



VIC METRO



AFL Masters Victorian Metropolitan Superules Football League (inc.)

League Rules

AFL Masters Playing Rules with Vic Metro Modifications

**Match Rules & Umpiring Instructions for AFL Masters Vic Metro Matches.
All matches shall be conducted under LAWS of AUSTRALIAN FOOTBALL 2009
in conjunction with the rule modifications detailed.**

AFL Masters Victorian Metropolitan Superules Football League (inc.)
Prepared for Season 2004 / Revised Season 2006 / Updated Season 2008
Updated Season 2012 / Updated Season 2016



VIC METRO

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AFL Masters Playing Rules with Vic Metro Modifications

Match Rules & Umpiring Instructions for AFL Masters Vic Metro Matches.

All matches shall be conducted under LAWS of AUSTRALIAN FOOTBALL 2009 in conjunction with the rule modifications detailed below:

1. SCORING

To be on the following basis:

- 1.1 Behind - kicked by any type of kick is 1 point. Kick out after flags are waved.
- 1.2 Goal - kicked by punt kick is 6 points
- 1.3 Supergoal - kicked by drop-kick (or attempted drop kick) outside the Goal Square (irregardless of where the mark has been taken) will be awarded 1 goal and 3 behinds, being 9 points on the score.
- 1.4 Supergoal signal shall be signalled by a goal umpire waving 1 white flag and 1 coloured flag.
- 1.5 Should a doubt arise about the validity of a super goal, the field umpire shall adjudicate. Should both field and goal umpires be unsighted then a six (6) point goal shall be awarded.

2. RUCKING

- 2.1 At all times the ball shall be thrown up and not bounced.
- 2.2 Only one nominated ruckman from each team to contest all ruck knocks.
- 2.3 Involvement in contest of a third or subsequent player shall result in a free kick against third or subsequent player.
- 2.4 A free kick shall be awarded against any ruckman who raises his knee or leg against his opponent when contesting any ruck knock.
- 2.5 At boundary throw ins only one nominated player from each team to contest the ruck. However if throw-in is poor or misdirected the umpire is to immediately call play on and not recall the throw-in. If throw-in is satisfactory any third or subsequent player involvement in the rucking contest will result in a free kick against such player.
- 2.6 If there is no boundary umpire (SUPERS), the home team will be required to throw the ball in.
- 2.7 At centre ball-ups the white line (or imaginary line) shall be used. No two circle rule.
- 2.8 Ruckman who grabs the ball from a boundary line throw in or in a ruck contest. If a ruckman elects to grab the ball instead of hitting it and is tackled, then it will be an automatic free kick against that ruckman. He will not be given the benefit of prior opportunity.

3. MARKING

The player in front of the pack competing for a mark is to be given every protection and opportunity to take the mark. Any unnecessary or deliberate interference by an opponent player/s in attempting to mark or prevent the player in front of the pack from taking the mark shall result in a kick being awarded to the player in front of the pack. The interference could take the form of a knee or boot being put into a player's body.

4. HOLDING THE BALL / PRIOR OPPORTUNITY RULE

These rules replace the previous barging rules.

- 4.1 A player in possession of the ball who has had 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.



4.2 The field 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 (prior opportunity) to dispose of the ball prior to being tackled, in which case a free kick shall be awarded for holding the ball.

4.3 A player in possession of the ball who has had 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 with in 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.

4.3 Holding The Ball In: A player who elects to dive on the ball and or drag the ball under him when he is on the ground will be penalised for holding the ball if he does not immediately hit the ball clear when held legally.

4.4 When a player is fairly bumped in the side and the ball falls from his hands - the call is play on. Like wise when a player is either knocked on the arms causing him to drop the ball - the call is play on.

5. PLAYER PROTECTION

5.1 All players making the ball their objective are to be given the utmost protection by the umpire. Any contact other than a legal side bump or legal tackle (between knee and shoulder) shall be deemed unduly rough play and a free kick awarded.

5.2 Charges (shirt front) are banned irrespective of ball proximity. A charge means an act of colliding with an opposition player where the amount of physical force used is unreasonable or unnecessary, irrespective of ball proximity.

5.3 Slinging players to the ground, whether the player is in possession of the ball or not is illegal and shall result in a free kick being awarded or if it happens after the ball has been disposed of, a free kick shall be awarded down the field where the ball lands.

5.4 Late contact, in any form, when the ball has been disposed of, will result in a relayed free kick being paid down the field.

5.5 Chopping with a clenched fist will result in a free kick being awarded.

5.6 A free kick shall be granted against a player who deliberately kicks at the ball whilst an opposing player has his hand on or near the ball or is on the ground in the immediate vicinity of the ball.

6. PENALTIES / ADVANTAGE

6.1 30 metre penalty - A 30 metre penalty only shall be applied in all instances.

6.2 AFL Advantage Rule - To be paid at all times:

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

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

7. ORDER OFF RULE

Field umpires shall carry red, yellow and green cards for all matches.

7.1 Players can be ordered off for the following indiscretions:-

GREEN CARD: Any player who commits the following offences: May be Replaced

- using audible abusive, insulting, obscene or threatening language to another person which may be an opposition player, team mate or spectator,
- wasting time shaking goal posts either before, during or after a kick for goal.
- engaging in a melee
- pushing and shoving players



- incidents that are considered non – violent against another person.
Green Card Penalty shall be automatic send-off for remainder of current quarter plus one additional quarter

YELLOW CARD: NOT TO BE REPLACED

Any player who commits any of the following offences:

- throwing a player to the ground after the ball is out of play
- attempting to strike another player;
- charging another player;
- engaging in a severe melee;
- engages in rough play - including shoulder charges to the back of an opposing player; charges on shepherding players, or unnecessary vicious pushes and shepherds.
- Acts of misconduct.

Yellow Card Penalty shall be automatic send-off for duration of current match and the remainder of the current game day.

RED CARD: NOT TO BE REPLACED

Any player who commits the following offences:

- unduly interferes with or assaults or uses threatening language to an umpire or behaves in a threatening manner towards an umpire.
- assaults another player or official, kicks or attempts to kick another player or official, intentionally or attempts to trip by hand or foot, front on shoulder charging (shirt front)
- Acts of gross misconduct.

Red Card Penalty shall be automatic send off for remainder of game and the remainder of the current game day. This is an automatic 2 (two) game suspension.

A THIRD OFFENCE of a Green Card, SECOND OFFENCE of a Yellow Card (or a combination of 2 Green & 1 Yellow Cards will automatically attract a Red Card). (in the current season)

Normal appeals process is in place. A fee of \$100 will be levied on any appeal.

7.2 When an emergency umpire is in attendance, he shall have the power to issue cards for any indiscretions.

8. RACIAL ABUSE

8.1 No player, official, or supporter of a member club of the League shall speak to, at, or about, abuse, threaten, disparage, vilify, insult or engage in conduct which may be considered to incite hatred towards, contempt for, ridicule of, or discrimination against a person or group of persons on the basis of that persons: race; religion; gender; physical characteristics; colour; decent; national or ethnic origin; sexual preference, orientation or identity; or special ability or disability.

8.2 In the event that a person has contravened Rule 8.1 an umpire, club, board member or player shall lodge a complaint in accordance with the 'Vilification and Discrimination policy', listed on the website.

9. BEST & FAIREST AWARDS

Any player receiving a RED card (or equivalent) is not eligible for a best and fairest award.

10. JUDICIAL PROCEEDINGS

Should any umpire submit a written report following the red carding of a player, the League Board or its appointed Tribunal shall meet to adjudicate on the case as per Rule 7.1.

An umpire must submit a written report following the RED Card send off of a player; the Vic Metro Board will meet to decide if any additional penalty is to be imposed.



In this case a representative of the offender's Club or the offender needs to be at such a meeting. Any other matters must be submitted by a written report no later than WEDNESDAY after the incident.

11. BLOOD BIN (see also 11. INFECTIOUS DISEASES – page 11)

11.1 No person - i.e.: players, umpires, trainers, runners, etc. shall participate in a game if he is bleeding or has blood on his uniform or person. A bleeding person will leave the field when directed by the field umpire and may be replaced.

11.2 The bleeding person cannot return to the field, until the cause of the bleeding has stopped, the injury is securely covered and blood has been cleaned from the uniform and body to the satisfaction of the field umpire.

11.3 PROCEDURE: Only the field umpire in charge of play has the responsibility to send bleeding person from the ground. On noticing the blood or having the matter brought to his attention the field umpire shall stop play at the next available break in play (score, out of bounds, ball up) and then direct the person from the field. Person leaving the ground must do so from the nearest point with field umpire acknowledging entry of replacement player, if the bleeding person is a player. Such replacement player may enter the field of play and take up his position before the bleeding player has left the field of play.

12. BOUNDARY UMPIRES

12.1 If there is no boundary umpire (SUPERS), the home team will be required to throw the ball in. Central umpire may throw up the ball 10 metres in from where the ball went out. (Masterules Reserves, Legends).

12.2 Centre Square Rules to operate if boundary Umpires are available.

13. NEGATIVE TACTICS

13.1 No player is to impede the path, touch or harass an opposition player when the ball is out side 5 metres.

13.1.1 When any such act of harassment occurs one of the field umpires must immediately give a free kick

13.1.2 This free kick is to be given, even if it is by the second umpire who is not in control.

13.1.3 The free kick shall not disadvantage the team offended against.

13.2 If the player repeats the act of harassment, that player is to be carded according to the severity of the incident.

13.2.1 The report shall be for misconduct in that the player committed a breach of the laws against an opponent in a deliberate and/or violent manner.

13.3 Goal/Boundary umpires are instructed that they are to inform field umpires at the next appropriate break in play (after a score, $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ time), when these tactics are noticed by them.

14. BEHIND THE PLAY INCIDENTS

Many times things happen on a football field that neither the umpires nor officials have witnessed, although it is obvious that something untoward has occurred, with a player who has been hit and is in distress. Previously, this act could not be reported by the umpire because it had not been witnessed. Umpires having observed that such an incident has occurred are now required to list players in the vicinity and call for names of any witnesses. Names of players remonstrating after the act are also to be included. Umpires are requested to recommend if they feel any action should be taken, but the Board reserves the right to call a hearing if they feel this course of action is necessary.

15. INSURANCE

Register online for JLT National Insurance. The Executive Director can supply relevant information. It is important that you remind all your clubs that the policy does not include personal accident and that it is available at the player's choice and the player must take up the insurance themselves through JLT if they wish to do so.

16. PAPER WORK

16.1 Team Sheets: - Officiating umpires must receive from each team a copy of the team sheet which details a



complete list of participating players signed by the respective team managers by half time. The team sheets are to be handed to the Home Team Manager at the completion of the game and posted to the Administrator immediately.

16.2 Correct Match Scores: - At the completion of the game field umpires must ensure the correct match score is agreed upon by goal umpires and that this is recorded on the goal scoring cards and handed to the Home Team Manager after the game along with the team sheets. These are to be entered into Sport Pulse before 5:30pm on match day.

16.3 Best and Fairest Votes: - At the completion of the game field umpires are asked to consult each other before awarding votes on a 3,2,1 basis to the players who they believe deserve votes. 3 votes shall be for the best player and so on down the scale. Votes are to be recorded on the vote cards provided and handed to the Home Team Manager ASAP after the game.

16.4 Penalty Cards and Reports: - Officiating umpires must record the numbers of any players shown a green, yellow or red card during the game. The names of players shown cards must be circled on the sheet with card colour noted alongside their names. If a player is shown a red card a separate written report is to be completed in readiness for a tribunal hearing. The team & umpires sheet along with any red card reports are to be handed to the Home Team Manager.

16.5 Communication: - Any concerns or issues relating to the officiating are to be directed to VicMetro Umpires Coordinator.

17. Officials minimum Age: 14 years for all on-ground officials

18. Procedure for Umpires and Club Officials when a count of players is called.

Differences in AFL Masters Vic Metro versus AFL Laws of the Game 2016 - 5.5.1

Team Exceeding Permitted Number of Players on Playing Surface.

Where a team has more than the permitted number of players on the playing surface,
The following shall apply:

- i. The score for the team that infringes will revert to their score at the last break, i.e. If the team infringes in the 2nd quarter their score will revert to the quarter time score,
Or if they infringe in the 1st quarter their score will revert to zero
- ii. Play would then resume where it was suspended originally.

19. National Carnival Eligibility

A minimum of three matches, or approved by the league.

20. The game shall consist of:

- a) All divisions Four (4) x twenty minute quarters with NO TIME ADDED.
Exception: Clock can be stopped in the event of a stretcher being required.
- b) Both teams to accept responsibility for appointing a suitable timekeeper for all matches.

21. Up to six (6) interchange players in all divisions may be used.

- a) The interchange position shall be the position of the coaches bench.



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- b) Players interchanging may do so only when the player being interchanged has left the field.
- c) Runners and Drinks providers wear yellow vests.

22. AGE

All players to be aged 35 or over in the year that they first play AFL Masters Football (as long as they turn 35 in that year by 31st December). Same applies to Over 45's and Over 50's

Evidence of age shall be required prior to any player participating in the competition. i.e. Drivers licence, birth certificate. The Board reserves the right to spot check age eligibility at any time.

PENALTY FOR NON COMPLIANCE.

Loss of game points, percentage, plus additional loss of four (4) premiership points.

22.1 If an underage player competes, the team playing the ineligible player shall lose match points in the event of a win.

23. SHORT OF PLAYERS

In the event of any team being short of players and receiving assistance with numbers from their opponents (FOR ANY LENGTH OF TIME), the team receiving assistance shall not lose match points in the event of their winning the match.

Player numbers: Competition played for points +1. Competition not played for points, equal numbers.

24. ORDER OFF RULE (Refer Umpiring Information)

- a) Audible Obscenity, Abuse, Unwarranted Dissention, Fighting, Unduly Rough Play (Shirtfront, charge etc).
The field umpire shall order the player off the ground, using the card system.

Green Card -the remainder of the present quarter plus the next quarter. (This player can be replaced).

Yellow Card-the rest of the game & current day (this player can NOT be replaced).

(2nd yellow card incurs a red card penalty, any after this means a tribunal appearance).

Red Card-automatically disqualified for the rest of that day, NO REPLACEMENT, and 2 match suspension, Tribunal appearance at the Umpires discretion.

Normal appeals process is in place. A fee of \$100 will be levied on any appeal.

2nd Red card player must face the Disciplinary Committee

25. NOTIFICATION OF MATCH SCORES

- a) HOME TEAM

It shall be the responsibility of the home team to notify the administrator the exact scores before 5:30pm match day.

- b) PAPER WORK (Needs to be photographed or scanned, renamed and emailed to jacqui@aflvm.com.au)

The results of each game plus team sheets, best and fairest votes, goal umpires cards and umpire match reports are to be forwarded to the administrator by 5pm the Tuesday after the game.

(A fine will be imposed if they are not received. Please see www.aflvm.com.au for details).

- c) PROTESTS/COMPLAINTS

Any team wishing to lodge a complaint or protest resulting from a game must do so, in writing, not later than Wednesday following the game.

Protests/Complaints received later than the required time will only be considered at the discretion of the administrator.

Any protest/complaint received will be investigated by the administration whose decisions will be final at all times.



Following a resolution of the investigating committee the member or Club may, within 7 days of notice lodge with the Board a notice to the effect and stating he or it wishes to appeal the resolution
Normal appeals process is in place. A fee of \$100 will be levied on any appeal.

26. PLAYER ELIGIBILITY

- a) Players who are under a suspension:
No players to play while suspended by any other league without exception
- a. First offence
 - i. The Coach and Team Manager will face the tribunal
 - ii. Penalties for a first offence will be 4 games (8 weeks)
- b. Second offence
 - i. The President, Coach and Team Manager will face the tribunal
 - ii. Penalties for second offence will be 8 - 11 games (16 weeks life ban).

27. TEAM COLOURS

All players to wear correct attire in the registered colours of their Club, including socks and shorts. If there is a clash of colours the away team are to alter their colours.

28. UMPIRES

Home teams to be responsible of the appointment of:

- a) 2 suitably qualified and registered field umpires. (if not provided by the League)
- b) 2 suitably qualified and attired boundary umpires -14 years or older
- c) 2 suitably qualified and attired goal umpires - 14 years or older

All of whom are to be competent and fully conversant with the rules relating to AFL Masters Football. The away team may bring an umpire for Masters or Legends games.

29. HOSPITALITY

The home team shall arrange for umpires refreshments at all quarter time breaks.

It is an unwritten law that the home team provides 'suitable' refreshments for the away team immediately after the match.

It is an unwritten law that the home team provides a 'suitable' award for the opposition's best player in their welcome and presentation after the game.

It is an unwritten law that the away team enjoys the hospitality of the home side in their Club room after the match.

30. MATCH REQUIREMENTS

The home team shall provide for all home matches:

- a) A suitable match ball and spare
- b) A suitable scoreboard attendant.
- c) A suitable time keeper – AWAY TEAM – the away team is to supply a suitable time keeper

Both shall be fully conversant with Rule 1 and 36.

31. MATCH TIMES

All matches are to be made up of four (4) -twenty (20) minutes quarters with NO time on unless serious injury or unforeseen circumstances prevail [commonsense is to prevail at all times]

Superules to begin at 2:45 p.m.

Masterules/Reserves to begin at 12:45 p.m.

Over 45's, Over 50's to begin at 11:00 a.m.



[Unless prior agreed arrangements have been made, including notification to League Administrator and Umpires Advisor]

32. COMMUNICATION

It shall be the responsibility of the home team to arrange contact with their opponent at least 7 days prior to the scheduled game to ensure that the game is conducted in the required manner.

33. PREMIERSHIP POINTS & PERCENTAGES

Awarded in the usual manner.

34. QUARTER BREAKS

Breaks will be observed between quarters in the following manner, with both teams leaving the oval at half time.

- a) Quarter Time: 3-5 minutes
- b) Half time: 10 minutes (this may be adjusted with permission of both Captains)
- c) Three quarter time: 3-5 minutes

35. FINAL SERIES

A final series will be conducted at the conclusion of the home/away games. The qualifying Finals shall comprise two matches with officially appointed field, boundary and goal umpires.

Competing teams shall provide a competent timekeeper and scoreboard attendant.

The timekeeper must be familiar with the VicMetro Superules playing rules.

Premier Division

- a) Teams finishing 2 & 3 shall play a curtain raiser match for a position in the Grand Final.
- b) Teams finishing 1 & 4 shall play a match for a position in the Grand Final.
- c) The winners of the qualifying finals shall play a Grand Final match to determine the competitions Premiership.

Zone Finals Games – Applies to both North & South Zones.

- d) Teams finishing 2 & 3 shall play a curtain raiser qualifying final for a position in the Semi Final.
- e) Teams finishing 1 & 4 shall play a qualifying final for a position in the Semi Final.
- f) The winners of the Semi Finals shall play a Grand Final match to determine the competitions Premiership.

All Finals Games

- a) In the event of a draw. The game shall consist of two five minute halves. Teams shall kick initially towards the opposite end to the end they were kicking at the time of the siren being sounded. This continues until a winner is found.
- b) All quarters will be 20 minutes.

36. FINALS ELIGIBILITY

To compete on finals day each player must have played at least four (4) if 9 round season or five (5) games if 11 round season for his team during the current season.

A player included on the team sheet must participate in the relevant match dressed in full Club attire.

37. PREMIERSHIP

A Premiership Cup/Shield will be awarded to the Premier Club in each Division / Zone / Reserves



38. LEGENDS

All Legends games are played under the same conditions outlined except that there is no limit to interchange players, on field equalisation of player numbers is mandatory and no Finals are played.

39. FORFEITS

1. Forfeit is as per the AFL Rules, see rules for Forfeiture
 - a. consequences of 10.7.2
 - b. of match, general rule 10.7.1
 - c. Player numbers 20.7
 - d. refusal to leave playing surface 9.4.2, 20.6.2
 - e. variation of percentage by controlling body 10.7.3
2. If forfeiting club notifies the league and other club 7 days prior to game, then \$250 compensation paid to other club.
3. If forfeiting club notifies the league or other club less than 7 days prior to game, then \$500 compensation of \$300 may be paid to the home club if the Board approves and rest paid to League to review fixture and make changes if required
4. Second forfeit – instant removal from fixture for rest of year, need to show cause to be admitted next season

All levies are to be paid before the next scheduled game for that Club.

Where the levy remains unpaid and the club does take the field, the four points for that game will be awarded to the opposition, and the club will be liable for further penalty.

The levy will apply for each game in which a club forfeits.

If a Team forfeits in two rounds during a season, they will be suspended from the competition for that season, and will need to re-apply to the League for admission in any ensuing season.

Where the offending club amalgamates with another club in the competition, any outstanding levy incurred will become the liability of the amalgamated entity.

40. CLUB REQUIREMENTS

Insurance / Incorporation / AFL Masters VicMetro Duties / Team List / Uniform / Risk Management Policy / Emergency Response / Code of Conduct / Communicable Diseases Policy / Privacy Policy / Legal Liability / Equal Opportunity Policy / Professional Conduct/ President, Vice President, Secretary and Treasurer.



BLOOD RULE

To be read in conjunction with Rule 11 BLOOD BIN

11. INFECTIOUS DISEASES

11.1 THE MEANING OF ACTIVE BLEEDING

In this Law 11, 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 his uniform.

11.2 PARTICIPATION IN MATCHES WHEN ACTIVELY BLEEDING

(a) Unless Law 11.7 applies:

- (i) a Player must not remain on the Playing Surface for so long as he or she is Actively Bleeding
- (ii) a Club or Team must not allow any of its Players to remain on the Playing Surface for so long as 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.

11.3 ACTIVE BLEEDING — ROLE OF UMPIRE

11.3.1 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:

- (a) direct the Player concerned to immediately leave the Playing Surface;
- (b) subject to Law 11.3.3, wait a reasonable period to allow the replacement Player to take up position before recommencing play; and recommence play.

11.3.2 Player to Follow Directions of Field Umpire

Where a Player is directed by a field Umpire to leave the Playing Surface because he or she is 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 and unless:

- (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 any part of the Player’s body has been thoroughly cleansed and removed.

11.3.3 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 he or she is 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.



11.3.4 Refusal to Leave 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 he or she does 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 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 will immediately end and be forfeited by the reported Player's Team.

11.4 PROCEDURE WHEN PLAYER 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 his 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 his uniform have the piece of uniform removed and replaced; and/or
 - (ii) in the case of blood being on any part of his 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 is deemed to be Actively Bleeding and Law 11.3 will apply.

11.5 VARIATION BY CONTROLLING BODY

A Controlling Body may adopt its own rules to specify that Law 11.3 applies to all bleeding.

11.6 FAILURE TO OBEY DIRECTION

- (a) A Player's refusal to promptly obey a direction of a field Umpire given under Law 11.3 or 11.4 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 under Law 11.14.

11.7 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 he is at that time Actively Bleeding. However, this Law is subject to commonsense prevailing.

11.8 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.



11.9 PROTECTIVE GLOVES

Each Club or Team must ensure that any doctor, trainer and any other person treating Players of a Team wears protective gloves as may be approved from time to time by the relevant Controlling Body.

11.10 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 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 and discarded or destroyed in a hygienic manner.

11.11 DRESSING ROOMS

Each Club or Team must ensure that 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.

11.12 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.

11.13 TRAINERS

Unless Law 11.4 applies, a trainer or other personnel 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.

11.14 SANCTIONS — CONTROLLING BODY

A Controlling Body may impose a sanction upon a Player. Club or Team for a breach of any obligation imposed under this Law 11.

Game Day

Process to handle a game not being played due to the condition of the ground or its surroundings, prior to match

1. Home Clubs to make sure the ground is suitable.
2. Home Club to change location and inform away Club.
3. Play at away ground if suitable.

If unplayable on the day

1. Game abandoned
2. Suitable arrangements to be made between the 2 Clubs to play the game the next available time.
3. League to be part of this process at this stage.
4. If a suitable solution cannot be reached.
5. Home side gives a forfeit.