



## Goal Umpire - Function

- Introduce yourself to the Field Umpire before the commencement of play.
- Adjudicate on scoring during the match by standing behind the Goal line in line with the flight of the ball. If the ball is high move to a position under the ball's flight to judge the correct score. If the ball is coming in low, move to the post on the line to see that the ball crosses the line fully.
- Wait for the Field Umpire to give the all clear before giving a decision. A behind is signalled with one arm, a goal is signalled with two arms.
- Both Goal Umpires must waive the flags for a score. One flag is used for a behind, and two flags are used for a goal.
- Enter score on card and check with other Goal Umpire at the end of each quarter and at the end of the game that scores match.
- Give the scorecards to the Field Umpire at the end of the match to sign, and then give scorecard to team manager
- Change ends of the ground at half time

## Goal Umpires - Be Aware

- Communication with the Field Umpire should be restricted to matters arising from Umpiring duties.
- Always act in a professional manner and refrain from barracking for or giving support to a team and giving advice or making comments to the Players, other Officials or Supporters.
- If the Field Umpire is of the opinion that a Goal Umpire is making wrong or incompetent decisions, he or she may demand the offending club to replace the Goal Umpire before re-commencing the match.
- A Field umpire can over rule the goal umpires decision. Occasionally the Field umpire will consult with you to decide on the correct score



## **Boundary Umpire- Function**

- Move along the boundary line to adjudicate on where the football leaves the playing field. If the ball is touched or bounces before going over the line, blow a whistle and put one arm straight up above your head. If kicked out on the full blow whistle and signal with two arms out from your side.
- The ball is only out when the entire football is over the line. If any part of the ball is on the line then the ball is still in. A player can run outside the line while holding the ball as long as the ball is still in play.
- In Under 13 – 14 give the match ball to the Field Umpire to be tossed up
- In Under 15 – 17 throw the ball back into play over your head.
- At the start of each quarter and after a goal has been scored return the ball to the Field umpires, then stand at the corner of the centre square. Each team can only have four players in the centre square for a centre ball up. If a team has more than this, blow your whistle and advise the Field umpire.

## **Boundary Umpires - Be Aware**

- Communication with the Field Umpire should be restricted to matters arising from Umpiring duties.
- Always act in a professional manner and refrain from barracking for or giving support to a team and giving advice or make comments to the Players, other Officials or Supporters.
- If the Field Umpire is of the opinion that a Boundary Umpire is making wrong or incompetent decisions, he or she may demand the club that has appointed the Boundary Umpire replace before re-commencing the match.
- A Field umpire can recall a Boundary Umpire's throw in if the throw in was not contestable



## **Runners – Function**

- In all matches it is the job of the Runner to relay messages from the coach to their team's players.
- Runners are only permitted on ground when actually relaying a message and must not remain on ground continually. Runners must return to the coaching bench after delivering their messages

## **Runners - Be Aware**

- A Runner cannot be in the forward 50m arc after a behind has been scored and the ball is being kicked back into play
- Field Umpires can order the runner from the ground if they feel the runner is on the ground too much.
- A Runner cannot approach or make any comments to Umpires, Players or Officials from the opposing side. For this the Runner can be reported.
- When a player is injured on the field a runner can go to the player to check on their welfare. Please note that play will not stop unless a stretcher or ERC is called onto the field, or unless the Field Umpire is of the opinion that play could endanger the injured player.



## **Water Carrier – Function**

- The job of the Water Carrier is to run water out to players when they require a drink. Once finished they must leave the ground.
- Water Carriers should only enter the field when play is at the other end of the ground.
- Water Carriers are not permitted to act as a second Runner (ie. Can't deliver messages to players).

## **Water Carriers - Be Aware**

- Field Umpires can order the Water Carrier from the ground if they feel he or she is “loitering” and spending too much time on the ground.
- A Water Carrier cannot approach or make any comments to Umpires, Players or Officials from the opposing side. For this a Water Carrier can be reported.
- A Water Carrier cannot be in the forward 50m arc after a behind has been scored and the ball is being kicked back into play
- When a player is injured on the field a Water Carrier can go to the player to check on their welfare. Please note that play will not stop unless a stretcher or ERC is called onto the field, or unless the Field Umpire is of the opinion that play could endanger the injured player.



## **Coaches– Function**

- Display and foster respect for Umpires, opponents, Coaches, Officials, parents, volunteers, and spectators.
- Safety & welfare of the player is of the utmost importance
- Ensure timeliness of players in and around game commencement & breaks
- Remember that the Coach plays a key role in the emotional control of all team members & staff (this can include parents)
- Where on field coaching is permitted understand your role and positioning. Off field coaching requires the use of a Runner.
- Be supportive in the quest for developing Umpires through positive feedback

## **Coaches- Be Aware**

- Ensure that you are an AFL Accredited Coach
- Understand relevant playing conditions for your age group
- Ensure ALL players receive adequate game time, and experience different playing positions, in line with the AFL Junior Policy
- Understand the roles of your match day staff ie Team Managers, Runners and Water Carriers
- The game is to be ENJOYED by ALL
- Do not: ridicule, engage in physical and/or verbal intimidation, abuse or threaten any Player, Official, Umpire, Volunteer or Spectator. Such actions are totally unacceptable and may result in you being reported.