



# SUNS TAG FOOTY

## 2026 Rules Adjustments & Clarifications

### Returning the ball into play after a Behind is scored

- The rules pertaining to returning the ball back into play after a 1-point “Behind” is scored were adjusted and clarified. In summary, one may kick or handpass the ball, or may run out of the goal square to return the ball to play.
- **We revised the following bullet points listed under “Scoring”:**
- If a point or “Behind” is scored, the defensive team returns ~~kicks~~ the ball back into play from the goal square by kicking or handpassing the ball, or may decide to “play on” by running out of the goal square.
  - ~~\*\*The kicker’s planter foot must be within the goal square.~~
- An ~~opposition~~ player can stand on the mark, which is 10 meters from the top of the goal square.
- After about 5 seconds the umpire will give a 3 second warning to the kicker. After 3 seconds, instead of whistling, the umpire will call ~~“go!” or “Released!”~~ “Play on!”, which allows the defender standing on the mark to try to tag the ball carrier ~~inside the goal square.~~
  - ~~\*\*If the kicker steps outside of the goal square, the umpire will reset the player within the goal square for another kicking opportunity (only one do-over allowed per game for the entire team). The 2nd time this occurs, it will result in a free kick to the opposing player nearest the mark at the top of the goal square.~~
  - ~~\*\*If the kicker is tagged within the goal square, this will result in a free kick to the tagger at the spot of the tag.~~