

GOAL UMPIRE FUNCTION

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

GOAL UMPIRE Be aware of

- Communication with the Field Umpire should be restricted to matters arising from umpiring duties.
- Always act in a professional manner and refrain from barracking for or giving support to a team and giving advice or making comments to the players, other officials or supporters.
- Under no circumstance is a Goal Umpire to have any physical contact with a player.
- If the Field Umpire is of the opinion that a Goal Umpire is making wrong or incompetent decisions, he or she may demand the offending club to replace the Goal Umpire before recommencing the match.
- A Field Umpire can over rule the Goal Umpires decision. Occasionally the Field Umpire will consult with the Goal Umpire to decide on the correct score.



COACHES FUNCTION

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



coaches Be aware of

- Ensure that you hold a minimum AFL Level 1 coaching accreditation.
- Ensure that you have your coaches accreditation card on you at all times.
- Understand relevant playing conditions for the age group.
- Ensure ALL players receive adequate game time, and experience different playing positions, in line with the SANFL Juniors Rules, Regulations & Policies.
- Understand the roles of your match day staff i.e. Team Managers, Runners and Water Carriers.
- The game is to be ENJOYED by ALL.
- <u>Do not</u>: ridicule, engage in physical and/or verbal intimidation, abuse or threaten any player, official, umpire, volunteer or spectator. Such actions are totally unacceptable and may result in a report.
- Under no circumstance is a Coach to have any physical contact with a player.

GROUND MARSHALL FUNCTION

- Ensure all equipment (including a stretcher) for conducting the game is available before the match.
- Ensure the interchange area and ground is setup through the movement and placement of goal posts and padding.
- Check with Team Manager that Time Keeper, Runners, Goal and Boundary Umpires and Coaches are aware of or have their Function Cards.
- Receive any formally submitted objections, protests or complaints from officials of clubs.
- Ensure that both teams are aware where the interchange area is.
- Seek to ensure Coaches, Team Managers, Boundary Umpires, Goal Umpires, Runners, Trainers and Medical/First Aid personnel wear their identification bib or appropriate uniform.
- Before the commencement of the match, identify compliance with the Sports Trainers Policy.



- In the event of a possible serious injury (e.g. neck), dissuade any football official from moving the injured player and to wait for an ambulance.
- In the event of dangerous weather (e.g. lightning or hail) or other life threatening events, terminate the game.
- 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.
- Provide an electronic report to SANFL Juniors of any substantiated misconduct by spectators or club officials within twenty-four (24) hours of the game completion.
- In the event of a postponed game, inform the SANFL Juniors in writing of the specific reasons for abandonment of any games.