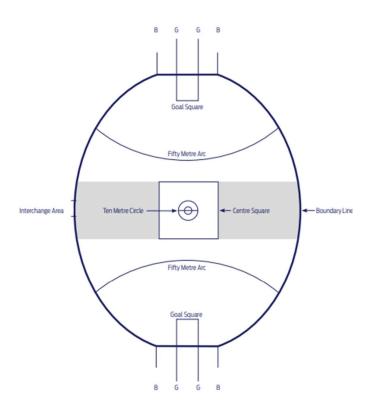


There have been two rule changes adopted in 2021. They are regarding the starting positions and the protected area for kick-ins.

13.1 STARTING POSITIONS

When the field Umpire commences their approach to the Centre Circle to bounce or throw up the football to start a quarter, or recommence play after a Goal has been scored, the following shall apply:

- (a) Six Players from each Team are permitted in each area defined by the Boundary Line and the Fifty Metre Arcs.
- (b) Of these six Players referenced in 13.1(a), at least one Player from each Team is positioned within both Goal Squares.
- (c) Four Players from each Team are permitted in the Centre Square.
- (d) Of these four Players referenced in 13.1(c), one Player from each Team will be the Ruck and is positioned within the Ten Metre Circle in their defensive half.
- (e) One Player from each Team is positioned in each shaded area in the attached diagram.
- (f) If a Team is unable or elects not to have 18 Players on the Playing Surface, the requirements stated in 13.1(a),(c) and (e) are modified such that the number of relevant Players for each starting position can be reduced but not exceeded.
- (g) After a Goal has been scored, if a Player is injured and making their way from the Playing Surface with the assistance of doctor, trainer or any other person treating Players of a Team, the field Umpire may wait a reasonable period to allow the replacement Player to take up position before recommencing play. A replacement Player may enter the Playing Surface while the Player that they are replacing is leaving the Playing Surface.



Protected Area for kick-ins

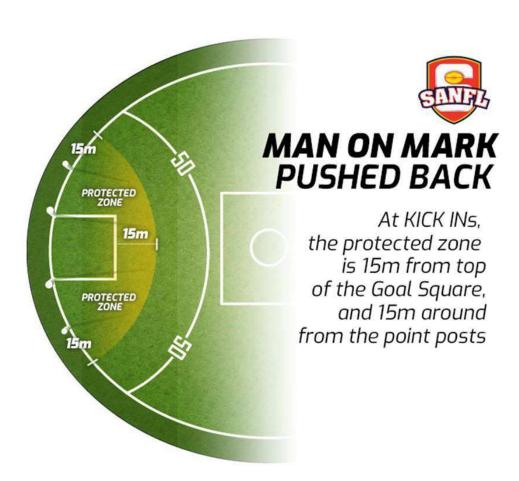
Location of the mark at kick ins from a behind – set at 15m from the centre of the top of the goal square (previously 10m) – Recommended for 2021 season

This extends the protected zone at kick ins as per the below image where an arc is formed, starting 15m around the boundary line from each behind post to the 15m point where the player on the mark is located;

If a defensive player (team mate of player bringing ball into play) enters the protected zone early, the Umpire will call for a reset of the kick;

If an attacking player (team mate of player on the mark) enters the protected zone early, the player bringing the ball into play will be awarded a 25m penalty from where the player on the mark is located;

Each Boundary Umpire should set up 15m around the boundary line from each behind post as kicks ins as a point of reference for players and fields umpires;



visual mark will be added to the ground, 15m out from the centre of the top of the goal square indicating where the player on the mark should stand at kick ins and as a further point of reference for players and umpires as to the protected zone.

Careless or malicious high contact (Introduced 3 June 2021)

Any careless or malicious high contact to the head with actions such as careless striking to the head, fending off with elbows, sling and dumping tackles will result in a free kick to the impacted player and will also now result in an automatic 25 metre penalty.

Α