



**UMPIRING**

**SANFL JUNIORS UMPIRING**

**MATCH DAY HANDBOOK**

**2025**



Written and developed by:

SANFL Junior Umpiring Department 2024. Copyright products this publication.

Except for purposes permitted by the copyright Act, reproduction by whatever means is prohibited without prior written permission of The SANFL Umpiring Department.

Images utilised with thanks to RefAssist (Officials HQ), Umpire AFL & Manfred Kern (SANFLUA).

Enquires should be addressed to:

SANFL Juniors Umpiring Department  
Level 2 Riverbank Stand, Adelaide Oval  
War Memorial Drive, North Adelaide SA, 5006

# TABLE OF CONTENTS



Page	About
1	Title page
2	Intro and copyright
3	Table of contents
4	Match unavailability and withdrawing from games
5	Training attendance
6	Girls Match conditions
7	Non-premiership Match conditions
8	Boys Match conditions
9	Uniforms
10	Game Day Preparation
11	Post game
12	Laws of the game
13	Reportable cards
14	Reportable offences
15-17	Boundary Umpiring
18-19	Goal Umpiring
20	Field Umpiring
21	SANFL Juniors Weather Policy
22	SANFL Senior & Schools match venues
23-25	SANFL Juniors club venues

# UNAVAILABILITY



We acknowledge that most umpires have weekend commitments including part time jobs, sporting commitments and social events outside of football. With games right across the weekend in different competitions, we are willing to accommodate around each umpire. With over 800 umpires, It is expected that all must update availability weekly.

Leave must be added into Officials HQ at least one week prior as the umpiring department staff will allocate umpires to games that Friday the week before publishing appointments on Monday.

Unavailability put late into Officials HQ may result in no matches appointed. Whilst club affiliations are uploaded onto Officials HQ, this does not inform us of the game or division you are playing. It is important you enter your leave for your football games weekly and block off time required to travel to and from games and preparation time required.

We understand that you may be required to reject an appointment or withdraw after accepting it on Officials HQ. In the first known instance, we request you inform the SANFL Juniors Umpiring Department via email prior to Thursday 9am. Initial umpiring allocations not accepted by Wednesday 12pm will be replaced. If you have already accepted an appointment and are unable to umpire, please contact as per the following:

## **Withdrawing from a game once accepting an Appointment**

### **Friday night SANFL Juniors game:**

1. Email [sanfljuniorsumpiring@sanfl.com.au](mailto:sanfljuniorsumpiring@sanfl.com.au) if you are withdrawing from a game prior to Thursday 9am.
2. After 9am Thursday all withdrawals should be made by calling or message via the number advised. If you get no answer, then please leave a message with your name, number to call back if needed, and match details.

Early notice of withdrawal is required to ensure sufficient time to enable SANFL Juniors Umpiring staff to find a suitable replacement.

### **Saturday morning - SANFL Schools:**

As most games on Saturday are prior to 10:30am, same procedures are in place as Friday night withdrawals. A phone call on Saturday should only be due to an emergency situation. If you are sick/injured and contemplating match day ability, please make a decision by Friday 9am and call/SMS.

### **Sunday SANFL Juniors:**

Games on a Sunday start from 8:30am. The earlier you advise us, the better. Don't run the risk of injury, nor Umpire if you are unwell. If you are injured in a game on Saturday, we require you to pull out on the Saturday straight away rather than waiting until Sunday. If you have any doubts over availability due to sickness/injury please make this decision promptly. Your health and wellbeing is #1 and comes before Umpiring.

### **Not showing up to a game**

No shows are unacceptable. Clubs make SANFL aware, and Umpires risk not being allocated the following week. If you can not umpire for what ever reason, please contact us to let us know. This creates a significant impact to clubs who may then need to find someone to Umpire the games.



# TRAINING




Training attendance plays an integral role in the development of umpires in both the technical and physical growth of an umpire in a supportive and fun environment. Training is an excellent way to meet people, collaborate and discuss with them any concerns or questions you may have. Within SANFL Juniors Umpiring, there are up to 8 training venues across metropolitan Adelaide.

To view training venues, days and times, please go to the SANFL Juniors Umpiring Hub or see next page:

**<https://sanfl.com.au/juniors/junior-umpire-hub/>**

**SANFL JUNIOR UMPIRING | KEY DOCUMENTS & RESOURCES**



**JUNIOR UMPIRING RESOURCES**

Key information for junior umpiring is outlined below. All umpires in South Australia must hold a valid Working With Children Check (WWCC). Uniforms can be conveniently ordered directly from our suppliers and delivered straight to the umpire's address. Familiarity with the withdrawal process after accepting an appointment is essential. Training plays a pivotal role in an umpire's development, and priority is given to those who actively attend and participate in training sessions

# SANFL JUNIORS



## UMPIRE TRAINING VENUES & CALENDAR

### MONDAYS

5:30PM TO 6:30PM

CENTRAL

PULTENEY GRAMMAR SCHOOL

5:45PM TO 6:45PM

NORTH

SALISBURY NORTH FOOTBALL CLUB

NORTH EAST

TEA TREE GULLY FOOTBALL CLUB

SOUTH

MITCHAM FOOTBALL CLUB

WEST

SEATON RAMBLERS FOOTBALL CLUB

### TUESDAYS

5:30PM TO 6:30PM

EAST / NORTH

POORAKA FOOTBALL CLUB

5:45PM TO 6:45PM

WEST

WOODVILLE SOUTH FOOTBALL CLUB

SOUTH

MORPHETTVILLE PARK FOOTBALL CLUB

BOUNDARY AND GOAL UMPIRES – TUESDAY AT MORPHETTVILLE PARK & POORAKA



# 2025 SANFL JUNIORS

## MATCH CONDITIONS GIRLS

Phase	U8 Girls	U10 Girls	U12 Girls	U14 Girls	U16 & U18 Girls
<b>Players On Ground</b>	9 a side (3 equal zones)	12 a side	16 a side (5/6/5 starting positions)	16 a side (5/6/5 starting positions)	16 a side
<b>Max. Game Day Squad</b>	12	16	20	20	20
<b>Oval Size</b>	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 130m x 90m	Full Length & Narrowed Wings	Full Size
<b>Match Length</b>	4 x 10 min	4 x 12 min	4 x 15 min	4 x 17 min	
<b>Breaks</b>	3 min Quarters, 5 min Half		5 min Quarters, 8 min Half		
<b>Competition Details</b>	No scores, ladders, finals or recording of best players permitted		Scores, ladders and finals permitted		
<b>The Ball</b>	Synthetic Size 1	Synthetic Size 2	Synthetic Size 3	Leather Size 3	Leather Size 4
<b>Coaching Position</b>	On Field (1 coach per team permitted on field at any one time)	Optional	Sidelines		
<b>Out of Bounds</b>	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - <a href="https://bit.ly/3wnS4h3">https://bit.ly/3wnS4h3</a>				
<b>Contact</b>	No tackle or bump. No contact or spoiling except when accidental in nature	Modified Tackle	Tackling permitted as per Laws of Australian Football		
<b>Stealing, Smothering, Shepherding &amp; Barging</b>	No stealing, smothering, shepherding or barging		Permitted as per Laws of Australian Football		
<b>Bounces</b>	1 Bounce			Unlimited	
<b>Marking</b>	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 10m		
<b>Kick Off The Ground</b>	Not permitted unless accidental		Kick to score from goal square	Permitted	
<b>Penalties</b>	No distance penalty applies	10m penalty, at the umpire's discretion	25m penalty, at the umpire's discretion		
	Players can be ordered off at the umpire's discretion				



# 2025 SANFL JUNIORS

## MATCH CONDITIONS NON-PREMIERSHIP

Phase	SANFL Minis	U8s	U9s	U10s	U11s
<b>Players On Ground</b>	9 a side (3 equal zones)	12 a side (3 equal zones)	12 a side	12 a side	16 a side (Anti Density & 5/6/5 starting positions)
<b>Max. Game Day Squad</b>	12	16	16	16	22
<b>Oval Size</b>	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 100m x 80m	Optimal 100m x 80m	Optimal 130m x 90m
<b>Match Length</b>	4 x 10 min	4 x 12 min	4 x 12 min	4 x 12 min	4 x 15 min
<b>Breaks</b>	3 min Quarters, 5 min Half				
<b>Competition Details</b>	No scores, ladders, finals or recording of best players permitted				
<b>The Ball</b>	Synthetic Size 1	Synthetic Size 2	Synthetic Size 2	Synthetic Size 2	Synthetic / Leather Size 3
<b>Coaching Position</b>	On Field (1 coach per team permitted on field at any one time)	Optional	Optional	Optional	Sidelines
<b>Out of Bounds</b>	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - <a href="https://bit.ly/3wnS4h3">https://bit.ly/3wnS4h3</a>				
<b>Contact</b>	No tackling or bumping. No contact or spoiling except when accidental in nature	Modified tackling and no bumping	Modified tackling and no bumping	Modified tackling and no bumping	Tackling permitted as per Laws of Australian Football
<b>Stealing, Smothering, Shepherding &amp; Barging</b>	No stealing, smothering, shepherding, or barging				Permitted as per Laws of Australian Football
<b>Bounces</b>	1 Bounce				
<b>Marking</b>	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 10m
<b>Kick Off The Ground</b>	Not permitted unless accidental				
<b>Penalties</b>	No distance penalty applies	10m penalty, at the umpire's discretion	10m penalty, at the umpire's discretion	25m penalty, at the umpire's discretion	25m penalty, at the umpire's discretion
	Players can be ordered off at the umpire's discretion				





# 2025 SANFL JUNIORS

## MATCH CONDITIONS PREMIERSHIP

Phase	U12s	U13s	U14s	U15.5s	U17.5s
<b>Players On Ground</b>	16 a side (5/6/5 starting positions)	18 a side			
<b>Max. Game Day Squad</b>	22	22			
<b>Oval Size</b>	Optimal 130m x 90m	Full Size			
<b>Match Length</b>	4 x 15 min	4 x 18 min	4 x 20 min		
<b>Breaks</b>	5 min Quarters, 5 min Half	5 min Quarters, 8 min Half			
<b>Competition Details</b>	Scores, ladders and finals permitted				
<b>The Ball</b>	Leather Size 3	Leather Size 4			Full Size Leather
<b>Coaching Position</b>	Sidelines				
<b>Out of Bounds</b>	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - <a href="https://bit.ly/3wnS4h3">https://bit.ly/3wnS4h3</a>				
<b>Contact</b>	Tackling permitted as per Laws of Australian Football				
<b>Stealing, Smothering, Shepherding &amp; Barging</b>	Permitted as per Laws of Australian Football				
<b>Bounces</b>	1 Bounce	Unlimited			
<b>Marking</b>	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 15m				
<b>Kick Off The Ground</b>	Permitted				
<b>Penalties</b>	25m penalty, at the umpire's discretion				
	Players can be ordered off at the umpire's discretion				

# UNIFORM



Umpiring appearance is important as it sets the tone, and creates a professional look for the game, assisting in gaining respect from players, coaches and spectators.

## Off field:

- Umpires are to wear clean, non club affiliated (Including SANFL/AFL) clothing to and from games.

## On field:

- Umpires are to wear SANFL game day uniform (Pink top, shorts, socks with white wrist bands). The old SANFL Green shirts with “National Pharmacies” logo is no longer acceptable.
- Please do not wear other League Uniforms.
- Socks must be pulled up to just below knees at all times and shirts tucked in.
- Footwear colour is not specific in SANFL juniors however all Umpires should note that Goal Umpires wear predominantly black boots. Boundary and Field Umpires wear predominantly white shoes or boots.
- Boots are strongly advised as well for ground conditions (Boundary umpires may prefer sneakers (“flats”) if oval conditions are good due to the increased running demands.



# GAME DAY PREPARATION



## Bag checklist:

- Umpiring uniform, including shoes and/or boots
- Minimum 2 whistles (We recommend Acme Thunderer 577 due to pitch quality. No whistles around your neck - finger grip only.
- SANFL Juniors Match Day Guide, and AFL Laws of the Game 2025
- Paper and Pen or Pencil, and a Drink Bottle
- Yellow, Red & Blue Cards
- Goal Umpires - Flags, Scorecard Holder, Coin

Valuables: it is an umpires responsibility to secure and look after valuables.

- Home team managers and/or canteens are happy to look after any valuables from the umpires however we recommend locking them in your car or leaving with parents. Items left in Umpire Rooms are at your risk.

## Match day:

Prior to arrival to your allocated game it is important to ensure that you have had:

- adequate sleep
- proper fluid intakes and nutrition
- made yourself aware of the match day conditions for the game your are officiating.

## Arrival time to matches

Please arrive to your game no later than 20 minutes prior to the start time if possible. Whilst there may be a game occurring on the oval upon arrival, this time enables umpires to prepare. Clubs have been advised to action the non-arriving umpires and will arrange club umpires to officiate them game if the appointed umpire is not present 5-10 minutes prior to scheduled start time. Our recommendation - get there in plenty of time.

Upon arrival, we do encourage you to introduce yourself an official (coach, team manager, ground marshal) prior, and only prior to the match commencement. Do not discuss how you will umpire or engage in any commentary regarding specifics of players etc. Teams may have some information to provide e.g. short on numbers etc.

REMEMBER we have both female and male umpires. It is preferred you arrive at the oval in your umpiring attire, or partially ready to go. If you do need to change, please do so in a private cubical in the Umpire Rooms. The common room is exactly that - for all Umpires. NO CLUB attire should be worn to, from or during games.

When making your way on to the ground, go on together if there is more than one Field Umpire. Walk to the centre circle as a group. Upon reaching the centre circle, drop the ball down then commence warm up.

## Match conditions

Before your game please familiarise yourself with the match conditions. There are variations between each age grade (Boys & Girls) and club officials, players and spectators will expect you know the specifics of the following:

- Number of players on the ground
- Oval size, and any modified rules for U7 to U12
- Match lengths including breaks
- Any other Competition details

Teams must provide a **Team Sheet** for all games, in all grades.



# POST GAME



Following completion of the game, umpires should collect the Football, and if more than one Field Umpire, meet and walk off the ground together. In the Umpire Rooms, Field Umpires should complete post game paperwork via Officials HQ. This can be done after but must be submitted by **8PM SUNDAY**.

## Coach and Match Day Ratings Best and Fairest votes (Premiership grades only U12 to U18) Any Card Report Forms if required

Coach and Match Day ratings play a critical roll in understanding the game day environment for umpires. All Matches must have the Field Umpires complete this report at first instance following game completion. This only needs to be done by one Field Umpire in consultation with other umpires. Any reports not completed - Umpires will be chased up and asked to complete immediately.

Any 1 or 2 rating will require details as to why this was given. Coach and Match Ratings hold high importance as low ratings are treated seriously with possible corrective action required. Any Rating 5 should also be provided with some details for clubs to let them know. This is done to ensure a good match day environment. Match reporting and Ratings are given on a score of 1-5 (5 being highest) for both the home and away teams based on

- Player behaviour
- Spectator behaviour
- Exclusion zone

Please see matrix on right:

Score	Rating	Criteria
5 *	Outstanding	<ul style="list-style-type: none"> <li>• Issue Free</li> <li>• Sitting down to coach</li> <li>• Introduction to umpires prior to the match</li> <li>• No comments directed at umpires from coach/ assistance coach / team manager / team support staff</li> </ul>
4	Excellent	<ul style="list-style-type: none"> <li>• Positive commentary</li> <li>• Introduction to umpires prior to the match</li> <li>• No comments directed at umpires from coach/ assistance coach / team manager / team support staff</li> </ul>
3	Good	<ul style="list-style-type: none"> <li>• Non-abusive</li> <li>• Supporting/coaching</li> <li>• Correct communications framework</li> <li>• Unnoticeable</li> </ul>
2 *	Poor	<ul style="list-style-type: none"> <li>• Some challenging/appealing of umpires' decision</li> <li>• No warning OR behaviour improved post warning</li> <li>• Communication framework not adhered</li> <li>• Aggressive/inappropriate language</li> </ul>
1 *	Unacceptable	<ul style="list-style-type: none"> <li>• Consistent abuse towards umpires, players, or spectators</li> <li>• Warning has been provided throughout the match</li> <li>• Severe language used throughout the match (swearing, threatening, aggressive behaviour etc)</li> <li>• Non-stop challenging/appealing on the umpire's decision</li> </ul>

Best & Fairest Votes for 3, 2 and 1 must be completed for al premiership grades only - Under 12 to Under 18. If you are in a two or three umpire system then this should be discussed together to determine who completes those votes and which players are awarded the 3-2-1. This must be submitted on Officials HQ before **8pm Sunday**.

Any Yellow, Red, or Blue Cards given during a game must be followed through with the appropriate Card Form on Officials HQ. All Forms are under your game appointment, and must be completed and submitted no later than **8pm Sunday**.

Cards must be filled out by the Umpire who produced the card.



# TEAM OFFICIALS



As per below from the Rules and Regulations 2025 document for SANFL Juniors, please see the required top / bib / vest colour required for each Official. Umpires should be aware of who is who, in particular Ground Marshall, Runners and Team Manager. Coaches on field in U7 to U10 are required to wear a Yellow vest.

## 7.1.6. Team Officials must be attired in the following SANFL Juniors coloured top/bib/vest:

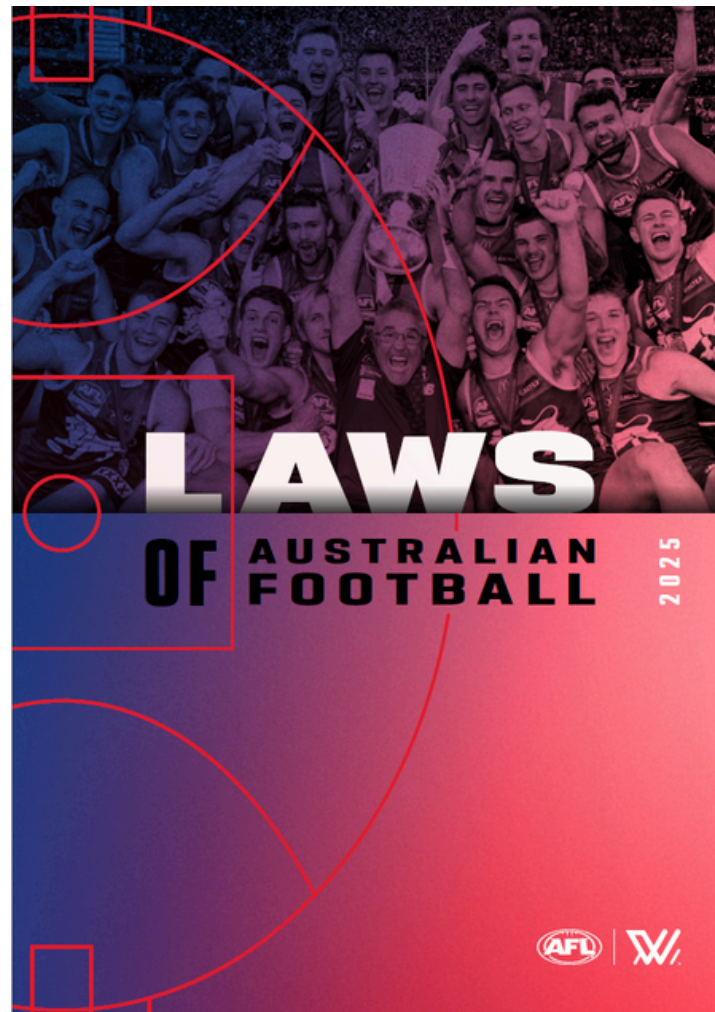
7.1.6.1.	Ground Marshall	Red
7.1.6.2.	Goal Umpire	White
7.1.6.3.	Boundary Umpire	White

Page 14 of 38

## SANFL JUNIORS COMPETITION RULES & REGULATIONS

7.1.6.4.	Runner	Fluorescent Green or Yellow Top
7.1.6.5.	Water Carriers	Blue or Pink
7.1.6.6.	Team Managers	Orange
7.1.6.7.	First Aid	Green
7.1.6.8.	SANFL Minis (U7) to Under 10 Coaches who are coaching from the ground must wear a Yellow Vest.	
7.1.6.9.	Coaches not required to wear a coaches vest/shirt must wear club branded attire.	

# LAWS OF THE GAME



SANFL Juniors Competition has a set of match conditions designed to develop players.

The progression of the modified rules through to AFL laws allows players to continue their development in an enjoyable, safe environment. It is expected umpires understand the modified laws of the age group they are umpiring.

The purpose of the Laws is to explain how a match of Australian Football is played and seek to attain the following objectives. (a) to ensure that the game of Australian Football is played in a fair manner and a spirit of true sportsmanship; and (b) to prevent injuries to players participating in a Match so far as this objective can be reasonably achieved in circumstances where Australian Football is a body contact sport.

# CARDS



## Blue Card:

For any off-field behaviour deemed unacceptable by an umpire

1. Stop the match - ground marshal from both teams is to approach the umpire to explain the issue and action required.
2. A free kick is awarded against the offending team / club in attacking goal square
3. 2nd blue card from same team / club = automatic game finish.

## Red Card:

Any reportable offence

- Offending player is sent off for the remainder of the match
- Offending player can be replaced after 10 minutes.

## Yellow Card:

For any act of on field behaviour deemed unacceptable by an umpire which is not deemed a reportable offence or requires a "Cooling Off" period.

- Offending player is sent off for 10 minutes playing time
- Offending player can be replaced immediately.

ALL Cards issued must be reported in full detail in Officials HQ. The more detail, the less likely the SANFL Umpiring Department will need to follow up.

# REPORTABLE OFFENCES



## As Per the Laws of Australian Football 2025

### 22.2 REPORTABLE OFFENCES

#### 22.2.1 Clarification

- (a) Where any of the Reportable Offences listed in Law 22.2.2 specify that conduct may be intentional or careless:
- (i) any report or notice of report which does not allege whether the conduct was intentional or careless shall be deemed to and be read as alleging that the conduct was either intentional or careless; and
  - (ii) the Tribunal or other body appointed to hear and determine the report may find the report proven if it is satisfied on the balance of probabilities that the conduct was either intentional or careless.
- (b) Notwithstanding any other provision in the Laws, in all circumstances a Player owes a duty of care to all other Players, Umpires and other persons (as applicable):
- (i) not to engage in conduct which will constitute a Reportable Offence being committed against that other Player, Umpire or other person; and
  - (ii) to take reasonable care to avoid acts which can be reasonably foreseen to result in a Reportable Offence

#### 22.2.2 Specific Offences

Any of the following types of conduct is a Reportable Offence:

- (a) intentionally or carelessly:
- (i) striking another person;
  - (ii) kicking another person;
  - (iii) kneeling another person;
  - (iv) charging an opponent;
  - (v) engaging in Rough Conduct against an opponent;
  - (vi) bumping or making forceful contact to an opponent from front-on when that Player has their head down over the football;
  - (vii) head-butting or making contact to another person using the head;
  - (viii) making unreasonable or unnecessary contact to the eye region of another person;
  - (ix) making unreasonable or unnecessary contact to the face of another person;
  - (x) scratching another person; or
  - (xi) tripping another person whether by hand, arm, foot or leg;
- (b) eye-gouging another person;
  - (c) stomping on another person;
  - (d) intentionally making contact with, or striking, an Umpire;
  - (e) attempting to strike an Umpire;
  - (f) spitting on or at an Umpire;
  - (g) behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire;
  - (h) using abusive, insulting or obscene language towards or in relation to an Umpire;
  - (i) unreasonable or unnecessary contact with an Umpire;
  - (j) carelessly making contact with an Umpire;
  - (k) disputing a decision of an Umpire;
  - (l) spitting on or at another person;
  - (m) attempting to strike another person;
  - (n) attempting to kick another person;
  - (o) attempting to trip another person whether by hand, arm, foot or leg;
  - (p) making unreasonable or unnecessary contact with an injured Player;
  - (q) engaging in a Melee or wrestling another person;
  - (r) instigating a Melee;
  - (s) pinching another person;
  - (t) engaging in an act of staging;
  - (u) using abusive, insulting, threatening or obscene language;
  - (v) use of an obscene gesture;
  - (w) engaging in Time Wasting;
  - (x) interfering with a Player Kicking for Goal;
  - (y) intentionally shaking, climbing or otherwise interfering with a goal or behind post;
  - (z) failing to leave the Playing Surface when directed to do so by an Umpire;
  - (aa) wearing boots, jewellery and equipment prohibited under Law 9; or
  - (bb) engaging in any other act of misconduct or serious misconduct.



# BOUNDARY UMPIRE



The Boundary Umpire's main role is to monitor the boundary line and action when the ball goes out of bounds. The ball is out of bounds when the ENTIRE ball has crossed the ENTIRE boundary line. If the ball is still on the line then it is still active in play.

## **Out On the Full (OOF)**

The ball is considered out on the full if the ball is kicked out of bounds without touching the ground or boundary line. The correct signal for OOF is a loud clear whistle with both arms extended out to the side. The boundary umpire will then assist the field umpire by running and pointing to the spot where the ball went out of bounds before running backwards (facing play at all times).

## **Out of Bounds - Last possession**

A Free Kick shall be awarded against a Player who:

- Kicks or Handballs the football over the Boundary Line without the football being touched by another Player;
- For the purposes of defining a kick, a kick shall be an intentional action, not accidental. When the ball comes off the foot or lower leg of a player without the intent of the player being to kick the ball, it will be deemed accidental contact and will not be determined as a kick by the umpire and therefore will result in a boundary throw in.
- Where a Player who does not have possession stops the football being touched by an Opposition Player by Shepherding the ball across the Boundary Line where the ball could have otherwise been touched by the player being blocked, then the umpire will not award a free kick but will instead order a boundary throw in.

The correct signal will be strong whistle with other hand straight up in the air, run and point to where the ball went out of bounds then move away quickly.

## **Out of bounds - Above the Knee**

As stated, if the ball exits the field without bouncing via touching above the knee, the Boundary Umpire will signal out of bounds touched, stand still and lift the knee up 90 degrees and tap the knee 3 times.

## **Ball hits the behind post on the full:**

If the ball touches the behind post on the full then the standard out on the full rules apply. As well as signalling out on the full, the boundary umpire is to touch the behind post 3 times. If the boundary umpire is more than 20m away from the behind post, the goal umpire will assist the boundary umpire by tapping the behind post for the boundary umpire, however the boundary umpire is still expected to blow their whistle and make the appropriate out of bounds signal.

## **Ball hits the behind post not on full - last possession**

If the ball touches the behind post after touching the ground, the signal is OOB with 3 touches against the behind post. If the boundary umpire is more than 20m away from the behind post, the goal umpire will assist the boundary umpire by tapping the behind post for the boundary umpire, however the boundary umpire is still expected to blow their whistle and make the appropriate out of bounds signal.

# BOUNDARY UMPIRE



## Out of bounds - Touched

If the ball exits the playing field by being touched, fumbled accidental, above knee contact or if the player attempts a mark inside play however does not have clear control prior to exiting play. This signal is made as out of bounds with the non whistle arm straight up then the whistle arm touching the back of the other hand 3 times.

When a boundary umpire has signaled touched out of bounds, or the field umpire has signaled a throw in then it is the boundary umpires responsibility to throw the ball in. Throw ins are to be aimed towards the centre square to minimise biasness

The field umpire will set up the rucks correctly prior to the boundary throw in. Once all clear has been given by the field umpire then the boundary umpire shall throw the ball in. The only exception to throwing towards the centre circle is if the throw in is within 10m from the goal/behind post. In this instance the throw is directed perpendicular from the line between the behind post. This is to ensure there is no clear advantage to the attacking team.

# BOUNDARY UMPIRE



## Positioning

### Prior to the start of each quarter

- When the 2 sirens are signaled and the teams go into starting positions as they exit their huddles, the boundary umpire takes position on the centre square (diagonally facing each other on the corner of the centre squares).
- Arms should be either behind your back or by the side of your hands.
- The boundary umpire monitors the inside 50. Any obvious breach of breaking the line results in a free kick allocated. This is signaled by blowing their whistle with hand up, clearly indicating which teams has infringed and run in the direction of the free kick.



## General play

- Boundary umpires are expected to always have the ball in sight (facing the ball at all times) and follow the ball from goal to goal.
- Always remain a safe distance between the ball play.
- If the ball is on the opposite side of the ground the non-controlling umpires are encouraged to run towards the centre square however must move back towards the boundary line as the ball moves more central to play.
- If the play is near the line, the umpire should position wide to be in the best position to determine if the ball goes out of bounds.
- When a ball up occurs within 20m from a scoring area, the boundary umpire must take up position behind the behind post.

## General communication

- When the football goes out of bounds near the behind post, the boundary umpire should let the goal umpire know by signaling "mine" then proceeding with the appropriate out of bounds.
- When the football goes through for a behind the boundary umpire will call yours and immediately back off along the boundary line.
- When the ball hits the player or ground then behind post and goes out of bounds the boundary umpire will call mine look at the goal umpire, signal out of bounds and tap the behind post three times.

## Relay

- Wait for the goal umpire to signal a goal with two hands. The closest umpire will retrieve the ball and the other umpire does the long run. This umpire positions at the top of the goal square on the same side as the umpire retrieving the ball. They signal their hand out to indicate to the central field umpire which way they will be going. Then the umpire will run and pass on the ball to the boundary before passing on to the other field.

## Football not retrievable after a score

- If the football goes over fence, out of arena or is non accessible the boundary umpire closest to the ball on the interchange side will blow whistle and hold hand up high. They will proceed to say "new ball" then they will run and collect the ball from the steward.

# GOAL UMPIRE



## The Role of the Goal Umpire

- Judging whether a Goal or Behind has been scored.
- Signalling that a Goal or Behind has been scored after receiving the “all-clear” or “touched, all clear” from the Field Umpire.
- Recording all Goals and Behinds scored by each team during a match.
- Assisting Boundary Umpires to determine if the football is Out of Bounds, or Out of Bounds on the Full.
- Reporting any Player or Official who commits a reportable offence.

All umpires need to show a positive attitude to the game including attributes such as:

- Enthusiasm for the way you go about the role.
- Supportive to your teammates.
- Team orientated as well as working individually.
- Receptive to all feedback.
- Be well presented.
- Responsible in all aspects of Umpiring.

## Judging a score – Goal:

- A Goal is scored when the football is Kicked completely over the Goal Line by a Player of the Attacking Team without being touched by any other Player, even if the football first touches the ground.
- The goal Umpire shall signal that a Goal has been scored by raising both index fingers and then waving two flags.

## Judging a score – Behind:

- the football passes completely over the Behind Line
- the football touches or passes over the goal post or touches the padding or any other attachment to the goal post (example – flags)
- a Player of the Attacking Team Kicks the football over the Goal Line but before completely passing over the Goal Line, the football is touched by another Player.
- a Player from the Attacking Team Handballs, knocks or takes the football over the Goal Line, other than kicking the ball.
- a Player from the Defending Team Kicks, Handballs, knocks or takes the football over the Goal Line or Behind Line
- if a defending Player plays on from behind the Goal Line or Behind Line and subsequently changes direction before entering the Playing Surface (patrolled by the Field Umpires only).
- The goal Umpire shall signal that a Behind has been scored by raising one index finger and then waving one flag.





# GOAL UMPIRE



		Name ..Steven Pavlovic	
Grade ..U18G DJ		Date ..Sunday 28/4/24	
Round ..2		Time ..3:00pm	
Ground ..Goodwood		Ground ..Goodwood	
Goodwood		V Glenunga	
<b>1st Quarter</b>			
Goals	Behinds	Goals	Behinds
1	1	12	123
1-1 7		2-3 15	
<b>2nd Quarter</b>			
2	2	3	4
2-2 14		3-4 22	
<b>3rd Quarter</b>			
345		45 5	
2-5 17		5-5 35	
<b>4th Quarter</b>			
345 6		67 67	
<b>FINAL SCORES</b>			
5-6 36		7-7 49	

## Recording Scores:

One of the main roles of the Goal Umpire is to record scores on the scorecard. At SANFL State League level, scorecards are provided by the League. At SANFL Juniors level, scorecards are provided by the Home Team Manager.

Whenever a Goal is scored, the Goal Umpire is required to record this immediately after on their score cards.

For a Behind, the Goal Umpire should wait until the ball has cleared the area in order to have a spare moment to write the behind on the score card without the play interrupting. You may have a number of scores in a row prior to being able to write scores on the card – have your own way of remembering what you need to add.

At the end of each quarter, the Goal Umpires meet in the middle of the ground or on the wing, to confer with each other as to the scores to ensure they are correct with each other and the scoreboard.

At SANFL Juniors level, if the scoreboard is incorrect, the Home Team Manager must be advised of the correct score.

# FIELD UMPIRE



Umpires are either:

- Controlling Umpire
- Non-Controlling Umpire

## Controlling Umpire

- Maintain 25m from the contest
- Side on to the contest

## Non - Controlling Umpire

- Always be approximately 1 kick away from the controlling umpire
- Only time you pay a free-kick is if a 'player safety' free kick has not been seen by the controlling umpire – (make sure the free kick is obvious & blatant)

## Two Umpire System

- The Controlling Umpire will retain control until they hand control to the Non-Controlling Umpire. As the Non-Controlling Umpire – you NEVER take control of play. When handing over play, call out "Yours" or if holding play, call out 'Still me'.
- As the Non-Controlling Umpire, we keep a distance of 40-50m between the controlling Umpire (less for lower grades).
- When a player with the ball is approx. 50-70m from goal and has taken a mark or awarded a free kick, the Non-Controlling Umpire is to move up to control the mark to allow the controlling Umpire to move towards the attacking goal. This allows the Controlling Umpire to move "inside 50" and be prepared for the next marking contest/act of play.
- During a melee, our sole focus is to KEEP THE BALL MOVING. One Umpire takes control of the melee and the other will continue to umpire the whole ground until the melee is finished.
- As Non-Controlling Umpire, we support the controlling Umpire. The only free we would pay is a high contact or dangerous tackle free kick. T
- The majority of our focus is not on the contest or ball player, but the rest of the ground (We don't want the Non-Controlling to start paying marks, holding the ball, etc).



# **SANFL JUNIORS WEATHER POLICY**

## **Hot Weather**

Matches, including pre season trial matches shall be cancelled if the temperature on the Bureau of Meteorology website ([WWW.BOM.gov.au](http://WWW.BOM.gov.au)) is 34 degrees or greater one hour before training / games are proposed to occur.

Coaches and team members shall provide additional drink breaks during trial matches and minor round matches and actively encourage junior players to remain hydrated when the temperature is forecast above 25 degrees.

If in their opinion of the field umpire(s) the temperature and humidity conditions have become unsafe for the players they shall advise both team managers that they consider the conditions are unsuitable for play and shall terminate the game.

The field umpire(s) shall stop the match and order the players from the field if inclement weather conditions, which they consider poses a safety risk to players and officials, develop during the match. Inclement weather is defined in the SANFL Juniors Rules & Regulations as unstable weather characterised by lightning in the vicinity of the playing surface, hail storm(s), extreme winds and the like.

The match shall restart when the field umpire(s) deem conditions to be safe to do so.

The match shall be shortened to comply with the SANFL Juniors Rules & Regulations section 8.15 Game Times (refer to Abandonment of Matches 8.13).

**\*\*Example - if the game is due to finish at 2pm, and another game is on after, 2pm is the cut off. The "Match-Clock" does not stop.**

## **SANFL JUNIORS Rules and Regulations**

### **8.13. ABANDONMENT OF MATCHES**

8.13.1 - If a match is called off during game time, then Laws of Australian Football Rules for Incomplete Matches apply.

### **8.14. WASHOUTS**

8.14.1 - Only the host club, Local Council or SANFL staff are empowered to call a washout match.

8.14.2 - Should a clubs ground be unplayable, then a club delegate must notify the SANFL Juniors Competition Management immediately.

8.14.3 - Should any fixture match be cancelled due to washout, then the SANFL Juniors Competition Management will notify the SANFL Juniors Umpiring Department.

8.14.4 - If a Local Council closes a ground due to wet weather, the affected games must be played within fourteen (14) days or as scheduled by the SANFL Juniors Competition Management.

8.14.5 - Rescheduled matches may occur mid-week.

8.14.6 - If a fixture or round of games is washed out and unable to be rescheduled by SANFL Juniors Competition Management, the following points will be allocated for Youth Competitions.

8.14.6.1 - Byes will be awarded zero points.

8.14.6.2 - All other teams will be awarded two (2) points.

8.14.7 - if a club closes a ground due to wet weather without consultation with SANFL Juniors Competition Management or Local Council, then all games scheduled for this ground will be deemed a forfeit, with non-rescheduling and points awarded to opposing teams and all other forfeit conditions applying as per Regulation 8.11.

# SANFL GROUND VENUES



## SANFL State League Venues

Oval	Home Club	Address
Thomas Farms Oval (Unley Oval)	Sturt	Trimmer Terrace, Unley
Summit Sports Park	Sturt	Heysen Boulevard, Mount Barker
X Convenience Oval (Elizabeth Oval)	Central District	Goodman Road, Elizabeth
Stratarama Stadium (Glenelg Oval)	Glenelg	Brighton Road, Glenelg East
Prospect Oval	North Adelaide	Menzies Crescent, Prospect
Norwood Oval (Coopers Stadium)	Norwood	The Parade, Norwood
Maughan Thiem Kia Oval (Woodville Oval)	Woodville West Torrens (Eagles)	Oval Avenue, Woodville South SA
Eastern Parade Reserve	Woodville West Torrens (Eagles)	Eastern Parade, Ottoway
Hisense Stadium (Richmond Oval)	West Adelaide	Milner Road, Richmond
Magain Stadium (Noarlunga Oval)	South Adelaide	Lovelock Drive, Noarlunga Downs
Alberton Oval	Port Adelaide	Queen Street, Alberton

# SANFL JUNIORS GROUND VENUES



## SANFL JUNIORS CLUB VENUES

Home club	Address
Adelaide Junior Bulldogs	South Parklands - Corner South Terrace and Goodwood Road, Adelaide
Angle Vale	Angle Vale Oval - Fradd Road East, Angle Vale
Athelstone	Max Amber Reserve - George Street, Paradise Foxfield Oval - Maryvale Road, Athelstone
Blackwood	Wood Tech Blackwood Oval - Trevor Terrace, Blackwood
Brighton Bombers	Brighton Oval - Brighton Road, Brighton Brighton Primary School - Highet Avenue, Brighton Brighton Lacrosse Oval - Highet Avenue, Brighton Brighton Secondary School - King George Avenue, North Brighton Seaview High School - Seacombe Road, Seacombe Heights
Broadview	Broadview Oval - Poltawa Terrace, Broadview
Central United	Mofflin Reserve - Trimmer Road, Elizabeth Vale
Colonel Light Gardens	Mortlock Park - Sturt Avenue, Colonel Light Gardens
Eastern Park	Dwight Reserve - Yorktown Road, Elizabeth Downs
Edwardstown	Edwardstown Oval - Wood Street, South Plympton
Elizabeth	Argana Park - Midway Road, Elizabeth Downs
Fitzroy	Sam Johnson Sportsground - Swan Court, Renown Park
Flinders Park	Flinders Park Oval - Hartley Road, Flinders Park
Gaza	Klemzig Reserve - North East Road, Klemzig
Gepps Cross	Duncan Fraser Reserve - Rowe Avenue, Northfield
Glenunga	Webb Oval - Conyngham Street, Glenunga Margaret Bond Reserve - Conyngham Street, Glenunga Park 17 - Greenhill Road, Adelaide
Golden Grove	Harpers Field - One Tree Hill Road, Golden Grove
Goodwood Saints	Goodwood Oval - Curzon Avenue, Millswood
Greenaces	LJ Lewis Reserve - Grand Junction Road, Northfield

# SANFL JUNIORS GROUND VENUES



Home club	Address
Hectorville	Daly Oval - Daly Street, Magill
Henley	Mainfreight Shark Park (Henley & Grange Memorial Oval) - Atkin St, Henley Beach Henley High School - Cudmore Terrace, Henley Beach Henley Beach Primary School - Hazel Terrace, Henley Beach South
Hope Valley	Hope Valley Oval - Valley Rd, Hope Valley
Houghton Districts	Houghton Memorial Oval - Lower North East Road, Houghton
Ingle Farm	Rowe Park - Belalie Road, Ingle Farm
Kenilworth	St Marys Park - Laura Avenue, St Marys
Kensington Cardinals	Newlands Park - Newland Road, Burnside
Kilburn	Blair Athol Reserve - Leslie Avenue, Blair Athol
Lockleys	Lockleys Oval - Rutland Avenue, Lockleys
Marion	Marion Oval - Norfolk Road, Marion
Mitcham	Rowett Constructions Oval (Price Memorial Oval) - Angus Road, Hawthorn
Modbury	Modbury Oval - Hazel Grove, Ridgehaven Greenwith Oval - The Golden Way, Greenwith
Morphettville Park	Broadway Building Co. Oval (Kellett Reserve) - Denham Avenue, Morphettville
Mount Lofty	Heathfield Oval - Hender Road, Heathfield
North Haven	Largs North Reserve - Victoria Road, Largs North
Para Hills	EXP Realty Oval at The Paddocks, Bridge Road, Para Hills West
Payneham Norwood Union	Payneham Oval - Rosella Street, Payneham St Francis of Assisi School - Newton Road, Newton
PHOS Camden - "Phantoms"	Camden Oval - Saratoga Drive, Novar Gardens

# SANFL JUNIORS GROUND VENUES



Home club	Address
Plympton Bulldogs	Plympton Oval - South Terrace, Plympton Park Mitchell Park Oval - Bradley Grove, Mitchell Park
Pooraka	Lindblom Park - McCarthy Court, Pooraka
Port Districts	Country Living Homes Reserve (Largs Reserve) - Woolnough Road, Largs Bay EP Nazer Reserve - Swan Terrace, Ethelton
Portland	Port Adelaide Reserve - Baynes Place, Port Adelaide
Reynella	Reynella Oval - Oval Road, Old Reynella
Rosewater	Eric Sutton Reserve - Newcastle Street, Rosewater
Salisbury	Salisbury Oval - Brown Terrace, Salisbury
Salisbury North	Salisbury North Oval - Bagsters Road, Salisbury North
Seaton Ramblers	Ray White Flinders Park Reserve (Pedlar Reserve) - Pedlar Street, Seaton
Smithfield	Smithfield Oval - Anderson Walk, Smithfield
SMOSH West Lakes	West Lakes Shore Oval (West Lakes Sports Clubs) - Bartley Terrace, Semaphore Park West Lakes Shore Primary School - Edwin Street, West Lakes Jubilee Reserve - Sansom Road, West Lakes Shore
Tea Tree Gully	Ray White Tea Tree Gully Pertaringa Oval and Bulkana Oval - Steventon Drive, Banksia Park
Unley Jets	Kingswood Oval - Corner Belair Road and Halsbury Avenue, Kingswood Mercedes College Main Oval - Fullarton Road, Springfield
Virginia	Sneaky's Oval (Virginia Oval) - Old Port Wakefield Road, Virginia
Walkerville	Walkerville Oval - Smith Street, Walkerville Park 9 - Bundeys Road, North Adelaide
West Croydon	Fawk Reserve - Adele Street, Athol Park
Woodville South	Bernie Lewis Home Loans Oval (Ledger Reserve) - Ledger Road, Woodville South





**UMPIRING**

**SANFL JUNIORS UMPIRING**  
**2025**