

OVERVIEW OF THE KEY FOOTBALL RULE ENHANCEMENTS

1. 1 V 1 THROW IN

Instead of two midfielders from each team contesting the throw in – each half will be restarted when the referee throws in the ball between one player from each team. The other two midfielders will stand on opposite sidelines on the halfway line and swap sides at half-time. It is hoped this stops the persistent fouling that happens at throw-ins.

2. KICK-OUTS

After a score or a wide, a kickout to restart the game does not need all of the players to be outside the 20-metre line before it is kicked. Players must still be 13m from the kickout, and it is hoped that this will speed up the game. Kickouts must travel beyond the new 40m arc for the team taking the kickout. If not, it is a free against that team from the place of the foul. The other team can intercept the ball inside the 40m arc. The hope is that this creates more high fielding and contests for possession.

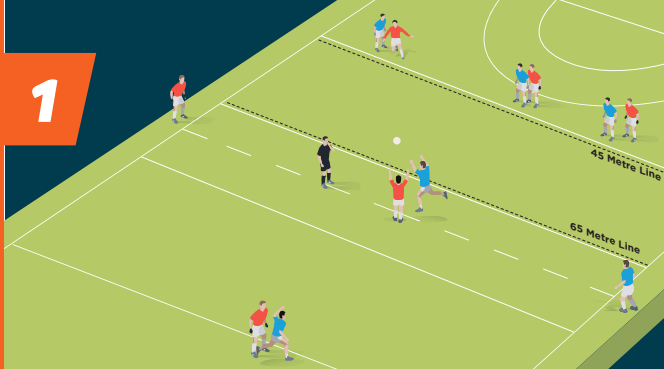
3. LIMITING BACK PASSES TO A GOALKEEPER

To encourage teams to move the ball forward, a player may only pass the ball back to his goalkeeper if they are both inside the large rectangle of their own goal and the ball was played into the large rectangle by an opposing player. There are no passing restrictions if the goalkeeper crosses the halfway line in support of an attack.

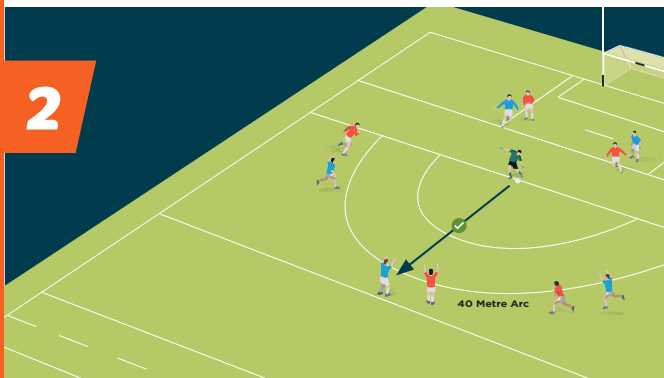
4. 40M SCORING ARC

Pitches will be lined with a new arc starting on the 20m line and extending 40m out from goal. A ball cleanly kicked from play or a free over the bar from on or outside this arc, and without touching another player on either team (it may bounce over) is worth two points. Referees will signal the score with two hands in the air and the score umpires will wave an orange flag for the two-point score. The score is allowed as long as the standing foot of the kicker is placed on or before the 40m arc. A '45' is worth one-point.

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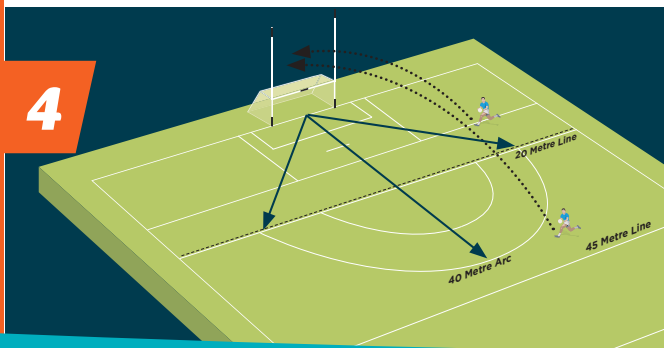
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5. 3 V 3 STRUCTURE

Teams must always keep a minimum of 3 outfield players in each half of the pitch. The goalkeeper is not an 'outfield player' and does not count as one of these 3 players. This means a maximum of 11 outfield players can only defend in their half of the pitch and a maximum of 11 outfield players can attack in the opposition half.

If a player crosses the halfway line in the act of carrying, receiving or intercepting the ball and leaves less than 3 up in the opposition half, the penalty is a free kick to the opposition on the point where the player crossed the halfway line.

If a defending team withdraws too many players back and fail to keep 3 up in the opposition half the penalty will be a free kick on the offending team's 20m line.

If an attacking team commits too many players forward and fail to keep 3 back in their own half, the penalty will be a free kick on the offending team's 20m line. The team who have been awarded the free kick have the option to bring the ball out to the 40m arc to attempt a two point score.

A team that has a player ordered off the field will not be disadvantaged by still having to play 3 v 3. They can amend the number of players so they will always have 11 players defending in their half of the pitch (provided they don't get more than 3 players sent off). Similarly, if a team has a player off the field for treatment, they can adjust the number of players required and will not be disadvantaged by having to keep 3 v 3.

6. SOLO & GO

Previously, a player could not take a free without the referee's permission. Now however, a player who is fouled can solo (Toe-Tap) immediately, within 4m of where the foul occurred, and continue to attack. If they solo & go they cannot be challenged for 4m. A solo & go is not permitted inside the opponent's 20m line. Any player can avail of the solo & go, it is not confined to the player who was fouled. However, the solo & go must be done instantly and in either a forwards or sideways direction.

7. ADVANCED MARK

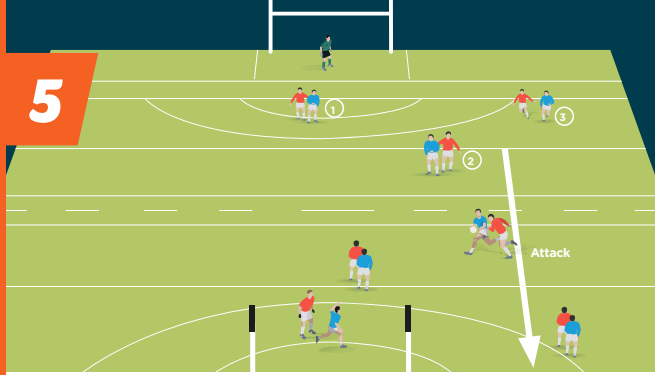
The previous advanced mark is removed and replaced by a new rule. The new advanced mark is allowed when a player catches the ball cleanly on or inside the opposition 20m line from a kick in play or from a kick-out mark delivered on or before the 45m line. The player catching the ball can call a mark for a free kick or can opt to play on. If playing on they may be tackled immediately. If no advantage accrues they can come back to a kick from the point of the catch. There is no time limit to the advantage. To deliberately pull down a player to deny a goal scoring chance remains a black card offence and concession of a penalty.

DISCIPLINE

The penalty for tactical fouling for the purpose of deliberately delaying or impeding play results in the ball being moved forward 50m. If this results in the ball being moved inside the 40m arc, a Team can opt to take their free from the arc to try and score two points.

- A player who concedes a free must retreat immediately. A Player who commits a foul while in possession must hand the ball directly to their nearest opponent on the full and retreat. Failure to do so advances the ball 50m.
- To deliberately and cynically hold up but not pull down an opponent for the purposes of gaining an advantage shall be a black card offence.
- There will be zero tolerance to head high challenges.
- To contribute to a melee (third or subsequent player in with the purpose of NOT removing your teammate) receives a black card.
- To show dissent with the referee's decision to award a freekick to the opposing team results in the free being moved forward 50m.
- Misconduct by a Team Official(s) that warrants a Yellow or Red Card results in a free kick on the offending team's 13m line.
- Teams will nominate a designated player (i.e. captain or his deputy) for the purpose of seeking clarification of a decision made by the referee.
- Matches will be governed by an official clock in charge of time, which will be controlled by the match referee who can stop and restart the clock by signaling to linesmen.

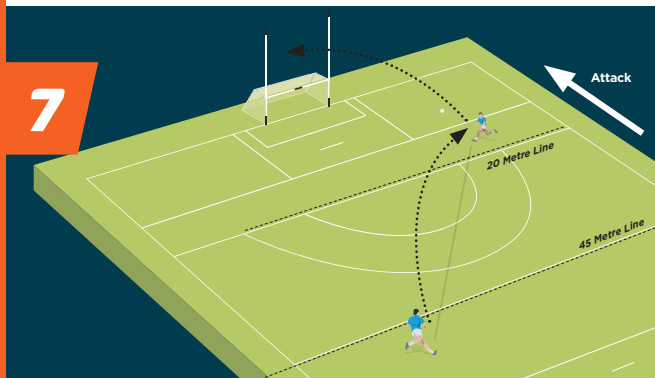
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SCAN ME

Scan the QR Code to view a video of Jim Gavin explaining the new rules in more detail.

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