



UMPIRING

SANFL JUNIORS UMPIRING

2026 HANDBOOK



Written and developed by:

SANFL Juniors Umpiring Department 2026.
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UNAVAILABILITY



Umpire Availability & Withdrawal Expectations

We understand that umpires balance school, work, other sports, and social commitments. With matches scheduled across the entire weekend and more than 900 umpires on our list, it's essential that your availability in Officials HQ is accurate and updated as soon as you become aware of any changes.

Entering Leave & Unavailability

- Leave must be entered at least one week in advance.
- The Junior Umpiring Team begins drafting appointments 8 days prior, so early notice is crucial.
- Late unavailability may result in no appointments for that round.
- Club affiliations do not tell us which game or division you are playing. Please enter leave weekly for your own football games and include travel and preparation time.

Rejecting or Withdrawing From Appointments

We understand that circumstances change. If you cannot umpire, before accepting an appointment:

- Reject the appointment before Wednesday 12pm.
- Appointments not accepted by this time will be reallocated.

After accepting an appointment, if you need to withdraw, follow the procedures below.

Friday Night SANFL Juniors

- Before Thursday 9am:
 - Email sanfljuniorsumpiring@sanfl.com.au.
- After Thursday 9am:
 - Withdraw via the contact number provided.
- If unanswered, leave a message with:
 - Your name
 - Contact number
 - Match details

Early notice ensures we have time to find a suitable replacement.

Sunday SANFL Juniors

- Games begin from 8:30am, so prompt communication is essential.
- Do not risk injury or officiate if unwell.
- If injured on Saturday, please withdraw on Saturday, not Sunday morning.
- If you are unsure about your fitness or health, make your decision early — your wellbeing comes first.

No-Shows

Not attending an appointed match without notifying us is unacceptable.

- Clubs report no-shows to SANFL.
- Umpires may not receive an appointment the following week.
- If you cannot umpire, you must contact us — failing to do so significantly impacts clubs and scheduling.

Other Competitions (Weekdays)

For all other competitions, withdrawals must be advised as soon as possible via mobile call or text.

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. For 2026, SANFL Juniors Umpiring has 9 training venues across metropolitan Adelaide.

To view training venues, days and times, please see below, or go to the SANFL Juniors Umpiring Hub.

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



EDUCATION

Enhance your umpiring knowledge with our diverse range of educational materials. Explore the AFL Learning Management System (LMS) to access a variety of courses that you can conveniently complete at home. Our Education section features valuable links to videos, aiding your comprehension of modified rules and laws specific to Junior Competitions.

2026 TRAINING CALENDAR & PROGRAM



SANFL JUNIORS



UMPIRE TRAINING VENUES & CALENDAR

MONDAYS

5:45PM TO 7:00PM

JUNIOR FIELD UMPIRES

**NORTH EAST
TEA TREE GULLY**

**WEST
SEATON RAMBLERS**

**NORTH
SALISBURY NORTH**

**SOUTH
MITCHELL PARK**

TUESDAYS

4:30PM TO 5:45PM

JUNIOR FIELD UMPIRES

**INNER WEST
FLINDERS PARK**

**EAST
ROSTREVOR COLLEGE**

5:45PM TO 7:00PM

JUNIOR FIELD UMPIRES

**SOUTH WEST
MORPHETTVILLE PARK**

SANFL JUNIORS



UMPIRE TRAINING VENUES & CALENDAR

TUESDAYS

**EXPERIENCED JUNIOR UMPIRE HUBS
5:45PM TO 7:00PM**

**EXPERIENCED FIELD
AND
ALL BOUNDARY & GOAL UMPIRES**

**NORTH
POORAKA FC**

**SOUTH / CENTRAL
ADELAIDE JNR BULLDOGS - CITY
(PARK 21W)**



2026 SANFL JUNIORS

MATCH CONDITIONS GIRLS

Phase	U8 Girls	U10 Girls	U12 Girls	U14 Girls	U16 & U18 Girls
Players On Ground	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
Max. Game Day Squad	12	16	20	20	20
Oval Size	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 130m x 90m	Full Length & Narrowed Wings	Full Size
Match Length	4 x 10 min	4 x 12 min	4 x 15 min	4 x 17 min	
Breaks	3 min Quarters, 5 min Half		5 min Quarters, 8 min Half		
Competition Details	No scores, ladders, finals or recording of best players permitted		Scores, ladders and finals permitted		
The Ball	Synthetic Size 1	Synthetic Size 2	Synthetic Size 3	Leather Size 3	Leather Size 4
Coaching Position	On Field (1 coach per team permitted on field at any one time)	Optional	Sidelines		
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - https://bit.ly/3wnS4h3				
Contact	No tackle or bump. No contact or spoiling except when accidental in nature	Modified Tackle	Tackling permitted as per Laws of Australian Football		
Stealing, Smothering, Shepherding & Barging	No stealing, smothering, shepherding or barging		Permitted as per Laws of Australian Football		
Bounces	1 Bounce			Unlimited	
Marking	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		
Kick Off The Ground	Not permitted unless accidental		Kick to score from goal square	Permitted	
Penalties	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					



2026 SANFL JUNIORS

MATCH CONDITIONS NON-PREMIERSHIP

Phase	SANFL Minis	U8s	U9s	U10s	U11s
Players On Ground	9 a side (3 equal zones)		12 a side (3 equal zones)	12 a side	16 a side (5/6/5 starting positions)
Max. Game Day Squad	12		16		22
Oval Size	Optimal 80m x 60m		Optimal 100m x 80m		Optimal 130m x 90m
Match Length	4 x 10 min		4 x 12 min		4 x 15 min
Breaks	3 min Quarters, 5 min Half				
Competition Details	No scores, ladders, finals or recording of best players permitted				
The Ball	Synthetic Size 1		Synthetic Size 2		Synthetic / Leather Size 3
Coaching Position	On Field (1 coach per team permitted on field at any one time)		Optional		Sidelines
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - https://bit.ly/3wnS4h3				
Contact	No tackling or bumping. No contact or spoiling except when accidental in nature		Modified tackling and no bumping		Tackling permitted as per Laws of Australian Football
Stealing, Smothering, Shepherding & Barging	No stealing, smothering, shepherding, or barging				Permitted as per Laws of Australian Football
Bounces	1 Bounce				
Marking	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
Kick Off The Ground	Not permitted unless accidental				
Penalties	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				



2026 SANFL JUNIORS

MATCH CONDITIONS PREMIERSHIP

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

UNIFORM



Umpire Appearance: Look the Part, Set the Standard

How you present yourself matters. Your appearance signals professionalism, sets the tone for the match, and helps earn respect from players, coaches, and spectators. When you look like you're ready for the game, people treat you like you're in the game.

Off-Field: Arrive Like an Umpire

- Wear clean, non-club-affiliated clothing to and from games — this includes avoiding SANFL/AFL club gear. Please also don't wear your SANFL Juniors club attire (shorts etc).
- We encourage umpires to wear a SANFL Umpire Polo or training top when arriving and leaving. These are available from Burley Sekem.
- The way you walk into a venue shapes the way people see you before the first whistle is even blown.

On-Field: Uniform That Shows You Mean Business

Field & Boundary Umpires

- Pink Shirt, Pink & Grey Shorts, and Pink Socks
- White wristbands encouraged
- Footwear: flats, boots, or trail shoes. Colour is flexible, but predominantly white shoes are required at State League level.

Goal Umpires

- Pink Shirt (short or long sleeve), and Pink Jacket, Grey Cap, and Grey Pants
- Black or dark-coloured boots or trail shoes
- Flags (4) and Scorecard Holder

Match-Day Standards

- No uniforms from other leagues — SANFL Juniors only.
- Shirts tucked in, socks pulled up, and gear worn correctly.
- Boots or trail shoes are strongly recommended in soft or wet conditions.

GAME DAY PREPARATION



Match-Day Preparation & Bag Checklist

Being organised and looking the part helps you step into the game with confidence and professionalism.

Bag Checklist

Make sure your bag includes:

- Full umpiring uniform, including shoes/boots
- Two whistles minimum
 - Recommended: Acme Thunderer 577. Finger grip only — no whistles around the neck.
- SANFL Juniors Umpiring Handbook & AFL Laws of the Game 2026
- Paper and pen/pencil, plus a drink
- Yellow, Red & Blue Cards (available at training or match days)
- Goal Umpires: Flags, scorecard holder, coin

Valuables

Umpires are responsible for their own valuables.

- You may ask team managers/canteens to hold items, but we recommend:
 - Locking valuables in your car, or
 - Leaving them with parents
- Items left in umpire rooms are at your own risk

Match-Day Expectations

✓ Before You Arrive, ensure you've had:

- Adequate sleep
- Proper hydration and nutrition
- A check of the match-day conditions for your game

Arrival Time

- Arrive at least 20 minutes before your match
- Even if another game is underway, this time is for your preparation.
- Clubs will replace non-arriving umpires with club umpires if the appointed umpire is not present 5 minutes before start time.
- Best practice: arrive early and remove the pressure.

GAME DAY PREPARATION



On Arrival

- Introduce yourself to an official (coach, team manager, ground marshal) before the match only
- Keep conversations professional
- Please avoid discussions on how you will umpire or comment on players
- Teams may provide essential info (e.g., low numbers)

Changing & Attire

- We have both male and female umpires — be mindful of shared spaces
- Ideally arrive already in uniform or mostly ready. Changerooms are available at all venues
- If changing, use a private cubicle
- The common room is shared for all umpires
- No club attire to, from, or during games

Entering the Ground

- Field umpires should walk out together
- Move as a group to the centre circle
- Drop the ball, then begin warm-up
- This shows unity and professionalism.

Match Conditions — Know Your Game

Before your match, ensure you know:

- Number of players
- Oval size and modified rules (U7–U12)
- Match length and break times
- Any competition-specific variations

Team Sheets must be provided for all games, in all grades.



AFTER YOUR 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 Ratings

Best and Fairest votes (Premiership grades only for Under 12 to Under 18)

Any Card Report Forms if a card was given

Coach and Match 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 may 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 zones

Please see matrix to the right -

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

Best & Fairest Votes for 3, 2 and 1 must be completed for all premiership grades matches - Under 12 to Under 18. If you are in a two or three umpire system, this should be discussed together to determine who completes the entry of 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**. This must include full details of the incident including lead-up, incident description, and anything that occurred after.

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

TEAM OFFICIALS

As per below from the 2026 SANFL Juniors Rules and Regulations, please see the required top / bib / vest colour required for each Club & Team 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.

Ground Marshall - Red

Goal Umpire - White

Boundary Umpire - White

Runner - Green or Yellow

Water Carriers - Blue or Pink

Team Managers - Orange

First Aird - Green

On Field Coaches in U7 to U10 - Yellow

Coaches who are not required to wear a vest must wear Club 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.

L LAWS OF AUSTRALIAN FOOTBALL

2026



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 2026

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 UMPIRES



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 of Bounds, On the Full (OOF)

The ball is considered Out of Bounds, 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 should 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 the 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 UMPIRES



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.



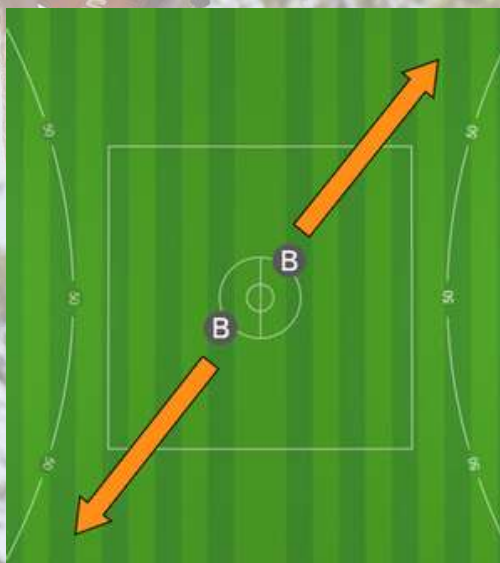
BOUNDARY UMPIRES



Positioning

Pre-Game Start Position

- At the 2-minute siren or when teams huddle, stand on opposite sides of the centre circle.
- As teams move to starting positions, take position 15m from the Centre Square corner, facing your partner. Arms behind back or by your sides.
- Monitor the inside 50 for early movement. If breached: whistle, hand up, indicate team, run in direction of free kick.
- Once the football is thrown up, move towards the middle of the ground, but towards the boundary.



General Play

- Always face the ball and keep it in sight.
- Follow play goal to goal, staying clear of contests.
- If play is far side, non-controlling umpires may move away from the Boundary Line, but must return to as play approaches.
- When play is near the boundary, position wide to judge out-of-bounds.
- For ball-ups within 20m of goal or set shots, stand behind the behind post.

Communication

- Ball out near behind post: call “mine” and signal out-of-bounds.
- Behind scored: call “yours”, arm pointing out towards the fence and ground, and retreat along boundary.
- Ball hits player/ground then behind post and goes out - Call “mine”, check with goal umpire, signal out-of-bounds, tap post three times.

Relay After a Goal

- Don't move until the goal umpire signals a goal. Closest boundary umpire retrieves the ball.
- Other umpire runs to the top of the goal square, signals direction to field umpire, then completes the relay.

Unretrievable Football

- If ball goes over the fence or is inaccessible - closest boundary umpire on interchange side blows whistle, hand up, calls “new ball”, and collects a replacement unless the Field Umpire receives first. Move to restart position after Goal.

GOAL UMPIRES



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, and 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 UMPIRES



		Name	...Steven Pavlovic	
Grade ...U18G D1		Date	...Sunday 28/4/24	
Round ...2		Time	...3:00 pm	
Ground ...Goodwood		Ground	...Goodwood	
Goodwood		V	Glenunga	
1st Quarter				
Goals	Behinds		Goals	Behinds
1	1		12	123
1-1		7	2-3 15	
2nd Quarter				
2	2		3	4
2-2		14	3-4 22	
3rd Quarter				
3-5		4-5		5
2-5		17	5-5 35	
4th Quarter				
3-5		6	6-7 67	
FINAL SCORES				
5-6		36	7-7 49	

Recording Scores:

One of the main roles of the Goal Umpire is to record scores on the scorecard. Scorecards are provided by SANFL Juniors and can be collected from a Match Day Coach, or at Training.

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



Field Umpires are either:

- Controlling Umpire
- Non-Controlling Umpire

Controlling Umpire

- Maintain 25m from the contest (10-15m for younger age grades)
- 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). Pause first, then blow your whistle to ensure the controlling Umpire has not seen it from your angle view.

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 35-40m between the controlling Umpire (less for younger age grades).
- When a player with the ball is approx. 50-70m from goal and has taken a mark or been 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. This is called "releasing".
- 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).

Match Conditions

- Check your required Match Conditions each week depending on the match you will be Umpiring.
- Get to know your modified rules for Under 7 to Under 12.
- Be aware of Modified Tackling in Under 9 and Under 10
- Always keep your team sheets

WEATHER



Hot Weather

Matches, including pre season trial matches shall be cancelled if the temperature on the Bureau of Meteorology website (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 State League Venues



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

SANFL Juniors Club Venues



Home club	Address
Adelaide Junior Bulldogs	South Parklands - South Tce and Goodwood Rd, Adelaide
Angle Vale	Angle Vale Oval - Fradd Rd East, Angle Vale
Athelstone	Max Amber Sportsfield - George St, Paradise
Blackwood	Wood Tech Blackwood Oval - Trevor Tce, Blackwood
Brighton Bombers	Brighton Oval - Brighton Rd, Brighton Brighton Primary School - Highet Ave, Brighton Brighton Lacrosse Oval - Highet Ave, Brighton
Broadview	Broadview Oval - Poltawa Tce, Broadview
Central United	Mofflin Reserve - Trimmer Rd, Elizabeth Vale
Colonel Light Gardens	Mortlock Park - Sturt Ave, Colonel Light Gardens
Eastern Park	Dwight Reserve - Yorktown Rd, Elizabeth Downs
Edwardstown	Edwardstown Oval - Wood St, South Plympton
Elizabeth	Argana Park - Midway Rd, Elizabeth Downs
Fitzroy	Sam Johnson Sportsground - Swan Ct, Renown Park
Flinders Park	Flinders Park Oval - Hartley Rd, Flinders Park
Gaza	Klemzig Reserve - North East Rd, Klemzig
Gepps Cross	Duncan Fraser Reserve - Rowe Ave, Northfield

SANFL Juniors Club Venues



Home club	Address
Glenunga	Webb Oval - Conyngham St, Glenunga Margaret Bond Reserve - Conyngham St, Glenunga Park 17 - Greenhill Rd, Adelaide Norwood International High School - The Parade, Magill Urrbrae Agricultural High School - Cross Rd, Netherby
Golden Grove	Harpers Field - One Tree Hill Rd, Golden Grove
Goodwood Saints	Goodwood Oval - Curzon Ave, Millswood
Greenaces	Edward Smith Reserve (EJ Smith Oval) - Grand Junction Rd, Northfield
Hahndorf	German Arms Oval - Pine Ave, Hahndorf
Hectorville	Daly Oval - Daly St, Magill
Henley	Shark Park (Henley & Grange Memorial Oval) - Atkin St, Henley Beach Henley High School - Cudmore Tce, Henley Beach Henley Beach Primary School - Military Rd, Henley Beach South
Hope Valley	Hope Valley Oval - Valley Rd, Hope Valley
Houghton Districts	Houghton Memorial Oval - Lower North East Rd, Houghton
Ingle Farm	Prestige Park (Rowe Park) - Belalie Rd, Ingle Farm
Kenilworth	St Marys Park - Laura Ave, St Marys
Kensington Cardinals	Kensington Oval - The Parade, Kensington (Pembroke School)
Kilburn	Blair Athol Reserve - Leslie Ave, Blair Athol
Lockleys	Lockleys Oval - Rutland Ave, Lockleys

SANFL Juniors Club Venues



Home club	Address
Marion	Marion Sports & Community Club - Sturt Rd, Marion
Mitcham	Rowett Constructions Oval (Price Memorial Oval) - Angas Rd, Hawthorn
Modbury	Modbury Oval - Hazel Grove, Ridgehaven Greenwith Oval - The Golden Way, Greenwith
Morphettville Park	Broadway Building Co. Oval (Kellett Reserve) - Denham Ave, Morphettville
Mount Lofty	Heathfield Oval - Hender Rd, Heathfield
North Haven	Largs North Reserve - Victoria Rd, Largs North
Para Hills	EXP Realty Oval (The Paddocks), Bridge Rd, Para Hills West
Payneham Norwood Union	Payneham Oval - Rosella St, Payneham
PHOS Camden - "Phantoms"	Camden Oval - Saratoga Dr, Novar Gardens
Plympton Bulldogs	Plympton Oval - South Tce, Plympton Park Mitchell Park Oval - Bradley Grove, Mitchell Park
Pooraka	Lindblom Park - McCarthy Ct, Pooraka
Port District	Country Living Homes Reserve (Largs Reserve) - Woolnough Rd, Largs Bay EP Nazar Reserve - Swan Tce, Ethelton
Portland	Port Reserve - Baynes Place, Port Adelaide
Reynella	Reynella Oval - Oval Rd, Old Reynella
Rosewater	Eric Sutton Reserve - Newcastle St, Rosewater

SANFL Juniors Club Venues



Home club	Address
Salisbury	Salisbury Oval - Brown Tce, Salisbury
Salisbury North	Salisbury North Oval - Bagsters Rd, Salisbury North
Seaton Ramblers	Ray White Flinders Park Reserve (Pedlar Reserve) - Pedlar St, Seaton
Smithfield	Smithfield Oval - Anderson Walk, Smithfield
SMOSH West Lakes	West Lakes Shore Oval (West Lakes Sports Clubs) - Bartley Tce, Semaphore Park West Lakes Shore Primary School - Edwin St, West Lakes
Tea Tree Gully	Ray White Tea Tree Gully Pertaringa Oval and Bulkana Oval - Steventon Dr, Banksia Park
Unley Jets	Kingswood Oval - Corner Belair Rd and Halsbury Ave, Kingswood Mercedes College Main Oval - Fullarton Road, Springfield
Virginia	Sneaky's Oval (Virginia Oval) - Old Port Wakefield Rd, Virginia
Walkerville	Walkerville Oval - Smith St, Walkerville Park 9 - Bundeys Rd, North Adelaide
Woodville South	Bernie Lewis Home Loans Oval (Ledger Reserve) - Ledger Rd, Woodville South



UMPIRING

SANFL JUNIORS UMPIRING 2026

JUNIORS

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