



New Rules 2020 |

SIN BIN

New Rule

Black card offences

10minutes in the Sin-bin

A subsequent black card infraction shall be penalised by the showing of a Black Card followed by a Red Card.

A subsequent yellow card infraction shall be penalised by the showing of a Yellow Card followed by a Red Card.

In either case there shall be no substitution allowed. The maximum number of substitutions in normal time to return to five.

Player who receives a black card in ordinary time and time period is not complete cannot start extra time and cannot be replaced.

Clarification S.

Time Starts - When the game is restarted by the Referee.

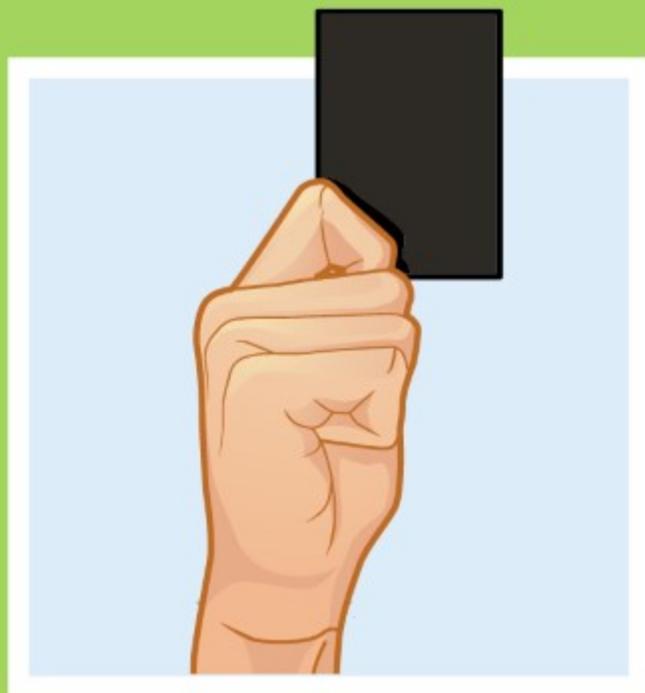
Black card carries into extra time

Player returns to play without permission of the Referee, or at a break in play – Penalty Referee to issue a yellow card under R 6.1 Challenging the Authority of Referee.

This would result in player been sent off: black card + yellow card = Red Card.

Goalkeeper receives a black card – The Goalkeeper should be replaced by a nominated player from those players on the field and must wear distinctive jersey.

If a player while in the Sin Bin commits a further aggressive infraction the Player should be issued with relevant card, sent off and cannot return to the game.



1 BLACK CARD IS SHOWN



2 10 MINUTE CLOCK STARTS ONCE THE PLAYER HAS LEFT THE FIELD OF PLAY. GAME WILL RE-COMMENCE AT THE SAME TIME THAT THE SIN-BIN PERIOD WILL COMMENCE.

PLAYING RULE MOTION 2 THE SIN BIN

To order off, for ten minutes in a Sin-Bin, a player who commits a Cynical Behaviour Foul/Infraction by taking his name and showing him a Black Card, provided the player has not committed a Cautionable Infraction (Yellow Card) previously in the game.

If on resuming play, the player commits a further Cynical Behaviour Foul/

Infraction, he shall be ordered off by showing him a Black Card, followed by a Red Card.

The time period in the Sin-Bin shall be of 10 minutes duration, irrespective of delays.

The ten minutes shall traverse normal time (which includes additional time) and Extra Time, if played.

Black Card – Deliberate Trip



Black Card – Deliberate Trip



Black Card – Pull Down



Remonstrating in Aggressive manner with a match official.





Kick out - New Rule

- Kick to be taken from the 20m line, from the centre point, and from the ground.
- Cannot be kicked back.
- All players shall be outside the 20m line, outside the semi circle and 13m from the ball until it has been kicked.
- The Ball shall travel not less than 13m and outside the 20m line before being played by another player of the defending team.
- If the goalkeeper is not taking the Kick out, he shall stay within the small Rectangle, and all other players except the player taken the kick out shall be outside the 20m and 13m from the ball.

PLAYING RULE MOTION 3

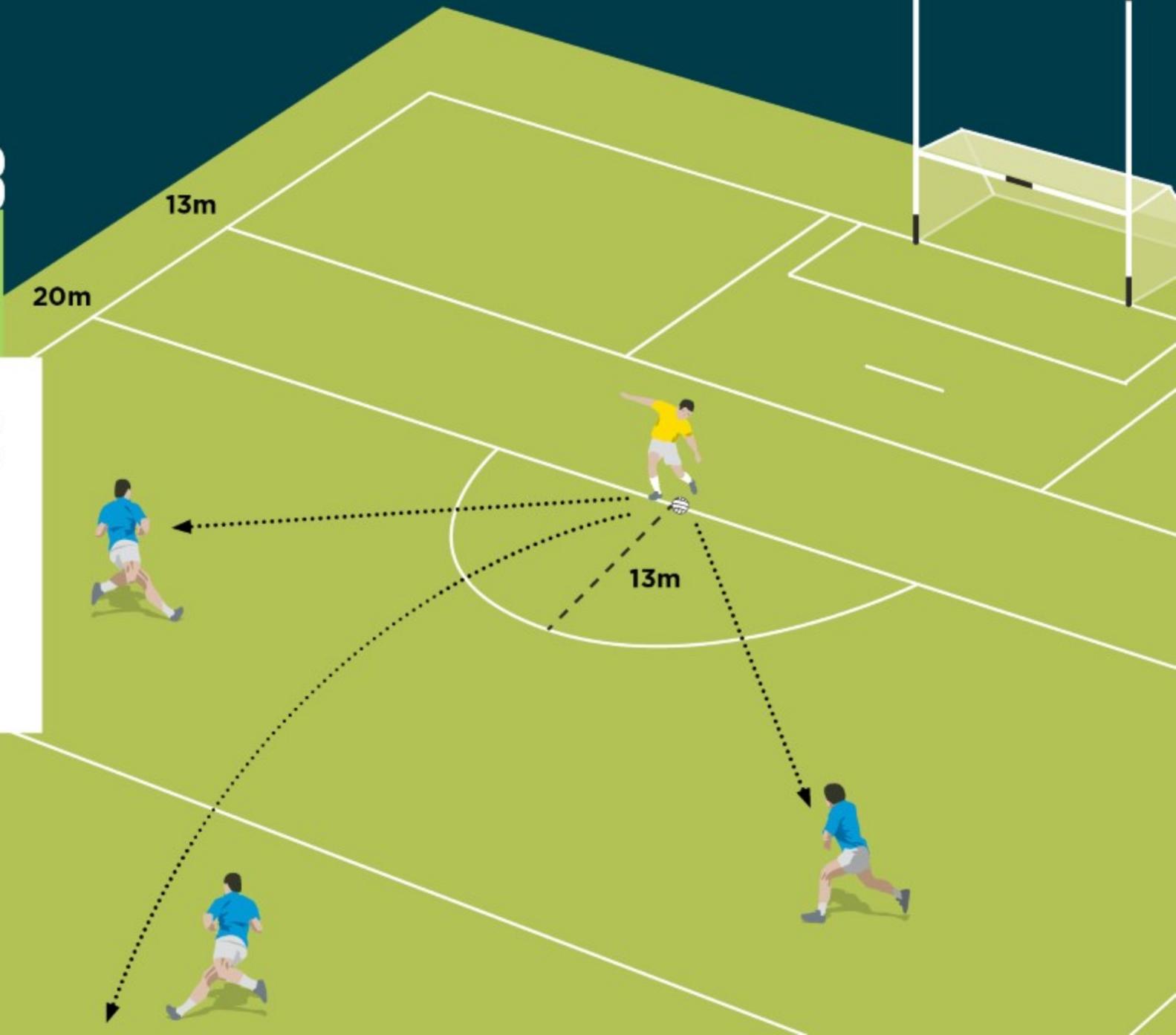
THE KICK OUT

The kick-out shall be taken off the ground from the centre point on the 20m line and shall be kicked forward.

All players, other than the Goalkeeper (and another player if the goalkeeper is not taking the kick-out) shall be

outside the 20m line, outside the arc and 13m from the ball until it has been kicked.

Penalty: Cancel kick-out. Throw-in the ball on defenders' 20m line in front of the scoring space.



The
“Mark”
Kickou
t

KICK-OUT

CLEAN CATCH

ON OR PAST THE 45M LINE

**AWARDED BY THE REFEREE, UP TO 15 SEC
TO TAKE THE MARK.**

**PLAYER TO SIGNAL A MARK BY PUTTING
HIS ARM UP.**

Options for Player

- Take a free-kick
- The player must take the kick with 15seconds of been awarded.
- If the Referee determines that the player who makes the Mark has been injured in the process and is unable to take the kick, the Referee shall direct the player's nearest teammate to take the kick, may only be allowed in exceptional circumstances.
- A score may be made from a free awarded for a mark.
- Play on immediately.

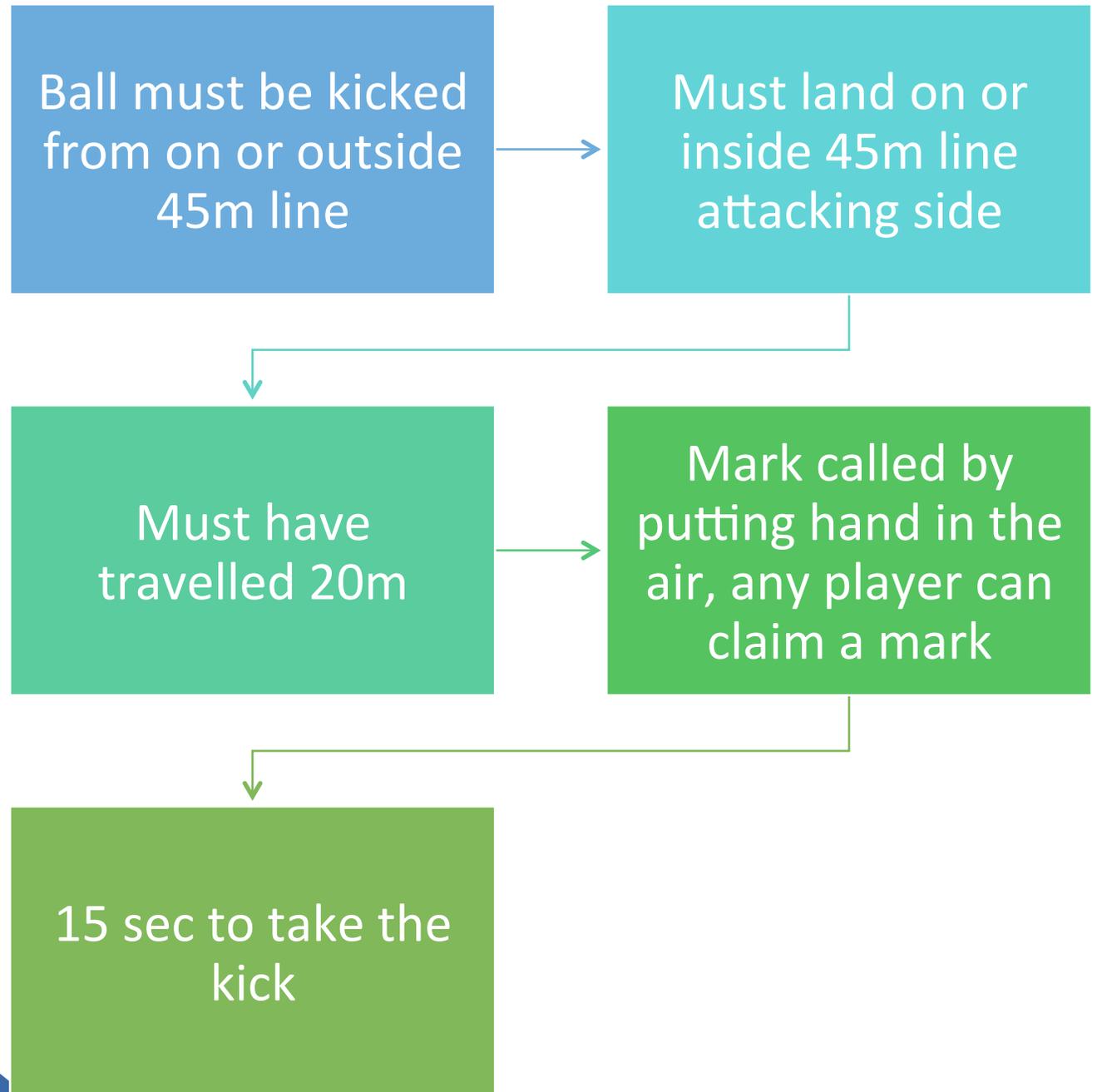
Infractions in relation to Mark

- Player awarded the mark takes longer than 15s to kick the ball: Cancel the mark, throw in the ball between a player from each side.
- Mark awarded, opposing player does not retreat 13m from the ball, and deliberately blocks or attempts to block the kick: Ball is moved forward 13m more advantageous up to opponents 13m line.
- Play on: Player may not be challenged until he carries the ball a maximum of four steps or holds the ball time needed to go four steps or plays the ball
- Player illegally challenged: A free kick will be awarded to the team and any member of the team can take it.
- If a Referee awards a mark and the player claims the mark, the Referee must ensure the mark is taken.
- Where a Referee has awarded a mark and the player claims the mark and decides then to play on: This is a technical foul. Cancel the mark and throw in the ball between opposing players.

Mark from Kickout



Advance Mark



Clarifications on implementation of Marks.

Inside the Large Rectangle, inclusive of Small Rectangle, mark can be awarded and claimed, player must go to 13m line to take the kick, but if he decides to play on, he can be tackled immediately.

Player awarded the mark takes longer than 15s ball cancel the mark: throw in the ball between a player from each side

Mark awarded opposing player does not retreat 13m from the ball, and deliberately blocks or attempts to block the kick: ball moved forward 13m more advantageous up to opponents 13m line.

Play on: player may not be challenged until he carries the ball a maximum of four steps or holds the ball time needed to go four steps or plays the ball – Penalty – free kick 13m more advantageous

Where a Referee has awarded a mark and the player claims the mark and decides then to play on. This is a technical foul. Cancel the mark and throw in the ball between opposing players

A defending player may claim a mark from an attacking player's kick that otherwise meets the Advance Mark criteria

Player illegally challenged, a free kick will be awarded to the team and any member of the team can take it.

“Exceptional Circumstances”: to mean where the player who won the mark is seriously injured.

PLAYING RULE MOTION 1

THE ADVANCED MARK

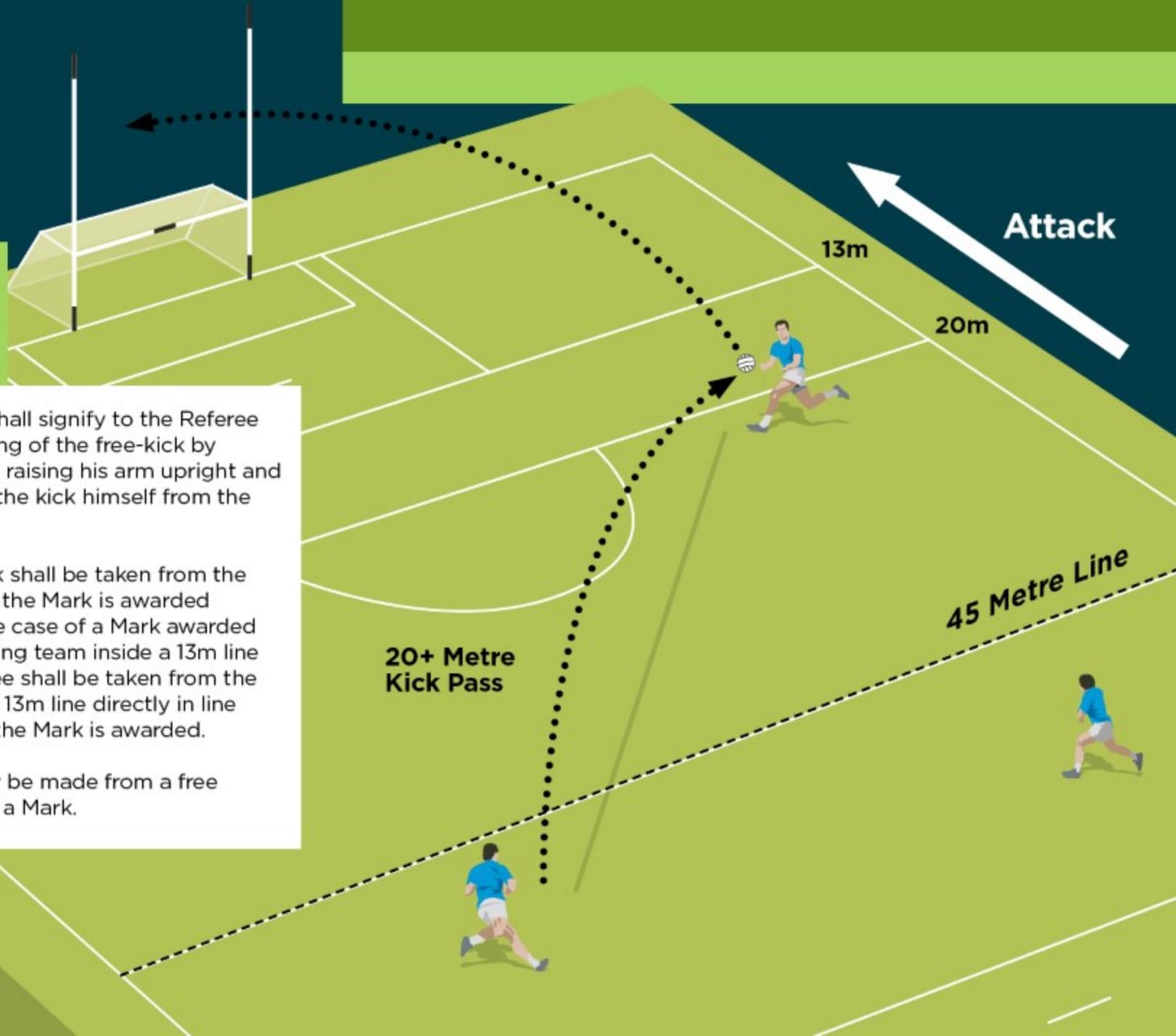
The Referee shall award a Mark in either of the following circumstances:

- (i) When a player catches the ball cleanly from a kick-out, without it touching the ground, on or past the 45m line nearest the kick-out point. **or**
- (ii) When a player catches the ball cleanly on or inside a 45m line from a kick in play (i.e. not from set-play) delivered by an attacking player on or beyond the opposing team's 45m line, that travels at least 20m and without it touching the ground.

The player shall signify to the Referee if he is availing of the free-kick by immediately raising his arm upright and then taking the kick himself from the hands.

The free kick shall be taken from the point where the Mark is awarded except in the case of a Mark awarded to an attacking team inside a 13m line when the free shall be taken from the point on the 13m line directly in line with where the Mark is awarded.

A score may be made from a free awarded for a Mark.



Advance mark



Advance Mark



Not a Mark

