle **while the ball is in the air** if they see a player wildly backing into a stationary player who is in the drop zone. This is to protect this player before serious injury occurs
- When the ball is kicked high and the umpire sees potential for a collision, a LOUD call of “**Watch Your Contact!**” assists greatly in the reduction of clashes

MARKING...THE INTIMIDATION RULE

- Players **may not conduct acts of intimidation** to impact a contest
- For example, players **may not aggressively charge** at an opponent **or vocally threaten** another player to put them off (regardless of whether contact is made or not)
- Umpires are asked to refer to this as the **'Intimidation Rule'** and are to pay a free kick against any player deemed to have broken it
- Players are still entitled to try and distract or put opponents off without making contact



TURNOVERS

Turnovers occur when the football:

- **touches the ground** after a kick, handball, or dropped mark (not after a ball-up or intentional kick for goal). **Any player can take the free kick**
- goes out of bounds. A free kick is awarded against the team who touched the football last, which can be taken by **any opposing player** from where the ball crossed the boundary line
- is kicked **over the midfield zone on the full**. A free kick is paid **where the disposal took place**
- Turnovers in the defending zone result in an **“indirect free kick to the attacking team”**, no goals can be scored from this kick

TACKLING

- Defending players can only dispossess an attacking player with the ball by **cleanly removing the tag** from their belt, **without** grabbing the arm or jumper etc
- Players **cannot knock or steal** the ball out of an opponent's hands
- Players **cannot shepherd, fend off, or hold** onto another player at any stage
- Players are also **not permitted smother** the football off the kicker's foot. A free kick will be awarded to the kicker if this occurs

Tackling continued...

If a player with the ball **does not have both their tags** on the umpire should:

- Pay a free kick against them if deemed that it was stripped during a previous set of play
- Pay a free kick against them if a tackler is unable to strip the tag due to the player not wearing their tags correctly (e.g. only wearing one, hiding them under their top, tucking into shorts)
- Provide a warning to retrieve their second tag immediately after they dispose of the ball if they are **not being tackled**
- Pay a free kick immediately if a player with the ball has forgotten to put both their tags on



SCORING

- **Only forwards** can score, but they must kick for goal from within the **forward zone**
- Goals can be kicked in general play, after a mark, or a free kick. Goals **cannot be kicked from turnovers**
- Any kick from the midfield zone that crosses the goal line will be **brought back to the midfield line** and a free kick will be given to the defending team

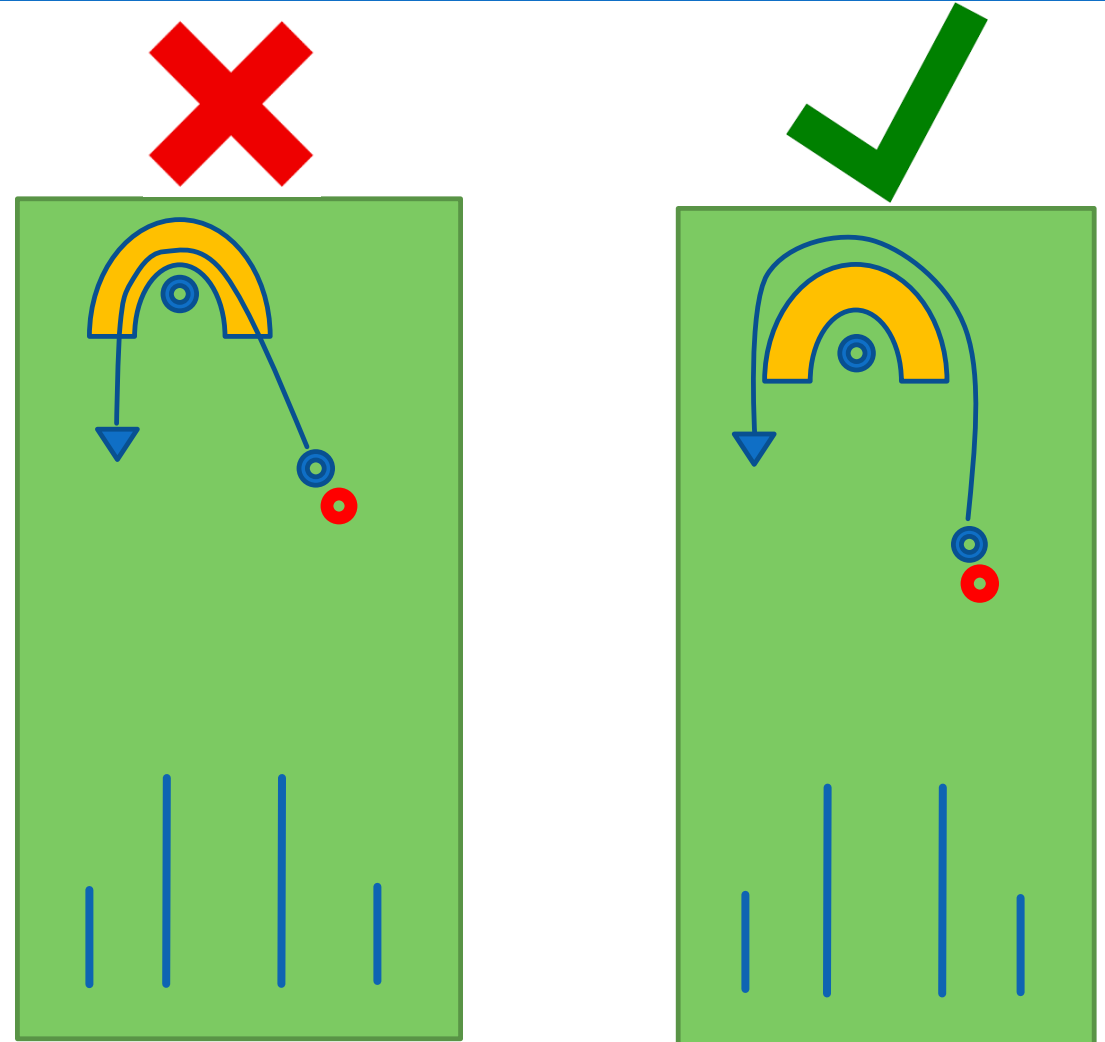


Scoring continued...

- A forward **deemed to be kicking for goal can bounce/dribble** it through and the score will be awarded
- If a forward kicks the ball through for a behind or out on the full, the defender is to kick the ball back into play **from between the goals**. The man on the mark may stand at the top of the goal square (**approx. 7m**)
- **Females** are awarded **9 points** for a goal in the MIXED Competitions

2 Meter Exclusion Rule

- After a mark or free kick is awarded NO PLAYER is permitted to enter a **2 meter exclusion zone**
- The exclusion rule is to:
 - a) keep opposition players 2 meters away from the kicker
 - b) prevent teammates moving in close to the kicker whereby using them as a screen to shake off opponents with the aim of taking possession



OTHER GENERAL RULES

- **Zones:** 9 players set up in 3 zones: 3 in the backline, 3 in the midfield, and 3 in the forward line
- Players who **'initiate' contact** with an opponent will have a free kick paid against them
- If the ball is touched in flight, **"touched, play on"** will be called and no mark will be awarded (if caught)
- Free kicks **must be taken by the player awarded the free kick**
- **"Play on"** is called when a player runs around/over 'the mark' or when the ball has been touched in flight
- **There is a 2 meter exclusion rule** to provide space to the player who has taken a mark or been awarded a free kick.

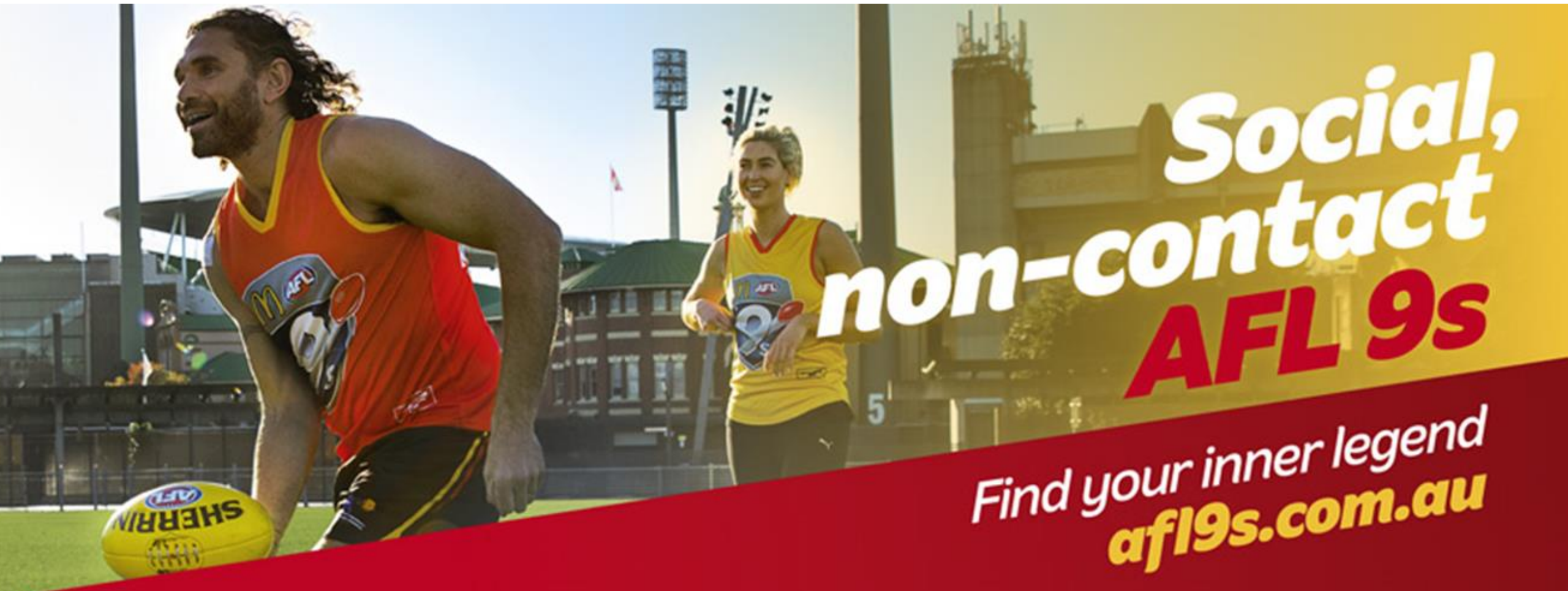
PENALTIES AND REPRIMANDS

- Intentional Infringements and Negligent Acts: result in a **20meter penalty & a warning**
 - **Creeping over mark** after clear warnings from Ump where the mark is (**after 2 warnings**)
 - **Deliberate** physical tackle to restrict player with the ball running free/kicking forward
 - Accidental but **significantly reckless/dangerous play** (eg running across ground blindly with the flight of the ball and causing incident)
 - **Unsportsmanlike conduct** including: throwing/kicking ball away, not returning ball appropriately to opponent, foul language directed at opponents or umpire, arguing with the umpire or showing dissent

*These are to be accompanied by an official warning, with a reminder that continued offence may see them sent off

Penalties and reprimands cont...

- Serious Misdemeanour: **results in 50meter penalty PLUS player sent off immediately**
 - Intentional heavy contact and/or unnecessary rough play
 - A deliberate and heavy specky taken over unsuspecting player
 - Excessive foul language and/or repeated abuse of an Umpire or other players
 - Striking or assaulting any other person/s at the venue
- Players sent off may **NOT** be replaced by another teammate
- Players sent off are to be reported at the discretion of the umpire
- Players sent off may be banned after a review between Umpire, Venue Coordinator and AFL Vic



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