

AFL SYDNEY JUNIORS

GROUND MANAGERS HANDBOOK 2020



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AFL STAFF CONTACTS:

- Game day can be simple and easy or complex and stressful, this document is to help make it easier. If you are in doubt, please contact the AFL game day contact for your region:
- **Western Sydney** – Kirsty Garrard 0428 519 525
- **Sydney Harbour** – Daniel Morrison 0427 936 257
- **All Sydney Umpiring** – Hannah Richards 0438 749 261
- **All Sydney Manager** – Alex Burgin 0436 115 159

GROUND SAFETY CHECK

Ground Safety Check and completion of the JLT Match Day App. This should be done on arrival at the ground before players take the field for warm up and games.

Regular checks between games should also be done during the day.

Walk the ground looking for obstacles, sprinkler heads, fill holes with sand, etc. Fill out the online JLT Ground Safety Check. If circumstances prevent you from filling out the app, please fill out a hard copy and keep it for future reference. JLT prefer the form to be completed on line.

Hard copy found [here](#).

AFL Sydney Juniors have a checklist guideline, found [here](#)

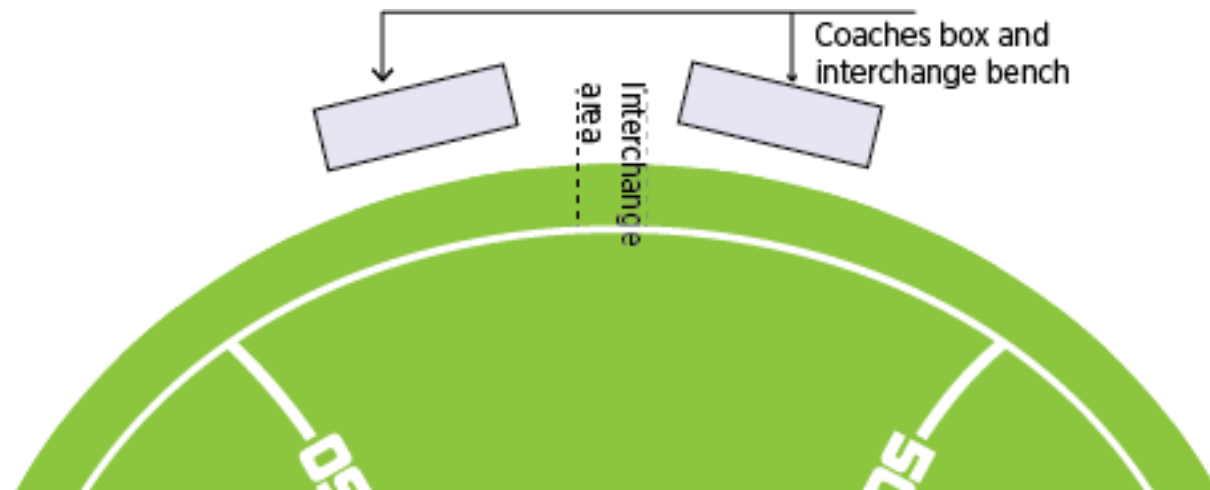
The image is a screenshot of a mobile application interface for the 'MATCH DAY CHECKLIST'. On the left side, there is a form with several dropdown menus: 'State', 'Association League', and 'Club'. Below these are two date input fields labeled 'From' and 'To', with a note below them that says 'Please do not select a date range greater than 4 weeks.' and a 'Download' button. On the right side, the title 'MATCH DAY CHECKLIST' is displayed in white. Below the title, there is a short paragraph explaining the purpose of the checklist: 'Identify safety concerns and record activity on game with this pre-game inspection. Answer probing questions around first-aid facilities and more - all ticked off in minutes. It's a proven pathway to a safer game for everyone.' Below this is a 'Get Started' section with a numbered list of four steps: 1. Choose the State or Territory you are in, 2. Find your Association or League, 3. Select the dates your matches will take place, and 4. Download and complete checklist.

FIELD SETUP

Set up your field(s) – be aware of field sizes and ensure you have; post pads, seats, the ground and interchange line marked or with low cones, etc. Best practice is to have a time keeper and score board for each field, with the ground manager overseeing all fields. The GM checkpoint/desk should be situated on the wing where a clear view of the field is possible.

Rule	U9	U10	U11	U12	U13	U14	U15	U17
Playing Field (Min-Max)	100m (L) x 80m (W)	100m (L) x 80m (W)	100-140 (L) x 75-95 (W)	100-140 (L) x 75-95 (W)	Full Field	Full Field	Full Field	Full Field

Rule	U10 Youth Girls	U12 Youth Girls	U14 Youth Girls	U16 Youth Girls	U18 Youth Girls
Playing Field (Min-Max)	100m (L) x 80m (W)	100-140 (L) x 75-95 (W)	120 – Full (L) x 95 – Full (W)	Full Field	Full Field

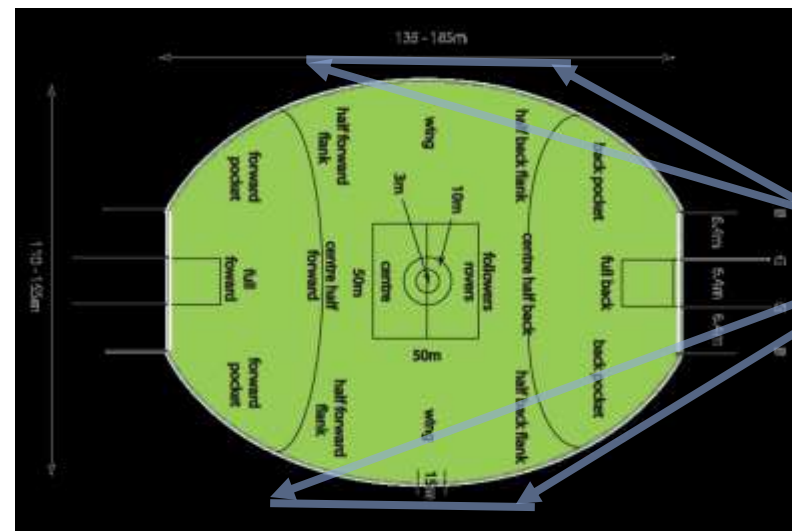


FIELD SETUP (cont.)

Best Practice Recommendation:

Set up the ground managers desk as close to the sideline as possible (allowing a 5 metre gap between sideline and GM station) and ensure that ground access is easily achieved for all games. Ideally if you are running two games on one ground, they should have a ground manger between the fields, with each field running on their own timers, or each field have their own ground manager.

Please Note 4.8 Spectator Distance from Boundary In cases where boundary fencing is not in place, the field umpire may require spectators to provide more space beyond the boundary and may refrain from recommencing the Match until the request is complied with. Please ensure there is enough room between boundary and spectators at an unfenced ground.



Ideal Spots

MATCH DAY EQUIPMENT

Ensure all equipment (including a stretcher) for conducting the game is available before the game. The best option is to put everything required into a box or container and keep it stocked for the season. This list is compiled as a best practice:

- Stretcher and first aid equipment
- Water for umpires
- Timers – 3 at a minimum
- Siren
- Table & chairs
- Spare red, yellow and blue cards (and whistle)
- Function cards
- Scoreboard / scoreboard equipment / laptop, etc
- Scorecards
- By-laws & Laws of the game
- Cones
- Spare ball(s)
- Blank team sheets
- Spare bibs if you have them should teams need to borrow/hire them
- Access to a ball pump
- Reward E Points Corflute is displayed



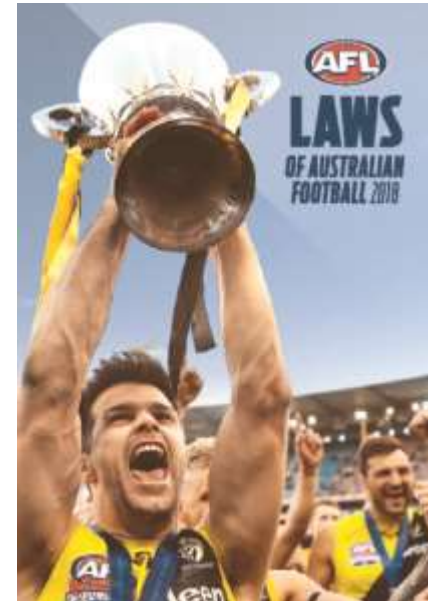
BYLAWS & LAWS OF THE GAME

You MUST ensure that a copy of the current AFL Sydney Juniors Bylaws and AFL Laws of the game are available. These are your Bible when disputes arise

AFL (NSW/ACT) Commission Limited



AFL Sydney Juniors
By-Laws



Need the 2020 documentation or any further information – check out the resources page on the Sydney Junior AFL Website [Here](#)

IDENTIFICATION BIBS:

Wear the ground managers bib from arrival until the end of the day or your shift. Please also ensure during your shift as GM that everyone involved with the game in progress and all appropriate volunteers are wearing the appropriate vests.

These can be ordered from the [AFL Sydney Website](#)



FIRST AID & ERC REQUIREMENTS

Ensure that adequate first aid is available at the ground – if there is no trained ERC or external companies to supply first aid then the game cannot go ahead until adequate first aid is available. Bylaw 12 outlines the rules, subsections F and L note the requirements of what is needed per age group and who is eligible to supply first aid. Subsections M and N outline stretcher requirements and where first aid should be located. The first aid official needs full access to the field at all times.

By-laws 12.10 F, L, M and N

NO FIRST AID – NO GAME PLAYED

(F) There must be at least one person with the minimum competencies outlined in the Sports Trainers Policy at any Match as follows:

- a. Junior (Under 12s and below): First Aid Certificate
- b. Youth and Seniors (Under 13s and over): Emergency Response Coordinator (ERC) Certificate

(L) The Sports Trainers Policy refers to first aid usually being provided by sports trainers or by other volunteers with medical or higher-level allied health qualifications. If a Club has a person present in any of the following occupations they are deemed as acceptable under the Policy:

- a. Nurse;
- b. Physiotherapist;
- c. A certified Sports Trainer;
- d. St John Officer;
- e. Paramedic;
- f. Medical Doctor.

(M) The Host Club must ensure there is:

- a. A "scoop" or similar stretcher in good condition must be located in a quickly accessible location for the duration of each match.
- b. ensure proper ambulance access to the field of play, if necessary and
- c. an appropriately and adequately stocked first aid kit.

(N) The first aid official should be located alongside or as near as practical to the ground manager. Where more than one Match is being played at any one time, a first aid official must be supplied for each game.

FIRST AID & ERC REQUIREMENTS (cont.)

Compliance and penalties regarding first aid.

Your club is expected to adopt and comply with the Infectious Diseases Policy and the Sports Trainers Policy. Your club is responsible to provide the first aid for any games played at your ground and if you are the host club (home team) on a neutral ground or if games are moved due to weather or other ground issues.

Best practice is to ensure that the first aid person has in their kit, address and phone numbers of local area doctors, dentists and afterhours medical emergency locations. Also in the kit the street address for the ground, closest cross streets and know where the on field gate is, plus who has the key.

By-law 12.10 G, H, I and K below further outlines policy and practice to follow and the penalties of not complying.

- (G) The visiting Club should confirm with the ground manager prior to the commencement of each Match that the Host Club is able to comply with the requirements of this By-Law. In the event that the Host Club is unable to comply with these requirements, then, if the visiting Club agrees, the Match will be postponed or rescheduled. Any decision to replay a postponed Match must be agreed to by both Clubs and the Competition Management Committee within seven (7) days of the scheduled Match.
- (H) The Match may proceed if the visiting Club is able to provide the appropriate resources under the Sports Trainers Policy.
- (I) In the event that neither Club has the appropriate requirements at the scheduled commencement of the Match a delayed start of twenty (20) minutes may be applied. If there are additional fixtures following the Match it should be shortened appropriately to not delay the commencement of Matches following.

(K) If a Match is started or played without the attendance of a First Aid Official (as defined), the Host Club will forfeit the Match and may be subject to a maximum fine of two hundred (200) dollars.

FIRST AID & ERC REQUIREMENTS (cont.)

Further notations on first aid are found in 12.2 Q and R.

In regard to Q and R, the by-laws are to be followed where practical, however, please use common sense with scenarios that are not straight forward. An umpire may not be in a position to stop play as they may not have the best view as they are following the football. Sometimes the medic may need to attract their attention. The game is allowed to continue if the injured player, other players and volunteers are not in danger. If you need to sound the siren to attract attention to the umpire to stop the game, **DO NOT STOP THE COUNTDOWN CLOCKS**, they must continue to time the game as there is **NO INJURY TIME** in normal home and away rounds.

- q. In appropriate circumstances, ensure that the Field Umpire is aware that a stretcher is needed on the field, noting that the Field Umpire shall then stop play at the first opportunity. The Ground Manager should also ensure that a phone is available to call an ambulance if required;
- r. In the event of a possible serious injury (e.g. neck), dissuade any first aid Official from moving the injured Player and to wait for an ambulance. Note: The Match will not continue until a First Aid Official has removed the Player from the field. If the Match is abandoned and the playing time of the Match played is greater than two (2) quarters, then the final scores will be taken as that at the scheduled finish time. If the playing time is less than two (2) quarters and if the Coaches cannot agree on final scores and a winner, the Match will be postponed and rescheduled if possible;

TIME KEEPING

Best practice is to ensure that you have a competent time keeper for all of your games. As ground manager you have a lot of things to attend to on game day. One role that has to run well is the timing of games and intervals, so having someone dedicated to this role will ensure a smooth daily game schedule. It is vitally important that the game timers are not left unattended whilst a game is in progress.

Be aware of the game and break times for all games, below are times from the by-laws. Have a timer for the game times and one for the break times for each game. Have a third timer for any time outs (blue and yellow cards) if required.

Rule	U9	U10	U11	U12	U13	U14	U15	U17
Playing Times	4 x 10 Mins Quarters 4/5/4 intervals	4 x 10 Mins Quarters 4/5/4 intervals	4 x 13 Min Quarters 4/5/4 Intervals	4 x 13 Min Quarters 4/5/4 Intervals	4 x 15 Min Quarters 4/5/4 Intervals	4 x 15 Min Quarters 4/5/4 Intervals	4 x 15 Min Quarters 4/5/4 Intervals	4 x 16 Min Quarters 4/5/4 Intervals

Rule	U10 Youth Girls	U12 Youth Girls	U14 Youth Girls	U16 Youth Girls	U18 Youth Girls
Playing Times	4 x 10 Mins Quarters	4 x 13 Min Quarters	4 x 15 Min Quarters	4 x 15 Min Quarters	4 x 16 Min Quarters
	4/5/4 intervals	4/5/4 Intervals	4/5/4 Intervals	4/5/4 Intervals	4/5/4 Intervals

TIME KEEPING (cont.)

It is the host or home club that must supply a timekeeper for each match, however, the away team may elect to also supply a timekeeper. The timekeeper should also record the quarter by quarter scores on one of the team sheets and record the score on the scoreboard if applicable.

The timekeeper is also responsible for recording the time for Blue, Yellow and Red cards. This is the reason for the 3rd timer. Details on the procedure for cards is listed on the next page. The timer for the Blue and Yellow cards start when the player has presented to the Ground Managers desk. 10 minutes for a blue card, 15 minutes for a yellow card. This time does not include interval breaks.

In the event where game times need to be adjusted or if there is disagreement over games times, discussion with the umpires over the issues should occur before the game, at any of the breaks during the game or at the conclusion of the Match.

Any alterations to game times need to be done in consultation with the umpires and communicated to both team managers.

By-law reference is 12.7.

SEND OFFS

Yellow Cards

- Hold up a yellow card to the umpire to signify acknowledgment of card
- Player is off the field for 15 minutes excluding breaks and must remain with the timekeeper for this time
- Timer is to start when the player arrives at the timekeeper's desk, the player can go back to the interchange in the break and return after break
- At completion of time out the player is to be escorted back to interchange area
- Best practice is to encourage the player to sit on their own and calm down, ask all team officials, parents or guardians and players to leave the player until they return to the interchange. Check in with the player to see if they want water, a jacket or medical assistance and not engage in conversation with the player.

Blue Cards

- Hold up a blue card to the umpire to signify acknowledgment of card
- Player is off the field for 10 minutes excluding breaks and must remain with the timekeeper for this time
- Timer is to start when they arrive at the timekeeper's desk – can go back to the interchange in the break
- At completion of time out the player is to be escorted back to interchange area
- Best practice is to encourage the player to sit on their own and calm down, ask all team officials, parents or guardians and players to leave the player until they return to the interchange. Check in with the player to see if they want water, a jacket or medical assistance and not engage in conversation with the player.
- If a player is sent off twice for a calm down the second time the card shall be a yellow

SEND OFFS (cont.)

Red Cards

- Hold up a red card to the umpire to signify acknowledgment of card
- The player is off the field for the remainder of the match, and is NOT to remain at the interchange bench
- Best practice is to ask the player to leave the area entirely, however, may remain as a spectator providing they don't further contravene codes of conduct.

Player replacements for send offs (blue, yellow, red):

Should there be enough players on the interchange bench, a blue or yellow carded player can be replaced by a player on the interchange bench. If there are no players on the interchange bench then the team plays with 1 player less than the opposition until the player is able to return to play. IN THIS INSTANCE TEAMS DO NOT HAVE TO EVEN UP.

Should there be enough players on the interchange bench, a red carded player can be replaced by a player on the interchange bench AFTER 15 MINUTES of time has elapsed (set a timer for a red card send off to mark the 15 minutes). If there are no players on the interchange bench then the team plays with 1 player less than the opposition for the remainder of the match. IN THIS INSTANCE TEAMS DO NOT HAVE TO EVEN UP.

A Player who receives a Red Card in a Match is not prevented from participating in older age Matches on the same weekend. In the event of a Player or Official failing or refusing to leave the field when ordered off, the Player or Official shall be reported for misconduct.

SOUNDING THE SIREN

- The siren needs to be loud and sounded to a length that is audible to the umpires on the field, so they can signal commencement/breaks/completion of the match.
- As Umpires enter the playing field prior to the start of a Match and after half-time – sound it once. All team players, coaches, goal umpires and boundary umpires should take the field and be in the centre for the umpires address to the teams.
- Five minutes prior to scheduled starting time of the Match – sound it once
- Once the umpires have addressed the teams and play is ready to commence watch for the centre umpire to raise the ball to indicate they are ready to start the game. Sound one long siren. Once the umpire blows their whistle and throws the ball into the air, start the timer to count down game time for the appropriate time.
- Once the timer sounds completion of the quarter, sound the siren for one long siren. Start a timer to time the quarter break.
- Two minutes before the end of the break sound the siren twice
- One minute before the end of the break finishes sound the siren once
- Wait for the umpires to commence the next quarter by raising the ball in the air - sound the siren once.

GAMES RUNNING LATE

Games MUST keep to time where ever possible to prevent games running behind. Should you run behind due to injury or other extra ordinary issue, the breaks and game times should be shortened to ensure all remaining games start at their scheduled time. Should a ambulance be called for an injured player that cannot be removed from the field, then the timers should still operate as if the game is in progress. If play does not recommence prior to the end of the scheduled end time, then the following by-law 12.2Ar will apply (see page 12).

If the injury or games have become more than 15 minutes late and there is enough daylight to allow games to be played to normal times, and both coaches agree, then games can continue under normal timings. However, should the coaches not agree or last game of the day finish after dusk and appropriate lighting is not available, game times and break times will need to be adjusted to allow for maximum playing time for all remaining games. All games must have breaks for players and umpires to have appropriate rest times. Please confirm all agreed timings with the field umpires and be guided by any umpire recommendations.

11.5

- (C) Where a possible serious injury occurs to a Player and the Umpire calls a halt to play, the Match will not continue until First Aid Officials have removed the Player from the field. If the Match is abandoned and the playing time of the Match played is greater than two (2) quarters, then the final scores will be taken as that at the time the match was abandoned. If the playing time is less than two (2) quarters and if the Coaches cannot agree on final scores and a winner, the Match will be postponed and rescheduled if possible.

ENSURING GAMES TRANSITION SMOOTHLY

About ½ hour before the game commences (only if you have an assistant to help with timing), find both team managers for the next game, introduce yourself and give each manager a responsibility rundown and deal with any queries. Best practice is to speak to both managers at the same time if you can.

- Advise the team managers:
 - That an ERC or equivalent is present for the match, where they are located in case of injury.
 - Where their team changeroom, interchange bench and area is located.
 - That team sheets need to be at the GM as early as possible, each manager should have 3 copies
 - Ask that all team management be listed on the team sheet – coach, assistant coach, runners, water carriers, boundary umpires, goal umpires, manager, team medics/trainers. Manager is to sign their sheet and the opposition sheet. Please note, that player guernsey numbers are not higher than 99 (i.e. no 3 digit numbers).
 - Ask for all players that have not yet arrived be crossed off the team sheet when it is handed in, this is so the GM and umpires know exact player numbers. Any players who arrive before the siren to indicate completion of the 1st quarter can be added to the team sheet when they arrive, the team manager is to let the Ground Manager and opposition manager know they have arrived.
 - Players arriving after game commenced, should not take the field of play unless the opposition are aware of the player arriving and have a player available to take the field at the same time.
 - Both teams must have the same number of players on the field at all times except for send offs, by-law 5.2 and 9.4D.
 - Confirm with both managers that they have the essential volunteers and that they have all read their function cards. Ensure that all volunteers have and wear their bibs. All roles must wear AFL SJ approved bibs.

MINIMUM & MAXIMUM NUMBERS

You need to be aware of your minimum and maximum numbers as there are rules that apply if numbers are less than minimum or more than maximum and rules that apply to matching numbers on field. Below are the numbers that apply, as per by-law 9.

Sydney Harbour

Age Group	Min #	Max. on field	Max. Interchange
U9 - U10	9	12	Unlimited
U11 - U12	12	15	6
U13 – U17	Division 1 & 2 - 15 Division 3 - 13	16	6

Western Sydney

Age Group	Min #	Max. on field	Max. Interchange
U9 - U10	9	12	Unlimited
U11 - U12	12	15	6
U13 – U17	13	16	6

MINIMUM & MAXIMUM NUMBERS (cont.)

Female Football – All Regions

Age Group	Min #	Max. on field	Max. Interchange
U10	9	12	Unlimited
U12	9	12	6
U14	9	15	6
U16 – U18	12	16	6

- There must be minimum numbers at the start of the match to constitute a match. If minimum numbers are not present before the commencement of the game, by-law 5.4A (forfeits) is actioned where the team waiting on minimum numbers has 15 minutes of game time for the players to arrive, should the team fail to have minimum numbers by this time then the game becomes a scratch match. The team with less than minimum numbers forfeits to the other team. This needs to be documented on the team sheet and the team responsible for recording scores in footy web are to load it into the system as a forfeit.
- If the maximum number of players permissible on the team sheet has been exceeded, ie: U13-17, maximum number is max on field plus max interchange – 22 players, then excess players need to be taken off the team sheet and are not allow to be apart of the match at all.

MINIMUM & MAXIMUM NUMBERS (cont.)

- You should encourage all teams to have maximum number of players on the field and minimum number of players on the bench for all games.
- Juniors U8 to U12 – For maximum participation, if both teams don't have the same number of Players, teams **MUST** loan available Players up to the maximum on-field number for that age group and division with players rotating so that no player plays more than 1 quarter for the opposition team.
- Youth U13-U18 – For maximum participation if teams don't have the same number of Players, teams **MAY** loan available Players up to the maximum on-field number for that age group and division. If the coach accepts the players, they must be rotated so that no single player plays more than 1 quarter per match for the opposition team. **Should the coach not accept offered Players then the Team loaning Players will be able to play as many extra players as possible up to the maximum on field number, this apart from send offs and 10 goal situations, this is the only time that player numbers per team on the field are not equal.**
- During school holidays, minimum numbers can be reduced by 2 players and field sizes reduced by agreement by all parties.
- If an injured Player leaves the field during play and there are no reserves for that Team, the Field Umpire (if possible), the Opposition Coach and the Ground Manager must be advised accordingly. The opposition team is then to remove a Player to keep the numbers on the field even (except for send offs). When a Player returns to the field, the same process applies in reverse.

UMPIRES

- The umpires should check in with you on arrival so you are aware of who your field umpires are.
- Run through with the umpires on how they want to run their game, i.e. warning sirens to start the game, when and where they do pregame checks, etc.
- Give the umpires the team sheets and game ball to check – this needs to be collected from the team manager of the home team when you meet them or get the team sheet. Put extra air in the ball if required.
- Find a responsible person to assist the umpires and walk them onto the ground and take the water to them in the breaks. The umpires will generally stay on the field for the whole game, but if the umpires leave the field they should be escorted from the field and back on the field. Ensure that the umpires are escorted from the field at the completion of the match. Ensure your umpire escort (if it is not you) is wearing a GM bib.
- Umpires will usually shake hands with players and coaches at the completion of the match, please ensure that someone is with the umpires at this time, they should not be approached by anyone to engage in a discussion on the game, any issues with the umpires from the coach or any of the player in the teams should come from the team managers to the ground manager, the umpires should not be left unattended at anytime. **UMPIRES ARE A NO GO ZONE!**
- If the umpires need to address any issues with coaches during the 1/4 , 1/2, 3/4, time breaks please accompany them in this task, coaches need to be respectful of any comments from the umpires and not enter into a debate over anything.

UMPIRES (cont.)

- Umpires should be paid as per the schedule, appendix D in by-laws.
- Umpires should be paid their normal fees if a scratch match is played
- Umpires should be paid their normal fees by the forfeiting team if they are not informed of the forfeit.
- Late arrival of umpires – the payment is calculated on a pro-rata basis on whole quarters officiated.
- For a standby appointment, where an umpire takes control of a match due non-arrival, then the payment is calculated on a pro-rata basis on whole quarters officiated.

No person, except as listed below, shall approach or talk to an umpire, prior to, or after the conclusion of a match or leaving the playing arena.

- AFL NSW/ACT staff
- Ground Manager, including any designated assistants/Umpire Escort;
- Umpire Manager;

Goal umpires and Boundary Umpires:

- 2 goal umpires are required before a match can commence
- 2 boundary umpires are required for U13 and up, however, should no one be available to run a boundary, the game can commence without having them. It should be noted on Match Day paperwork if no boundary umpires are provided.
- Goal and Boundary umpires are to act in a professional manner and refrain from making comments to players, officials and spectators and not show any obvious support to any teams.
- Under 13 & 14's the boundary umpire is to pass the ball to the umpire who will toss the ball.
- Must wear appropriate AFL approved identification bib

HEAD COUNT OF PLAYERS (11.7)

On occasion the number of players on the field may not be equal mainly due to miscommunication. Best practice is to get the team managers to communicate and sort the issue. However, should a head count be called the protocol is:

- The Captain or acting Captain 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 under the preceding By-Law, the Field Umpire shall:
 - a) Stop play at the first available opportunity;
 - b) Call into line within the Centre Square the Players of both Teams who are at the time on the Playing Surface and count the number of Players;
 - c) Upon completing the count, ensure that each Team has the permitted number of Players on the Playing Surface and then recommence play at the position on the Playing Surface where the Field Umpire stopped play; and
 - d) As soon as practicable after the Match, report to the CMC that a request has been made to count the number of Players in a Team and the number of Players actually counted.

HEAD COUNT OF PLAYERS (11.7) Con't

Where a Team has more than the permitted number of Players on the Playing Surface, the following shall apply:

- a. the Field Umpire shall award a free kick to the Captain or acting Captain of the opposing Team, which should be taken at the Centre Circle or where the Play was stopped, whichever is the greater penalty against the offending Team;
- b. a 50-metre penalty shall then be imposed from the position where the free kick was awarded; and
- c. the score of the Team shall then be the score at the commencement of the quarter when the Player count was requested.

Where a count reveals that the opposing Team has a permitted number of Players on the Playing Surface, in addition to the provisions of the AFL Laws of the game the following shall apply:

- a. If the Field Umpire is of the opinion that the request was made primarily to delay play or such request did not have sufficient merit, the Field Umpire shall issue a yellow card to the Captain or acting Captain who requested the Player count and may report the Captain or acting Captain who requested the count for time wasting under Law Players seeking 21.2.2(x).

TEAM SHEETS

- All Teams must use the official Team sheet as produced from Footyweb.
- Clubs are to produce three copies of Team Sheets – 1 copy to be provided to the opposing Club and 1 copy to the Ground Manager for Umpire use, the remaining copy kept by the team.
- Team Sheets must be in the hands of the Ground Manager before the commencement of a Match. 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. It is the responsibility of the Team Manager to ensure all copies are altered accordingly.
- All Players and interchange Players must be listed with the correct jumper number. The Team Sheet must be signed by the Team Manager and the Coach must be included as selected from Footyweb. Team Sheets cannot be printed without a Coach's name. Please note, that player guernsey numbers are not to be higher than 99 (i.e. no 3 digit numbers).
- Please be aware that there are RPL restrictions on clubs that have more than one team in an age group. RPL is available [here](#) (AFLSJ resources page) after the third round of the season. There are also player movement rules in place for Sydney Harbour – bylaw 9.3.
- At the conclusion of each Match, Team Sheets must be signed by the Field Umpire.
- If an identity check is requested on a player by the opposition team, the bylaw to refer to is 11.3.

10 GOAL RULE (5.10)

- This rule applies to all age groups and divisions.
- Once a 60 point difference between scores has been reached at the next break (must be ½ time or later) no further scores should appear on the score board, the score should be adjusted to the trailing team score and the leading team 60 points greater.
- Both goal umpires must still record the score for official match purposes, this score is to be recorded in footy web.
- The field umpires are to be advised of the score at the appropriate break (1/2 or ¾ time) so they can report accordingly on match reports.
- It is mandatory for the 2+ rule to be actioned. This rule is to help equalize the competitive balance on the field for the remainder of the game. The trailing team is to have 2 more players on the field than the leading team.
- If the trailing team doesn't have players on the bench to put on the field, then the opposition coach must loan players or remove players from the field. The rules for injury and send offs still apply.
- Other initiatives can be taken on top of the 2+ rule, such as player rotation, player sharing, moving to 3+, etc – coaches must cooperate with this and umpires are to be consulted during the discussions.
- There are penalties and consequences for non-compliance to this rule, please record any issues on the team sheets so if there are any queries in relation to how teams have dealt with this, you have notes.

ALLOWED ON THE FIELD OF PLAY

- Players, umpires, boundary umpires, runner, water carrier and medical officers/trainers and the coach for U9 and U10 only.
- **Team Runner (by-law 12.4)**
 - The sole duty of the Team Runner is to deliver messages to Players of his Club and then leave the field immediately. If they loiter they will be asked to leave the field by the Umpire.
 - The Team Runner must wear the runners bib.
 - Suspended Players or Officials are not permitted to act as the official Team Runner.
 - Each Team is permitted to use two (2) Team Runners but only one on the Field at any one time
- **Trainers, Medical Support Staff and Water Carriers (by-law 12.5)**
 - Each Team is allowed four (4) water carriers/trainers
 - They must wear a white AFL approved bib
 - They should only enter the playing field on the scoring of a goal or when play is at the other end
 - Water carriers/trainers are not to loiter or remain on the field after undertaking their duties and **must not run messages.**
 - Trainers/Medical Support Staff/Water Carriers are only permitted onto the field during play to attend to injured players or give water
 - Umpires will ask any Trainer/Medical/Water carrier to leave the ground if they loiter or coach players.
 - Minimum age of water carriers/trainers will be:
 - Under 9 - 12's – 12 years or older
 - Under 13's - 18's – 13 years or older

ALLOWED ON THE FIELD OF PLAY

Interchange

- No Player may take the field before the Player being replaced has left the field.
- Interchanging of Players is permitted at any time throughout the Match through an appropriately marked interchange area.
- The interchange area is to be the only portion of the ground's perimeter through which Players may enter
- Placement of the interchange ground markings should be on the same wing, at an equal distance from the two (2) Coaching groups (no less than 10 metres and no greater than 50 metres apart).
- In the Under 9 - Under 12 age groups, both Teams are allowed to set up interchange gates on the wing (marked by low level orange cones) to be used through the course of the Match.

OTHER GENERAL QUESTIONS

4(B) **Use of gloves by Players** in Matches is prohibited for development purposes. The Field Umpire may permit or allow the use of a glove(s) by a Player in a Match under exceptional circumstances, such as injury.

4(C) No Player shall be permitted to play in a Match wearing apparel or **protective equipment** which may cause injury to himself/herself or other Players. The Field Umpires may at their discretion inspect Players' equipment either before or at any time during the Match.

4(D) **Full length undergarments** (items other than the playing jumper or shorts) may only be worn with the prior approval of the League. Short sleeved, sleeveless undergarments, short skins or compression shorts are acceptable, preferably in beige or black or similar colours to the playing jumper and shorts.

4(E) Players who wish to wear **spectacles** during matches and training sessions should wear spectacles with PLASTIC FRAMES and PLASTIC LENSES and must be held on securely by a band.

In accordance with the Australian Football Match Policy Alcohol, is prohibited during junior Matches.

In accordance with NSW Health, smoking is banned at all organised sporting events, see <https://www.health.nsw.gov.au/tobacco/Factsheets/sportsground-smoking-ban.PDF> for further information.

OTHER GENERAL QUESTIONS

Incomplete Matches

Game not commenced – the league will determine the action

Prior to half time - If a Match has commenced but is not able to proceed at any time within the time scheduled for the Match, the Teams shall remain on the field in a group huddle. If after a 30-minute period, the match cannot recommence then the teams should depart from the field. The Match shall be deemed to be drawn and the scores of the Teams at the time the Match was interrupted shall be used in calculating the percentage of each Team.

Half time & beyond - If the half time interval has been reached and the Match is unable to proceed at any time within the time scheduled for the Match, the Teams shall stay on the field in a huddle or leave the field (remain as a team in the interchange or sheds, or in the case of half time, not return to the field. If the Match is unable to recommence within a thirty (30) minute period, the scores of the Teams at the time the Match was interrupted shall be deemed to be the final scores of the Match. The Team with the highest score shall be deemed the winner of the Match and the scores shall be used in calculating the percentage of each Team.

Determination of Match not able to proceed:

If an umpire deems a game is unable to proceed due to the health and safety of the players or in extreme weather, the above scenarios will determine the outcome of the game. Where a Team is directed to recommence play by a field umpire and the Team fails, refuses or neglects to recommence play, the Team shall be deemed to have forfeited the Match and By-Law 5.4 shall apply.

OTHER GENERAL QUESTIONS

Extreme Weather:

Umpires and Clubs, particularly Ground Managers, should be aware of the dangers of allowing play to proceed during dangerous or extreme weather, such as Thunder, electrical storms, lightning or hail. Play should cease if lightning is seen in the vicinity of the playing field. The Match may be terminated by the Field Umpire, or the Ground Manager in such circumstances.

In the event of dangerous weather (e.g. lightning or hail) or other potential life-threatening events, terminate the Match. Note: If the playing time of the Match played is equal to or greater than two (2) quarters, then the final scores will be taken as that at the scheduled finish time. If the playing time is less than two (2) quarters and if the Coaches cannot agree on a final score and a winner the Match will be postponed and rescheduled if possible.

Behaviour Management:

Keep a check on the behaviour of all Officials and spectators and to issue warnings for any misconduct or behaviour that is contrary to the spirit of the game. Note: This process should be completed by Officials of the Club involved after the Ground Manager has advised an Official of that Club. It is not intended that a Ground Manager should be confrontational or assume direct responsibility for behaviour management.

APPENDIX & ADDITIONAL DOCUMENTS

Appendix A - AFL Sydney Juniors Check List

Appendix B – Blank team sheet

Appendix C – Game at a glance Mixed and Youth Boys

Appendix D – Game at a glance Youth Girls

Appendix E – Codes of Conduct

Appendix F - No smoking in spectator areas at public sports grounds