



**THE LAWS
OF THE
FIELD GAME
AS PLAYED AT
ETON COLLEGE
2007**

SUMMARY

Sneaking – in front of the ball and all opposition bully-players; believing that the Fly or a Behind has put player onside.

Cornering – loitering to the side. Shout to the bullies to run as a group.

Dangerous play and abusive behaviour – warning, sin-bin or send off.

On the line – attackers keep ball moving, if stopped as a result of action of defender have time to get it rolling again; come from side-line towards goal.
– defenders may not be behind; come from goal towards ball.

Passing back – must be from a deliberate attempt to play the ball resulting in the ball going backwards. Kick from where ball was first played not where it ended up.

Rouge – off defender, from defender onto attacker as a rebound, contact on the line. Must be touched by hand. If driven over line within a bully, automatic rouge.

Point – rougeable touched by defender, attackers choose point.

Point and bully – offence by defenders on the line.

Penalty goal – handling or playing on the ground preventing a goal.

Rouge – 5 points

Goal, Penalty Goal – 3 points

Penalty Conversion – 2 points

Accidents to Boys

RESPONSIBILITIES In the event of an accident, the most senior person present should assume responsibility and ensure that the following instructions are carried out.

Unconsciousness & Broken Bones If a boy suffers a serious injury of any description, causing for example prolonged unconsciousness or an obviously broken arm or leg:

- he should not be moved (apart from being turned carefully on his side if unconscious);
- he should be kept warm;
- a responsible person (Master, Dame, parent, coach, or boy) should telephone Security and tell them where the boy is, the suspected injury, and (if known) his Name and House; (Security will summon an ambulance and pass on the necessary details to the Sanatorium, who in turn will pass these details to a School Doctor)
- if the accident is on Agar's, Dutchman's, or Kennels, a boy should be sent to the gate by Austin's on the Slough Road to direct the ambulance.

Head Injuries If a boy suffers a blow to his head and subsequently loses consciousness (for however short a period of time), appears dazed or confused, or suffers any disturbance of vision:

- he should not resume any game or other activity in which he might have been engaged;
- he should be taken to the Sanatorium as soon as possible accompanied by someone who saw the incident and can give some account of it to the Sister-in-Charge or Doctor.

Spinal Injuries If a fracture of the neck or back is suspected (one common symptom being pain or 'pins and needles' in the arms or legs), the boy must on no account be moved until seen by a paramedic or doctor, who may wish to apply a cervical splint to immobilize the neck.

Eye Injuries If a boy is hit in the eye and experiences pain or mistiness of vision, even if only temporary, he should be referred to a doctor that same day, since delay in instituting treatment for what may seem just a trivial injury may seriously endanger recovery.

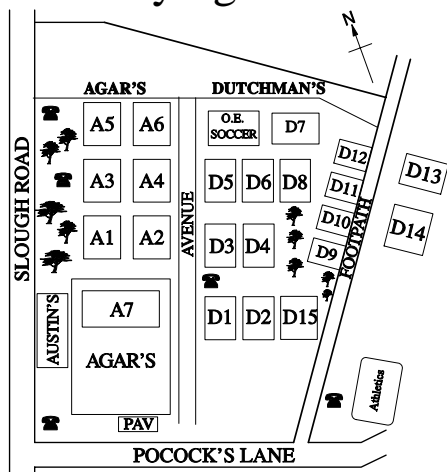
Bleeding If a boy suffers from a nose-bleed or any other form of bleeding, he should not continue with any game or other activity in which he might have been engaged until the bleeding has stopped and any wound has been covered.

Severe allergic reaction (Anaphylaxis) If a boy has an acute attack of anaphylaxis in response to peanuts or a bee sting (breathing may become difficult, lips and tongue swollen, and the boy may faint or collapse) a responsible person should telephone Security, tell them where the boy is, and ask for an ambulance. If the boy is carrying an Adrenaline injection (usually an epi-pen) assistance should be given to the boy to administer it.

EMERGENCY TELEPHONES A number of bright yellow emergency telephones are sited strategically around the playing fields: lifting the receiver connects you instantly to Security. Games Masters will often have mobiles, which may be quicker, and there are also telephones in virtually every building: Security are on 1001 (or 01753-67-1001 for an outside caller).

AWAY FROM ETON If an accident happens at another school or elsewhere away from Eton, procedures similar to those outlined above must always be followed - summoning an ambulance, informing the local sanatorium or hospital, and so on. Full details of any such accident should be reported to the Eton Sanatorium and to the boy's House Master or Dame as soon as practicable.


Playing Fields



Warre's and Carter's (between Masters' & Arches, Warre's nearer Eton Wick Rd)

Square Close : (down South Meadow Lane, on the right)

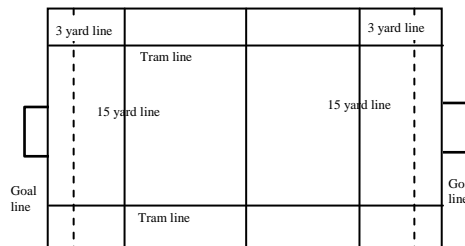
- South Meadow:
- 1 (nearest Church)
 - 2 (nearest gate)
 - 3 (nearest to Windsor)
 - 4 (next beyond 2 and 3)
 - 5 (next beyond 4)

 Emergency Telephone

PROCEDURAL LAWS

A THE PITCH

1. The pitch is marked by two goal-lines and two side-lines. A solid line is also marked 15 yards from each goal line. Broken lines are marked 3 yards from each goal line. Tram lines are marked a third of the way infield from the side-lines.
2. The goal-lines are considered to extend indefinitely in the case of a rougeable ball.



B UMPIRES

1. One or two umpires should be appointed to ensure that the game is played safely, fairly, in the correct spirit and according to these laws.
2. The umpire's decision is final.
3. When two umpires are operating they should reach an agreement as to how they want to assume responsibility for making decisions.
4. Umpires should try to play advantage whenever possible.
5. When awarding a penalty, the umpire should point towards the goal-line of the offending team.
6. The umpire must keep an accurate record of scoring and time.
7. The umpire must ensure that players are wearing regulation clothing, including safe studs and shin-pads. Jewellery, watches and any other hard objects likely to cause injury must be removed.

C PLAYERS

1. A full side has eleven players, made up of seven Bully players, the Fly and three Behinds, including a nominated Goals.
Some competitions have reduced teams. Umpires should refer to the rules of competitions before taking the field.
2. Players must not change position until the ball goes dead, and must first inform the Umpire and then the captain of the opposing team.

D PERIODS OF PLAY

1. The length of the match and number of periods is determined in the rules of the competition being played. Most matches consist of two periods of 25 minutes, plus any injury time or time lost for other reasons.
2. The period ends once time is up: the ball does not have to be dead. If a rouge has been scored, the attacking team may attempt to convert.
3. In matches where a positive result is needed, Extra-Time of ten minutes each way is played on the principle of the Golden Goal. The first team to score any points wins.
If the scores remain level after Extra-Time, the team who scored first shall be declared the winner.
A match that remains 0-0 shall be decided by the toss of a coin.

E START OF PLAY

1. The captains toss for choice of ends. The side that loses the toss has heads. The game starts with a bully in the middle of the pitch. At half-time, the teams change ends and play is started in the same way, the other team having heads.
2. If Extra-Time is played, the team that lost the first toss has choice of ends.

Team	Team

Team	Team

Team	Team

Team	Team

Team	Team

Team	Team

Team	Team

F BULLY

1. When a set bully is formed to start or restart play, a front row of three players from each side forms at the place indicated by the umpire.
2. One side has heads – their front row may form lower than the other front row. Their shoulders must not sink below the level of their hips. The team without heads must not attempt to place any downward pressure on the opposition front row.
3. To start the bully a corner on the side that does not have heads must roll the ball in by hand, along the ground and straight down the middle of the tunnel between the front rows. The ball must be allowed to reach the middle of the bully and touch the foot of one of the posts. If these conditions are not met, the umpire shall call for a reform. If there is persistent infringement of these conditions, the umpire may award a free-kick against the offending team.
4. A 3-yard bully is formed with the 3-yard line acting as the middle line of the tunnel. No bully may be formed within the 3-yard line but at the nearest point on the 3-yard line instead.
5. When a set bully is formed after an infringement, the non-offenders have heads. When a set bully is formed for any other reason, the appropriate clauses of G-L determine which side are to have heads.
6. A **tightly-formed bully** consists of one or more players from each side in close contact (i.e. with parts of their body other than outstretched arms below the elbow) and on their feet: it may be a set bully or a bully that has formed itself in open play (a **bully-rush**).

G FREE-KICK

1. Any player on the side allowed a free-kick may kick the ball in any direction. The ball must be stationary when the kick is taken.
2. No player from the offending team may stand within ten yards of the free-kick, unless they are in their goal mouth, or impede the taking of a free-kick in any way. The umpire should advance the place of the free-kick ten yards if the offending team infringes these conditions.
3. The side allowed a free-kick may choose a set bully with their heads instead.

H OUT OF PLAY

1. The ball is out of play as soon as any part of it passes beyond the inner edge of a side-line, whether it is touching the ground or not. The goal-line extends indefinitely in the case of a *rougeable* ball that goes out first and then behind.
2. If the ball goes out of play, a set bully is formed on, or in the case of muddy conditions near the tram-line AND
 - Opposite the place it was last touched by a player (if that player was outside his 15-yard area)
 - On the 15-yard line (if he was not- this includes goal kicks)
 - If it is to his disadvantage in either of the above, opposite the place where the ball went out.
[See Figure 1]
3. The team who last touched the ball does not have heads at the ensuing bully.
4. If there is any doubt about who last touched the ball, the umpire should give the defending team (the side in whose half of the pitch the bully is to be formed) heads.
5. If there is any doubt about where the bully should be formed, the umpire should pick a middle point between the two possibilities.

Team	Team

Team	Team

Team	Team

Team	Team

Team	Team

Team	Team

I BEHIND

1. The ball is behind as soon as any part of it passes beyond the inner edge of a goal-line, whether touching the ground or not unless it rebounds from the goal onto the pitch.
2. If the ball goes behind, a goal-kick is taken by a defender from any point on or within the 3-yard line and within the tram-lines unless a goal, a rougeable or a rouge has been scored. A player is standing behind if he has both feet behind his goal-line. He must not attempt to play the ball or interfere with play.

Penalties:

- If it is a defender who is standing behind, the penalty is a point and a bully with attackers' heads.
- If the umpire believes that a rouge would have been scored had it not been for the actions of the defender, in which case he should award a rouge.
- If it is an attacker standing behind, the umpire should award a goal-kick on the 3-yard line within the tram-lines.

J ON THE LINE

1. The ball is *on the line* if it is between a goal-line and the adjacent 3-yard line.
2. When the ball is *on the line*, the penalty for any deliberate infringement by a defender is a point and a free-kick or a bully with attackers' heads.
If the ball is passed back as in law V and subsequently played by a defender between the goal-line and the 3-yard line, the free-kick is taken where it was first played and no point is awarded.
Any other infringement by a defender results in a bully on the 3-yard line, the attacking side having heads.
Any infringement by an attacker results in a free-kick.
3. An attacker going along the line must keep the ball moving. If the ball is stopped as a result of the actions of a defender, the attacker has a few seconds to start the ball moving again.

SCORING

K ROUGE and GOAL

ROUGE

1. The ball is *rougeable* if it goes behind, but not through the goal, and if:
 - (a) it was last touched by a defender
 - (b) it was propelled by a defender onto an attacker and rebounded behind. However, the attacker must not actively attempt to propel the ball forward.

[See Figure 2]
2. The ball is also *rougeable* if it was last touched by an attacker going along the line who at the time of touching it was in contact with some part of his body other than the arm below the elbow with any part of a defender (*contact*).
3. In both 1 and 2 above a *rouge* is scored once the ball is behind and is touched by the hand of an attacker whether the ball is on the ground or not.

If a defender is the first to touch the ball with his hand, the attackers may choose between

- a 3-yard bully with their heads
 - one point and a goal-kick by the defenders
4. If the attackers choose a bully but the half ends before play restarts, they should be awarded one point.
 5. If the ball goes behind when within a tightly-formed bully, a rouge is automatically scored (*bully rouge*).
 6. If the umpire is in any doubt whether the ball is rougeable, he should give a 3-yard bully with defenders' heads.

V PASSING BACK

A player making a deliberate attempt to play the ball may not play the ball back towards his own goal unless he is within a *tightly-formed bully* or is taking a free-kick. If a player makes a deliberate attempt to play the ball and it goes back towards his own line, he must be the next player on his team to play it.

Penalty: Free-kick from where it was first played.

W LIFTING

A player must not seek to gain any advantage by gripping the ball between feet or arms and lifting it off the ground.

Penalty: Free-kick

For PowerPoint presentations and video clips on the laws go to <http://etonweb/FieldGame>.

T PLAYING ON THE GROUND

1. A player who has any part of his body other than his feet touching the ground must not interfere with the game whether intentionally or not.
2. Players may not make sliding tackles of any kind, even if at the point of contact with the ball they are not playing on the ground.

Penalty:

- Free-kick (if intentional) or bully (if not)
- If a defender intentionally plays on the ground when the ball is between his goal-line and the adjacent 3-yard line, the umpire should award a penalty point and a free-kick to the attacking team.
- If a defender prevents a goal from being scored by playing on the ground, the umpire should award a penalty goal.

U BULLY INFRINGEMENTS

1. Players must not act in a way as to collapse a bully.
2. When a bully is in progress, the front row of the side not in possession of the ball must remain in close contact with the opposing front row until the ball leaves the bully or goes out or behind.
3. The bully must not be allowed to wheel beyond 90 degrees.
4. The front rows must not charge into one another but must be called in safely by the umpire – **‘CROUCH’, ‘TOUCH AND PAUSE’, ‘ENGAGE’**.

Penalty: Free-kick, or penalty point and kick-off if the defending bully deliberately wheels or breaks up from a 3-yard bully.

7. If the umpire is in any doubt about which side first touches a rougeable ball, he should let the attackers choose as in 3 above.
8. If a rougeable ball touches anything or anyone other than a player, the umpire should award a rouge if he is no doubt that one would have been scored had it not been for the object or person in question. If he is in any doubt he should let the attackers choose as in 3 above.
9. If a ball becomes rougeable and is not touched by either side, the umpire should immediately let the attackers choose as in 3 above.
10. If there is an infringement by a defender while the ball is rougeable and in the umpire's opinion the infringement prevents a rouge from being scored, he should award a rouge. If there is any dangerous play or violent conduct by a defender he should also award a rouge. If he is not sure a rouge would have been scored, he should award the attackers a point and a 3-yard bully with their heads.
11. If there is any infringement by an attacker while the ball is rougeable he should award the defending team a goal-kick.

GOAL

1. A goal is scored if the ball goes behind through the goal.
2. After a goal, play is restarted with a set bully in the middle of the field. The side against whom the goal has been scored have heads.

L CONVERSION

1. When a **rouge** has been scored, the attacking team take the ball along the line to try to score a conversion. The ball is placed at the meeting of the tram-line and the 3-yard line by the umpire, the attacking team choosing which side of the goal to start from. The defending side must stand at least three yards from the ball at the start of the conversion.
2. The rules regarding sneaking on the line, behind, cornering behind and playing on the ground must be strictly observed by both teams. If the attacking team offends, the conversion is over and a goal kick follows; if the defending team offends, a penalty conversion is awarded. If the defending team fails to engage with the attacking player going along the line, the umpire should award a penalty conversion.
3. If the attacking team forces a **rougeable** – there is no need for the ball to be touched – they are awarded a conversion.
4. If the umpire is unsure whether a **rougeable** has been forced, he should start the process again.
5. The conversion ends when : (i) the attacking team scores a conversion or goal, or (ii) there is an offence by either team or (iii) the ball passes the goal-side edge of the 3-yard line.
6. If the attacking team scores a conversion or a goal then play restarts with a bully at the half-way line with defender's heads. If no conversion or goal is scored then play restarts with a goal kick.

M SCORING

Rouge (5 points)

Goal (3 points), **Penalty goal** (3 points)

Conversion, Penalty conversion (2 points)

Infringement by defenders on the line or when **ball is rougeable unless rouge would have been scored** (1 point & bully, attackers' heads)

Rougeable ball touched first by defenders (1 point or bully, attackers' heads)

Rougeable ball not touched by either side (1 point or bully, attackers' heads awarded immediately)

In open play

4. A player is cornering in open play if he is loitering to one side of the pitch away from the majority of bully-players from both sides.
5. A bully-player or fly who is cornering must not attempt to play the ball or gain his side any advantage from such a position. He must return to the mass of the bully as soon as possible.
6. A behind who is cornering in open play must not attempt to make ground by running with the ball. He must only attempt to get the ball under control before putting in a kick.

Penalty: Free-kick, or set bully if the offence was marginal

S HOLDING OFF

1. While the ball is in a **tightly-formed bully**, players within the bully may keep opponents away from the ball provided that they do not hold them or engage in any unfair or dangerous play.
2. In open play no player may try to prevent an opponent from playing the ball or from keeping the ball on the pitch by means of shielding the ball or using an outstretched arm to keep him away.
3. Players are not allowed to charge into opponents.

Penalty: Free-kick or if the ball is **rougeable** see K 9 & 10 above.

Q HANDS

While the ball is on the pitch, a player must not deliberately play the ball with his arm below the elbow.

Penalty:

- Free-kick (if the offence was deliberate)
- Bully (if it was not)
- Penalty goal (if a goal was prevented by handling by a defender)

R CORNERING

At a bully

1. When the ball is within a *tightly-formed bully*, a bully player is cornering unless he is within the bully.
[See Figure 10]
2. When the ball is within a *tightly-formed bully*, the fly must wait behind the middle of the bully until the ball leaves the bully.
[See Figure 11]
3. When the ball is within a *tightly-formed bully*, the behinds may not stand within ten yards of the bully until the ball leaves the bully unless they are the designated Goals standing between the posts.
[See Figure 11]

Penalty: Free-kick

INFRINGEMENT LAWS

N DANGEROUS AND ABUSIVE PLAY

1. Players must not act in a dangerous, abusive or otherwise violent manner.
2. Players must not appeal aggressively, must accept the umpire's decisions without question, and must behave in a way that is both safe and well-meaning.
3. The umpire may sin-bin a player for 10 minutes if his behaviour breaches these conditions. If a player repeatedly offends or if his behaviour is deemed to be excessively dangerous or abusive, the umpire should send the player from the field immediately.
4. The Master-in-Charge should be informed of any boys who are either sent off or sin-binned.

Penalties: Free-kick, sin-bin, sending off.

O FURKING

1. The ball must not be played out backwards from within a *tightly-formed bully*.
A bully-player breaking with the ball at his feet must take the ball forwards or sideways.
2. If the ball does leave the bully backwards it must be returned immediately to within the bully.

Penalty: Free-kick

P SNEAKING

1. A player is sneaking if he has both feet fully in front of the ball when any bully-player on his side touches the ball unless the bully-player is

- within a *tightly-formed bully*
- returning the ball to the back of such a bully
- taking a free-kick.

[See Figure 3]

2. A player is sneaking if he has both feet fully in front of the ball when a behind on his side attempts to make ground by running with the ball.

[See Figure 4]

3. A player is also sneaking if he is in front of the ball and in front of **all** of the opposition bully-players unless

- he is in possession of the ball
- he is within a *tightly-formed bully*
- he is receiving the ball from a free-kick
- he is returning to a non-sneaking position and is not attempting to influence play.

[See Figure 5]

4. A player remains sneaking in 1 or 2 above until he is no longer in front of the bully-player or behind in question.

Sneaking in the bully

5. A player is sneaking in the bully if he has both feet in front of the ball when the ball is in the opponents' half of a *tightly-formed bully* and he is not within this bully.

[See Figure 6]

6. A player who is sneaking in 1, 2, 3 and 5 above must not

- interfere with play
- attempt to gain advantage for his side from being in a sneaking position.

Penalty: Free-kick

Sneaking on the line

7. A player is sneaking when the ball is going along the line if

(a) he has both feet in front of the ball

[See Figure 7]

(b) he is a defender and has both feet nearer the closest side-line than the ball is

(c) he is an attacker and has both feet further from the closest side-line than the ball is (unless he is a behind and is stationed outside the 15-yard line)

[See Figure 8]

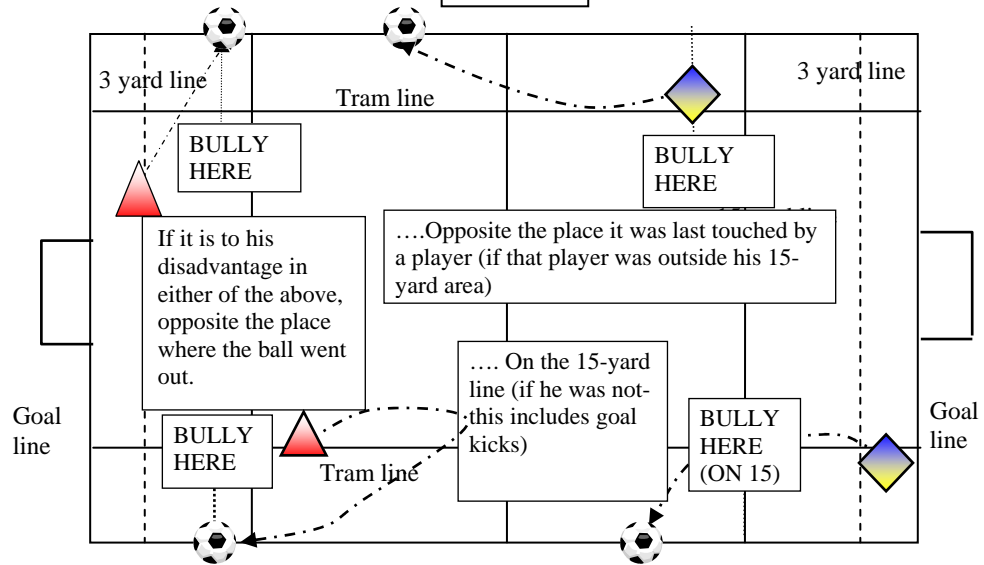
(d) he is a defender waiting up field while the ball is going along the line, hoping that a goal-kick will be awarded so he can gain advantage by not retiring to his own 3-yard line.

[See Figure 9]

Penalty:

- Point and a free-kick or bully if a defender in (a) and (b) above
- Goal kick if attacker in (a) and (c) above
- Free-kick on 15 yard line in (d) above.

Figure 1



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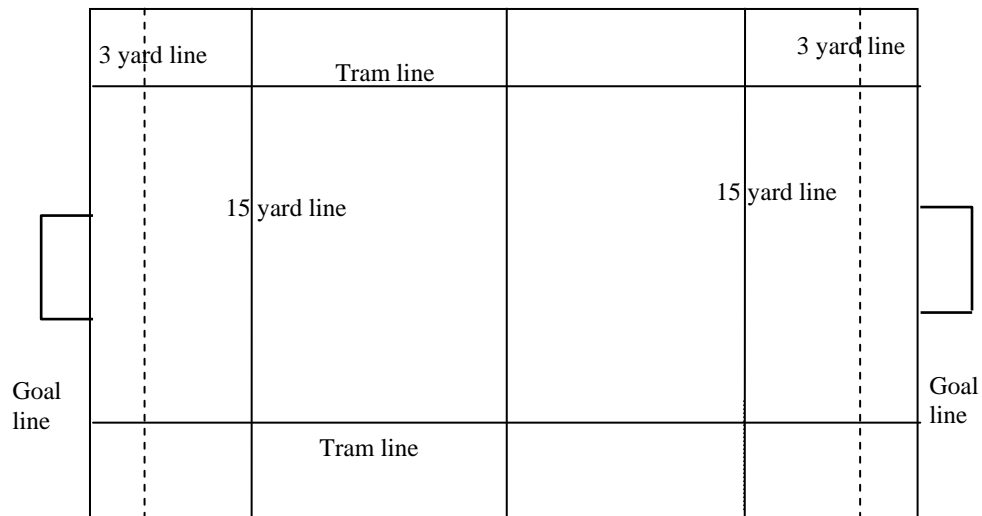


Figure 11

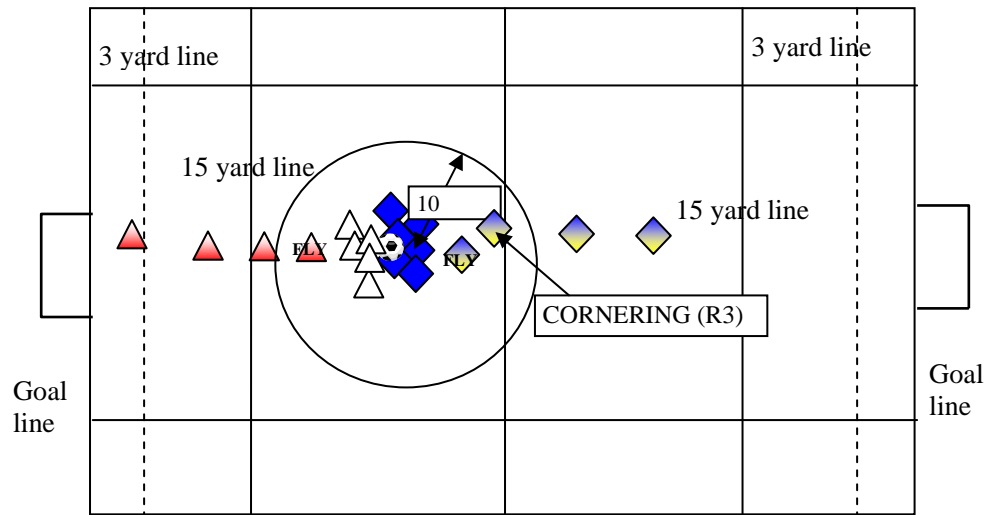


Figure 2

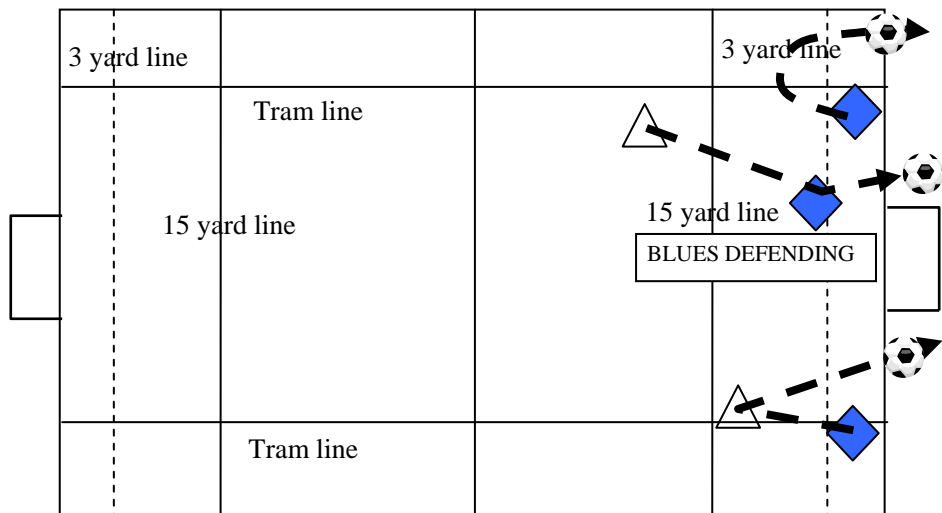


Figure 3

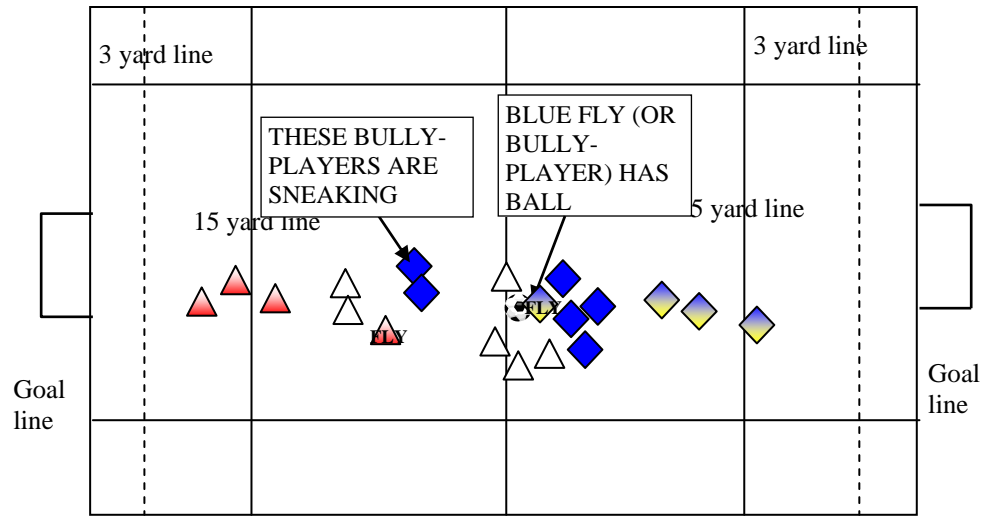


Figure 10

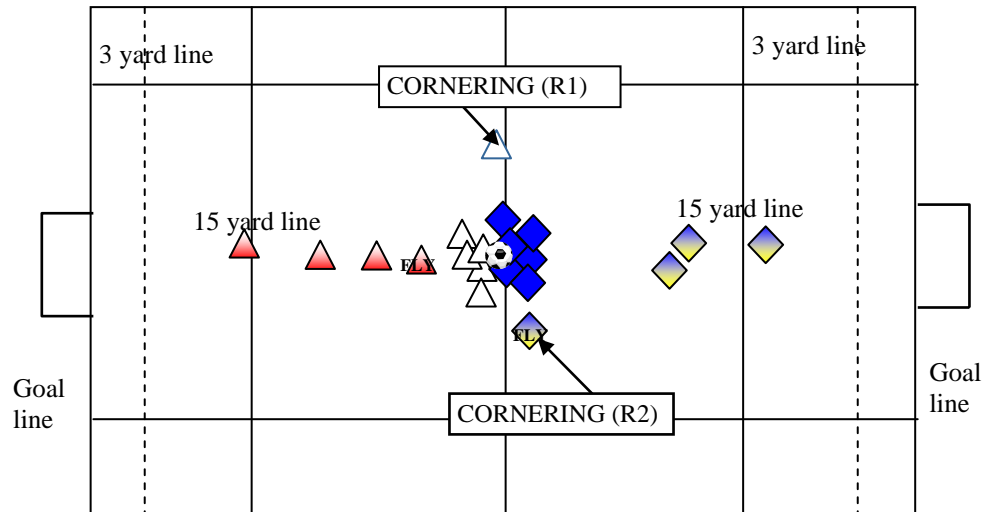


Figure 9

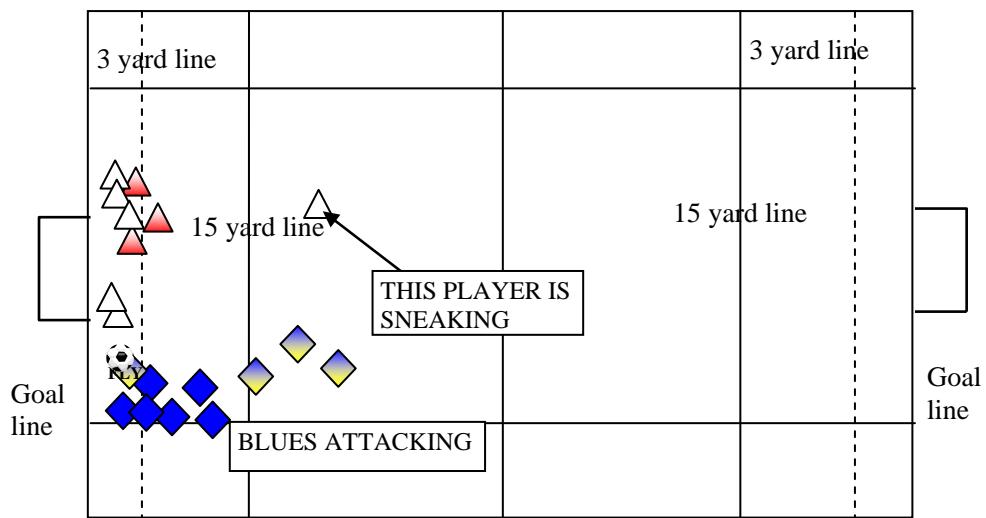


Figure 4

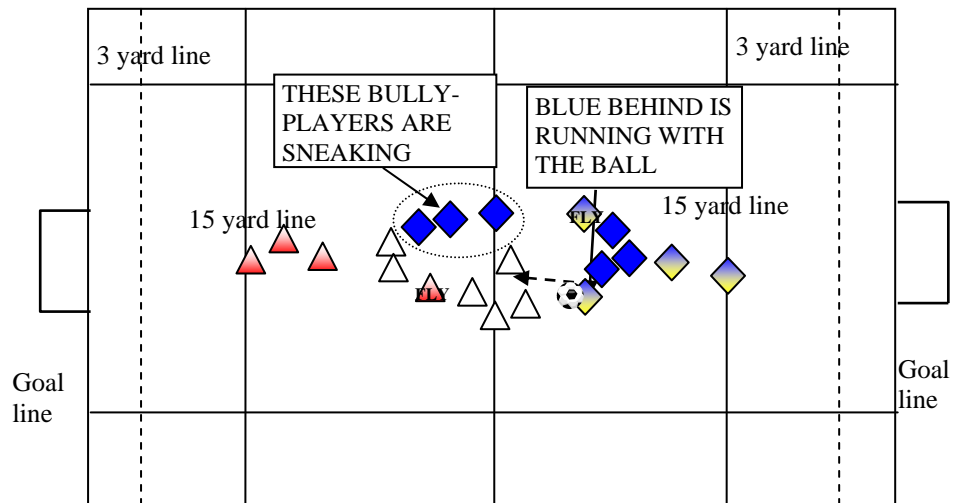


Figure 5

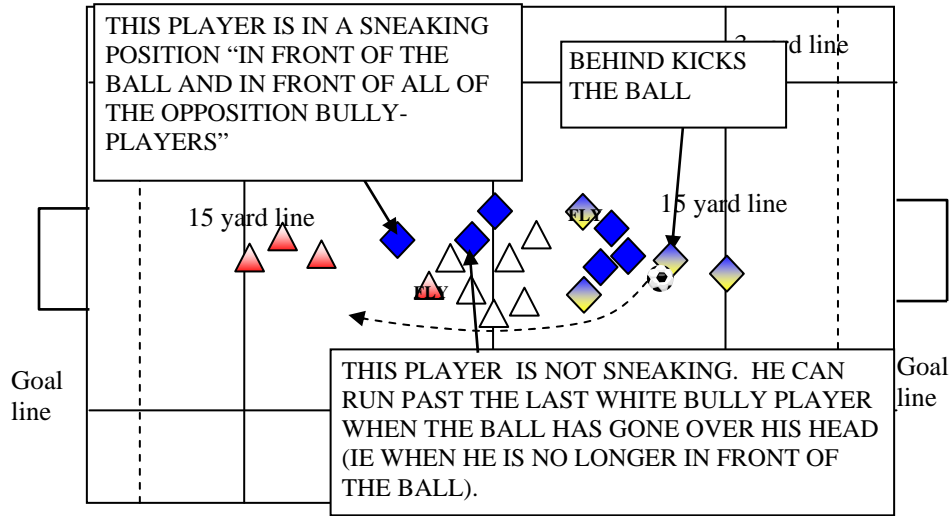


Figure 8

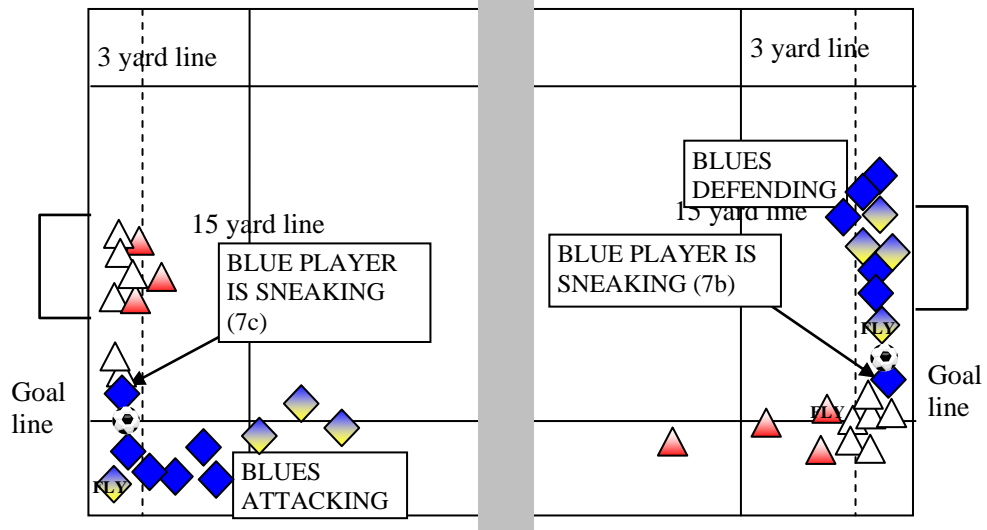


Figure 7

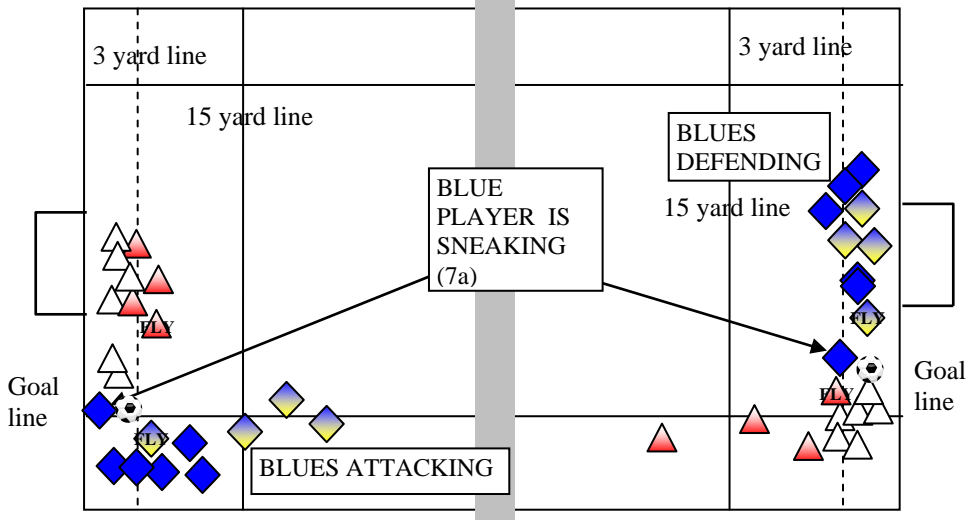


Figure 6

