

COMMUNITY FOOTBALL

2019
MATCH DAY
RESOURCE

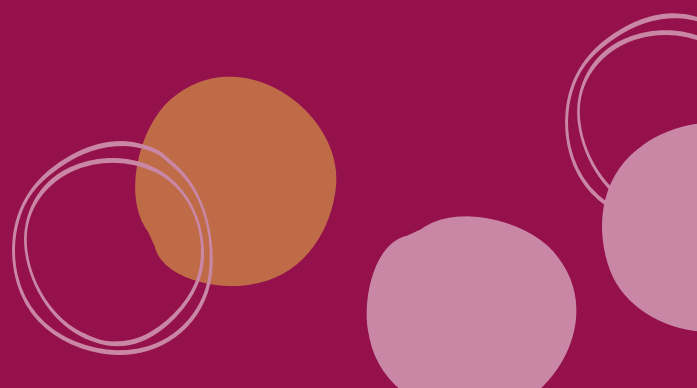


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KEY STAFF CONTACTS



NAME



ROLE



EMAIL



PHONE

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Joanna Main	QAFLW, QFAW Div 1 & 2	Joanna.main@afl.com.au	0411 308 956
Ariana Reilly	Football Operations Administration Officer	Ariana.reilly@afl.com.au	07 3033 5406
Jacob McPherson	QFA & QFAW Norther Rivers	aflnrj@gmail.com	0432 434 838
TBC	AFL Wide Bay		
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Damien Mitchelmore	Community Umpire Development Manager	Damien.mitchelmore@afl.com.au	0409 443 079
Katie Gravett	AFL Queensland Reception	reception@aflq.com.au	07 3033 5400

WEBSITE & SOCIAL MEDIA



WEBSITE

www.aflq.com.au



FACEBOOK

AFL Queensland - <https://www.facebook.com/AFLQUEENSLAND/>

AFLQ Community Footy - <https://www.facebook.com/AFLQfooty/>

QAFL - <https://www.facebook.com/officialqafl/>

QAFLW - <https://www.facebook.com/QWAFL/>



INSTAGRAM

@aflq - <https://www.instagram.com/aflq/>



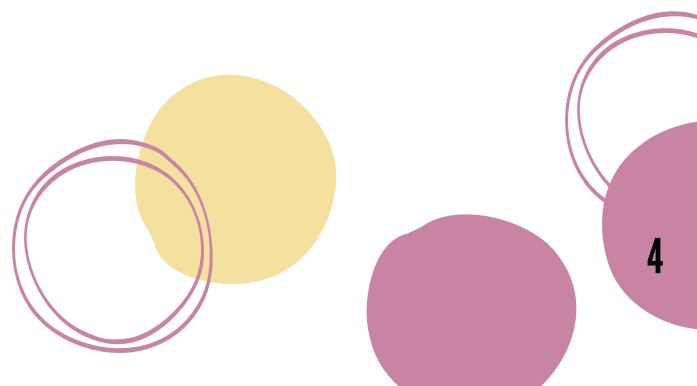
TWITTER

@AFLQ - <https://twitter.com/AFLQ>

@AFLQfooty - <https://twitter.com/aflqfooty>



#AFLQFOOTY



MATCH DAY SET UP

OUTDOOR CHECKLIST



LINE MARKING

Lines clearly marked per the Laws of the Game and required distances applicable.



AWAY ROOMS

Clean and swept. Toilet paper & white board provided. Hot shower and lights working. Away team to clean up after use.



UMPIRE ROOMS

Clean and swept. Toilet paper, hot showers, table, chairs & working lighting.



GOAL POST PADS

Suitably fixed to posts and ready for game day.



PA SYSTEM

In working order with the ability to clearly be heard.



SIREN

In clear working order, tested pregame and with back up siren (air horn) in close proximity.



CONCUSSION

Concussion posters visible in Home and Away Rooms.



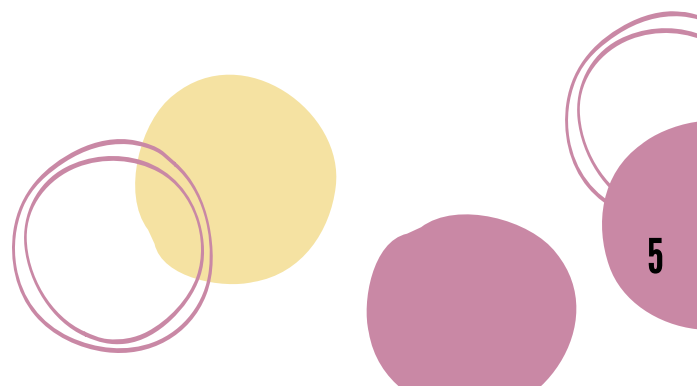
FOOTBALLS

See rules and Procedures for competition specific number and placement of match balls; page 17.



STRETCHER

At interchange bench.



MATCH DAY TIMELINE

1 HOUR

Meet with opposition club Team Manager

1 HOUR

Complete JLT Match Day Checklist (via the AFL Match Day App by JLT)

30 MINUTES

Team sheet copies to umpires & away club

30 MINUTES

Home team to provide match football to umpires. Spare balls in appropriate places

25 MINUTES

Time keepers in place with cards and correct match time displayed

20 MINUTES

Interchange Steward in place with paperwork
Live Scorer in place

20 MINUTES

Scoreboard attendants are in place

DURING

Provide drinks to umpires at breaks

DURING

Umpire escort to/ from ground prior to match, half time & full time
Live Scoring - To be done by the Away team

POST GAME (15 MINS)

Gain 'All Clear' from umpires including reports. Complete all match day paperwork requirements via online match day paperwork form

POST GAME (90 MIN MAX)

Match Day results are entered through Sports TG

HOME TEAM

Responsible for ensuring final scores are correct.

BOTH TEAMS

Enter own club's best players and goal kickers
Must be done by 6:00pm game day,

NOTE

The AFL Match Day App by JLT can be downloaded to your smartphone or tablet via iTunes or Google play stores

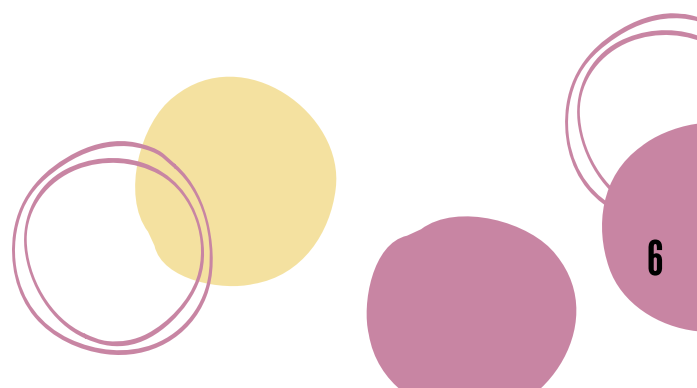
GOOGLE PLAY

<https://play.google.com/store/apps/details?id=com.jlt.aflmatch&hl=en>






APP STORE

<https://itunes.apple.com/au/app/aflmatch-day/id820150013?mt=8>



HOME TEAM DUTIES

PAPERWORK

-  **PLAYER REGISTRATION**
All listed players are correctly entered into Sports TG prior to playing.
-  **TEAM SHEET**
Team selected prior to start of match and copies of team sheet printed (4 copies: home team, away team, umpires + 1 spare)
-  **BLUE CARD**
Blue card applicable for volunteers/ coaches working with anyone under 18 years old.
-  **CONCUSSION**
All coaches and trainers have full understanding of AFL Concussion Policy.
-  **JLT MATCH DAY CHECKLIST**
(Via the app)

SUPPORT STAFF

-  **RUNNER**
Only 1
-  **WATER CARRIERS**
Up to 6
-  **FIELD UMPIRE**
(If applicable)
-  **GOAL UMPIRE**
(If applicable)
-  **INTERCHANGE STEWARD**
1 Required
-  **SPORTS TRAINER**
Accredited Level 1 Sports Trainer/ ERC
-  **UMPIRE ESCORT**
Can double as Interchange Steward or vice versa
-  **BOUNDARY UMPIRE**
(If applicable)
-  **TIMEKEEPER**
1 Required
-  **SCORE BOARD ATTENDANT**

NOTE: All team officials must be listed on the team sheet. If they are not listed on the team sheet, they are not permitted to be in the coach's box.

The minimum age for a club boundary or goal umpire is 14 years old.

The minimum age for a club field umpire is 16 years old.

The minimum age for a runner is 14 years old.

AWAY TEAM DUTIES

PAPERWORK



PLAYER REGISTRATION

All listed players are correctly entered into Sports TG prior to playing.



TEAM SHEET

Team selected prior to start of match (3 copies + 1 spare).



BLUE CARD

Blue card applicable for volunteers/ coaches working with anyone under 18 years old.



CONCUSSION

All coaches and trainers have full understanding of AFL Concussion Policy.

SUPPORT STAFF

> RUNNER

Only 1



WATER CARRIERS

Up to 6



FIELD UMPIRE

(If applicable)



GOAL UMPIRE

(If applicable)



INTERCHANGE STEWARD

(Not required - optional)



SPORTS TRAINER

Accredited Level 1 Sports Trainer/ ERC



UMPIRE ESCORT

(Not required)



BOUNDARY UMPIRE

(If applicable)



TIMEKEEPER

(Recommended)



LIVE SCORING

NOTE: All team officials must be listed on the team sheet. If they are not listed on the team sheet, they are not permitted to be in the coach's box.

The away team is responsible for entering their own goal kickers and best players in Sports TG by 6:00pm on the day of the match or 90 mins after the match if it finishes after 5:30pm. A media release with all results, best players and goal kickers is sent to all of our media partners at 6pm on a Saturday and Sunday evening.

MATCH DAY PAPERWORK

BOTH TEAM MANAGERS

Need to provide a copy of their team sheet to the umpires before the start of the match.

GOAL UMPIRES

Need to pass on their scorecards to the field umpires following the end of the match.

AFLQ APPOINTED FIELD UMPIRES

Collect all paperwork including team sheets, goal cards, interchange sheet, time card, best and fairest votes and if there any Incident Referral or Set Penalty forms and upload to the Match Day paperwork form online.

FIELD UMPIRES

To decide on the Competition best & Fairest votes at the end of the match.

CLUB UMPIRES

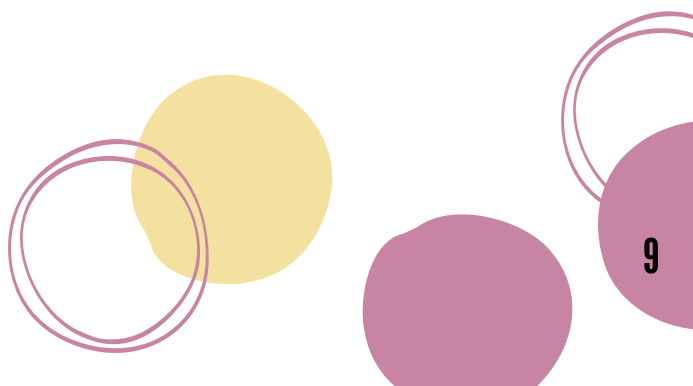
Provide all paperwork including team sheets, goal cards, best and fairest votes and if there any Incident Referral or Set Penalty forms to HOME Team Manager.

HOME TEAM MANAGERS

Games with AFLQ UMPIRES – ensure all paperwork has been given to AFLQ umpires.

Games with CLUB UMPIRES – collect all paperwork from umpires after the match. Complete the Match Day Paperwork form online.

ONLINE MATCH DAY paperwork form instructions on following page.



ONLINE MATCH DAY PAPERWORK

THE ONLINE MATCH DAY PAPERWORK FORM IS A SIMPLE STEP BY STEP ALLOWING TEAM MANAGERS TO UPLOAD ALL REQUIRED MATCH DAY PAPERWORK IN JUST A FEW MINUTES!

In conjunction with the hard copies of the match day paperwork, you must also complete the online version of the Match Day Paperwork. This is done by using the Cognito Match Day Paperwork Forms, which can be accessed by using a QR reader (which can be found for free in the App store and/or Android Store), or using the link below.

<http://bit.ly/aflqpaperwork>

Once you have done this you will be taken to the Match Day Paperwork Form.

TO COMPLETE THE FORM, FOLLOW THESE STEPS:

1. Select "Competition" from drop down box
(Home Teams, Away Teams and Venue will appear)
2. Select Round from drop down box
3. Select Date from drop down box
4. Select Home Team from drop down box
5. Select Away Team from drop down box
6. Select Venue from drop down box
7. Enter Name of umpires (1 umpire is Compulsory)
8. Answer Yes or NO to "Was there a report during your game?" from drop down box. If yes, take a clear picture of the report sheet and upload file
9. Answer behaviour questions (rating scale)
10. Take photo of Home Team sheet and upload file
11. Take photo of Away Team sheet and upload file
12. Take photo of Official Scorecard and upload file
13. Take photo of Official Time card and upload file
14. Take photo of Interchange Sheet and upload file
15. Take photo of Umpire Vote Card and upload file
16. Complete name of person completing Match Day Paperwork, the Role of Person, club of Person and Email
17. Click submit



INTERCHANGE STEWARD DUTIES

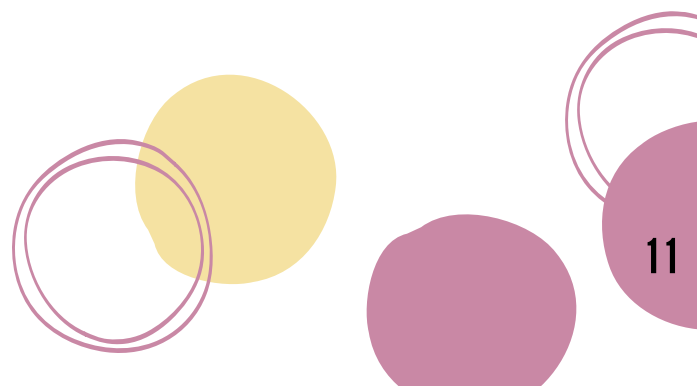
AN INTERCHANGE STEWARD HAS THE FOLLOWING RESPONSIBILITIES:

- ✓ Ensure the correct number of players are on the field at the beginning of each quarter.
- ✓ Record the jumper numbers of the players on the interchange bench at the start of each quarter.
- ✓ Ensure players only leave the Interchange Holding Area upon the player leaving the field.
- ✓ Assist field umpires in the event of a head count, where asked.
- ✓ Liaise between timekeepers and Team Managers with regard to players who must wait before re-entering the field of play.

INTERCHANGE STEWARDS MUST RECORD:

- ✓ Stretcher being called
- ✓ Blood Rule
- ✓ Red & Yellow cards
- ✓ Guernsey number change
- ✓ Player leaves the ground outside of the interchange area
- ✓ Any interchange infringement that occurs during the match
- ✓ The number of any player involved in any of the above

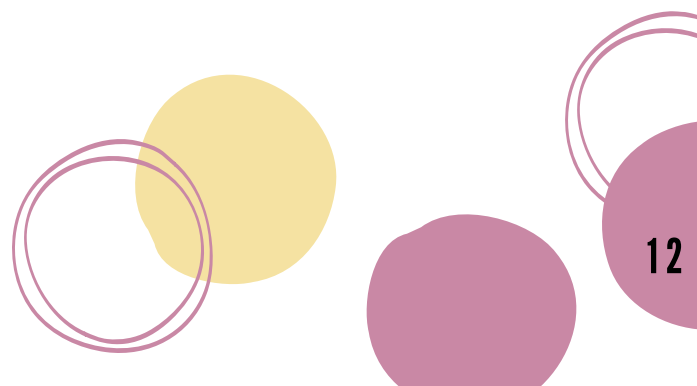
NOTE: Interchange stewards are required to wear a high-vis green vest, making them identifiable to umpires and players.



SPORTS TG LIVE SCORING

1. Log into passport.sportstg.com
2. Click “Results Entry and Live Scoring”
3. If you have access to more than one database, click on the desired database
4. Ensure date filters are correct for current match
5. Click “At Game”
6. Click “Live Score”
7. At the beginning of each quarter, click “Start Period” then “Start Clock”
8. Only the score is required to be kept (interchange is not required)
9. To enter a goal, click “Add Player Action” then “Goal” then select player from team list.
NOTE: If you cannot determine who kicked the goal, or if the player cannot be found on the list, click unknown player.
10. To enter a behind, click “+”.
11. Finish a quarter by clicking “Stop Clock” then “End Period”
12. Following the game, click “Post Game” and enter best players for both teams

NOTE: If this does not happen immediately following the match, the home team is required to update the full match scores by 6:00pm on the day of the match, or no later than 90 mins after the match if it finishes after 5:30pm.



TIMEKEEPING

EACH TIMEKEEPER APPOINTED FOR A MATCH SHALL:

1. Keep time for each quarter of a Match
2. Record on time card the time taken to play each quarter and lodge the completed card with the relevant controlling Body,
3. Sound the siren in accordance with the procedures contained in these Laws
4. Stop the clock which is used for the timing of each quarter as required under Law 10.5 for a stoppage in play; and
5. Perform any other function as may be directed by the relevant Controlling Body

PROCEDURE FOR SOUNDING SIREN

START OF MATCH AND QUARTERS

The timekeeper shall sound the siren at the times and on the number of occasions as set out in the following table (Below:)

START OF MATCH	NUMBER OF OCCASIONS
Five minutes prior to scheduled starting time of match and as umpires enter the field	Once
Two minutes prior to scheduled starting time	Twice
Scheduled starting time (Start of Match)	Once
First Quarter Time interval	Once

START OF SECOND QUARTER

Two minutes prior to scheduled starting time	Twice
Scheduled starting time (Start of Quarter)	Once
Half Time interval	Once

START OF THIRD QUARTER

Five minutes prior to scheduled starting time of the quarter and as umpires enter the arena	Once
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Two minutes prior to the scheduled starting time	Twice
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One minutes prior to scheduled starting time	Once
--	------

Scheduled starting time (start of quarter) Three Quarter Time	Once
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START OF FINAL QUARTER

Two minutes prior to the scheduled starting time	Twice
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One minutes prior to the scheduled starting time	Once
--	------

Scheduled starting time (Start of Quarter)	Once
--	------

END OF MATCH

BRINGING PLAY TO AN END

END OF QUARTER

The timekeepers shall sound the siren to signal the end of a quarter until a field umpire and, or the Emergency umpire acknowledges that the siren has been heard and brings play to an end.

SIREN HEARD BY FIELD UMPIRE

Play in each quarter shall come to an end when any one of the field umpires or emergency field umpire hears the siren.

SIGNAL

A field umpire shall signal that they have heard the siren by blowing a whistle and holding both arms above their head.

If immediately before hearing the siren, a field Umpire is of the opinion that a Player should be awarded a Free Kick or a Mark, the field Umpire shall signal that play has come to an end and then award the Free Kick or Mark to the Player. A Free Kick will not be awarded where the football has been kicked and, after the field Umpire has heard the siren, lands Out of Bounds on the Full.

STOPPING AND COMMENCING TIME

STOPPING TIME

THE TIMEKEEPERS SHALL STOP THE CLOCK WHICH IS USED FOR THE TIMING OF A MATCH WHEN:

1. Directed to do so by a field Umpire in accordance with Law 10.5.3;
2. The goal Umpire signals that a Goal has been scored;
3. The goal Umpire signals that the football is Out of Bounds or Out of Bounds on the Full; or
4. The field Umpire crosses their arms to indicate they are going to throw the football up.

RECOMMENCING TIME

THE TIMEKEEPERS SHALL RECOMMENCE THE CLOCK USED TO THE TIMING OF A MATCH WHEN;

1. Direct to do so by the field Umpire in accordance with Law 10.5.3;
2. The football is bounced or thrown up by the field Umpire;
3. The football is brought back into play after a Behind has been scored;
4. The football is thrown back into play by the boundary Umpire or brought back into play by a Player (as the case may be), after it has gone Out of Bounds or Out of Bounds on the Full;
5. The football is obviously in play; or
6. The Umpire calls 'Play On'.

SIGNALLING

A field Umpire shall signal to the Timekeeper to stop the clock or re-start the clock used for the timing of the Match by blowing a whistle and raising one arm above their head.

DOMESTIC PROVISIONS

A Controlling Body may prescribe that Law 10.5.1(d) does not apply (for Matches organized and conducted by the Controlling Body).

KEY RULES & PROCEDURES

BELOW ARE SOME FREQUENTLY ASKED QUESTIONS ABOUT THE RULES AND PROCEDURES.

FOR THE FULL COPY OF AFL QUEENSLAND RULES AND PROCEDURES 2019, PLEASE VISIT:

www.aflq.com.au/policies-rules-and-regulations/

MATCH DAY PERMITS

The club requesting the match day permit must seek written permission (text or email) from the club (not the player) to which the player is registered before submitting this request. Any player that has played a senior game in QAFL or QFA Div. 1, 2 or 3 in the current season is not permitted to play in QFA Divisions 4 or 5 for the remainder of that season. Any club wishing to permit a player back two or more divisions of competition, are required to seek permission from the Competition Manager first. When permitting junior players to senior competition, please make sure both clubs, as well as the player, are aware of junior rules and regulations:

FOOTBALLS

QAFL - Total of 4 footballs (one new ball and three near new balls) for the match ball, one behind each goal and one on the interchange bench.
QAFLW, QFA, QFAW & Colts - Total of 3 footballs (one new ball and two near new ball) for the match ball and two on the interchange bench.
Please note: All QAFLW, QFAW, QFA D4 and D5 matches will be played with a yellow ball.
(Refer to page 17)

STRETCHERS

Clubs must ensure a Sports Medicine Australia approved stretcher is available from the interchange bench. Match not to commence until a stretcher is available. A player on a stretcher is to be taken off the ground in the shortest and most direct route. A player, for whom a stretcher is called, shall not resume playing for a period of twenty (20) minutes of play, as per the Laws of Australian Football (including time on but excluding the quarter/half time breaks)

UMPIRE ESCORTS

The home club is responsible for providing an umpire escort for all matches. They should escort the umpires from the umpire's rooms to the field whenever they enter or leave the field (start of match, half-time & end of match). The minimum age for an umpire escort is 18 years old.

WATER CARRIERS

Water carriers must be in the prescribed uniform – club or black shorts or tights, club polo shirt, high-vis pink water carrier vest. Water carriers must only enter the field of play when there is a shot at goal, after a goal is scored, there is a clear break in play or if a player requires assistance. The minimum age for a water carrier is 14 years old. Max 6 per team.

PLAYER UNIFORMS

All protective apparel, including bandages & skins must be of beige or skin tone in colour.

EXTREME WEATHER

AFL Queensland has policies in place relating to extreme weather. Full a full list, head to www.aflq.com.au

OFFICIALS UNIFORMS

Sports Trainers must be in the prescribed uniform – club or black shorts, black tights, black leggings, club polo shirt, high-vis pink sports trainer vest. Runners must be in the prescribed uniform – pink shirt and pink runners top (with number 1 or 2 on the back). When a team has 2 runners, they must be numbered 1 and 2.

YELLOW & RED CARDS

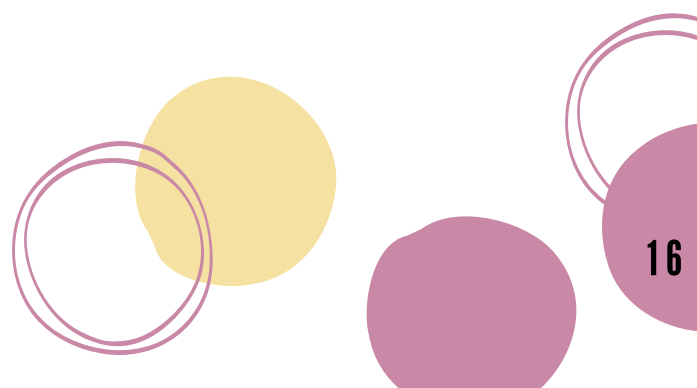
Yellow and Red cards are used in all SEQ competitions, excluding the QAFL & QAFLW. Yellow cards require the player to be off of the field for 15 minutes of elapsed time, not including quarter and half time breaks. The player can be replaced instantly. Red cards require the player to be off of the field for the remainder of the match. They can be replaced after 15 minutes of elapsed time, not including quarter and half time breaks.

Example A:

A player gets yellow carded 2 minutes into the third quarter, at 3:15pm. They may return to the field at 3:30pm.

Example B:

A player gets red carded in the first quarter, with one minute to go (no time on), at 2:30pm. The quarter finishes at 2:31pm and teams have a 6 minute break. The player can be replaced 14 minutes after the second quarter has started, at 2:51pm.



RULES CHANGES & INTERPRETATIONS

TRADITIONAL PLAYING POSITIONS AT CENTRE BOUNCE

Implementation of a traditional set up at centre bounces – Clubs must have six Players inside both 50-Metre arcs, with one Player required to be inside the Goal Square. Four Midfield Players are positioned inside the Centre Square with the Wingmen required to be placed on opposite sides of the square.

KICK-INS

For Kick-Ins from a behind, a player will no longer need to kick to himself to play on out of the goal square.

Following a behind, the man on the mark will be positioned 10 metres from the top of the goal square (currently 5 metres).

MARKS / FREE KICKS

For all defenders who take a mark or gain a free kick within 9 metres of their own goal, the man on the mark for the attacking team will be brought in line with the top of the goal square.

UMPIRE CONTACT

Players will be prohibited from setting up behind the Umpire at each centre bounce..

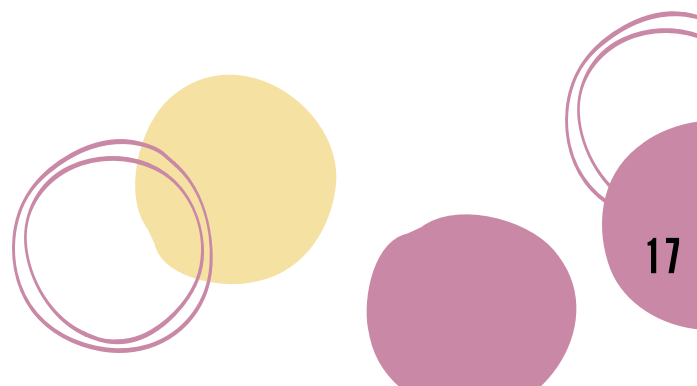
50-METRE PENALTY

Stricter on the infringing player, allowing the player with the ball to advance the mark by 50 metres without the infringing player delaying the game.

In addition, the player with the football will be able to play on during the advancement of the 50-metre penalty.

KICKING FOR GOAL POST-SIREN - CENTRE OF GOAL LINE

A Player who has been awarded a mark or free kick once play has ended will now be able to kick across their body using a snap or check-side kick. The player shall dispose of the football directly in line with the man on the mark and the goal.



2019 LAW CHANGES & INTERPRETATIONS

MARKING CONTEST

'Hands in the Back' rule interpretation to be repealed, allowing a player to place his hands on the back of his opponent to protect his position in a marking contest but not to push the player in the back.

RUCK CONTEST - PRIOR OPPORTUNITY

A Ruck Player who takes possession of the football while contesting a bounce or throw up by a field umpire or a boundary throw in by a boundary umpire, will not be regarded as having had prior opportunity. Where there is uncertainty over who is the designated ruck, the ruck for each team will continue to nominate to the field umpire.

RUNNER & WATER CARRIERS

**** Different to the new AFL Laws ****

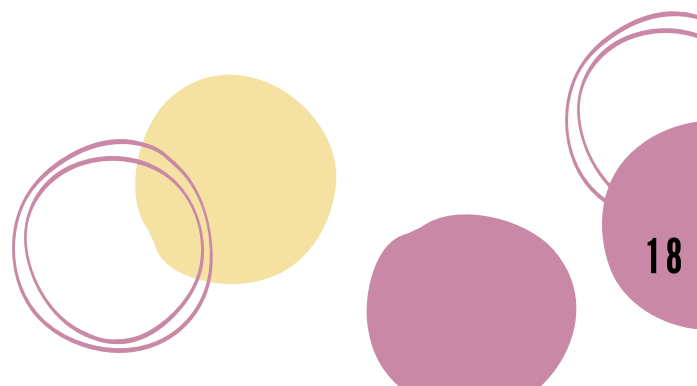
Team Runner - each team can have only one (1) runner listed on the team sheet and that runner can enter the field of play at any time. Runners cannot loiter on the field at any time and cannot impede the play or players in any way.

Water Carriers - water carriers can enter the field of play for the purpose of providing hydration to players. Water carriers must not loiter out on the ground and cannot be situated in the immediate vicinity of live play or impede players in any way.

Breaches by Water Carriers or Runner

a) Where a team runner or water carrier is deemed to be in breach of the immediate contest or has impeded a player in any way, the umpire shall pay a free kick against the offending team, with the free kick to be taken where the incident occurred or where the ball is, whatever the greater advantage.

b) If at any stage an umpire is of the view a water carrier or runner is not performing their role appropriately (e.g. runners standing still coaching, water



LENGTH OF MATCHES AND BREAKS

COMPETITION	QUARTER LENGTH	BREAKS QTR / HALF / QTR
QAFL Seniors	20 minutes plus time on	6 / 20 / 6
QFA Div 1, 2, 3 & Northern Rivers Seniors	20 minutes plus time on	5 / 15 / 5
QAFL Reserves	25 minutes no time on FINALS: 17 minutes plus time on	5 / 15 / 5
QFA Div 1, 2, 3 & Northern Rivers Reserves Colts	20 minutes no time on FINALS: 15 minutes plus time on	5 / 15 / 5
QFA Div 4 & 5	20 minutes no time on FINALS: 15 minutes plus time on	5 / 15 / 5
QAFLW	20 minutes no time on FINALS: 15 minutes plus time on	5 / 15 / 5
QAFLW Development League QFAW Div 1 & 2 QFAW Northern Rivers	15 minutes no time on FINALS: 13 minutes plus time on	5 / 15 / 5

CONCUSSION MANAGEMENT

CONCUSSION RECOGNITION TOOL 5 ©

To help identify concussion in children, adolescents and adults



RECOGNISE & REMOVE

Head impacts can be associated with serious and potentially fatal brain injuries. The Concussion Recognition Tool 5 (CRT5) is to be used for the identification of suspected concussion. It is not designed to diagnose concussion.

STEP 1: RED FLAGS – CALL AN AMBULANCE

If there is concern after an injury, including whether ANY of the following signs are observed or complaints are reported, then the player should be safely and immediately removed from play/game/activity. If no licensed healthcare professional is available, call an ambulance for urgent medical assessment:

- Neck pain or tenderness
- Double vision
- Weakness or tingling/burning in arms or legs
- Severe or increasing headache
- Seizure or convulsion
- Loss of consciousness
- Deteriorating conscious state
- Vomiting
- Increasingly restless, agitated or combative

Remember:

- In all cases, the basic principles of first aid (danger, response, airway, breathing, circulation) should be followed.
- Assessment for a spinal cord injury is critical.
- Do not attempt to move the player (other than required for airway support) unless trained to do so.
- Do not remove a helmet or any other equipment unless trained to do so safely.

If there are no Red Flags, identification of possible concussion should proceed to the following steps:

STEP 2: OBSERVABLE SIGNS

Visual clues that suggest possible concussion include:

- Lying motionless on the playing surface
- Slow to get up after a direct or indirect hit to the head
- Disorientation or confusion, or inability to respond appropriately to questions
- Blank or vacant look
- Balance, gait difficulties, motor incoordination, stumbling, slow laboured movements
- Facial injury after head trauma



Supported by



STEP 3: SYMPTOMS

- Headache
- "Pressure in head"
- Balance problems
- Nausea or vomiting
- Drowsiness
- Dizziness
- Blurred vision
- Sensitivity to light
- Sensitivity to noise
- Fatigue or low energy
- "Don't feel right"
- More emotional
- More irritable
- Sadness
- Nervous or anxious
- Neck pain
- Difficulty concentrating
- Difficulty remembering
- Feeling slowed down
- Feeling like "in a fog"

STEP 4: MEMORY ASSESSMENT

(IN ATHLETES OLDER THAN 12 YEARS)

Failure to answer any of these questions (modified appropriately for each sport) correctly may suggest a concussion:

- "What venue are we at today?"
- "Which half is it now?"
- "Who scored last in this game?"
- "What team did you play last week/game?"
- "Did your team win the last game?"

Athletes with suspected concussion should:

- Not be left alone initially (at least for the first 1-2 hours).
- Not drink alcohol.
- Not use recreational/prescription drugs.
- Not be sent home by themselves. They need to be with a responsible adult.
- Not drive a motor vehicle until cleared to do so by a healthcare professional.

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ANY ATHLETE WITH A SUSPECTED CONCUSSION SHOULD BE IMMEDIATELY REMOVED FROM PRACTICE OR PLAY AND SHOULD NOT RETURN TO ACTIVITY UNTIL ASSESSED MEDICALLY, EVEN IF THE SYMPTOMS RESOLVE

HEAD INJURY ASSESSMENT

COMMUNITY FOOTBALL HEAD INJURY ASSESSMENT



A. GENERAL INFORMATION

Player Name:	<input type="text"/>	Club:	<input type="text"/>
Examiner Name:	<input type="text"/>	Date:	<input type="text"/>
Quarter:	<input type="text"/>	Approximate Time in Quarter:	<input type="text"/>

B. STRUCTURAL HEAD OR NECK INJURY

1. Are there clinical features of a serious or structural head and/or neck injury requiring urgent and emergency hospital transfer?¹ ☐ Yes ☐ No

C. REMOVAL FROM PLAY

The player **must** be removed from play with **any** of the following clinical features² observed directly, reported by others or from video review (if available):

	Observed Directly	YES Reported	Video Review	NO
2. Loss of consciousness or prolonged immobility (> 2 seconds)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3. No protective action in fall to ground (not bracing for impact)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4. Impact seizure (stiffening arms or legs on impact)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5. Balance disturbance (loss of control over movements)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6. Dazed, blank/vacant stare or not their normal selves	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7. Unusual behaviour change for the player	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8. Confusion or disorientation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9. Memory impairment (e.g. fails Maddocks questions ¹)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10. Player reports concussion symptoms ¹	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

¹ Refer to the AFL Concussion Management Guidelines available on the AFL Community website: <http://www.aflcommunityclub.com.au/>.

² Example videos of each clinical feature are available on the AFL Community website.

D. OUTCOME AND ACTION

If 'Yes' is selected for question 1, it requires an ambulance to be called for immediate transfer to hospital ☐

If 'Yes' is selected for questions 2-9, it requires immediate removal from play and medical assessment³ ☐

If 'No' is selected for questions 1-10, no criteria for removal from play for concussion⁴ ☐

³ A player who is removed from play for concussion or possible concussion must not return to play until cleared by a doctor.

⁴ A player cleared to play requires regular checks at least every 30 minutes and removal from play with any deterioration.

E. SIGNATURE OF EXAMINER

Signed:	<input type="text"/>	Date:	<input type="text"/>	Time completed:	<input type="text"/>
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F. MEDICAL CLEARANCE – TO BE COMPLETED BY A MEDICAL PRACTITIONER

I have examined: following the above head injury and declared him/her medically fit⁵ to train and play.

Practitioner Name:	<input type="text"/>	Medical Practice Stamp:	<input type="text"/>
Signed:	<input type="text"/>		
Date:	<input type="text"/>		

⁵ Please refer to the medical check list over the page when assessing the player and determining his medical fitness to train and play.

RESULT OF MATCH

Grade _____ Date _____

	CLUB		CLUB
	GOALS	BEHINDS	
1st Qtr			
2nd Qtr			
3rd Qtr			
4th Qtr			
TOTAL			

GOAL UMPIRE SIGNATURE _____ GOAL UMPIRE SIGNATURE _____
To be completed and signed by each goal umpire. Place with match papers in envelope.

GOAL UMPIRE SIGNATURE _____

GOAL UMPIRE SIGNATURE _____

RESULT OF MATCH

Grade _____ Date _____

	CLUB		CLUB
	GOALS	BEHINDS	
1st Qtr			
2nd Qtr			
3rd Qtr			
4th Qtr			
TOTAL			

GOAL UMPIRE SIGNATURE _____ GOAL UMPIRE SIGNATURE _____
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RESULT OF MATCH

Grade _____ Date _____

	CLUB		CLUB
	GOALS	BEHINDS	
1st Qtr			
2nd Qtr			
3rd Qtr			
4th Qtr			
TOTAL			

GOAL UMPIRE SIGNATURE _____

GOAL UMPIRE SIGNATURE _____

RESULT OF MATCH

Grade _____ Date _____

	CLUB		CLUB
	GOALS	BEHINDS	
1st Qtr			
2nd Qtr			
3rd Qtr			
4th Qtr			
TOTAL			

GOAL UMPIRE SIGNATURE _____

GOAL UMPIRE SIGNATURE _____

AFL QUEENSLAND TIME CARD		
Match		v
Venue		
Grade		Date
Commencement of Match:		
Umpires on Field		(Time)
Home Team on Field		(Time)
Away Team on Field		(Time)
After Half-Time		
Umpires on Field		(Time)
Home Team on Field		(Time)
Away Team on Field		(Time)
1st Q	Start	(Time)
	Finish	(Time)
2nd Q	Start	(Time)
	Finish	(Time)
3rd Q	Start	(Time)
	Finish	(Time)
4th Q	Start	(Time)
	Finish	(Time)
Timekeeper		
Signature		Club

AFL QUEENSLAND TIME CARD		
Match		v
Venue		
Grade		Date
Commencement of Match:		
Umpires on Field		(Time)
Home Team on Field		(Time)
Away Team on Field		(Time)
After Half-Time		
Umpires on Field		(Time)
Home Team on Field		(Time)
Away Team on Field		(Time)
1st Q	Start	(Time)
	Finish	(Time)
2nd Q	Start	(Time)
	Finish	(Time)
3rd Q	Start	(Time)
	Finish	(Time)
4th Q	Start	(Time)
	Finish	(Time)
Timekeeper		
Signature		Club

AFL QUEENSLAND TIME CARD		
Match		v
Venue		
Grade		Date
Commencement of Match:		
Umpires on Field		(Time)
Home Team on Field		(Time)
Away Team on Field		(Time)
After Half-Time		
Umpires on Field		(Time)
Home Team on Field		(Time)
Away Team on Field		(Time)
1st Q	Start	(Time)
	Finish	(Time)
2nd Q	Start	(Time)
	Finish	(Time)
3rd Q	Start	(Time)
	Finish	(Time)
4th Q	Start	(Time)
	Finish	(Time)
Timekeeper		
Signature		Club

AFL QUEENSLAND TIME CARD		
Match		v
Venue		
Grade		Date
Commencement of Match:		
Umpires on Field		(Time)
Home Team on Field		(Time)
Away Team on Field		(Time)
After Half-Time		
Umpires on Field		(Time)
Home Team on Field		(Time)
Away Team on Field		(Time)
1st Q	Start	(Time)
	Finish	(Time)
2nd Q	Start	(Time)
	Finish	(Time)
3rd Q	Start	(Time)
	Finish	(Time)
4th Q	Start	(Time)
	Finish	(Time)
Timekeeper		
Signature		Club

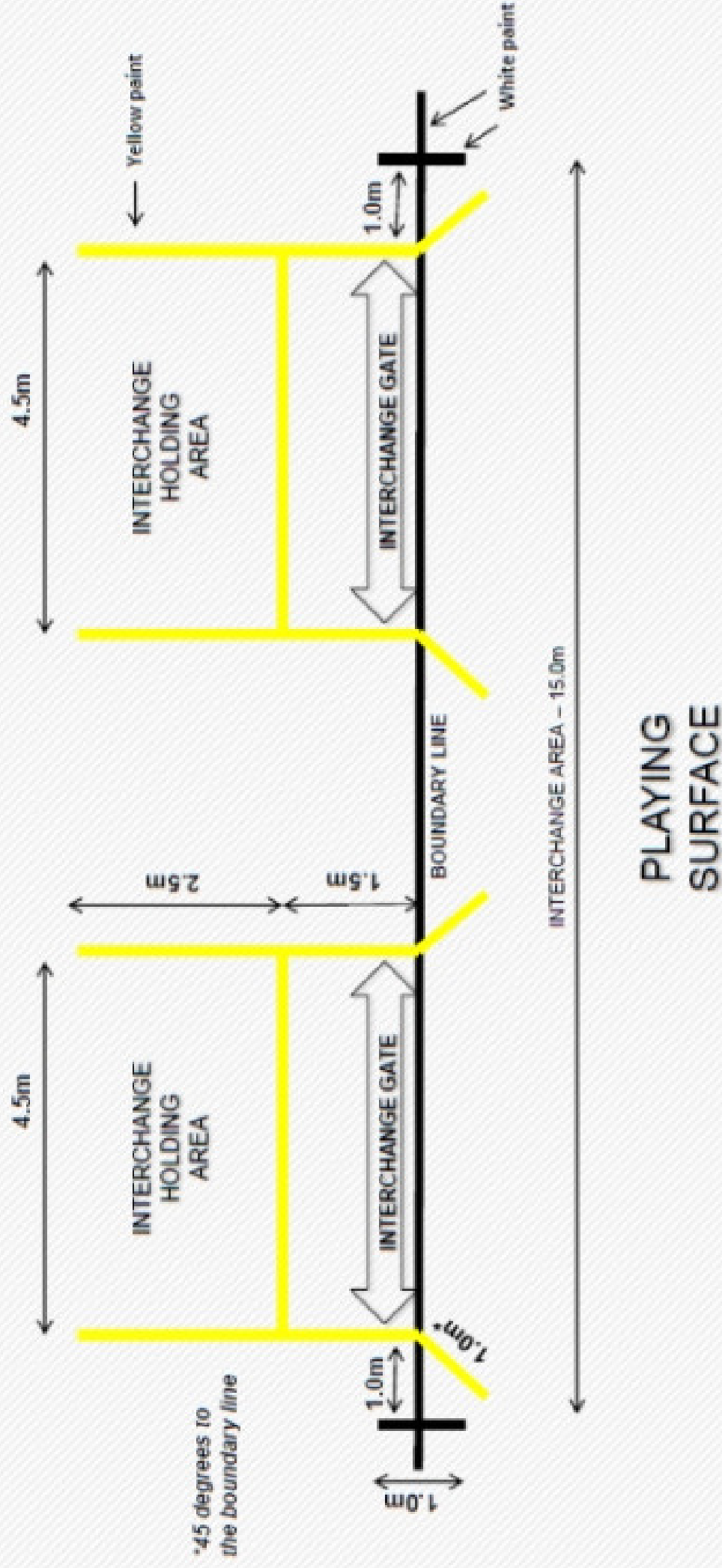


To be completed and signed by each umpire. Place with match paperwork in envelope.



To be completed and signed by each umpire. Place with match paperwork in envelope.

Interchange Gates





DATE: / /

Club:

How to Fill Out This Form

- Please fill out one line in the table to the right, per incident
- Write down the numbers of all players starting the quarter on the bench, for both teams (bottom table)
- You must record:
 - Stretcher being called
 - Player changing jumpers due to a blood rule
 - Red & Yellow cards
 - Guernsey number change
 - Player leaves the ground outside of the interchange area
- **This sheet must be given to the umpires at the conclusion of the match**
- Record any additional notes from the match (players leaving boxes early, 2 runners on-field at the same timeboxes not marked etc. in the space provided)

Players Starting Each Quarter on the Bench

- Ensure the correct number of players begin each quarter on the field
- Monitor the number of players who enter and leave the field of play
- Ensure players only leave the Interchange Holding Area upon the player leaving the field
- Should a melee erupt, take note of the jumper numbers of all players on the bench
- Assist field umpires in the event of a head count, where asked
- Liaise between timekeepers and Team Managers with regard to players who must wait before re-entering the field of play

Red Card – Player off for the remainder of the match. Can be replaced after 15 minutes of elapsed time (excluding breaks)