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AFL Sydney Juniors

Umpires Manual

2017



Contents

Topic	Page
Introduction	3
Umpiring Contacts & Training Information	3
Education of an Umpire	7
Umpire Talent Pathway	7
What is the Next Gen Program?	7
Umpires Pathway	8
How do I get involved in senior football?	8
Preparation	9
Umpire Training Program	9
Leadership Groups	9
Appointments Process	9
Appointments Timeline	10
Unavailability	10
Finals Football	11
Wet Weather	11
Social Media Communications	11
AFL NSW/ACT Umpiring Facebook & Twitter Accounts	11
Match Uniforms – How to purchase additional items	12
Match Preparation	13
What to pack for your game?	13
Match Day Checklist – What to do and when	14
Before the game	14
At each break	14
After the match	14
Match Requirements	15
Safety – Ground Inspections	15
Football sizes	15
Quarter Lengths and breaks	16
Player Numbers	17
Head Counts	18
Relevant AFL Sydney Juniors by laws	19
Team Sheets	19
First Aid Officials & ERC	19
Dealing with injured players	19
Tackling Under 11/12/13/14's	19
Gloves	20
Under 9/10 (Shirts under playing jumper)	20
Undergarments	20
10 Goal Equalisation	20
Duty of Care – Bad Weather	21
Spirit of the Game	21
Function Cards	21
Boundary Umpires & Goal Umpires	22

Under 13/14 Rule – Boundary Umpires	22
Team/Club Officials Roles (Ground Manager/Coaches/Runners/Water Carriers & Trainers)	23
Match Management (Powers & Duties)	24
Umpire Abuse Free Kick	24
Spectator Abuse Free Kick	24
Spectators too close to the field of play	24
Sledging - Free Kick and/or Report	24
Approaching Umpires	25
Audible Obscenities	25
Racial/Religious Vilification	25
Send off/Order Off	26
Blue Card – Calm Down	26
Yellow Card – Report	26
Red Card – Report	26
Reporting Procedure	27
Send Off/Reporting Procedure – During Game	27
Action during a match	27
Send Off/Reporting Procedure –After Game	28
Reporting Notes template	29
Development Grade/Junior Rules	31
Youth Girls Rules	34
Payment – How much and where to collect	37
Late Arrival of an Umpire	
Standby Appointment	
Ground Locations	38
Sydney Harbour	38
Western Sydney	39
After the Match	39
Paperwork – How to fill out	39
2017 Match Paperwork Information	40
2017 Match Paperwork QR Code	42
All Key Sydney Junior Contacts	43
Level 1 Umpire Accreditation Checklist	44

Introduction

Welcome to Season 2017 as an AFL Sydney Juniors umpire. To those that are returning for another exciting season, thanks and welcome back. To those that are new umpires, congratulations on taking up a new challenge.

This manual has been designed as a resource for you, to assist you in your role as an umpire. As an umpire you should read this manual and become familiar with its contents, at the same time you should also have it with you on match day as a quick reference guide.

An umpire is required to be a person of sound character, willing to accept advice and constructive criticism and above all, to interpret the rules of the game in a fair and consistent manner. He or she must always act in a manner, which places the umpire above reproach with honesty, integrity, trust and respect as you are representing AFL Sydney Juniors and the umpiring group.

The AFL Sydney Juniors wishes you all the best for season 2017.

Umpiring Contacts & Training Information

The AFL Sydney Juniors is the largest football body in NSW/ACT comprising three competitions in Sydney Harbour region, Western Sydney region and the Independent Schools. The umpiring group is made up of over 500 umpires and 30+ dedicated volunteers that help support you each and every week of the season. These competitions and the weekly coaching, management and appointment of umpires could not happen without their support. There is also the support of full-time AFL staff who are committed to providing the best possible experience for all umpires. Contact information for coaches can be found at the back of this manual, AFL employees as follows:

AFL Sydney Juniors Umpire Development Coordinator: Dylan Moore

Email: dylan.moore@afl.com.au

Mobile: 0450 284 570

Work: (02) 8333 8017

AFL Sydney Juniors Appointments & Administration Coordinator: Hannah Richards

Email: hannah.richards@afl.com.au

Mobile: 0431 397 846

Work: (02) 8333 8026

St Ives Umpire Group

Coach: David Coburn

Email: northshoreumpires@gmail.com

Mobile: 0424 441 928 (David)

Assistant Coach: Matt Geddes

Training Details

VENUE: Acron Oval (Acron Rd, St Ives)

DAY AND TIME: Monday nights 6pm till 7pm



Mosman Umpire Group

Coach: Chris Brackenrig

Email: northshoreumpires@gmail.com

Mobile: 0468 811 043 (Chris)

Assistant Coach: Aaron Parker

Training Details

VENUE: Middle Head Oval (Middle Head Rd, Mosman)

DAY AND TIME: Monday nights 6pm till 7pm



Pennant Hills Umpire Group

Coach: Tom Smith

Email: nthwestumpires@gmail.com

Mobile: 0412 764 920 (Tom)

Assistant Coaches: Ben Mitchell

Training Details

VENUE: Ern Holmes Oval (Britannia St, Pennant Hills)

DAY AND TIME: Monday Nights 6.30pm till 7.30pm



Newtown Umpire Group

Coaches: Lachlan McDonald & Alex Kapruziak

Email: cityumpires@gmail.com

Mobile: 0425 734 630 (Lachlan) & 0422 506 478 (Alex)

Training Details

VENUE: Alan Davidson Oval (Sydney Park Rd, Alexandria)

DAY AND TIME: Monday nights 7pm till 8:15pm



Drummoyne Umpire Group

Coaches: Jackson Day & Alex Kapruziak

Email: cityumpires@gmail.com

Mobile: 0435 438 329 (Jackson) & 0422 506 478 (Alex)

Training Details

VENUE: Drummoyne Oval (Bayswater St, Drummoyne)

DAY AND TIME: Wednesday nights from April 7pm till 8:15pm



Penshurst Umpire Group

Coaches: Alex Green & Alex Tegg

Email: southumpires@gmail.com

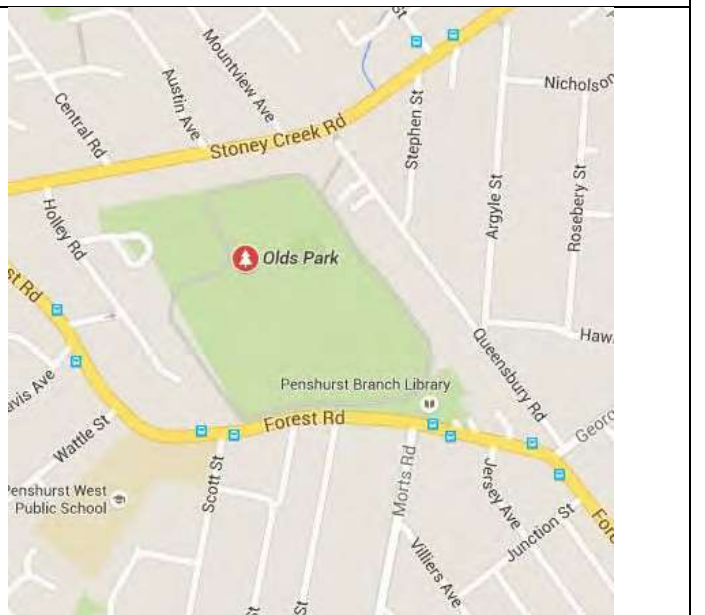
Mobile: 0402 927 813 (Alex G) & 0434 928 410 (Alex T)

Assistant Coaches: Morgan Lee, Jim McSweeney

Training Details

VENUE: Olds Park (Forest Rd, Penshurst)

DAY AND TIME: Monday nights 6.30pm till 7.45pm



Baulkham Hills Umpire Group

Coache: Jack Pulo

Email: blacktownumpires@gmail.com

Mobile: 0459 950 488 (Jack)

Assistant Coaches: Jordan Glover

Training Details

VENUE:

DAY AND TIME: Monday night 6.00pm till 7.15pm



Emu Plains Umpire Group

Coach: Jess Markut

Email: emuplainsumpires@gmail.com

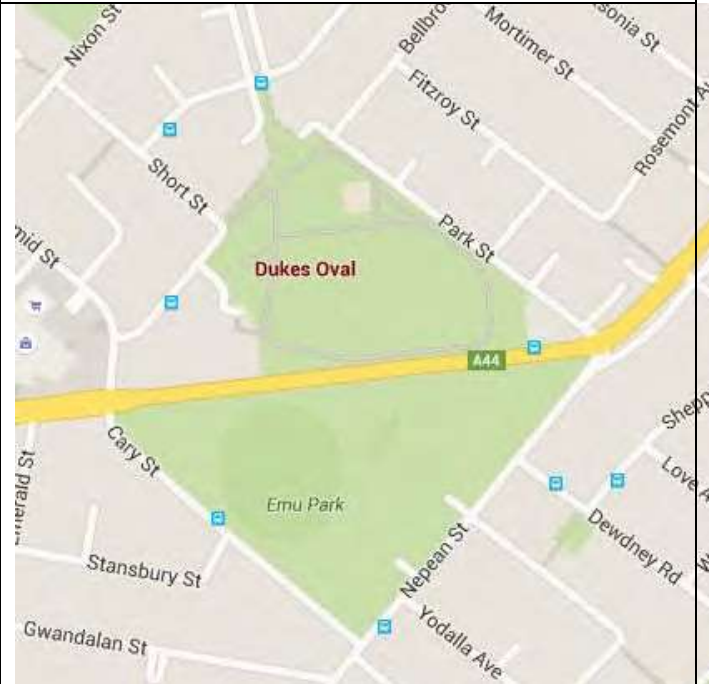
Mobile: 0405 271 746 (Jess)

Assistant Coach: Peter Frith

Training Details

VENUE: Dukes Oval (Park St, Emu Plains)

DAY AND TIME: Monday Nights 6pm till 7.15pm



Camden Umpire Group

Coaches: David Sapiatzer, Jeff Cristiani, Darren Walters

Email: camdenumpires@gmail.com

Mobile: 0400 481 778 (David), 0413 029 375 (Jeff), 0434 322 475 (Darren)

Training Details

VENUE: Fairfax Reserve, Harrington Park

DAY AND TIME: Monday Nights 6pm till 7:15pm



Education of an Umpire

The AFL has a National Umpiring Accreditation Scheme that has two levels of competency for Field, Boundary and Goal umpires. As a junior umpire you must undertake an Introductory (Level 1) Accreditation. All Umpires are expected to undertake the online course in order to umpire a game. The online course only costs \$12 and will take roughly 2 hours to complete. The course can be completed in sections, or in one sitting. The accreditation program requires umpires to attend umpire training for skill development, and also involves observation of key competencies in a match (**attached to the back of this manual**). Ask your coach to learn how you can become accredited. When you have completed the program successfully you will receive a nationally recognised certificate.

You must give your certificate to your coach who will advise you on the next steps.

The course can be accessed via the link below, **please select the level 1 course:**

www.afl.com.au/umpires/courses

Umpire Talent Pathway

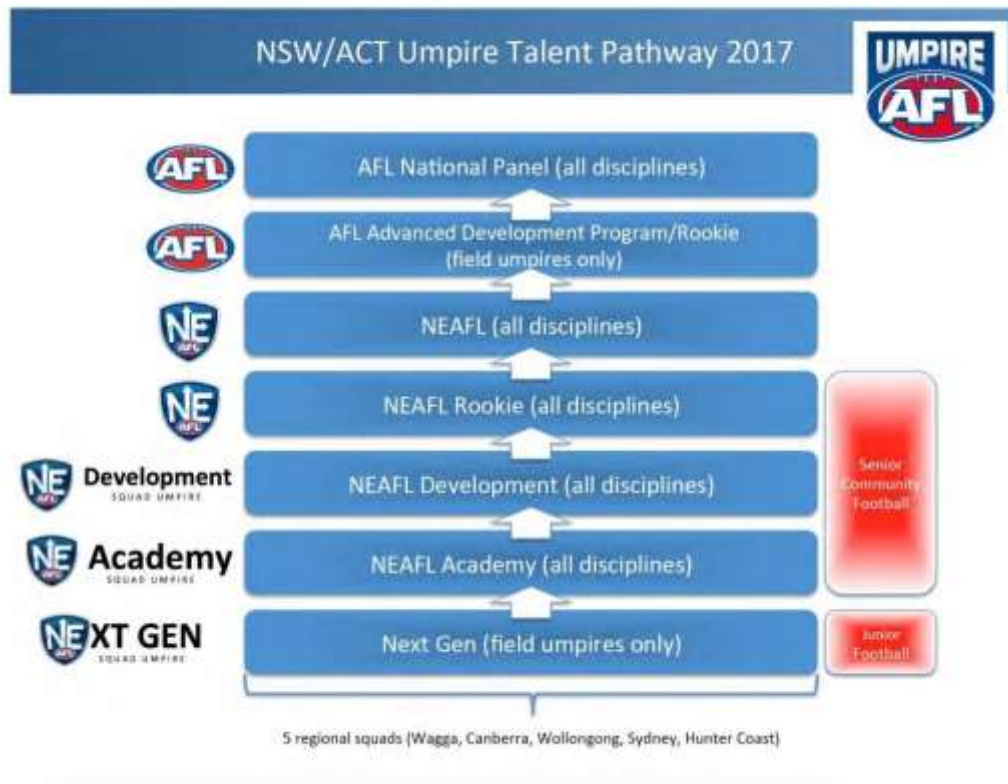
What is the Next Gen Program?

The Next Gen Program is a development program for talented junior field umpires. At the end of each season AFL NSW/ACT calls for nominations from umpire coaches of junior field umpires that are showing promise. These umpires are then selected by the NSW/ACT Umpire Department staff. There are 5 Next Gen Programs across NSW/ACT:

- Wagga Wagga
- Canberra
- Wollongong
- Sydney
- Hunter Coast

The Next Gen Program will have an Induction process introducing them to the program, and organised training sessions with their local senior group over the course of the year. The umpires will also officiate at representative fixtures during the year including the Sydney Juniors Representative carnival.

Umpires Pathway



How do I get involved in Senior Football?

As a junior umpire there are opportunities available to get involved in senior football as a Boundary or Goal umpire. Junior Umpires need to be 14 years of age to Boundary or Goal Umpire senior football. The local senior group (AFL Sydney) have opportunities available and you should speak with your umpire coach if you're interested. When your umpire coach believes you are ready to field umpire with the senior umpires, they will give you the opportunity.

Preparation

Umpire Training Program

Just like a player, training is important for umpires to develop their fitness, umpiring skills and knowledge of the laws and their interpretations. It also provides the opportunity to get to know your fellow umpires and make new friends. Umpire Training also forms part of your Level 1 (Introductory) Accreditation ([see page 7](#)), while it will also affect appointments to finals matches and therefore it is important that you make the effort to attend.

All umpires when arriving at training need to sign-in via the QR code displayed at training. The form takes 30secs to complete and must be done every week.

Leadership Groups

The AFL Sydney Umpiring group is committed to developing future leaders. Each umpiring training base will select umpires that demonstrate the right attitude and behaviours into a Leadership group. These umpires will assist the coaches in running training activities, mentoring new umpires and being a support to their peers on the training track.

Leadership Groups will aid in developing the skill sets of umpires through:

- Assisting the Coaches run targeted programs for new umpires;
- Assisting in the running of training drills and the motivation of other umpires;
- Training and game day observation and feedback to other umpires;

The coaches and leadership group will assist you in your development. Talk to them about your development, any advice or your progression within umpiring. They are there to assist you be the best you can be.

Appointments process

Appointments are managed by the Schedula online appointments system. All umpires are required to register via Footyweb as an umpire before they can get access to Schedula. Appointments will be released at 3pm each Tuesday. If you have been appointed to a match then you will receive an email notifying you of an appointment. You are then required to login to Schedula (www.schedula.com.au) to confirm your appointment. **Appointments must be confirmed by 5pm Wednesday night.**

The following person coordinates appointments with input from umpire coaches:

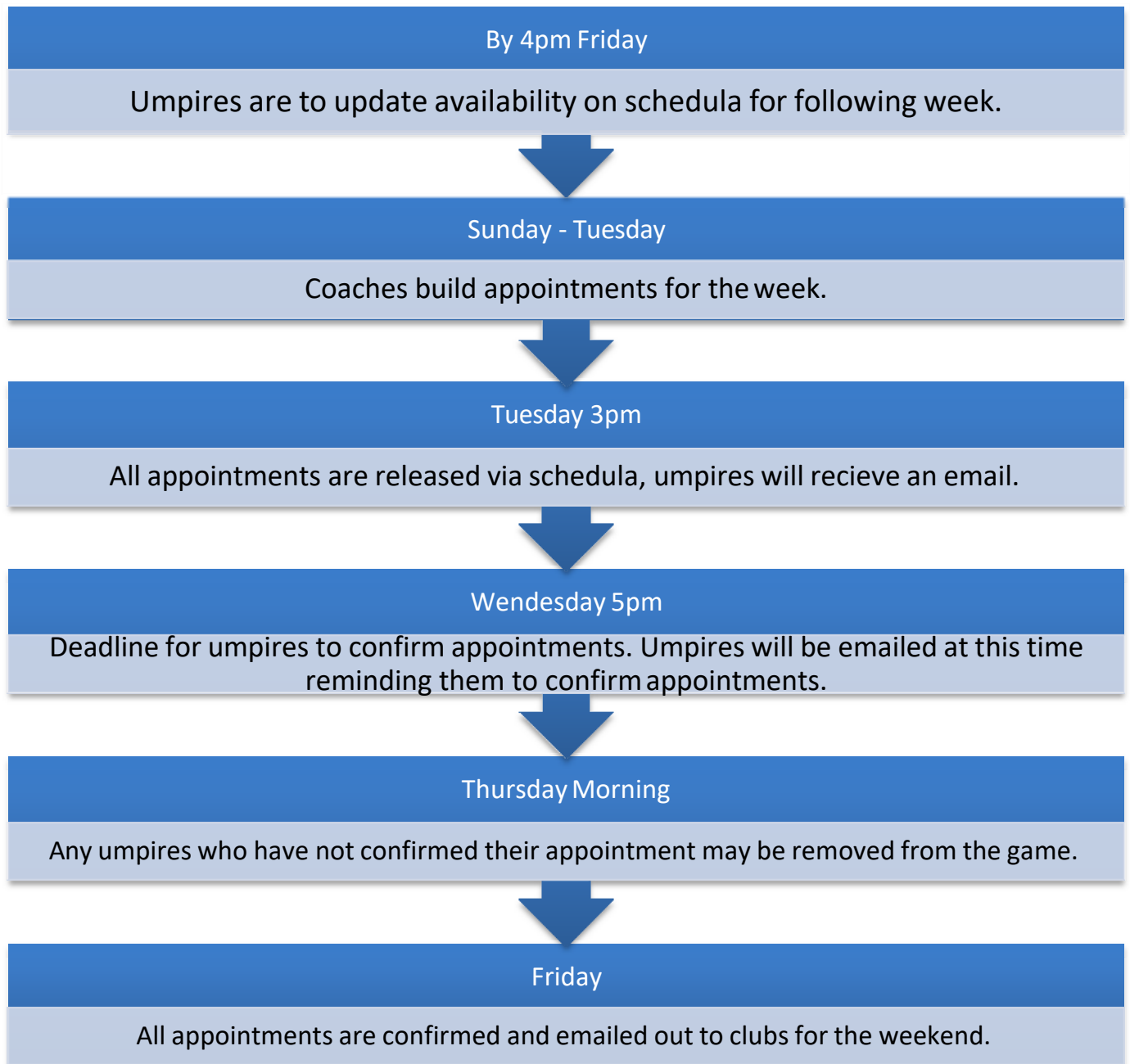
Umpiring Administration Coordinator - Hannah Richards

(Email) hannah.richards@afl.com.au

Phone) (02) 8333 8026

Appointments take a lot of time to organise so please be respectful to your coach by following this process.

Umpire Appointments Timeline



Unavailability

It is your responsibility to inform your Umpire Coach & Appointments Coordinator if you are unavailable to umpire on a particular day. Availability must be advised by 4pm Friday Afternoon (9 days prior to matches)! You also need to enter your availability in schedula if you are unavailable specific times or days. More information on the use of schedula will be sent to umpires separately.

Finals Football

After the home and away season there is three weeks of finals football. Finals are an exciting time of year for players and umpires. The umpire coaches all put in many hours in deciding the umpires for the final matches of the season. Umpires will be selected for finals based off their performance during the season, training attendance, attitude, response to feedback, availability and if they are playing in matches. If umpires are unavailable for finals matches due to playing commitments this could result in missing out on finals appointments.

Wet Weather

In the case of wet weather possibly affecting the weekends matches, please check your email during Friday evening and Saturday during the day. In the event of cancellations, all changes will be sent via email and/or schedula. Please reply to confirm you received the changes, to save the coaches making many phone calls.

Facebook groups are also used for communications around appointments, availability and wet weather. Ask your coach for more information.

A new wet weather website has been developed for advising of ground closures. Visit www.wetweathercheck.com to check the status of all Sydney Juniors Venues.

Social Media Communications

All umpiring groups have Facebook groups set up for ease of communications with umpires and parents. All communications will be sent out via email, so if you don't have Facebook you will still be kept informed. Parents and umpires are welcome though to join each Facebook group. Please contact your umpire coach to join your relevant group.

All Umpires are reminded that you are bound by the AFL NSW/ACT Social Media Policy. Please always think before you post statuses or comments regarding AFL and umpiring online.

AFL NSW/ACT Umpiring Facebook and Twitter Accounts

The AFL NSW/ACT Umpiring Department has a Facebook and Twitter account. Jump online and find out more about what is happening in umpiring all over NSW/ACT.






- *Tyrepower Umpire AFL NSW ACT*



- *@AFLNswActUmpire*

Match Uniforms – How to purchase additional items

If you require additional uniform items they can be purchased through the Umpiring Group. Please advise your coach if you would like to purchase additional items. Details below:

Item	Cost
<p>Shirts</p> 	<p>\$35</p> <p><i>Men's Sizes – XS, S, M, L, XL, 2XL</i></p> <p><i>Women's Sizes – 8, 10, 12, 14, 16, 18</i></p>
<p>Shorts</p> 	<p>\$20</p> <p><i>Men's Sizes – XS, S, M, L, XL, 2XL</i></p> <p><i>Women's Sizes – 8, 10, 12, 14, 16, 18</i></p>
<p>Socks</p> 	<p>\$10</p> <p><i>Shoe Sizes – 2-8, 8-11, 11-14</i></p>
<p>Wristbands</p> 	<p>\$10</p> <p><i>(set of 2)</i></p>
<p>Acme Thunderer Plastic Whistles</p> 	<p>\$15</p>

Match Preparation

When preparing for a match on the weekend you should be well rested, be well hydrated, and have eaten a good dinner/breakfast to ensure you have the energy to umpire the match. In the week leading up to the game you should read different sections of the law book, and watch sections of the laws vision online (www.afl.com.au/laws) to make sure you're prepared for any decision that might pop up.

It is important that you arrive **30 minutes** before the match to ensure you are ready to start on time. This means that if you can't drive then you need to organise transport to the ground with a parent or a friend. Arriving late can cause delay/inconvenience for your fellow umpire and the teams involved.

What to pack for your game?

Your umpiring bag should be packed the night before to ensure you have a relaxed start to game day, and don't have last minute stress looking for your equipment. It is a good idea to pack something to eat in case there is no canteen (happens occasionally). Also bring some water with you. With new ground managers, they are still learning and may inadvertently forget to get water to you. Below is a list of recommended items:

Appointment Details	Runners or boots
Laws Book	Blue/Yellow/Red Cards
Umpires Handbook (this book)	Pen/Pencil/pocket note pad
Modified Rules (in this book)	2 Whistles (one on the fingers, one in your whistle pocket of shorts!)
Notepad to make notes for match reports and Reports	Wristbands
Uniform (Shirt, Shorts, Socks)	Tracksuit/towel/Drink bottle/sun cream
Water to drink before and after the game.	Something to eat after the game.

Match Day Checklist – What to do and when

Before the Game

- Arrive at least 30mins before start of match
- Find Ground Manager, introduce yourself to them and to other umpire. Change into uniform, collect match football and visit teams
- Introduce yourself to Coaches
- Do Teams have Boundary (where required) and Goal umpires?
- Is a first aid official in place?

- Warm up and prepare for the game. Is the ground safe to play on? Check for sprinkler heads, glass, divots etc.
- Check with ground manager that team sheets have been handed in and are correct
- Enter the ground 5mins before start of match. When 25m onto the ground raise ball above your head for the siren. There should be an escort walking you onto the ground

- Call both teams and coaches to the centre for coin toss and safety checks
- Check boots, nails and jewellery. Any players that need to make changes must be rechecked
- Perform a coin toss with captains. Away team calls the toss. If no coin put whistle behind back.
- After coin toss both teams must shake their direct opponents hand. Shake the coaches hand
- Move to positions, check that captains are ready and start the match!

At Each Break

- An Umpires escort should bring you out a drink
- Listen out for siren so that game runs to time

- Discuss game with your fellow umpire, mentor and/or coach
- Discuss and write down player numbers that might be playing well for votes
- Check goal umpire score cards are correct

After the match

- Collect the match ball and leave the ground
- Shake hands with players and coaches as leaving (if a team is agitated leave them be and walk straight off)
- There should be an Umpires Escort with you as you leave the ground

- Collect details required for your online match paperwork (instructions in this manual)
- Match report online
- Player votes (where applicable)
- The Ground Manager has team sheets

- Take notes home to submit online or submit at the ground.
- If there has been a report or send off then make sure you have notes of the incident and Players/officials names and numbers to submit as part of your match report
- Thank the Ground Manager and ask where to collect payment

Match Requirements

The following section outlines additional requirements that apply to all AFL Sydney Juniors matches. Please make sure you are familiar with these details.

Safety – Ground Inspections

All home clubs are required to inspect their venue for safety at the start of any match day. Umpires are also required to check the safety of the playing surface prior to the start of any match being played. When umpires are warming up they should check that the field and the area at least two metres beyond the Boundary line is free of any debris that could cause injury to participants. If umpires find issues with the playing surface such as divots, sprinkler heads, sticks, broken glass etc they should alert the Ground Manager to have the issue rectified.

During Wet Weather clubs will assess venues to see that the ground is safe to play on. Where a club declares that the ground is safe during wet weather, umpires are still required to check the ground conditions. If after inspecting the ground the umpire feels that there are safety concerns then these need to be raised with the Ground Manager to re inspect. If the Ground Manager and both teams are satisfied with the condition of the ground then the match can go ahead, and the umpire should note their concerns within the umpires online match report.

Football sizes (By Law - Appendix 4)

Age Group	Football Size
Under 9/10	Size 2 (leather or synthetic by coach agreement)
Under 11/12	Size 3 (Default ball is a leather football. A synthetic football can only be used by mutual agreement of coaches)
Under 13/14	Size 4 leather
Under 15/16/17	Full size leather (Size 5)
Youth Girls U12	Size 3 Synthetic
Youth Girls U15 & U18	Size 4 leather

In the event of wet weather conditions, the umpire with the agreement of coaches has the discretion to allow the use of a wet weather (synthetic) football.

Quarter lengths and breaks (per age group) (By Law 12.10)

Age Group	Quarter Lengths
Under 9/10 & Youth Girls U12	4 x 10minute quarters (no time on)
Under 11/12/13/14/15 & Youth Girls U15/18	4 x 15minute quarters (no time on)
Under 17	4 x 17minute quarters (no time on)

Breaks during games will be (By Law 12.11):

	Under 9/10	Under 11/12/13/14/15/17	Youth Girls U12	Youth Girls U15/18
$\frac{1}{4}$ Time	4 minutes	4 minutes	4 minutes	4 minutes
$\frac{1}{2}$ Time	4 minutes	7 minutes	5 minutes	7 minutes
$\frac{3}{4}$ Time	4 minutes	4 minutes	4 minutes	4 minutes

Timekeepers will sound a siren two (2) minutes and then one (1) minute prior to the commencement of each quarter. Umpires should then blow their whistle and ask teams to move if they have not started to break for position.

If MINIMUM Player numbers are not available at the scheduled commencement of a match, but Players sufficient for MINIMUM #'s are due to arrive, then a scratch match will be played. In such circumstances, the game shall commence but with reduced Player numbers on each team. Teams must still have equal numbers on the field. If MINIMUM #'s become available at any time prior to the end of the first quarter, then they may take the field after a goal is scored, the teams are to be adjusted accordingly and the game is an official match. The scores at the time when the match becomes an official match will stand. If Minimum #'s are not available at the end of the first quarter, the match remains a scratch match and the team with less than Minimum #'s forfeits the match. **(By Law 12.2)**

In this circumstance the umpire must inform their Umpire Coach who will inform the AFL Sydney Juniors Administration.

Player Numbers (By Laws 8.4-8.5):

In all cases, teams must have the MINIMUM number of Players available at the scheduled commencement of a match to constitute an official match. Teams are encouraged to minimise reserves and to have the highest possible number of players actually involved in the game on the day.

- If during the course of a game, a Player injured has to leave the ground but there are no replacements in that team, the Field Umpire and opposition Coach are to be advised accordingly. The other side is to remove a Player to keep the numbers on the ground even (except for send offs). For a Player returning to the field, the same process in reverse applies.

MATCH No. is the ideal number of on-field Players per team. Where a team does not have the number of Players shown as MATCH No (and the other team has more than the first team), then it is **compulsory** to borrow/loan available players up to the MATCH No. for all ages and Divisions (where present), except for Division 1. If, as a result of a Coach not accepting Players beyond the Match No., a team effectively has a larger interchange than is designated in the Rules, the Club on match day will not be expected to reduce their total numbers and may have an interchange larger than provided for in the Rules. The Maximum No's on the Team sheet still applies

The following table shows the on field MINIMUM, MATCH No. and on field MAXIMUM by Age Group for all Regions.

- For MINIMUM player number games, ground sizes can be reduced after agreement from Umpires and Coaches of both teams, to suit the number of Players on each team, ie. agree on an Under 12 sized field.
- During school holidays, the MINIMUM and MATCH numbers below can be REDUCED by TWO (2) Players, as advised by the Regional Committee.

The team with the fewest players available must field all their players up to the match No. and cannot have a bench more than one (1) unless they have maximum players permitted on the field.

Western Sydney

Age Group	Min #	Match #	Max. on field	Max. Interchange
U9 - U10	9	12	12	Unlimited
U11 - U12	10	13	15	6
U13 – U17	13	15	18	6

Youth Girls

Age Group	Min #	Match #	Max. on field	Max. Interchange
Youth Girls U12	9	12	12	Unlimited
Youth Girls U15	9	12	15	Unlimited
Youth Girls U18	12	14	16	Unlimited

Sydney Harbour

Age Group	Min #	Match #	Max on Field	Max Interchange
U9 – U10	9	12	12	Unlimited
U11 – U12	12	14	15	6
U13 – U17	<i>Div 1 & 2 - 15</i>	16	18	6
	<i>Div 3 - 13</i>	15	16	
	<i>Where no Division - 13</i>	15	18	

Head Counts (*by-law 12.26 - 12.30*)

The Captain or acting Captain of a Team may at any time during a Match request that the Field Umpire count the number of Players of the opposing Team who are on the Playing Surface.

Where a request is made, the Field Umpire Shall:

- Stop Play at the first opportunity and call both teams in to the center, lining them up along the line of the center square.
- Upon completing the count, ensure that each team has the correct amount of players on the field & resume play, following one of the two procedures below dependent on the outcome of the head count.

Players exceeding the permitted number (by-law 12.29)

Where a team has more than the permitted number of players on the playing surface, the following will apply:

- A free kick will be awarded to the captain of the team that **did request the head count**, from the center circle or where play was stopped (which ever is of greater advantage) and then impose a 50m free kick from this point.
- The score of the team with too many players on the surface will then be reset to its value at the start of the quarter. (*this is different to the AFL Law 5.5.3 c*)

Correct number and request without merit (by-law 12.30)

Where a count reveals the correct number of players is on the field, the following will apply:

- A free kick will be awarded to the captain of the team that **did not request the head count**, from the center circle or where play was stopped (which ever is of greater advantage) and then impose a 50m free kick from this point.
- If the field umpire believes the request was made primarily to delay play or the request did not have sufficient merit, the umpire will issue a Yellow Card and report the Captain who made the request.

At the completion of the match, the umpire must notify their coach & Dylan Moore of the head count.

Relevant AFL Sydney Juniors by laws

Team Sheets (By Law 14)

Before commencing a match you must check with the Ground Manager that the team sheet has been handed in and is filled out correctly listing the following:

- Match details (Teams/Venue/Age/Division/Date)
- All players and player jumper numbers
- Name's of coaches, runners, trainers and water carriers.
- Team Manager or Coach must of signed the team sheet

The game is not to commence until the Ground Manager has been handed the team sheet. Team Sheets handed to the Ground Manager should only include the names of Players that are present at that time, and changes can only be made to Team Sheets up to the end of the quarter time interval. At the conclusion of the match one of the umpires must also sign the team sheet.

First Aid Officials & ERC (By Law 15.8-15.27)

Before commencing a match you must first check with the Ground Manager that a suitably qualified first aid official is present for Under 9 – 12's matches. In the Under 13 – 17 age groups you must check if an Emergency Response Coordinator (ERC) or a person who is suitably qualified as per the by laws (Doctor/Nurse/Physiotherapist/Certified Sports Trainer/St John Officer/Paramedic) is available at the match. The ERC official will be identifiable by a Pink Bib with the words "MEDICAL" printed. When you have confirmed this with the Ground Manager you can commence the match.

Dealing with injured players

If an umpire notices that a player has possibly received an injury during a match the umpire will let play continue unless the play could endanger the injured player. Umpires should allow club trainers and or runners to run out and check on the player. If the team trainer or runner then requests that a first aid official or an ERC check the player, then the umpire will stop play to allow the player to be assessed. Play will then resume when the injured player has been assessed and can either resume playing or leave the field.

If a stretcher is required then Law 7.3 of the Laws of Australian Football will apply. No Time on will apply during the home and away season for injured players or any other form of delays in the game.

Tackling in Under 11/12/13/14's (By Law – Appendix 4)

Tackling is permitted as per the Laws of Australian Football however in Under 11's to Under 14's. No Player shall be deliberately slung, dumped or thrown to the ground via any tackle.

Gloves (By Law 5.36)

Use of gloves by Players in competition is not allowed. Umpires have discretionary power to allow the use of a glove(s) in special circumstances such as injury. The ground manager must sight a medical certificate as proof.

Under 9/10 (Shirts under playing jumper) (By Law 5.36)

For Under 9's and 10's only, on days of extreme cold, a plain white T Shirt only may be worn underneath the playing jumper

Undergarments (such as Skins) (By Law 5.37)

Undergarments, such as Lycra shorts, must be either neutral colour (beige) or black or white. Full-length undergarments (items other than the playing jumper or shorts) may only be worn with the prior approval of the Regional Committee. Short sleeved or sleeveless are acceptable.

10 Goal Equalisation (By Law – 5.23)

The purpose of this Rule is to encourage Coaches, once a (10 goals/60 points) lead is reached during a game, to appreciate that it serves no purpose to inflict massive losses on their opposition but rather at that point in time to revert to experimenting with Players playing in different positions and to even-up the skill levels of the teams.

This Rule will apply to all Competition Age Groups. Games on match day will proceed as a normal match, for the whole match period.

The key steps are:

- The ground manager will notify umpires at the appropriate break (half-time or 3 quarter time).
- If there is a scoreboard, it stops, if at half or three quarter time a lead of more than 60 points is reached and the score is recorded by the **ground manager**.
- Clubs are required to adjust player numbers so that the trailing team has an advantage of 2 extra players, referred to as +2. (*e.g. trailing team has 18 on field, winning team has 16*). This can be increased further if required.
- Goal Umpires will continue to keep score for the whole match.
- Field Umpires will confirm via the Online Match Report what the score was at the time the 10Goal Rule was invoked, either at half/three quarter or the end of the game. **Collect score from Ground Manager**
- Score adjustments will be made to correct ladders on the Wednesday following the matches or earlier if all results are entered.

Duty of Care – Bad Weather (By Law 12.14)

Umpires and Clubs (in particular Ground Managers) should be aware of the dangers of allowing play during thunder/electrical storms. Play should cease if lightning is seen in the vicinity of the playing field. No risks should be taken in this regard.

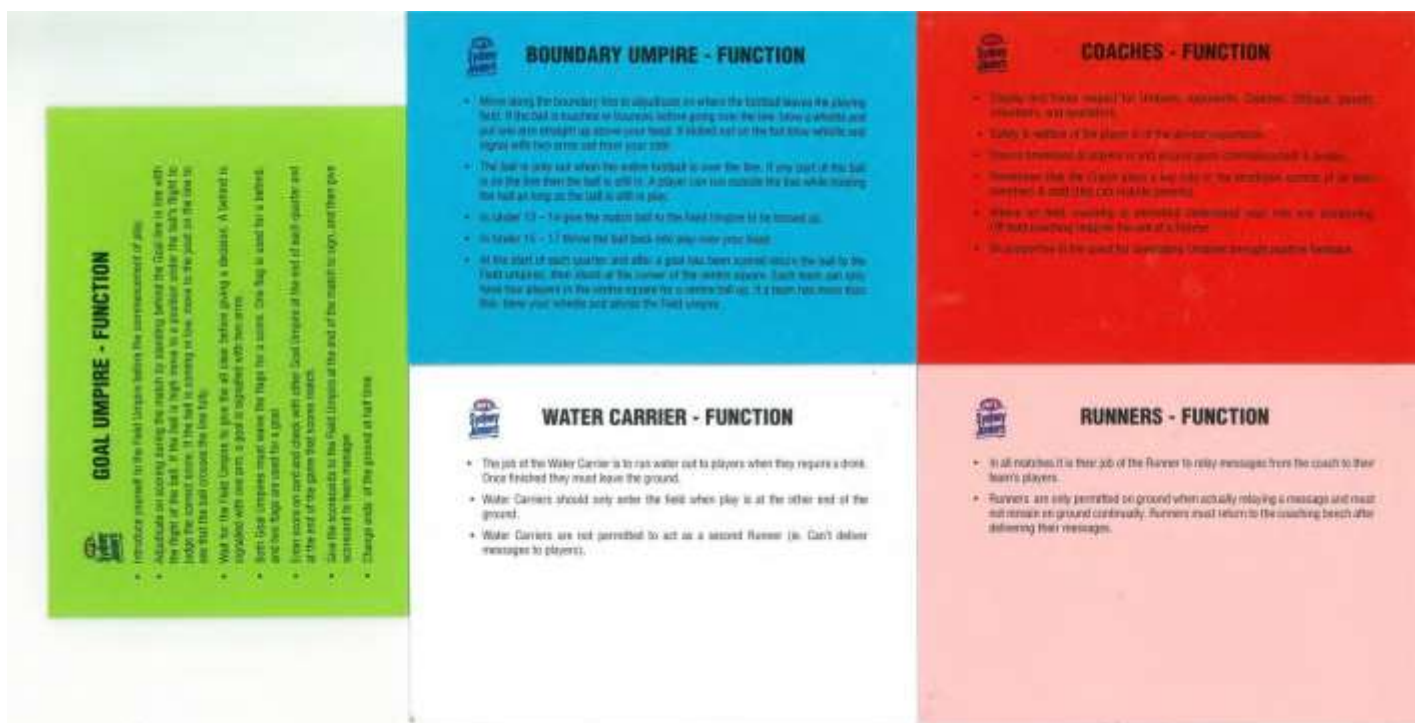
Spirit of the Game (By Law - Appendix 4)

At the start of the match after performing the team safety checks and performing the coin toss it is expected that the two teams will shake their direct opponents hand as an act of sportsmanship, before going to positions and starting the match.

At the end of a game all Players, coaches and umpires should gather in the centre of the ground and shake hands.

Function Cards (By Law 15.28-15.29)

As part of the education of volunteers appointed by clubs, Function Cards have been developed to help educate Runners, Boundary Umpires, Goal Umpires, Water Carriers and Coaches on the Function of their role, and the things they need to be aware of. It is the responsibility of clubs to ensure that any volunteer appointed to perform one of these roles on a match has read and understands their role identified on the double sided cards. When meeting with volunteer Boundary and Goal umpires please ensure you ask that they have read and understand the function card for their role. Umpires have also been provided with copies of these cards.



Boundary Umpires and Goal Umpires (By Law 16.17-16.26)

Each Club is to ensure the competency of any person who accepts responsibility as a Goal or Boundary Umpire. The Field Umpire has the power to order replacements for any Boundary or Goal Umpire. The Field Umpire has the power to consult with, and if necessary, overrule a Goal or Boundary Umpire where, in the Field Umpire's opinion, an obvious error has occurred. No third party is permitted to be involved in any such consultation (notwithstanding the Laws).

All Goal and Boundary Umpires should introduce themselves to the Field Umpire(s) prior to the commencement of the game and restrict all communications with the field umpires to matters arising directly from umpiring duties. Goal and Boundary umpires shall act at all times in a professional manner and refrain from barracking or giving support to a team and giving advice or making comments to the players, other officials or supporters.

Field umpires should check with Boundary and Goal umpires that they have read and understand the Function Card before commencing their duties. If you have any issues with a Boundary or Goal umpire acting inappropriately you must advise the Ground Manager, and provide details within your online match report. Boundary and Goal Umpires MUST be wearing a white bib.

Goal Umpires

A Goal Umpire must be provided by each competing team and is required to wear a white bib with "goal umpire"

Boundary Umpires

Boundary Umpires are to be supplied for Under 13's to Under 17's & Under 15/18's Youth Girls age groups and are required to be dressed with a white bib to assist in recognition by the Field Umpire(s) and use an audible whistle.

In the case that a team does not provide a suitable Boundary Umpire, a member of that team will be responsible for throwing in the ball on the non-umpired side of the ground. Where neither team provides a Boundary Umpire, the attacking side will throw the ball in. Where a team has not provided a Boundary Umpire, it will be noted on the appropriate match day paperwork.

Boundary Umpires Throw Ins (By Law 16.18-16.21)

For the **Under 13's & 14's** the Boundary Umpire will recover the match ball at the point of exit, give the ball to the Field Umpire who will throw the ball into the air ten (10) metres from the boundary line.

For **Under 15's, 17's & Youth Girls Under 15/18's**, if the first throw in of a ball is deemed inadequate by the Field Umpire, the Field Umpire's will throw the ball into the air ten (10) metres from the boundary line.

Team/Club Officials roles

Ground Manager (By Law 15.2-15.6)

On match day, the Ground Manager is the go to person (**identifiable by a yellow bib**). They are the ones that set up the ground and will have all the match paperwork. They will be able to assist you if you have any problems or concerns. The ground manager or umpires escort is responsible for escorting the umpires on and off the ground during the day, and will bring out the drinks. During the day you will also have dealings with Coaches, Runners, Water carriers and trainers. Always be friendly in your dealings with these club volunteers and thank them for their support.

Coaches (By Law 17.1-17.6)

The Coaches role is to coach their players. Coaches must stay on the sideline, apart from under 9/10's where they can be on the field (15m from play). Coaches are required to wear an Identification bib (Blue in colour) that clearly identifies them as the coach. The Field umpire shall have the power to move the Coach back or order the coach from the field completely if required.

Runners (By Law 12.18)

In the Under 13's to Under 17's age groups two (2) runners are allowed but only one on the ground at a time. In all other age groups, only one (1) is allowed. Runners are not to be used in the Under 9 and Under 10 age groups as the coach is allowed on the field. The runner is to wear a clearly visible and identifiable Pink coloured Bib as determined or approved by the Regional Committee. Only runners are permitted to deliver messages to Players and are not to loiter or remain on the field after delivering such messages.

Water Carriers & Trainers (By Law 12.19-12.20)

Each team is allowed four (4) water carriers/trainers (identified by a white bib). They should only enter the playing field on the scoring of a goal or when play is at the opposite end of the field. Water carriers are not to loiter or remain on the field after undertaking their duties and must not run messages.

Minimum age of water carriers will be:

Under 12's – 12 years or older

Under 13's - 18's – 13 years or older

Match Management (Powers & Duties - By Law)

Umpire Abuse Free Kick (By Law 16.13)

Abuse of umpires is not acceptable. The AFL Sydney Juniors wants to support umpires, and continue to encourage all umpires to stay involved, while also recruiting new ones. It is crucial that all umpires do not accept abuse as part of the role, but instead penalise it and record it on the match paperwork. Remember that as umpires we strive to be consistent, and therefore we need to all take action on abuse.

Players, coaches and officials can be penalised for abuse, and reported. Umpires should use the abuse signal.

Spectator Abuse Free kick (By Law 16.13)

Spectators can be penalised for abuse. A Free kick and 50m penalty will be paid where a spectator uses abusive, insulting, threatening or obscene language and/or gesture towards an umpire. If you are to pay this free kick then you must be able to identify who has abused you, and which team they are with. In paying the free kick you should then say, "Free Kick for Umpire Abuse from the TEAM's spectator". The Free kick shall then be taken from where the football is at the time. Umpires should use the abuse signal.

Spectators too close to field of play (By Law 16.14)

Where required the Field umpire may ask spectators to provide more space beyond the boundary and may refrain from recommencing the game until the request is complied with.

Sledging - Free kick and/or Report (By Law 2.2-2.8)

"Sledging" may be described as insulting or verbally intimidating a Player or Players.

Sledging is not appropriate in AFL SJ football competitions. AFL SJ has a "no tolerance" attitude toward sledging and the interpretation and application of the Laws and these Rules will reflect this "no tolerance" attitude.

An umpire may give a warning to a Player or Players sledging another Player or Players and where possible, should inform both captains of the warning as soon as reasonably practicable after issuing such a warning.

A Player who sledges another Player or Players shall, whether or not a warning has been given to that Player or any other Player, be ordered off the field for a period of time equivalent to one quarter or for the remainder of the game if the breach was committed in the last quarter. In this instance, the Umpire will hold up a Yellow card

For the purpose of these rules, sledging will be deemed to be an act of misconduct under the Law 15.10.1(f). Where the act is considered serious in nature then players can be reported under law 19.2.2 (p). The Rules in relation to sledging will apply in addition to the Laws, including the Laws in relation to the use of an obscene gesture and using abusive, insulting, threatening or obscene language (law 15.10.1 (d)).

Approaching Umpires (By Law 16.22 – 16.26)

No person, except as listed below, shall approach or talk to an Umpire (Field, Boundary and Goal) during the quarter time, half time or three quarter time interval or when the Umpires are entering or leaving the field/ground. The persons allowed to approach umpires are as follows:

- AFL NSW/ACT staff
- Members of the Regional Committee acting in their capacity as a member of the Regional Committee
- Members of the Executive Group
- Ground Manager, including any designated assistants
- Parents of the umpires
- Club Umpire Ambassadors
- Regional Umpire Coordinator/Coach

Any team address shall be given outside the centre square.

If a person approaches an umpire and speaks or behaves inappropriately you must inform the Ground Manager, and you must also provide details within your online match report. The AFL Sydney Juniors wants you to have an enjoyable experience umpiring and takes the safety and welfare of umpires very seriously.

Audible Obscenities (By Law 2.9)

AFL Sydney Juniors has a “no tolerance” attitude toward the use of audible obscenities, and the interpretation and application of the Laws and the Rules will reflect this “no tolerance” attitude. Players who use audible obscenities, regardless to whom they are directed, will be removed from the playing field for a period of time and issued with a Blue card (refer Rule 20.2). If the obscenity is directed at the Umpire, the Player shall be reported.

Racial/Religious Vilification (Appendix 6)

To vilify is to defame, slander or speak ill of someone regarding their race, religion, sex, colour, descent or national or ethnic origin.

A complaint such as this must only be made by an umpire on the occasion of being absolutely certain of what has taken place. You must have seen and heard exactly what has happened without assuming or guessing. Before lodging the complaint you must then ask the offended player “Are you offended?” If they answer yes you must ask “Do you wish to take the matter further?” if they wish to take it further you must then record the exact incident on the Match Report Form. If you did not hear what was said, then it is up to the club to take the matter further.

Send Off/Order Off (By Law 20)

Blue Card – Calm Down & No Report (By-Law 20.2)

A Blue card will be used as a calm down for a player during the game. While their actions may not have been reportable, the player may be becoming agitated, over-aggressive or over-excited. A Blue card will be held up by the umpire signalling a calm down send off (Appendix 8).

A player sent off for a Blue Card will remain off the field for a period of ten (10) minutes excluding breaks between quarters. For example a player sent off five (5) minutes before half time will be permitted to resume playing five (5) minutes after the third quarter has commenced. The player can be replaced immediately when sent off. ***The requirement to even up teams does not apply where a player has been sent off by Blue/Yellow card & no interchange is available.***

Where a player offends for a second time in a game and would normally have been given a Blue Card, they shall be given a Yellow Card and the procedure for a Yellow Card will apply (see below).

Yellow Card and Report

A player can be reported for a variety of offences. Please see Law 19.2.2 in the Laws of Australian Football Book, which outlines what constitutes a reportable offence. A player who commits a reportable offence will be shown a Yellow Card.

Any Yellow Card will result in a send off for the player concerned, for a period of time equal to the length of a quarter in that age group excluding breaks. For example, a Player sent off five (5) minutes before halftime in an Under 13 game would be permitted to resume playing ten (10) minutes after the third quarter commenced. The player can be replaced immediately. ***The requirement to even up teams does not apply where a player has been sent off by Blue/Yellow card & no interchange is available. The player must be reported for a Yellow Card.***

Red Card and Report

A Player who is reported by an Umpire/s for a breach of the Laws twice in the same match for separate incidents, or who is reported for a serious breach (as listed, but not limited to, below) shall be ordered from the field for the remainder of the match. In this instance the Umpire will hold up a red card. A Player sent from the field with a red card for the remainder of the game must leave the field completely and cannot sit with the interchange players or the coaches. In the case of a Red Card the player can be replaced after a period of 15 minutes.

Serious breaches include but are not limited to where a Player or Official:

- Intentionally, recklessly or negligently makes contact with or strikes an Umpire.
- Attempts to make contact with or strike an Umpire.
- Behaves in an abusive, insulting, threatening or obscene manner towards, or in relation to an Umpire.
- Intentionally, recklessly or negligently kicks another person.
- Commits an act of misconduct; if the Umpire is of the opinion that the act constituting misconduct is serious in nature.

Send Off/Reporting Procedure – During the Game

At the discretion of the umpire, a Player may be ordered from the field for a period of time, dependent on the offence/card.

Blue Card = 10mins

Yellow Card = Length of Qtr

Red Card = Rest of Game

The reporting umpire must blow their whistle signalling stopping play, and produce the appropriate card for the offence. This card must be shown towards the ground manager, with the ground manager required to signal back. The umpire will inform the player they are being sent off.

In all instances, a Player ordered off shall leave the playing area immediately through the interchange area. In the case of a Blue/Yellow Card they must sit with the time keeper, who will advise when the player is permitted to resume playing.

A player refusing to leave the playing surface shall be reported for misconduct and the Player's team shall forfeit the match.

The non-reporting umpire will escort the player to the interchange gates.

The reporting umpire will note the players: number, offence, quarter and location on the field when the incident occurred. If the offence was against another player (i.e. striking), the umpire must also note the jumper number of who it was against.

Action during Match (By Law 8.17 – 8.21)

Where an Umpire reports a player or Official during the course of a Match, the Umpire shall use best endeavours to inform the player or official of the Report:

- i. at the time of the incident;
- ii. before the commencement of the next quarter; or,

- iii. where the incident occurs in the final quarter, after the completion of the Match.
- The Umpire shall use best endeavours to inform the player or official against whom a reportable offence has been committed of the Report.
 - An Umpire may inform the captain, acting captain or an Official of a Team of the Report where it is impracticable to inform the Player or Official who has been reported.
 - Apart from informing a Player or Official of the Report, an Umpire shall not speak with the reported Player or Official or any other Player or Official about a Report which has been made.
 - When making a report the umpire must inform the Ground Manager so that he/she can advise the relevant teams.

The failure of an Umpire to inform a Player or Official of the Report does not invalidate the making of the Report.

Send Off/Reporting Procedure – After the Game

After the game the umpire will proceed to the ground managers desk, where team sheets are stored to collect details of all players involved in the incident to enter online (Name, Number, club of offender and offended against)

The umpire should also make detailed notes about the entire incident, including the lead up to the incident, the actual incident and what occurred afterwards.

You also must call both of the following people ASAP to advise of a report:

1 - Your Local Coach

2 - Dylan Moore (0450 284 570)

You will need to fill out the report section of the online match report, filling in all details required.

In case the matter is taken to tribunal, please prepare your notes using the table on the next page as a guide. Tribunal is held Wednesday night, an advocate or coach will attend to support you.

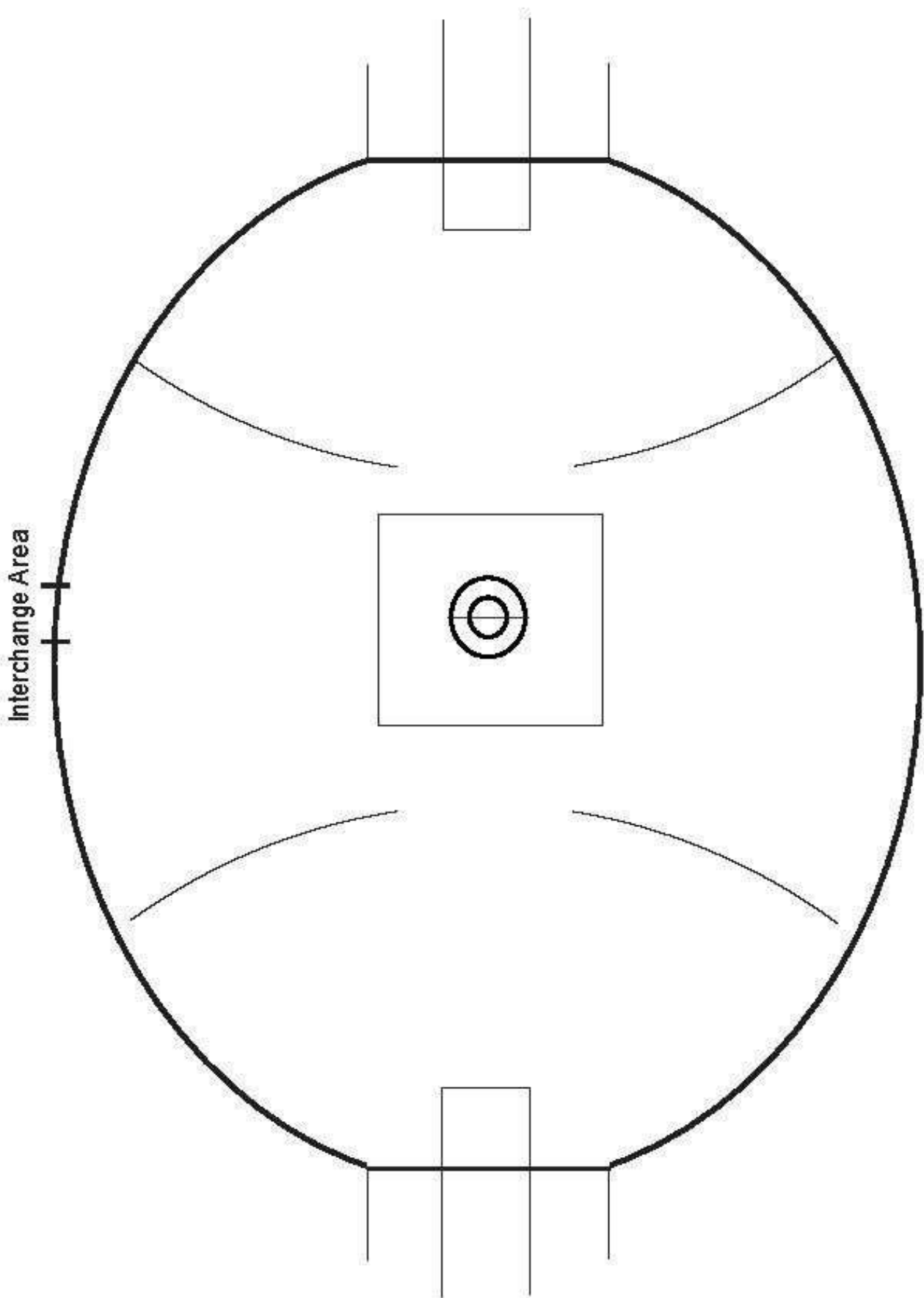
REPORTING NOTES (FOR UMPIRES USE)

Put down for your personal reference all the details you can recall about the incident. It does not matter if you cannot recall all the information. Other umpires can assist you with the peripheral details but if asked you must say so eg "the other field umpire told me he was 60m away on the opposite side of the major axis and was not looking at the incident".

When What quarter and approx time through quarter	
Who No and team of offender No and team of victim	
Where Location of incident on the ground	
Direction Which way was each team attacking in that quarter	
Play Describe play immediately before the incident	
Incident Describe offence and position of players involved: how many blows: left or right hand: how many landed: to what part of body	
Effect Condition of victim: blood?: did the blow cause him to go to ground: did he require treatment from a trainer	
Ball Where was the ball when the incident occurred	
Distance How far were you away from the incident (use diagram)	
Other players Were other players in the immediate area Did they obscure your view	
Free Kick Did you award a free kick for the incident: specify offence	
Umpires Approximate position of the other umpires at the time of the incident	
Provocation Did you see or hear any previous exchange between these players	
Report What did you say to the player when reporting him	
Response What did the player say and/or do when told he was being reported	

Advise Coach & Dylan Moore of a report by phone ASAP after your match!

DIAGRAM OF PLAY FOR REPORT



Appendix 2 Development Grade / Junior Rules (Rule 5.3)

	UNDER 9 UNDER 10	UNDER 11 UNDER 12
1. Playing Field (min.)	100 - 140 metres – Length, 75 - 95 metres – Width (cones or lines to mark zones) Determined by agreement. Field is divided into 3 equal zones	100 - 140 metres – Length, 75 - 95 metres – Width () Determined by agreement.
2. Ball Size	Size 2 Ball (synthetic or leather ball by agreement)	Size 3 Ball - Default Ball is a leather football. A synthetic football can only be used by mutual agreement of coaches
3. The Team	<p>9 or 12 Players with any number of reserves. Number of Players on ground must be equal. Team consists of up to 4 equal numbers of forwards, backs and centres. Players remain in position for all of the quarter after which the Players must change zone. Interchange of Players may take place at anytime. All Players should play at least 3 quarters of the match where possible.</p>	<p>12 - 15 Players with up to six reserves Number of Players on ground must be equal. Interchange may take place at any time, but all Players should play 3 quarters.</p>
4. Zones/Positions and transition of the ball	<p>Players will be instructed to by the Umpire to stay in their correct position.</p> <ul style="list-style-type: none"> The field is divided into three (3) zones: forwards, centres and backs. The Players are rotated through the zones in each game to ensure that all Players experience the different field positions. Four (4) distinguishable markers (low domes) are placed on the sideline and across the ground to mark the zones. Coaches are to agree that cones are appropriate (size and softness). The forwards are the only Players that can kick a score. These Players are marked with a clearly identifiable armband indicating that they are the forwards. Should a centre-zone Player kick the ball through the goal posts, no score is recorded and it is treated like any other out of bounds. It is important to realise that the marking of zones is to help both the Players and the Umpire understand where Players should be. It is not a 'taboo' marker but an indication that a Player is close to the end of the zone. In essence there is a little 'grey area' where a Player may dispose of a ball just over the zone line. The Umpire will communicate with the Players and attempt to ensure that the use of the 'grey area' is kept to a minimum. The use of armbands by the forwards helps the umpire identify where a Player is intended to be. Players are unable to take full possession of the ball at the start of play (ball up/centre bounce) or the recommencement of play around the ground. In fact, the Umpire will use different Players from the zone that play is in to contest the bounce. The interchange gate for these Age Groups is marked by smaller witch's hats and is the area that the team will use to move Players from and onto the ground. 	
5. Scoring	<p>Only forward zone Players can score from within the forward zone. Forward Players are marked with a clearly identifiable armband. Where a non-forward scores, a free kick will be awarded to the opposition team at the Point where the ball entered the end zone (forward). After a behind, the Player kicking in cannot dispose to themselves. At the end of a match no reference to scores is to be included in Footyweb for these age group.</p>	After a behind the Player kicking in cannot dispose to themselves.
6. Playing Time	4 x 10 Minute Quarters	4 x 15 Minute Quarters

	<ul style="list-style-type: none"> steal the ball from another Player smother an opponent's kick shepherd an opponent 	
12. Smothering	Not permitted	Smothering is permitted
13. Barging	No barging, fending off or chopping past opponents is permitted. A free kick shall be awarded to the nearest opponent.	Barging and fending off opponents is permitted.
14. Shepherding	Not permitted	Shepherding permitted as per the Laws of Australian Football.
15. Marking	A mark is awarded irrespective of the distance the ball has travelled to any Player who catches it or shows control.	A mark is awarded when a Player catches the ball directly from another Player's kick that has travelled at least 10 metres.
16. Distance Run and Bouncing the Ball	A Player running with the ball must bounce it within 10 metres. Only one bounce is permitted. Players cannot dispose of the ball to themselves intentionally.	A Player running with the ball must bounce it within 15 metres, only 2 bounces are permitted. Players cannot dispose of the ball to themselves intentionally.
17. Penalties (after a mark & free kick)	10m penalty can be applied at the Umpire's discretion if they feel a player has been hindered in any way.	25m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way.
18. Kicking Off the Ground	Not permitted unless accidental.	
19. Order-off rule	As per Rule 9 of AFL Sydney Juniors Bylaws.	
20. Spirit of the Game	Players, Coaches and Officials and Umpires to shake hands before and after game. The before game shake hands takes place 3 minutes before the scheduled commence time. No scores or ladders to be kept.	Players, Coaches and Officials and Umpires to shake hands before and after game. The before game shake hands takes place 3 minutes before the scheduled commence time.
21. Coaches	Coaches allowed on field to teach but no closer than 15 metres from play. Runners not to be used	Coaches are not allowed on the field. Messages delivered by a runner who must be an adult or a Player that is mature enough to umpire the game.

Appendix 3 – Youth Girls Rules Under 12, Under 15 & Under 18 (Rule 5.5)

	UNDER 12	UNDER 15	UNDER 18
1. Playing Field (min)	100 - 140 metres – Length, 75 - 95 metres – Width Determined by agreement.	100 - 140 metres – Length, 75 - 95 metres – Width Determined by agreement.	Full Length- (Player/s 15-16) Full Length x 90 metre width (player/s 12 -14) For any Ground with a fence the Boundary line should not less than three 3 metres from the fence.
2. Ball Size	Size 3 Synthetic Ball	Size 4 Leather ball	Size 4 Leather Ball
3. The Team	9 Min 12 Max, with any number of reserves. All Players should play at least 3 quarters of the match where possible.	9 Min 15 Max, with any number of reserves. All Players should play at least 3 quarters of the match where possible.	12 Min 16 Max, with any number of reserves. All Players should play at least 3 quarters of the match where possible.
4. Scoring	All players may score		
5. Playing Time	4 x 10 Minute Quarters (4/5/4) min intervals.	4 x 15 Minute Quarters (4/7/4) min intervals.	4 x 15 Minute Quarters (4/7/4) min intervals.
6. Starting and restarting play	Only centre line Players attend centre bounces (20m clearance/centre square from all other Players). The Umpire is to enforce a similar 20m area for field ball ups. <u>No Full possession permitted</u> Players contesting the ball up may not grab the ball and play on; and a Player must knock, palm or punch the ball to A teammate or open ground, and may not play the ball again until it has been touched by another Player or hit the ground.	As per the Laws of Australian Football.	As per the Laws of Australian Football.
7. Out of Bounds	From a kick – a free kick is awarded to the closest opponent. A Player cannot kick for goal from this free kick. If in doubt – ball up 5metres in from boundary. Off hands or body – ball up 5metres in from the boundary. No full possession permitted.	As per the Laws of Australian Football.	As per the Laws of Australian Football.
8. Gaining Possession	A player's prime objective should be to gain possession of the ball (eyes on the ball). Restrained side (shoulder to shoulder) contact is permitted when Players are contesting a loose ball, provided that the ball is within 5 metres. "Running with" the Player rather than "running at" the Player must be the intention.	As per the Laws of Australian Football.	As per the Laws of Australian Football.

	<p>Front on contact or contact from behind is strictly prohibited.</p> <p>The ball is possessed by controlling it, catching it, grabbing it, or laying 2 hands on it when it is on the ground. Once the ball is possessed, other Players may apply a wrap tackle (refer to tackling rule 9 below).</p>		
<p>9.Tackling</p>	<p>Players can perform a modified tackle.</p> <p>A Player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees. The tackle may be from either side or from behind providing the tackle from behind does not thrust forward the Player with the ball (That is push back the Player in the back).</p> <p>If the Player in possession of the ball is taken to the ground in the act of tackling, they will receive a free kick. If the Umpire feels the Player drops to the ground deliberately in order to receive a free kick, they will be penalised for holding the ball.</p> <p>A Player in possession of the ball, when held by an opponent applying the wrap around tackle, should be given a reasonable chance to dispose of the ball by kick or by handball, or by attempting to kick or handball, otherwise a free kick shall be awarded to the tackler for holding the ball.</p> <p>The Field Umpire shall conduct a ball-up when the Player with the ball has the ball held to the body by an opponent, unless the Player has had a reasonable time to dispose of the ball prior to being tackled, in which case a free kick shall be awarded to the tackler for holding the ball.</p> <p>The Field Umpire shall allow play to continue if the ball is knocked out of a player's hands by an opponent whilst in the act of tackling.</p> <p>A Player not in possession of the ball, when held by an opponent, shall be awarded a Free Kick.</p> <p>There is strictly no bumping, slinging or deliberately bringing the opposition player in possession of the ball to the ground.</p> <p>Players cannot:</p> <ul style="list-style-type: none"> • knock the ball out of an opponent's hands • push the Player in the side • steal the ball from another player • bump an opponent (other than in rule 8 above) 	<p>As per the Laws of Australian Football.</p>	<p>As per the Laws of Australian Football.</p>

9. Tackling (cont'd)	<ul style="list-style-type: none"> deliberately pull or grab the hair of an opponent 		
10. Smothering	As per the Laws of Australian Football.		
11. Barging	No barging, fending off or chopping past opponents is permitted. A free kick shall be awarded to the nearest opponent.	No barging through opponents is permitted. Fending off with open hand to the body (provided it is not above the shoulders or in the back) is permitted.	No barging through opponents is permitted. Fending off with open hand to the body (provided it is not above the shoulders or in the back) is permitted.
12. Shepherding	As per the Laws of Australian Football.		
13. Marking	A mark is awarded irrespective of the distance the ball has travelled to any Player who catches it or shows control.	A mark is awarded when a Player catches the ball directly from another Player's kick that has travelled at least 10 metres.	
14. Distance Run and Bouncing the Ball	A Player running with the ball must bounce it within 15 metres, only 2 bounces are permitted. Players cannot dispose of the ball to themselves intentionally.	As per the Laws of Australian Football.	
15. Kicking off the Ground	Not permitted unless accidental.	As per the Laws of Australian Football.	
16. Distance Penalty (after a mark & free kick)	25m penalty can be applied at the Umpire's discretion if they feel a player has been hindered in any way	25m penalty can be applied at the Umpire's discretion if they feel a player has been hindered in any way	As per the Laws of Australian Football.
17. Order-off Rule	As per Rule 20 of AFL Sydney Junior bylaws		
18. Spirit of the Game	Players, Coaches and Officials and Umpires to shake hands before and after game.		
19. Coaches	Coaches are allowed on the field from Round 's 1 to 4 only to teach, but no closer to 15 metres from play.	Coaches are not allowed on the field. Messages delivered by a runner who must be a minimum of 13 years.	
20. Allowed on Field of Play	Only Players, Umpires, Trainers, Water Carriers, First Aid Officials (as defined) and Runners are permitted on the field during the course of play		
21. Ten (10) Goal Equalisation Rule 5.23	This rule is applied to all Youth Girls fixtures.		
22. Finals Eligibility	See Rules 11.7 – 11.12		

Payment – How much and where to collect

Umpire Fees are highlighted in the tables below. Please ensure you have completed all relevant paperwork before politely asking the ground manager where to collect payment. They will then organise payment for you.

Standard Umpire Fees		
	One Umpire	Two Umpires
Under 9	\$25	\$20 Each
Under 10	\$25	\$20 Each
Under 11	\$35	\$25 Each
Under 12	\$50	\$30 Each
	One Umpire	Two Umpires
Under 13	\$60	\$40 Each
Under 14	\$70	\$50 Each
Under 15	\$75	\$55 Each
Under 16	\$80	\$60 Each
Under 17	\$85	\$65 Each
YG Under 12	\$25	\$20 Each
YG Under 15	\$60	\$40 Each
YG Under 18	\$75	\$55 Each
Boundary	\$15 Each	
Goal	\$10 Each	

Semi & Preliminary Finals	
Field Umpires (2 Umpires)	No Change
Field Umpires (3 Umpires)	Under 17 Div 1 & 2 only - Paid at full rate ie.\$65 each
2 x Boundary Umpires	\$15 Each
4 x Boundary Umpires	\$8 Each
Goal Umpires	\$10 Each

Grand Finals	
Field Umpires (2 Umpires)	\$10 increase
Field Umpires (3 Umpires)	Under 17 Div 1 & 2 only - \$10 increase on Semi Finals
Field Umpires (3 Umpires)	Under 17 Div 1 & 2 only - \$10 increase on Semi Finals
2 x Boundary Umpires	\$20 Each
4 x Boundary Umpires	\$10 Each
Goal Umpires	\$15 Each

Independent Schools Competition		
	One Umpire	Two Umpires
Yr 5/6	\$50	\$30 Each
Yr 7/8	\$70	\$50 each
Yr 9/10	\$80	\$60
Opens	\$90	\$70

Late arrival of umpire

Should an Umpire arrive late to an appointed match then the level of payment will be made on a pro-rata basis.

The pro-rata calculation is to be on the basis of whole quarters officiated during the game.

Standby Appointment

Where an Umpire takes control of a game that is underway (due to another Umpires non-arrival) then the minimum fee payable will be pro-rata to the whole quarters officiated during the game.

Ground locations – Sydney Harbour

Club	Ground	Address
Auburn AFC	Mona Park	Mona St, Auburn
Baulkham Hills AFC	Charles McLaughlin Reserve	Crestwood Drive, Crestwood
Bangor Junior AFL Club	Barden Ridge Oval	Old Illawarra Road, Barden Ridge
Concord Cats Junior AFL Club	Goddard Oval St Lukes Oval	Broughton Street, Concord Crane St, Concord
Cronulla Junior AFL Club	Gwawley Oval	Cnr Taren Point & Box Rd's, Taren Point
Drummoyne Junior AFL Club	Drummoyne Oval	Bayswater Street, Drummoyne
East Sydney Junior AFL Club	Trumper Park	Glenmore Road, Paddington
Forest Districts AFC	Lionel Watts Reserve	Blackbutts Road, Belrose
Glebe Junior AFL Club	Jubilee Oval	Chapman Road, Glebe
Heathcote-Engadine AFC	Heathcote Oval	Wilson Pde, Heathcote
Hornsby-Berowra Junior AFL	Rofe Park	Galston Road, Hornsby Heights
Kellyville/Rouse Hill AFC	Bruce Purser Reserve(Kanebridge) Memorial Oval (Kellyville Park)	Cnr Withers & Commercial Rds, Rouse Hill Memorial Ave, Kellyville
Manly Junior AFL Club	Weldon Oval	Stirgess Avenue, Harbord
Maroubra Junior AFL Club	Heffron Park Oval Pioneers Park	Heffron Park - Jersey Road, Matraville Pioneers Park – Anzac Parade, Malabar
Miranda Bombers AFC	Waratah Oval No.4 (Lincoln)	Rawson Ave, Sutherland
Moore Park Tigers J AFC	Moore Park Oval (Bat & Ball Oval)	Cnr Sth Dowling & Cleveland St, Moore Park
Mosman Junior AFL Club	Middle Head Oval	Middle Head Road, Mosman
Newtown Junior AFL Club	Alan Davidson Oval	Sydney Park Road, Alexandria
North Ryde Dockers AFC	ELS Hall Park	Kent Road, Ryde
Pennant Hills Junior AFL Club	Ern Holmes Oval	Britannia St Pennant Hills
Penshurst RSL Junior AFL Club	Olds Park	Forest Rd, Penshurst
Pittwater Tigers J AFC	North Narrabeen Reserve No.6 Narrabeen Sports HS Oval	Walsh St, North Narrabeen Namona St & Pittwater Rd, Nth Narrabeen
Ramsgate RSL Memorial Club	Tonbridge St Oval	Tonbridge St, Ramsgate
St Ignatius College AFL Club	Field 1 and Field 4	St Ignatius College, Tambourine Bay Rd, Riverview (Lane Cove)
St Ives Australian Football Club	Acron Oval Killara Park	1 Acron Road, St Ives Koola Ave, Killara
Lane Cove Cats J AFC	Blackman Oval No 4	Lloyds Rees Drive, Lane Cove
Westbrook J AFC	Greenway Park (Mike Kenny Oval)	Shepherds Dr, Cherrybrook
Western Suburbs J AFC	Picken Oval Waegner Oval	Hampton St, Croyden Park Whitfield Ave, Ashbury
Willoughby Junior AFL Club	Gore Hill Oval	Pacific Hwy, St Leonards

Other Venues occasionally used:

Lakeside Oval (also known as Tramway or Busloops outside SCG)	Driver Ave, Moore Park
Tom Wills Oval (Home of GWS Giants)	Olympic Blvd, Sydney Olympic Park
Henson Park	Sydenham Rd, Marrickville
Mahoney Park	Cnr Illawarra Rd & Wharf ST, Marrickville
Spotless Stadium	Grand Parade, Sydney Olympic Park

Ground locations – Western Sydney

Club	Ground	Address
Auburn AFC	Mona Park	Mona St, Auburn
Bankstown Sports J AFC	Kelso Park North	Bransgrove Rd, Panania
Baulkham Hills J AFC	Charles McLaughlin Reserve	Crestwood Drive, Crestwood
Blacktown J AFC	Blacktown International Sports Park	Eastern Rd, Rooty Hill
Blue Mountains J AFC	Tom Hunter Park	Hunter Way, Faulconbridge
Camden J AFC	Fairfax Reserve	Sir Warwick Fairfax Dr, Harrington Park
Campbelltown J AFC	Clarke Oval	Raby Rd, Kearns
Emu Plains/Glenmore Park J AFC	Dukes Oval	Park St, Emu Plains
Hawkesbury J AFC	Bensons Lane Reserve	Bensons Lane, Richmond Lowlands
Greystanes J AFC	Gipps Rd Reserve	Gipps Rd, Greystanes
Ingleburn J AFC	Memorial Oval	Lancaster St, Ingleburn
Katoomba J AFC	Falls Reserve	Cliff Drive, Katoomba
Kellyville/Rouse Hill J AFC	Bruce Purser Reserve Memorial Oval (Kellyville Park)	Cnr Withers & Commercial Rds, Rouse Hill Memorial Ave, Kellyville
Liverpool J AFC	Peter Miller Reserve	Cedar Rd, Casula
Parramatta J AFC	Doyle Park Old Kings Oval	Isabella St, North Parramatta Parramatta Park, Parramatta
Penrith J AFC	Greygums Oval	Greygums Rd, Cranebrook
South Campbelltown J AFC	Thomas Acre Reserve	Cleopatra Dr, Rosemeadow
South West Tigers J AFC	Greenway Park	Greenway Dr, Carnes Hill
St Clair J AFC	Cook Park	Cnr Pages Road & Wilson St, St Marys
Wollondilly J AFC	Hannaford Oval	Broughton St, Wilton

After the match

After the match you have not finished your role until the paperwork is filled out correctly. If you are going to be playing for a team later in the day, or staying at the ground it is important to change out of your umpiring uniform. Remember that while you are in the uniform, you are representing the entire umpiring group.

Paperwork – How to fill out

The match paperwork is an important part of your role as an umpire. After the match the umpire will need to make notes regarding the match. Umpires should work together to complete all details as required. All grades require the umpire to complete a match report online, while only Youth football (13's - 17's) require the umpire votes to be completed. After the match one of the umpires must take the notes home and submit the details online. Please refer to the Paperwork information at the end of this manual.

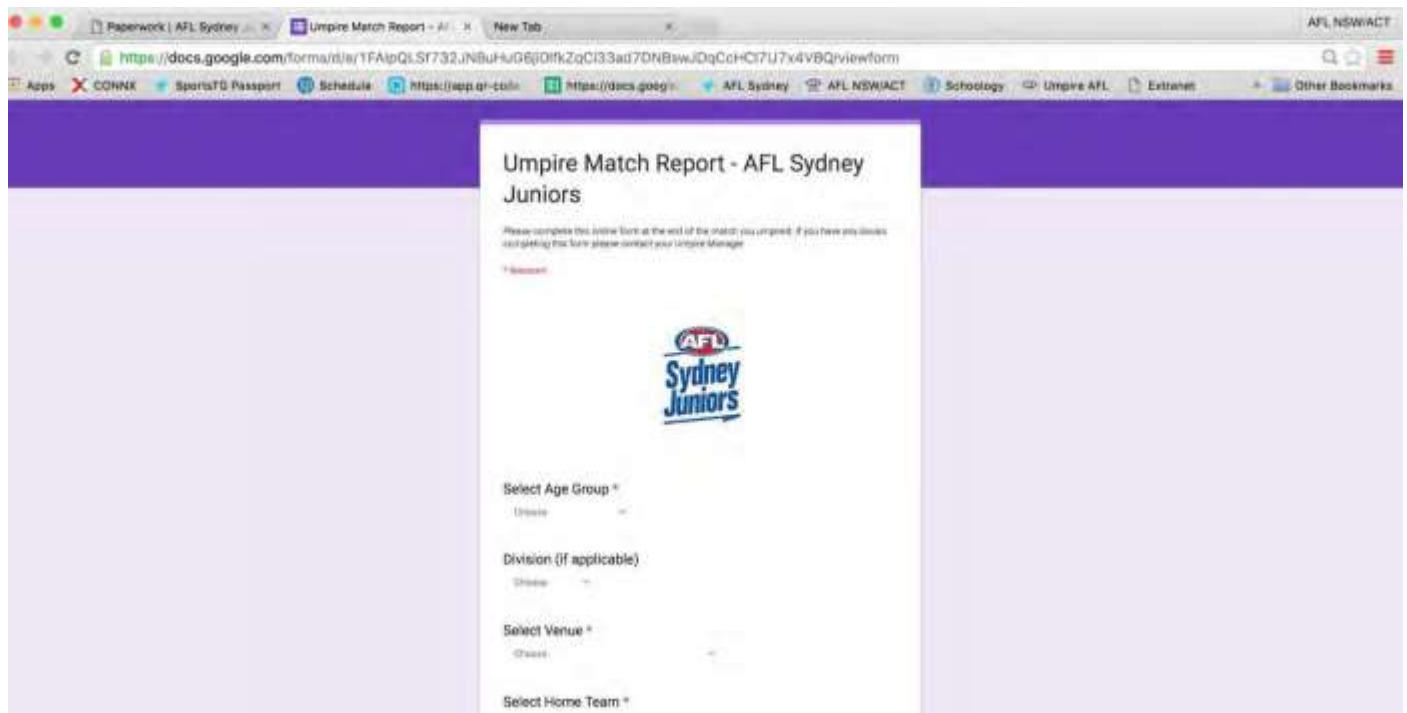
***Please note that if an Umpire issues a card or makes a report then they must be the one that submits the match report. If both umpires issue a card or report then both umpires should submit the match report, and indicate in the additional comments section that both umpires had issued a card during the match.**

2017 Match Paperwork Information

Once you have made sufficient notes, umpires will then submit their report online via their phone or take the information home to submit online. **Paperwork must be submitted by 9pm Sunday.**

This link is available through the AFL Sydney Juniors website. Simply go to <http://aflsj.com.au/> and then select the UMPIRES tab, followed by PAPERWORK and then follow the link to the AFL Sydney Juniors Match Day Form. **This form can also be accessed via the QR on page 42 of this manual.**

When you select the link the following web page will load. Use your notes made at the ground to enter the details. This process should only take about 5mins to complete. The form uses drop down menu's where possible, or simply type in the required details (i.e. Umpire Names)

A screenshot of a web browser displaying a Google Forms page titled "Umpire Match Report - AFL Sydney Juniors". The browser's address bar shows the URL: https://docs.google.com/forms/d/e/1FAIpQLS7F732JNbuHu06jDlIkZqCi33ad7DNBawJQqCchC7U7x4VBQ/viewform. The form itself has a purple header with the title "Umpire Match Report - AFL Sydney Juniors". Below the title, there is a small instruction: "Please complete this online form at the end of the match you umpired. If you have any issues completing this form please contact your Umpire Manager." The form contains several dropdown menus: "Select Age Group *", "Division (if applicable)", "Select Venue *", and "Select Home Team *". The AFL Sydney Juniors logo is centered on the page.

1. The first page online is the match information. Please answer all relevant fields about your match then click continue.

2. **Additional Match Details** - Please select the relevant answers about the match. At the bottom of this page you will then be asked to select the age group of this match as follows:

Under 9's – 12's

Under 13's – 17's

After selecting the age group you will then proceed to either complete the Player Votes (Under 13 – 17) or to the Player Behaviour Questions (Under 9 – 12)

3. **UNDER 13 – 18 Age Group Matches** - The Voting section is to be completed for all Under 13 – 17's matches. Please ensure you complete the player name, jumper number and club as per details collected from the team sheet. When you click continue you will then proceed to Player Behaviour Questions.

4. **Player Behaviour** - The next page is regarding player behaviour. If you have sent a player off or reported a player you must select **YES** and provide further information. If you did not have any player behaviour issues then select **NO** and it will skip to the next section.

If you selected YES for player behaviour you then need to provide details of the incident as outlined in this manual. Please also provide details in the comment box of the incident.

If the player has been reported you must:-

- a. Inform your Coach/Umpire Development Coordinator via a phone call.
- b. Select the reportable offence from the Laws of Australian Football that are provided in a drop down menu or Blue Card – Calm Down option.
- c. The form provides room for up to three send offs/reports (if you have more than three reports then please complete a second match report & contact your Coach/Umpire Development Coordinator). After you have provided details select continue.
- d. Complete offence grade template as part of reporting section.

5. **Officials, Parents and Spectator Behaviour** - The next section is regarding officials, parents and spectator behaviour. If you have had code of conduct issues with officials, parents or spectators you must select **YES** and provide further information. If you did not have any behaviour issues then select **NO** and it will skip to the next section.

If you selected YES for officials, parents or spectator behaviour you will then provide details of the incident as per the Match Day form. You will be required to provide the persons name, club, the quarter, and the offence from a drop down menu. Please also provide details in the comment box of the incident.

If you have had issues with officials, parents or spectators you must inform your Coach/Umpire Development Coordinator.

The form provides room for up to three incidents (if you have more than three incidents then please fill out a second match report and contact your Coach/Umpire Development Coordinator), after you have provided details select continue.

6. The Final page of the form is where you complete your name as the umpire completing the online form, and you can provide any additional comments that you might like to make. Once completed click submit and you will have successfully lodged your match day paperwork.

If 10 Goal Equalisation, submit score at time introduced. This is provided by the ground manager.

Please ensure you keep your notes for one week after the match in case there were any issues in lodging the form.

2017 Match Paperwork

QR CODE

Scan this code to access the 2017 Match Report via your phone.



All Key Sydney Junior Contacts

Coaches

<u>Training Base</u>	<u>Name</u>	<u>Phone</u>
Penshurst – Olds Park	Alex Green	0402 927 813
Alexandria – Alan Davidson Oval	Alex Kapruziak	0422 506 478
Drummoyne – Drummoyne Oval	Lachlan McDonald	0425 734 630
	Jackson Day	0435 438 329
Mosman – Middle Head Oval	Chris Brackenrig	0468 811 043
St Ives – Acron Oval	David Coburn	0424 441 928
Pennant Hills – Ern Holmes Oval	Tom Smith	0412 764 920
Baulkham Hills – Charles McLaughlin Reserve	Jack Pulo	0459 950 488
Emu Plains – Dukes Oval	Jess Markut	0405 271 746
Camden – Fairfax Reserve	David Sapiatzer	0400 481 778
	Jeff Cristani	0413 029 375
	Darren Walters	0434 322 475
Wollondilly – Hannaford Oval	Dan Fenning	0404 205 813

AFL Staff

<u>Role</u>	<u>Name</u>	<u>Phone</u>	<u>Email</u>
Umpire Development Coordinator	Dylan Moore	0450 284 570 (02) 8333 8017	dylan.moore@afl.com.au
Umpire Administration / Appointments Coordinator	Hannah Richards	0431 397 846 (02) 8333 8026	hannah.richards@afl.com.au



National Umpire Accreditation Scheme

This competency check-list should be completed for umpires undertaking
Level 1 Field Umpire Accreditation

Umpire's name

Evidence of competency in all eight Modules should be displayed in match-conditions for the umpire to have successfully completed this component of their Development Accreditation.

Module 1 – Qualities of an umpire	Date
• demonstrates honesty, impartiality & integrity	
• displays respect, teamwork & trust	
Module 2 – Manage Self	
• prepares for the requirements of officiating	
• demonstrates strategies to improve their umpiring (sets/reviews goals, trains, accepts feedback)	
Module 3 – Manage Environment	
• ensures a safe environment exists for participants	
• copes positively with match-day challenges	
Module 4 – Manage Match	
• displays confidence whilst umpiring and communicating with players (whistle/voice/signals)	
• prioritises 'protection of the ball player' and awards free kicks as necessary	
Module 5 – Laws & Interpretations	
• generally applies the Laws of Australian Football in accordance with the Spirit of the Laws	
• generally applies the Laws with consistency and composure	
Module 6 – Positioning	
• attempts to maintain a 20-25m side on distance-from-play during general play	
• commonly establishes the desired positions for set-plays (free-kicks, marks, bti.'s, kick-ins, ball-ups)	
Module 7 – Skills & Techniques	
• demonstrates clear signals under match-conditions (incl. push-in-back, high contact, ball-up, all-clear)	
• demonstrates effective match-management in 'set-play' situations (mark / free-kick)	
Module 8 – Managing Others	
• demonstrates an understanding of other match officials' specific roles	
• communicates effectively with players and others	

General comment: