

## **10. LEAGUE PLAYING RULES – ADOPTION OR VARIANCE FROM SANFL/AFL RULES**

### **10.1 Send-off rule**

A Yellow and Red card system will be administered by the RMFL Umpires panel and club field umpires for all matches under the direction of the River Murray Football League Inc. Field umpires are the only officials that may order a player from the playing surface under this system.

#### **Yellow card – Send Off**

The player is to stay off (and cannot be replaced) for 10 minutes actual playing time, which does not include includes breaks and time on and off, so a player may be on the sidelines for more than 10 minutes which is to be administered by the Timekeeper.

- (a) Swearing
- (b) Fighting or wrestling
- (c) Minor abusive language either directly or indirectly at a player or official
- (d) Minor abusive language indirectly at an umpire
- (e) Disputing a decision of an umpire
- (f) Back chatting an umpire after previously having been cautioned by an umpire

#### **Red card – Send Off**

A player will be sent off for a serious breach of the rules for the remainder of the game. The player is automatically reported. The player is to stay off (and cannot be replaced) for 10 minutes actual playing time, which does not include includes breaks and time on and off, so a player may be on the sidelines for more than 10 minutes which is to be administered by the Timekeeper.

A player who refuses or does not immediately leave the playing surface after being ordered off with either a yellow or red card by the field umpire shall;

- (a) be reported for the offence which led the player being ordered off, and
- (b) be reported for misconduct.

#### **Administering the Send Off**

- (a) Details of players ordered off shall be recorded by the Time Keeper on an interchange sheet.
- (b) The umpire must escort the player to the boundary close to the Time Keeper and indicate with either the Yellow / Red card.
- (c) He must request the player turn around, so the Time Keeper has clear vision of the player's Guernsey number.
- (d) The Timekeeper must then indicate with a Yellow / Red Card in acknowledgement of the players Guernsey number and the category of his misdemeanor.
- (e) The Timekeeper must keep a record of 10 minutes actual playing time that the player must sit out of the game.
- (f) When the 10 minutes actual playing time is up, the Timekeeper must signal with a Green card to the Team Manager of the player's team that he is eligible to go back on the field.

#### **(4) Special Notes;**

- (a) Any player who is ordered from the playing surface (yellow card) twice during the same game will be ineligible to return to the playing arena for the remainder of the match.
- (b) An accumulation of three yellow cards in one season incurs an automatic suspension of one match. Every additional yellow card after that will incur a further one match suspension, applied during season of the offence including finals.
- (c) The offending player (s) and /or the interchange player must enter or leave the ground through the interchange area.

- (d) Umpire to complete report or documentation at his earliest convenience after the match.
- (e) All documentation must be placed in the provided League yellow envelope to be returned to the RMFL Secretary.

## **10.2 Last Possession Rule (Variation to AFL Laws)**

**A Free Kick shall be awarded against a Player who:**

- (a) Kicks or Handballs the football over the Boundary Line without the football being touched by another Player.
- (b) For the purposes of defining a kick, a kick shall be an intentional action, not accidental. When the ball comes off the foot or lower leg of a player without the intent of the player being to kick the ball, it will be deemed accidental contact and will not be determined as a kick by the umpire and therefore will result in a boundary throw in.
- (c) Where a Player who does not have possession stops the football being touched by an Opposition Player by Shepherding the ball across the Boundary Line where the ball could have otherwise been touched by the player being blocked, then the umpire will not award a free kick but will instead order a boundary throw in.

## **10.3 25 Metre Penalty**

The RMFL uses both the 25 and 50 metre penalties. A Controlling Body may reduce the distance of a Fifty-metre Penalty to 25 metres for the Matches played in the competition conducted by the Controlling Body.

The player with the ball:

- (a) Must be allowed to advance the mark without the infringing player delaying the game.
- (b) Will be able to play on while the penalty is being measured out.

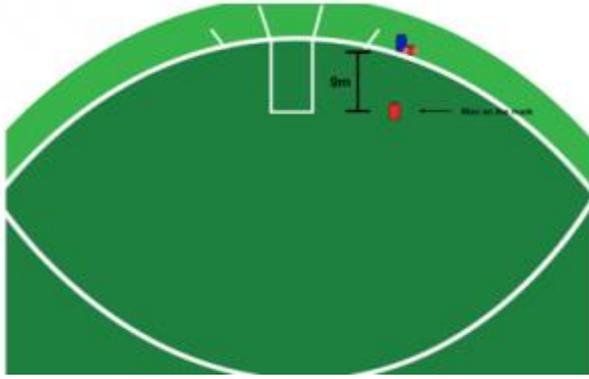
## **10.4 Third man up in the ruck and Prior Opportunity (Variation to AFL Laws)**

(a) A third man can take part in a ruck contest as long as the player does not contact, block or interfere with the opposing ruck. SANFL Rules still permit a "third man" contesting the ruck contest.

(b) 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.

## **10.5 Marks / Free Kicks (Deep D50)**

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 (which is 9 metres).



### 10.6 Umpire Contact

Players will be prohibited from setting up behind the Umpire at each centre bounce.

### 10.7 Kicking for Goal post-siren – Centre of Goal Line

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.

### 10.8 Marking Contest

'Hands in the Back' rule interpretation to be repealed, allowing a player to place his hands on the back of his opponent to protect his position in a marking contest but not to push the player in the back.

### 10.9 Deliberate rushed behind (Variation to AFL Laws) – Refer rule 15.8

This is omitted from RMFL League Playing Rules, so a behind will result.

### 10.10 Traditional Playing Positions at Centre Bounce (Variation to AFL Laws)

This is omitted from RMFL League Playing Rules, hence the setting up in positions prior to the centre bounce is not required. The current protocols remain unchanged, each team can have no more than four players inside the centre square at the centre bounce as per rule 11.3.4 AFL Laws of the Game.

### 10.11 Kick Ins (Variation to AFL Laws)

The AFL and SANFL have introduced this in 2019. Briefly, the player kicking the ball back into play from a behind no longer is required to kick the ball to themselves. This is omitted from RMFL League Playing Rules, and the current protocols remain unchanged, being that the player must kick the ball to themselves to play on.