

AFL QUEENSLAND
COMMUNITY BOUNDARY UMPIRE

2023 PARTICIPANT HANDBOOK





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HANDBOOK INSTRUCTIONS

This handbook is designed to support learning and development. It contains information, references, pictures, and activities relevant to the AFL Umpiring discipline of Boundary Umpiring in Senior Community AFLQ Competitions.

References to Rules and Regulations of the game of AFL have been made throughout this handbook. Rules and Regulations change on a regular basis. In the future, if you need to refer to a Rule or Regulation, you should make sure you are using the **current** version.



INTRODUCTION

Welcome to another exciting season of football in Queensland! If 2022 is anything of a gauge, we are in for fantastic season in the Umpiring community. AFL Queensland Umpiring Department would like to thank you for your engagement and dedication to Umpiring across Queensland.

AFL Queensland Umpiring Department analysed feedback received from Clubs, Coaches and Umpires from our 2022 Umpiring surveys to deliver our 2023 Umpire Plan, with our focus turning to two key areas:

- **Umpire Recruitment and Retention**
- **Education and Program Delivery**

Our Commitment To You

- **Umpire4Fun Program:** Our highly successful grassroots Umpiring program, aiming for 600 participants across Queensland in 2023 (437 participants in 2022)
- **Club Umpire Program:** Working with local football clubs to teach local volunteers and club members how to Umpire across all three disciplines
- **Schools Programs:** Working with local State High Schools of Excellence, QSchool Cup participants and Local Schools competitions
- **Umpire Mentor Program:** Will be delivered across the state to provide feedback immediately to Umpires along with electronic feedback forms sent to Umpires and Coaches to identify key areas to improve and positive feedback
- **On-Field Training Sessions:** More structured approach to training nights, delivering a consistent message across the state from our Umpire Coaches
- **Online Training Sessions:** Increased across the season and offered to all Umpires across the state on a fortnightly basis or three weekly rotations
- **Umpire Engagement Programs:** More interaction with Umpires through social media platforms or EDMs to keep stakeholders engaged and informed about events in the Umpiring community
- **Regional Specific Programs:** Key areas needed to increase Umpire engagement across Regional areas as well as in SEQ.



Our Expectations Of You

We cannot deliver on our commitment to the Football Operations and Game Development teams without your support, however there are things as a department we need from you to commit to this season:

- **Match Day Paperwork** must be entered in OfficialsHQ every weekend. This is non-negotiable and is a requirement of your Umpiring role
- **Best on Ground votes** are another non-negotiable part of your Umpiring role. Not completing this step of the Match Day Paperwork can have major effects on the Player of the Year Awards in competitions across the state
- **Updated Availability:** We need to know when you are available to Umpire. Our desire is for your availability to be submitted 2 weeks in advance, so our Appointment Coordinators and Coaches can appoint you to games
- **Training Sessions:** It is imperative you attend as many sessions as possible – it is part of your development and demonstrates your commitment to Umpiring. As with any job, training is a key part of how you are educated – missing sessions is inhibiting your ability to manage matches better, make better decisions, and be fit enough to Umpire across the season.

Above all, communication will contribute to the success of your season. Please contact us at any time if you have any questions, cannot attend your appointed game due to illness or injury, or have a general Umpiring enquiry.

Thank you for being part of Team Green! Thank you to those who are returning for 2023 and welcome to those who are new – we cannot wait to see you on the field giving your all to support AFL in Queensland.

Enjoy your journey.

Garry Dunne

Umpire Recruitment, Retention and Development Lead QLD



AFLQ UMPIRING DEPARTMENT STAFF

The role of AFL Queensland Umpiring Department

AFL Queensland Umpiring Department are here to support your Umpiring journey, whatever direction you want it to go. We have programs to assist you reach AFL/VFL competitions, or to be an Umpire in your local community competition in any of our three disciplines (Field, Boundary or Goal).

AFL Queensland Umpiring Department's main focus each year is to recruit and retain Umpires to officiate in any of the AFL Queensland competitions across the state. The Umpiring Department's recruitment strategy focuses on existing and implementing new programs across Umpire4Fun, Schools, Club Umpires and Multicultural and Diversity programs. Education and Training are at the centrepiece of how the Umpiring Department is working to keep Umpires engaged in the game from year to year.

On-field and online training sessions throughout the year are presented by our Umpire Coaches and Department staff who are Umpires themselves. We understand the complexities of the rules and regulations used to officiate in games and will deliver engaging and purposeful session for your improvement. The Umpiring Department coordinates training venues across Queensland and work closely with clubs to ensure there are Umpires at matches each week along with Umpire club visits in pre-season required.

The Umpiring Department are in charge of making payments to you for your appointed games on a fortnightly basis, as well as supplying on-field uniforms and resources for you to refer to. Training resources such as handbooks have been produced for you to refer back to in all disciplines, along with handbooks for the specialised programs we run throughout the year.

Please see appendices at the end of this handbook for information about Yellow/Red/White Cards and Umpiring Pathways within the AFL.



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COMMUNITY COACHES

The role of the Community Coaches

Community Coaches are generally running or former Umpires with many years of experience to ensure they can deliver training and education sessions effectively. In 2023, all Coaches along with AFL Queensland Umpiring Department have a reinvigorated approach to Umpire Education and Mentoring. Training plans on the field and online will be structured in a way that is innovative, structured, and planned to improve your skills, match management and broader knowledge of the rules and regulations.

Community Coaches have the responsibility of not only training and education but are also responsible for appointing Umpires to their games each weekend across the season.

The role of the Community Umpiring Mentors

Umpire Mentors are running Umpires who will provide immediate feedback to Umpires on the field. Ideally running with younger Umpires, Mentors will also report feedback through our online forms which are sent through to our Mentor Program Coordinator and AFL Queensland Umpiring Department.

Umpire Development and Education is vital to the ongoing growth of Umpire across the region for years ahead. Umpire Mentors and Observers play an integral role in the organic growth strategy of Umpiring to improve their ability to deliver higher standards of on-field performance throughout all levels of Youth and Senior football in South-East Queensland.

Our aim is to store information about Umpire performance to keep in file as we track their progress and Umpiring journey.



BOUNDARY UMPIRE

This section of the handbook is designed to assist Boundary Umpires at all levels to successfully prepare to participate in AFL Queensland (AFLQ) competitions, in the Boundary Umpiring discipline.

BOUNDARY UMPIRE

ROLE OF THE BOUNDARY UMPIRE

Boundary Umpiring provides an opportunity to play a support role, while observing what an Umpiring career can offer.

It is the Boundary Umpire's responsibility to:

- Be the sole judge of when the ball is out of bounds
- Apply the laws relating to Boundary Umpiring
- Adjudicate when the ball has fully crossed the boundary line and is either out of bounds or out of bounds on the full
- Throw the ball back into play when out of bounds
- Return the ball to the Field Umpire after a goal is scored
- Monitor the centre square for players entering or leaving during a centre bounce

TRAINING

Attending training is an important part of an Umpire's development, as it is where you hone and improve your umpiring skills and can practice them in a comfortable environment.

Although we have Umpire training available on a weekly basis, AFL Queensland Coaches also recognise that many Umpires may struggle to get to training due to other commitments each and every week. In order to encourage as many people as possible to Umpire, our Umpires are required to attend **one compulsory training session per month** to ensure they are developing their skills.

APPOINTMENTS

What are my responsibilities

- Update your availability at least two weekends in advance (preferred)
- If you play football, check what time you are playing and set your availability around game times
- Email Appointment Coordinator if your circumstances change/availability changes
- Accept or decline your appointments in OfficialsHQ early in the week, so we can make amendments as needed



- Be on time to your appointed fixture
- Enter your Match Day Paperwork into OfficialsHQ by Sunday evening

What are the responsibilities of the Appointment Co-ordinator

- Appoint Umpires to their games each weekend
- Confirm Umpire acceptance of appointment
- Replace Umpires that may become unavailable or decline appointment/s
- Work with AFL Queensland Umpiring Department to finalise appointments each weekend
- Participate in Finals Appointments meetings with Umpiring Department
- Communication with Mentor Program Coordinator as required

UNIFORM AND APPEARANCE

Appearance is an important part of umpiring, and AFL Queensland recognises that for our Umpires to gain respect in the wider football community we must present ourselves in a professional manner. Therefore, we have adopted the following uniform guidelines:



Off-Field Uniform (to and from matches)

- AFL Queensland supplies each Umpire with a Tribal Sport dress shirt free of charge to be worn to/from matches.
 - This is the only shirt to be worn to matches
 - Please do not wear your dress shirt to training to run in
 - Umpires are to be dressed in knee length black shorts (Junior and Youth games only) or trousers (all senior game appointments).
 - Shoes must be predominately black shoes.
 - AFL Queensland believes this is a reasonable request.



On Field Uniform (during matches)

- Umpires wear their AFLQ supplied Umpiring Uniform (Shirt, shorts, socks, cap, and sweatbands) with current supplier and sponsor.
- Socks must always be pulled up and shirts tucked in
- Footwear (sandshoes or boots) must be clean and predominantly white in colour

Match Day

When preparing for your match it is important to think about the following:

- Make sure you are well rested (a good night's sleep)
- Well hydrated to ensure you are fit both physically and mentally
- Eaten a good dinner or breakfast to make sure you have enough energy for your match or matches

As many of you Umpire more than one match in a weekend, staying hydrated is crucial in ensuring that you can give your best for each game.



Umpiring Checklist (What You Should Pack in Your Bag)

- Umpire Uniform – Folded (or on a hanger) and Clean
- Running Shoes or boots and a spare set of Laces
- Minimum of two (2) whistles
- Umpiring Hat (White AFLQ supplied)
- Drink Bottle
- Umpiring Pack that Contains:
 - AFL Queensland Community Boundary Umpire Handbook
 - AFL 2023 Laws Book (can be downloaded electronically on your phone)
 - Notepad
 - Pen
 - White/Yellow/Red Cards
- Sunscreen

Pre-Match

Make sure you arrive at the venue 60 minutes before start time. Arriving on time is incredibly important to ensure you have enough time to prepare for your match and ensure the game starts on time.

If you are running late, you MUST call the Umpiring Coach for your region. If you cannot call them, then call the Competition Manager. If you cannot contact anyone, please contact the AFL Queensland Community Umpiring Development Manager.

When you arrive at the ground, make sure you do the following:

- Locate the Umpires' room
- Unpack all your gear and lay it out ready to get dressed
- Fill in Umpire vote card and checklist card ready for after the game.
(Paperwork could also be prepared before you arrive at the ground)
- Get changed (Shorts, socks and footwear but remain in your AFLQ polo shirt)

Warm up, Stretch and Get Dressed

At 10 minutes before start time:

- Meet with Ground Marshall/Umpire Escort

- Walk onto ground with other Umpires

During the Match

Make sure you always Umpire to the best of your ability, as you never know when a coach/mentor is watching.

At the breaks, make sure you:

- Get a drink from the Ground Marshall (make sure you say please and thank you)
- Take note of the best players from each quarter to help Field Umpires with Best and Fairest votes after the match

After the Match

After the final siren, move to the centre of the ground to thank the players and for them to thank you for umpiring.

- If you have been involved in the sending off of a player, ensure you have the players details and assist the Field Umpire with their Match Day Report via OfficialsHQ.
- Leave the field once everyone agrees the scores are correct, with Umpire Escort/Ground Marshall.
- Once in the changeroom, assist Field Umpire where applicable to complete the online Match Day Report through OfficialsHQ, including:
 - Reportable offences (players name, number, details of incident etc)
 - Best and Fairest votes (3, 2, 1)
- Make sure you take notes in your diary/notebook – particularly if making a report so that when you receive a phone call from the Competition Manager, you can easily recall all information regarding the incident/s
- Hold onto your paperwork (if applicable) for the season before disposing in case of any follow-up from Competition Managers

If there are any incidents, please contact your Umpiring Coach / Coordinator as soon as possible after the completion of your match. They will then contact the Competition Manager immediately after.

SIGNALS

Although equipped with a whistle, the Boundary Umpire's main form of communication with other Umpires and players are the arm signals they make. These signals can be used to indicate how and where the ball has left the field of play; which role of the run back the Boundary Umpire will assume; where the ball has left the field of play; to assist the Goal Umpire and to inform the Field Umpire which side of the centre circle to receive the ball at.

Ball Leaves Field of Play

When the ball leaves the field of play, the Boundary Umpire will first blow their whistle, loudly, for a single 3-4 second duration. The whistle arm is brought up, so the elbow is at shoulder height and the forearm is folded back along the bicep to bring the whistle to the mouth.

A ball leaves the field of play when **all** of the ball has completely crossed over **all** of the line. If some part of the ball remains on or over some part of the line, the ball is still in play.

The Boundary Umpire should always allow the player the benefit of the doubt if they are not confident of the signal and pay the lesser (i.e. do not signal at all if they are not confident the ball has left the field of play, or signal Out of Bounds if they are not confident of the Out On the Full signal – for example, if the Boundary Umpire is not sure which team made the last contact with an Out On the Full signal).

Out of Bounds

When the ball leaves the field of play, having bounced over the line, as a result of contact with any part of a player's body, this is signalled as Out of Bounds (OOB).

Out Of Bounds is signalled with the whistle, and the second arm is raised straight up, with a flat hand, palm facing into the field. The raised arm is held until the Field Umpire confirms that there will be a Throw in from the Boundary Umpire. Boundary Umpires should face the commanding Field Umpire while making their signals.

The Boundary Umpire is able to be moving towards the ball while making their Out of Bound signal, still ensuring they are facing the commanding Field Umpire. Once the Field Umpire has signalled for a Throw In, the Boundary Umpire can complete their run to retrieve the ball before returning to the location along the boundary line that the ball left the field of play to make the Throw In.

Special Instances of Out of Bounds

If a player has marked the ball near the boundary, or if an Out On the Full kick has been awarded, and the player makes the kick from outside the field of play (outside the boundary) AND the ball never passes back into the field of play (never crosses any part of the line), then the Boundary Umpire is to make an Out Of Bounds call and make the throw in from where the kick was taken.

If a player has marked the ball near the boundary, or if an Out on the Full kick has been awarded, and the player makes two discrete changes of direction from outside the field of play, or if they run past the mark for at least four (4) steps outside the field of play, then the Boundary Umpire will make an Out of Bounds call and make the Throw In from where the player was taking the kick.

Out on the Full

When the ball leaves the field of play, without bouncing, after making contact with a player below the knee (generally a kick), this is signalled as Out on the Full (OOF). “Below the knee” means any part of the leg, ankle, or foot/boot from the base of the kneecap down.

Out On the Full is signalled with the whistle, however the second arm is brought up at the same time, in the same position: bent in half at the elbow, elbow aligned with the shoulder. Once the whistle blast is finished, both arms are extended out to their full extent, so that shoulders, elbows, and hands are all aligned. This is held until the Field Umpire acknowledges the call by blowing their own whistle and indicating that the opposing team will take the kick.

The Boundary Umpire will then indicate to the Field Umpire the position along the boundary line that the ball left the field of play, by crouching slightly and extending an arm to show the location. After confirming with the Field Umpire, they have seen the location to set the mark, the Boundary Umpire will back away from the player taking the kick, in the direction of the kick.

Note: if the player exits the field of play and the Boundary Umpire is on the behind side of the player, they should remain there until the player has taken the kick. Boundary Umpires should never run through the mark or interfere with the player’s movements when taking a kick.

Special Instances of Out on the Full

If a player has marked the ball near the boundary, or if an Out On the Full kick has been awarded, and the player makes the kick from outside the field of play (outside the boundary) AND the ball passes back into the field of play but then passes back outside the field of play, then the Boundary Umpire is to make an Out On the Full signal and set the mark from where the ball passed back out of the field of play.

If a Ruck punches the ball out on the full, from either a Ball Up or a Throw In, this is signalled Out on the Full.

Out of Bounds - Touched

If the ball leaves the field of play without bouncing, as result of contact with a player below the knee but is touched by any part of another player's body above the knee, this is signalled as Out of Bounds – Touched. This includes a player that attempts a mark inside the boundary but does not have control of the ball before the ball crosses completely over the boundary line.

The signal is made the same as Out of Bounds, however, once the non-whistle arm is raised vertical, the whistle hand is brought up to touch the back of the non-whistle hand three or more times, in an exaggerated tapping motion.

As with Out of Bounds, the Boundary Umpire will wait for the Field Umpire to call for a Throw In before finishing their run to retrieve the ball and moving back into position for the Throw In.

Out of Bounds – Above the Knee

If the ball leaves the field of play without bouncing, as a result of contact with a player's leg, but it is not obvious to the players and Field Umpires whether the contact was made above or below the knee of the player, the Boundary Umpire will signal Out of Bounds – Above the Knee if the contact with the ball was made above the knee. (Of course, if the contact with the ball was made below the knee, this is the normal Out On the Full!)

Signalling Above the Knee shows players and Field Umpires that the Boundary Umpire has seen the contact clearly and is confident in their decision.

The normal Out of Bounds signal is made, and after holding the Out of Bounds signal for a few seconds, one of the Boundary Umpires legs is raised so the knee is at hip height and the leg is bent at the knee. The Boundary Umpire will then tap the knee three times with their non-whistle hand.

As with Out of Bounds, once the Field Umpire has confirmed the Throw In, the Boundary Umpire will retrieve the ball and position themselves for a Throw In.

Ball Hits Behind Post on the Full

A Boundary umpire can consider the Behind Post as an extension of the boundary line. If the ball hits the Behind Post as a result of contact with a player below the knee, this is signalled as Out on the Full.

In addition to signalling Out on the Full, after receiving confirmation from the Field Umpire of the decision, the Boundary Umpire will run in to stand next to the Behind Post (if not already there), face into the field, and tap the Behind Post three times with a straight arm above the Boundary Umpire's head.

If the Boundary Umpire is more than 15m away from the Behind Post, the Goal Umpire will generally assist the Boundary Umpire by tapping the Behind Post on behalf of the Boundary Umpire, which allows the Boundary Umpire to back away along the boundary line in preparation for the kick.

Ball Bounces and Hits Behind Post, or is Touched onto Behind Post

If the ball hits the behind post, and the signal would be Out of Bounds, Out of Bounds – Touched, or Out of Bounds – Above the Knee, if the post were not there, then the appropriate Out of Bounds signal is made.

As with an Out on the Full signal when the ball hits the Behind Post, once the Boundary Umpire has received confirmation from the Field Umpire, the Behind Post is tapped three or more times. Alternatively, the Goal Umpire may assist with the Behind Post tap if the Boundary Umpire is still running into position and needs to retrieve the ball, ready for the Throw In. The Throw In is made next to the Behind Post.

Centre Square Infringement

The only other time a Boundary Umpire will use their whistle to make a signal is during the (re)start of play for a Centre Bounce or Centre Ball Up.

There are two parts to re-starting play at a Centre Bounce/Ball Up. The first is to allow the players time to set up in their correct positions. For Men's competitions this is:

- Six (6) players from each team in both 50m arcs, at least one (1) from each team to be in the Goal Square.

- Six (6) players around the Centre Square, one (1) from each team along each wing side, and the remaining four (4) around/inside the Centre Circle

For Women's competitions, the numbers inside each of the 50m arcs are reduced to five (5) from each team, at least one (1) from each team inside the Goal Square.

Boundary Umpires can assist teams to position themselves correctly by warning them if they are short any players or have too many players inside the 50m arc the Boundary umpire is controlling at the start of play. Players should be in their correct positions by the time the controlling Field Umpire is ready to make the bounce or ball up.

If players are still getting into position when the controlling Field Umpire is ready to make the bounce or ball up, the Boundary Umpire *does not* blow their whistle, but can alert their closest Field Umpire verbally of any incorrect player numbers. It is up to the Field Umpires to issue any warnings or penalties relating to the "6-6-6" rule.

However, if the players are in their correct positions at the time that the controlling Field Umpire makes the bounce or ball up **and** one or more players break correct position *before* the ball has left the Field Umpire's hand, then the Boundary Umpire can blow their whistle and call the infringement against the offending team. They should raise one arm to point towards the attacking goal of the disadvantaged team and clearly call that "Team A has broken position early, Team B has been disadvantaged," or whatever the appropriate terminology is for your competition.

Note that this call should only be made when one team is *clearly disadvantaged* by the offending team "breaking" position early. This means that the offending player should be a significant distance (at least 4 steps) in front of the disadvantaged player, or alternatively, the disadvantaged player should have been pushed significantly out of position by the offending player. If the offending player is only a step or two in front of the other and there is no significant advantage, the call does not need to be made.



Out of Bounds



Touched Out of Bounds



Out of Bounds On The Full - 1



Out of Bounds On The Full - 2

THROWS

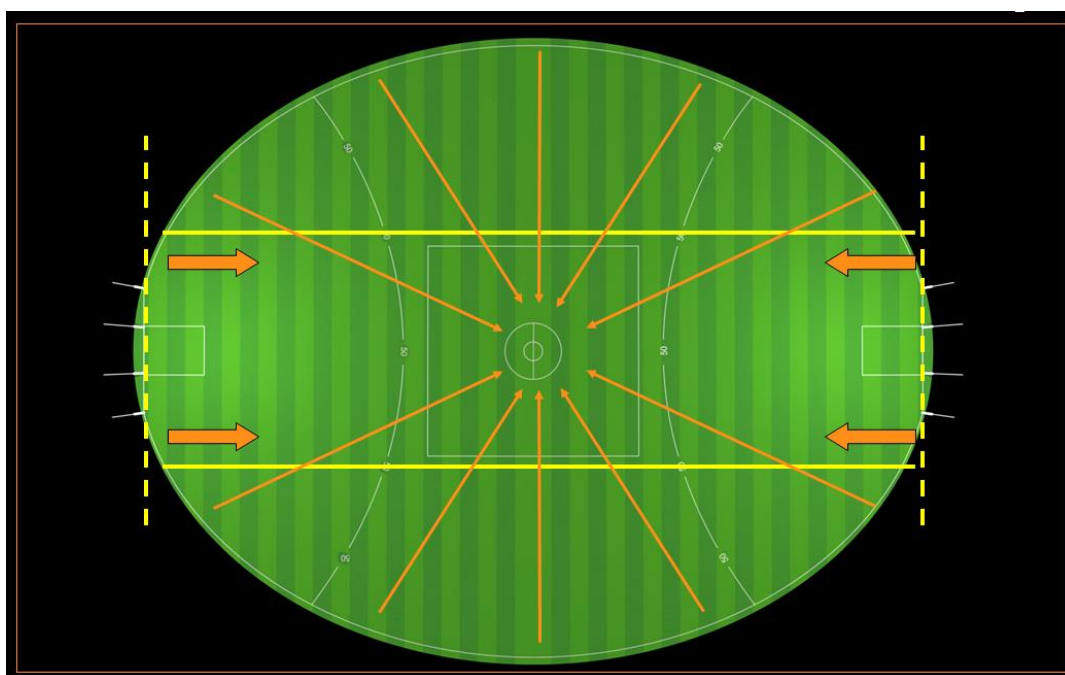
Once a Boundary Umpire has made an Out of Bounds signal, it is their responsibility to return the ball into the field of play by completing a Throw In. Since the role of any Umpire is to be an impartial arbiter of the game, the Throw In should be executed to be neutral towards both teams. This means that, generally, the Throw In is directed to the Centre Circle of the field, and the Boundary Umpire has their back turned to play so they cannot direct the throw towards one Ruck in preference to the other.

Direction of Throw Ins

Throw Ins are **always** directed towards the Centre Circle in the middle of the playing field. Where the Rucks set up to receive the Throw In from the Boundary line is irrelevant to the Boundary Umpire, and the Field Umpires should be directing the Rucks to the correct position if they are not setting up correctly.

The only exception to throwing to the Centre Circle is when the Throw In is to be made within ten (10) metres of the Behind Post. In this case, the Throw In is directed perpendicular from the line extended between the Behind Posts, or, alternatively, parallel to a line joining the Behind Posts at either end of the playing field. This is to ensure that the attacking team does not have an advantage from the Throw In landing right in front of their goal.

If the Throw In is to be made close transition zone from perpendicular to towards the Centre Circle, then the Boundary Umpire should move inside or outside the perpendicular zone to clearly indicate which is the appropriate direction to be throwing and to avoid confusion in the Rucks.



Throw In Specifications

A Boundary Umpire will stand on the Boundary line to make the Throw In. The Throw In should be made so that the ball lands on the Rucks 18 metres inside the field of play.

If the Boundary Umpire cannot comfortably make this distance, they can come inside the Boundary line as much distance as required so their Throw In will land at the 18m mark. For example, if a Boundary Umpire can throw 12m, they will come inside the Boundary line by six (6) metres, throw 12m and the ball will land at 18m. Throws should not exceed 20m in length.

Many Women's competitions require the Boundary Umpire to make the Throw In from ten (10) metres inside the Boundary line, which means that the ball will land 28 metres (10m + 18m) inside the Boundary line. Please confirm with your coach if your local Women's competition has adopted the 10m Throw In rule.

The Throw In is also required to make a parabolic arc shape from Umpire's hand to Rucks' hands. This means that the ball should travel at least eight (8) metres vertically into the air or hang in the air for at least four (4) seconds before landing at the Rucks.

Throw in Technique

The first thing to remember as a Boundary Umpire when practising the Throw In is that if the throwing shoulder gets sore, then the Throw In is probably not being done right. The motion should also be clean and have minimal unnecessary movements outside of the nominated technique. As Umpires move into higher levels of competitions, they will be judged more strictly on their Throw In technique and skill.

The Boundary Umpire will run to retrieve the ball and run to where the ball crossed over the line. They will stand with their feet on the boundary line, back facing in the direction of the Throw In (i.e., generally back facing to the Centre Circle, with the exception when Throwing In close to the Behind Post).

The ball is placed in the preferred throwing hand, tip of the ball normally sitting on the first knuckle (closest to nail) or second knuckle of the middle finger, the other fingers spread to comfortably support the ball. Some umpires may choose to support the ball further by allowing it to lie along the inside of their forearm, or to rest their other hand at the other end of the ball, or both.

Over The Head Throw In

The throwing arm is extended straight, in front of the Umpire's body, at an angle comfortable to the umpire. This is generally below horizontal, at perhaps a 30° to 50° angle from the body.

The Boundary Umpire will go into a squat position – this is where the power for the Throw In is generated, from the legs and glutes. The throwing arm is lowered as much as practical between the legs to allow a slinging action to occur as the Umpire explodes back to a standing/jumping position. The Boundary Umpire should concentrate on jumping vertically as high as possible, to generate power and height in the throw.

The arm should only reach release point at the top of the standing/jumping movement, to maximise the power at the point of release. Synchronising the arm sling and the standing/jumping movement will take practice. The ball is released at about 45° from horizontal above the Boundary Umpire's head – again, finding the release point that best suits the Boundary umpire will take practice. The aim is to release the ball so that it creates the desired arc and does not come out too flat.

The purpose of the arm sling is more to guide the ball into the arc, rather than to generate all the power of the throw. The power, as noted earlier, is generated from the legs and the jumping action. The distance will come naturally when the release point and the power is maximised for the Umpire.

To finish the Throw In, the hand should flick the ball out at the release point. This is done by flicking the hand back towards the arm just before releasing the ball. This will cause the ball to rotate quickly backwards, simulating a kick and generating some “grip” on the air to increase the height/distance of the Throw In.

Sling Throw In

Historically this was not encouraged in Boundary Umpires, as it has the potential to allow the Boundary umpire to “see” the direction they are throwing the ball in. However, it is becoming more popular, particular with lighter Umpires that find it difficult to generate adequate power only through the squat and jump motion of the traditional Over the Head Throw In.

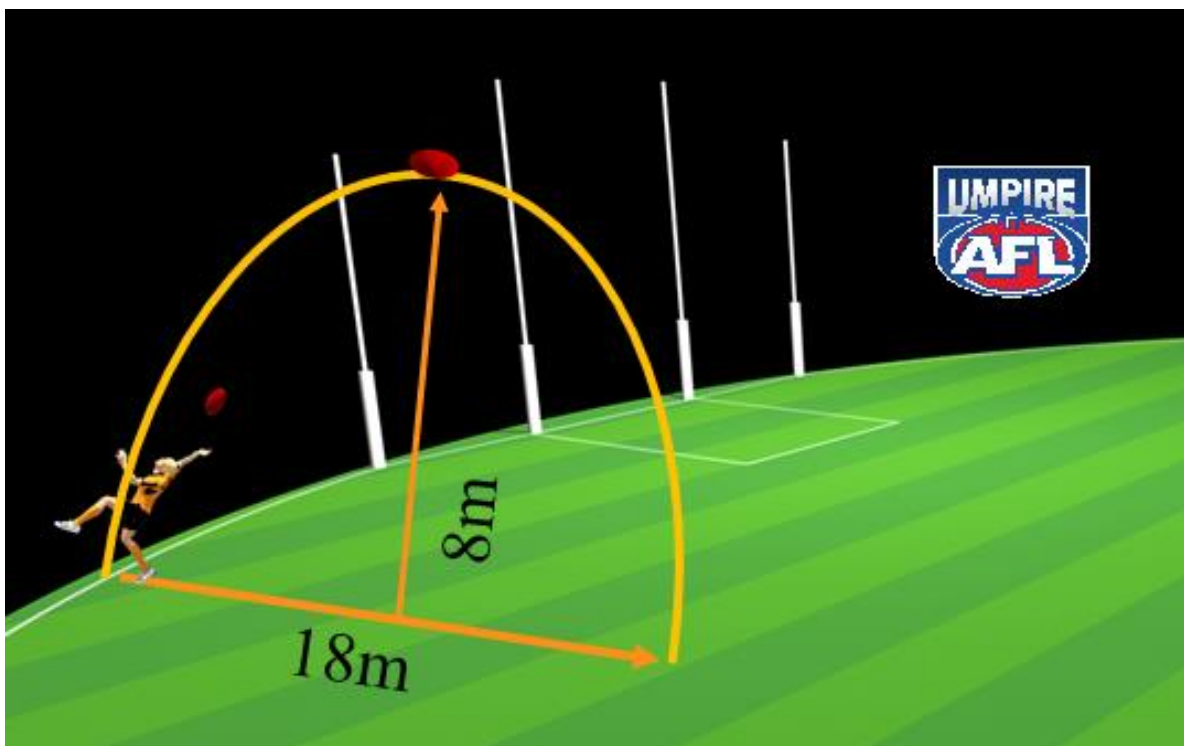
Similar to the Over the Head Throw In, the arm is extended straight, and the Umpire moves into a squat position. However, in this motion, the legs are closer together and the arm is lowered to outside the legs, rather than between the legs.

As the Umpire moves into their standing/jumping action, they twist slightly to open up the shoulders more and the Throw In feels somewhat similar to a cricket bowling motion. It is

important that the Boundary Umpire does not over-rotate at this point – they should avoid facing into the field or towards the Rucks.

As with the other technique, the ball is flicked just before release to create the backwards spin on the ball.

This second technique is harder to control the direction. It is recommended that Umpires begin by learning the Over the Head technique. If after much practice an umpire still struggles to execute a good Throw In, and if they have an experienced umpire to assist, then an Umpire may consider learning the other technique.



COMMUNICATION

Signals to Field Umpires

During play, all Out signals are made facing the Field Umpire in control. This means that when a Boundary Umpire makes an Out signal, they are facing towards the controlling Field Umpire (as best as possible). Boundary Umpires should hold their arm signals until the Field Umpire has acknowledged and blown their whistle to make their signal.

For an Out of Bounds signal, once the Field Umpire has acknowledged the Boundary Umpire's signal and signalled for a Throw In, the Boundary Umpire will run to retrieve the ball (or request a player/spectator retrieve a ball outside the field of play) before returning to the boundary line where the ball crossed out and making the Throw In from there.

For an Out on the Full signal, the Boundary umpire will hold their arms out until the Field Umpire has acknowledged and signalled the kick back in to play, before running along the boundary to the location where the ball crossed out. At this location, the Boundary Umpire will bend slightly and indicate with one straight arm extended diagonally out from the body along the line to the location where the ball crossed out, all while maintaining eye contact with the controlling Field Umpire until receiving acknowledgement. Once the location for the mark has been acknowledged, the Boundary Umpire can back out along the boundary line in the direction of the kick into play.

If a Field Umpire is unsure of which team is to receive the kick in an OOF signal, the direction the Boundary Umpire backs out indicates which team is to take the kick, and which team is to stand on the mark.

An experienced Boundary Umpire will use another arm signal to show the Field Umpire that they are paying attention and the ball is still in play. This only occurs where the ball is on or just inside the Boundary Line. Where the ball remains in play but could be viewed as having left the field of play, and Boundary umpire will place both hands behind their back to clearly indicate that the ball is still in play to the Field Umpire and that the Boundary Umpire is not required to make a signal. When the play has moved away from the Boundary Line again, the arms are removed from behind the Boundary Umpire's back.

Signals to Goal Umpires

One of the roles of the Boundary Umpire is to assist the Goal Umpires at the Behind Post when players are kicking towards the goals.



If the ball passes between the Goal and the Behind Post, and completely over the goal line, the Boundary umpire will hold their outside arm extended diagonally out from their side while facing the Goal Umpire and yelling “Yours.” This tells the Goal Umpire that the ball is theirs to make the decision on.

If the ball is inside the two Goal Posts the Boundary Umpire is not required to assist. If the ball passes close to the Goal Post (Behind side), it would generally be better to allow the Goal Umpire to make the call unassisted to avoid possible confusion.

The second occasion that a Boundary umpire will communicate with the Goal umpire is when the Boundary Umpire is required to make a call about the ball being out in close proximity to the Goals, or when the Goal Umpire assists the Boundary umpire with an Out signal.

If the Boundary Umpire is standing at, or close to, the Behind Post, before making their Out signal, they will first look to the Goal Umpire, tap their hip three times with their outside arm, then yell “Mine,” to let the Goal Umpire know it is the Boundary Umpire’s call to make. They then whistle and make the appropriate signals, including tapping the Behind Post if required.

If the Boundary Umpire is still moving into position near the Behind Post and the Goal Umpire has the same or better vision of the Out signal, they will assist the Boundary Umpire by raising their outside arm directly up (to assist with an Out of Bounds signal) or by raising their outside arm to horizontal from the shoulder (to assist with an Out on the Full signal). To acknowledge the Goal Umpire’s assist, the Boundary Umpire may tap their hip with their outside arm (and yell “Mine” if within range), or even simply nod, before using their whistle and making the appropriate Out signal to the Field Umpire.

When a Boundary Umpire moves into position on the Behind Post, they should tell the Goal Umpire by yelling “Post” or some other mutually agreed upon word. This allows the Goal Umpire to adjust their positioning, accordingly, knowing that there is a Boundary Umpire to assist with Behind calls.

When leaving the Behind Post because play is moving away from the Goal Square without any score being made, the Boundary umpire should alert the Goal Umpire by yelling “Leaving” or some other mutually agreed upon word.

POSITIONING

There are two simple principles a Boundary Umpire should keep in mind at all times:

We need to determine if all of the ball passes over all of the line; which means we need to be looking (i.e., standing) along the line at all times; and

We need to know where the ball is at all times (i.e., do not take your eye off the ball).

General Play

For a Two Umpire system, each umpire is responsible half of the playing field i.e., one wing. The overarching rule of positioning is that *Boundary Umpires should not be closer than 15m to the play/ball at any given point during the game.*

When play is moving up and down the field, the Boundary Umpire will follow behind play allowing at least 15m separation along the boundary between ball/players and Umpire – see Figure 1.

If the play moves quickly towards the umpire while they are on the boundary, they need to quickly make a decision as to whether:

They back away from play along the Boundary Line; or

They move quickly towards play in order to run past it and back away from the other side, again staying on the Boundary Line; or

It may be appropriate to stop and wait for play to move past before turning to chase along the Boundary Line.

If a Boundary Umpire finds themselves falling behind the play and can no longer maintain a line of sight along the Boundary Line relative to the ball, they may move off the Boundary Line to create an angle from outside the field to view along the tangent of the Boundary Line relative to play – see Figure 2.

The Boundary Umpire has available to them all of the field between the Boundary Line and a line joining the Behind Post to the corner of the Centre Square, along the edge of the Centre Square and joining the other corner to the second Behind Post. As long as the Boundary Umpire maintains at least 40m separation between themselves and play when moving inside the Boundary Line, they can run anywhere in this space – see Figure 3.

For example, if the play is on the far side of the field from the Boundary Umpire (i.e., along the other wing), the Boundary Umpire can be running along the edge of the Centre Square to keep pace with play.

A Boundary Umpire may also run straight lines directly towards the Point Post, or from within field to the Boundary Line, as long as they can maintain that 40m separation across field and 15m separation along field from play.

At Start of Play (Centre Bounce/Ball Up)

At the start of a quarter, Boundary Umpires will stand on the edge of the Centre Circle on diagonal sides to each, such that for a Two Umpire system there is one umpire on each side of the field. The Boundary Umpires will wait at the centre circle until both teams have broken from their huddle and started moving to their positions on the field. At this point, both Boundary Umpires will nod (or otherwise indicate agreement) to each other and move to their corners, diagonally opposite to each other on the centre square – see Figure 4.

With the introduction of the 6-6-6 rule, there are no longer players lined up along the back of the centre square. This means that boundary umpires are only interested in viewing along the side of the centre square and along the top of the 50m arc.

Boundary Umpires will stand so they are aligned with the wing of the centre square and offset from the back of the centre square to be aligned with the top of the 50m arc. They will assist the field umpires for moving players into the 6-6-6 pattern, particularly within their controlling 50m arc, and request players to move quickly to the Goal Square if they are dawdling – see Figure 5.

When the ball leaves the hand of the Field Umpire, the Boundary Umpire will sprint forwards at a 45° angle towards the far 50m arc of the field until they are in line with the Centre Circle, when they will start to back out towards the Boundary Line. At all times, the Boundary Umpire should be able to see the ball. A Boundary Umpire may need to start backing away towards the Boundary Line earlier if the play moves towards the Boundary Umpire – see Figure 6.

When completing a Run Back, the Short Run Umpire will slowly move into position at their diagonal corner starting position (as explained above) while confirming each team has the appropriate number of players in their controlling 50m arc. The Long Run Umpire will pass the ball onto the Field Umpire and move to their diagonal corner starting position (as explained above).

Boundary Umpires remain on one side of the field for the entire quarter in a Two Umpire system. They will swap sides at the end of every quarter; that is, they will run on one side of the field for the first and third quarters, and on the other side of the field for the second and fourth quarters – see Figure 7.

Kicks into Field of Play

If a player takes a mark near or on the boundary and resets to take the kick, the Boundary Umpire can run past the mark and turn to run backwards along the Boundary Line in the direction of the kick, stopping when they have advanced approximately half a kick in front of play. This saves the Boundary Umpire from having to chase the kick from behind the player – see Figure 8.

The only exception to being able to do this would be if running past the mark would mean running between the kicker and the mark or otherwise interfering with the players.

Set Shots on Goal

If a player is lining up to take a shot on goal, the Boundary Umpires should be positioned behind their Point Post, ready to support the Goal Umpires if needed. If the Boundary Umpires are not already at their Post when the player starts to make their kick, they should be sprinting in at full speed to get there.

This means that the Boundary Umpires are in place and ready to do the Run Back if the Goal is scored.

When a Boundary Umpire is standing at the Behind Post, they are standing within one (1) metre of the Post and rotating around the post within that one (1) m radius to keep the ball between the players and the post. The arms are placed behind the back and the hands are linked while the Boundary umpire is standing at the Behind Post.

If play comes towards the Behind Post, the Boundary Umpire can use the Behind Post to protect themselves from contact with the players by rotating around to keep the Post between the players and the Umpire. Line for the ball coming past the post also needs to be maintained in this situation.

Note that the Boundary Umpire is either committed to being at the Behind Post and is standing within one (1) metre of it; or they are waiting at least 10m out from the Behind Post. Commit to one or the other and do not be caught hovering in between.

Attacking Play Inside 50m Arc

The general rule of thumb for positioning inside the 50m arc is to determine whether it is possible to make a quick snap on goal from where the play is. If it is possible, the Boundary Umpire should be making an effort to get to the Behind Post.

The Umpire on the far side from play is more likely to be on the Behind Post than the Umpire on the side where play is taking place. This is for a couple of reasons:

The Umpire close to play needs to be able to see the Boundary Line perpendicular to the play to determine an Out signal if required.

The Umpire closest to play will need to trigger quicker to keep up with play if it moves back out of the 50m arc in a turn-over. The Umpire on the far side can run a straighter line if there is a turn-over and may not need to work as hard to chase play.

Factors to consider when deciding whether to trigger into the Behind Post are:

How fit/quick the Umpire is. A fit and quick Umpire will be better equipped to chase play if there is a turn-over.

How strong the team in offense is. If the play has been rebounding out of one team is forward 50 all game, it may be safer to wait before committing to the Behind Post.

How strong the kicks are in the offense team? If the team has a couple of players that can snap a goal from 40m out, it may be prudent to trigger into the Behind Post when they are in range.

Run Backs

After a goal has been scored, it is the responsibility of the Boundary Umpires to return the ball to the central Field Umpire so they can re-start play with a ball-up/bounce.

The Boundary Umpires will first nominate who will take the Long Run (as indicated by the Boundary Umpire extending their outside arm diagonally out from their side) and who will take the Short Run (as indicated by tapping their outside hand on their hip). This can be done before the shot on goal is made, or after. Generally, the Boundary Umpire will take the Short Run if the ball lands near them.

Once the Goal Umpire has made their hand signals to indicate a Goal, the Long Run Umpire will move off the post to jog over to a position in line with the top of the goal square and in front of the other Boundary Umpire's Behind Post. They will raise their outside arm to horizontal to show the Field Umpire which side of the field they will be running to. Boundary Umpires running a Two Umpire system remain on the one side of the field for the whole quarter – see Figure 8.

The Short Run Umpire will wait for the Goal Umpire to signal with their flags before moving off the Behind Post to collect the ball and then run up the outside of the waiting Boundary umpire to hand over the ball.

The Ball Handover should be executed similar to a baton exchange in a relay – the Long Run Umpire will not start running until the Short Run Umpire is about to pull in line with them, but they should be running the same speed by the time they are next to each other. The Ball



should be flicked slightly in front of the Long Run Umpire at chest height, so they can run onto the ball. This should be done within 15m of the top of the goal square – the quicker the ball exchange can be done, the better – see Figure 9.

Once the Short Run Umpire has handed off the ball, they can slow down to check the positioning of the players in their 50m arc and assist the Field Umpire with moving players into the correct position, before moving to their corner of the centre square.

The Long Run Umpire will run diagonally towards their corner of the centre square on the far side of the field and pass over the ball in a similar flick in front of the Field Umpire as they move past.

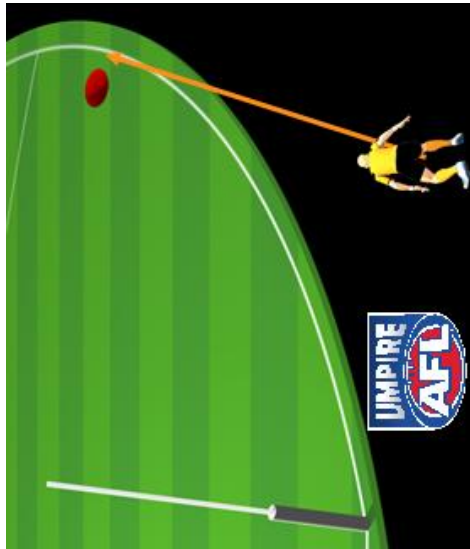


FIGURE 2

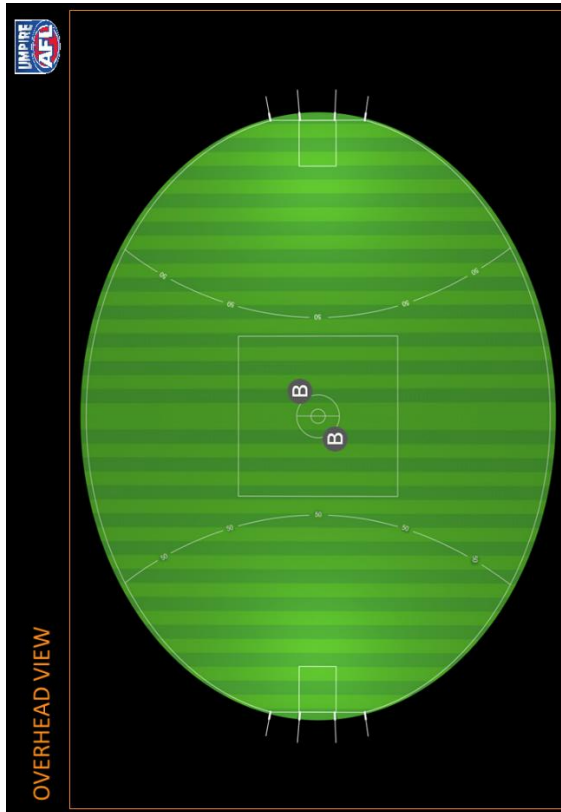


FIGURE 4

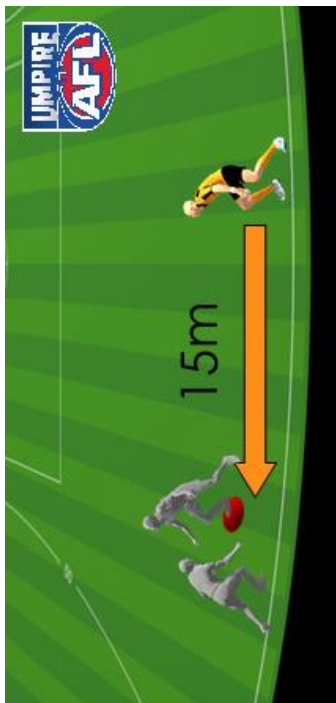


FIGURE 1

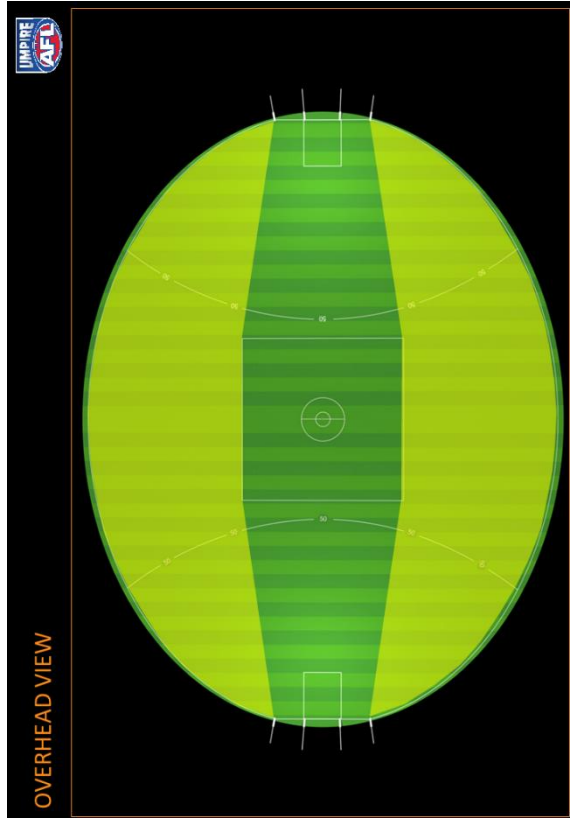


FIGURE 3

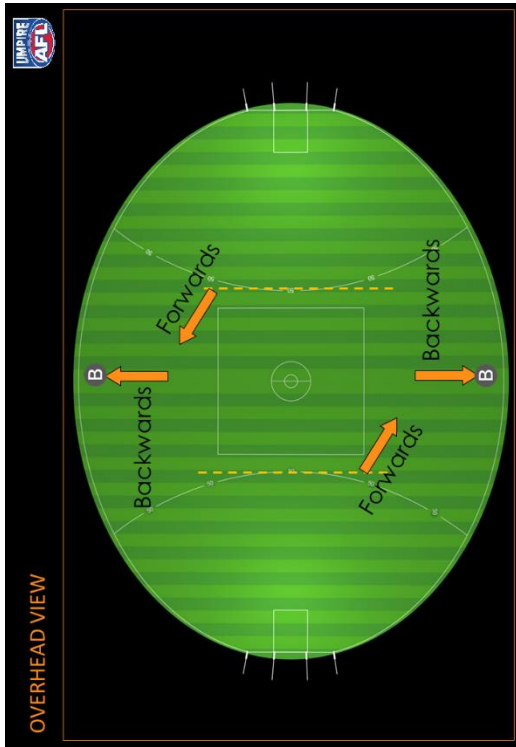


FIGURE 6

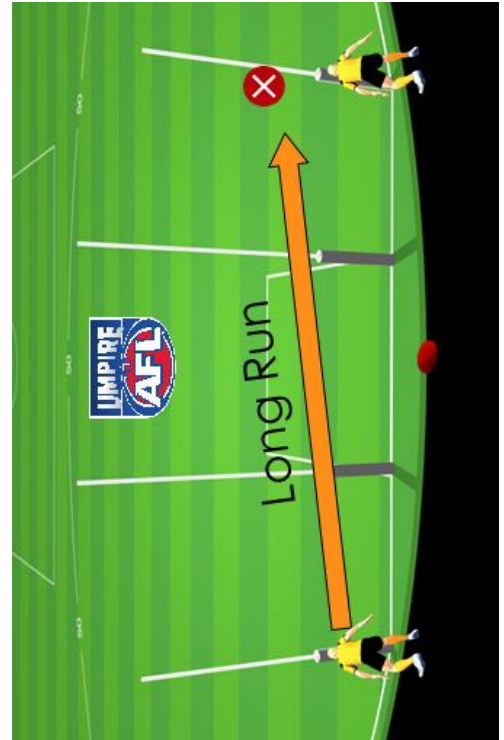


FIGURE 8

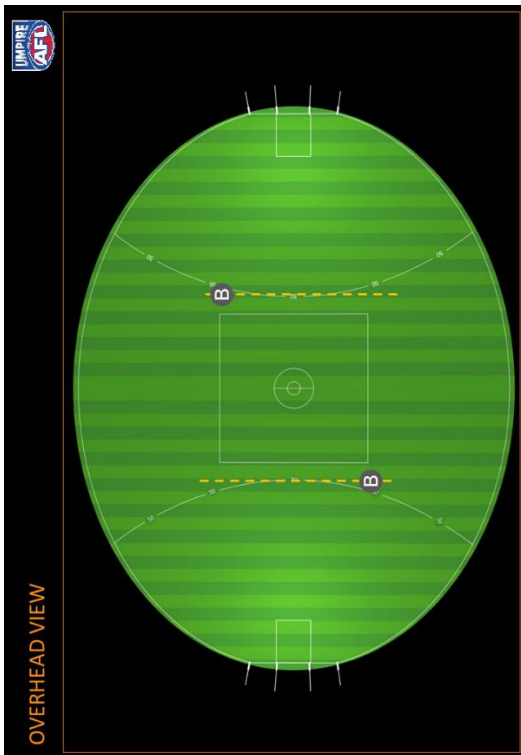


FIGURE 5

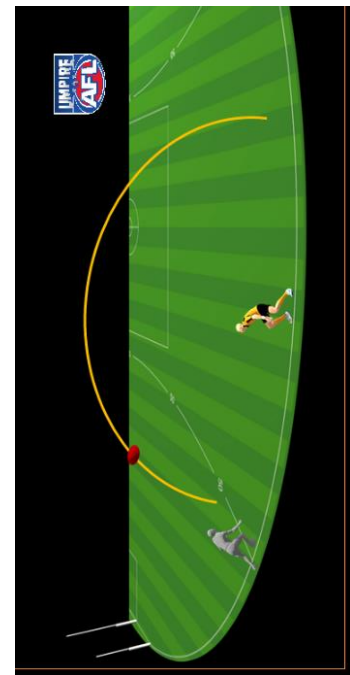


FIGURE 7

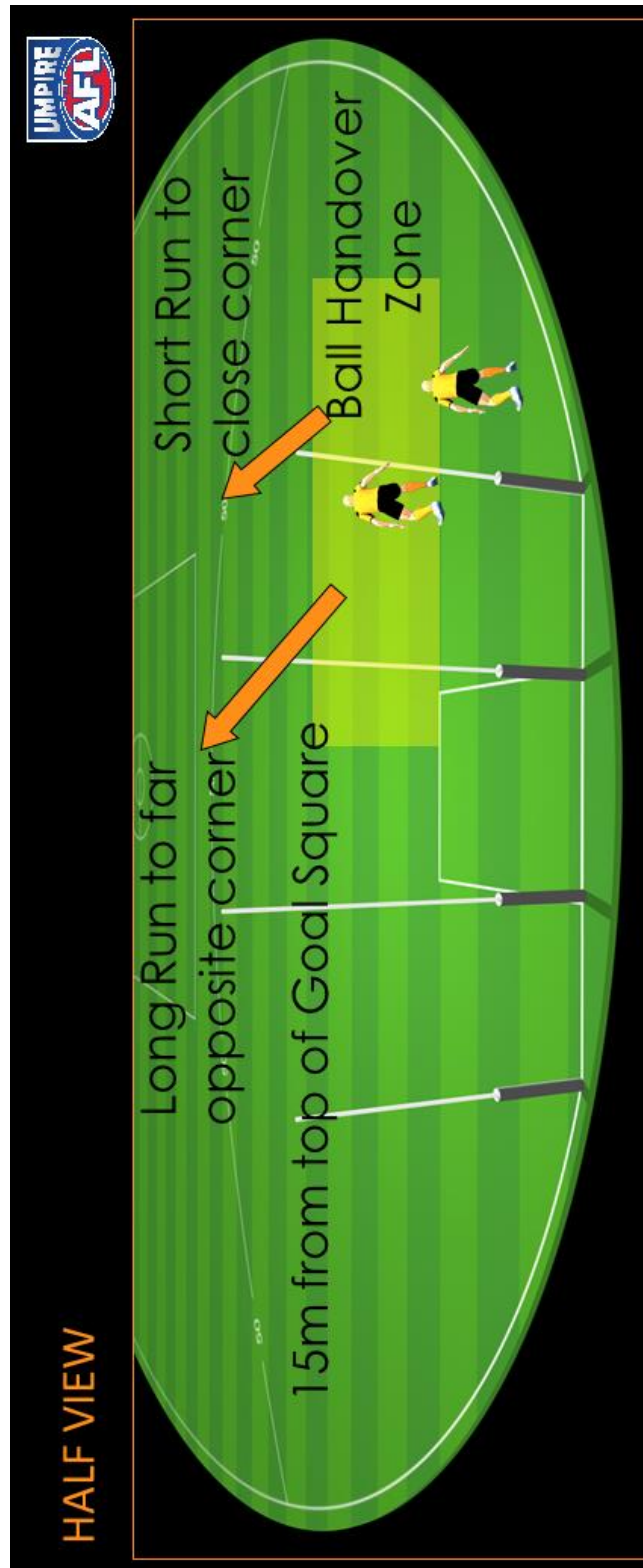


FIGURE 9



APPENDIXES

APPENDIX 1 - AFL QUEENSLAND UMPIRING PATHWAY

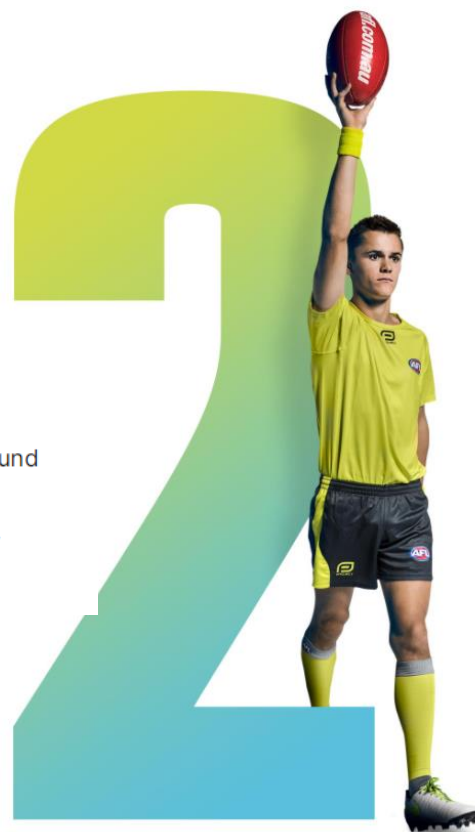


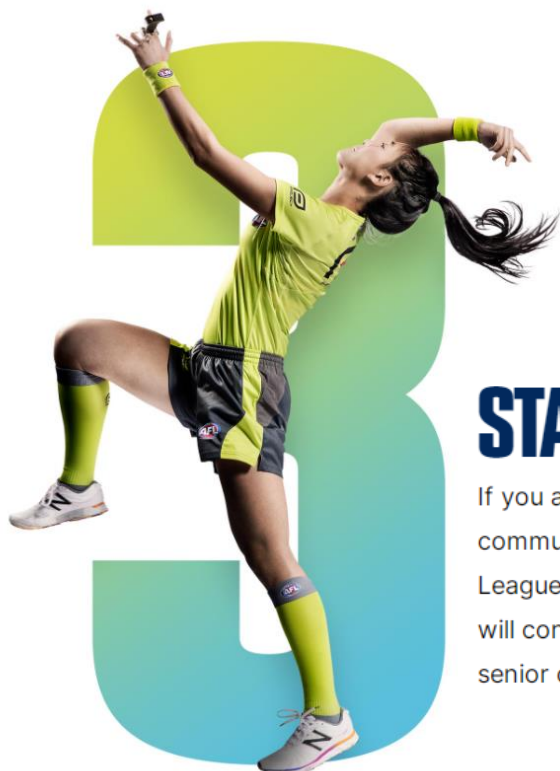
COMMUNITY DEVELOPMENT

Once you sign up and join your local umpiring group, you will learn the basics of umpiring by completing an introductory course and umpiring games of football in your local community. You will also have the opportunity to achieve a nationally recognised accreditation.

COMMUNITY ADVANCED

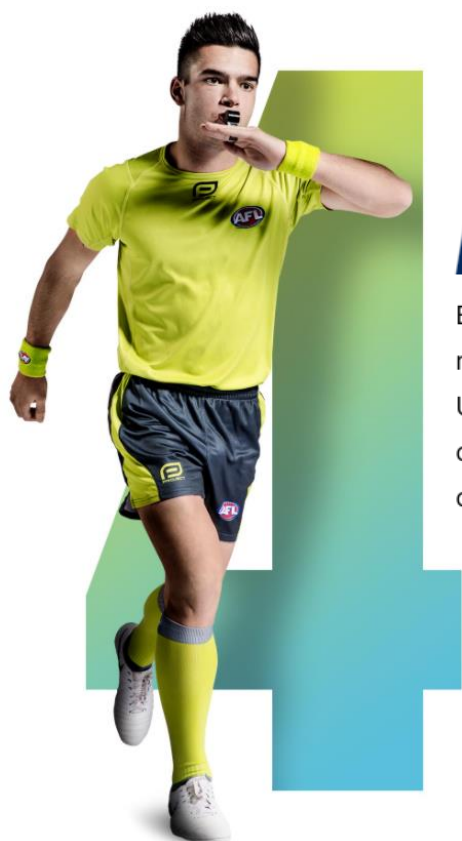
Now that you have developed your basic umpiring skills and have a sound knowledge of the laws of the game, you may have the opportunity to umpire in senior community matches and earn an additional nationally recognised accreditation.





STATE LEAGUE

If you are an umpire that demonstrates talent and potential at the community level, you may be eligible for promotion to your local State League competition. Upon selection to a State League umpiring group, you will continue your development by umpiring State League underage and senior competitions.



AFL UMPIRING ACADEMY

By demonstrating good character, elite potential and a clear desire to maximise your umpiring talent, you may be eligible for selection to the AFL Umpiring Academy. The academy aims to prepare you to thrive in AFL competitions and is focused on developing on-field and off-field capabilities.



AFL WOMEN'S

Once you are selected in the AFL Umpiring Academy, you may be promoted to the prestigious AFLW competition. AFLW sits at the upper echelons of the umpiring pathway, and will expose you to elite match-day environments and coaching. Your participation in AFLW will accelerate your elite-officiating competencies.



AFL

Your final step in the umpiring pathway is the AFL competition. Once selected to the AFL umpiring group, you will have the opportunity to officiate in AFL home & away matches, finals and grand finals, subject to your ongoing development and performance.

APPENDIX 2 - SEND OFF / WARNINGS

WHITE CARD - WARNING



AFL Queensland is committed to undertaking proactive measures to ensure the match day environment for all players, coaches, volunteers, Umpires and spectators is a positive experience.

All Umpires should be fully aware of the white card procedure and NOT rely on this dot point document. White Cards are to be applied for **constant inappropriate behaviour** displayed by coaches, assistant coaches, managers, runner, bench players (listed on team sheet) or any other officials in the coaches' box.

The following will detail the warning process (white card) consisting of the following three phases:

- **1st Phase** - a warning (White card shown)
- **2nd Phase** - another warning, free kick and 50m penalty (White card shown)

- **3rd Phase** - Head Coach reported and removed from game, free kick and 50m penalty (Red card shown)
- **NOTE:** Boundary or Goal Umpires can report abuse to Field Umpire at breaks or during stoppages.

First White card (No free Kick or penalty)

If appropriate the **field Umpire** will conduct one of the following processes:

- During a ¼ break - advise offending team captain at the break that a white card will be applied – before ¼ recommences, field Umpire to show card to bench from 20m away (no free kick or penalty) and then commence game.
- If reported during play at stoppage (by boundary or goal Umpire), show white card to bench from 20m away (no free kick or penalty) and re commence game from the stoppage location.
- If observed or overheard during play by field Umpire – next stoppage, show white card to bench from 20m away (no free kick or penalty) and re commence game from the stoppage location.

Second white Card (Free Kick + 50m)

If a 2nd card / warning is warranted, the field Umpire will conduct one of the following processes:

- During a ¼ break - advise offending team captain at the break that a white card will be applied – before ¼ recommences, field Umpire to show card to bench from 20m away, free kick awarded to Ruck of non-offending team- apply 50m penalty from centre circle and commence game from there.
- If reported during play at stoppage (by boundary or goal Umpire), show card to bench from 20m away, award a free kick to Ruck of non-offending team, applying 50m penalty from stoppage location and recommence game from there.
- If observed or overheard during play by field Umpire – next stoppage, show white card to bench from 20m away, award a free kick to Ruck of non-offending team, applying 50m penalty from stoppage location and recommence game from there.

Third card – Red (Head Coach Ejected + Free Kick+50m)

If a 3rd card / warning is warranted, the field Umpire will conduct one of the following processes:

- During a $\frac{1}{4}$ break - advise offending team captain at the break that a red card will be applied – before $\frac{1}{4}$ recommences, field Umpire to show red card to bench from 10m away,
 - Coach ejected from coaches box.
 - Free kick awarded to Ruck of non-offending team and Umpire applies a 50m penalty from centre circle and commences game from there.
- If reported during play at stoppage (by boundary or goal Umpire), show red card to bench from 10m away,
 - Coach ejected from coaches box.
 - Free kick awarded to Ruck of non-offending team and Umpire applies a 50m penalty from stoppage location and recommences game from there.
- If observed or overheard during play by field Umpire – next stoppage, show red card to bench from 10m away.
 - Coach ejected from coaches' box.
 - Free kick awarded to Ruck of non-offending team and Umpire applies a 50m penalty from stoppage location and recommences game from there.
- Coach is to leave the field of play and not return at all. Coach is not allowed inside the fenced area and/or on the field for the remainder of the match.

Additional Abuse: If abuse is directed at Umpire while showing card -> apply Additional 50m penalty from stoppage (making a total of 100m) -> award to nearest player of non-offending team.

Coach refusal to leave Coaches Box: Stop game, advise offending team captain if coach does not leave within 1 minute -> that an Additional 50m Penalty will be applied from stoppage (making a total of 100m).

Captains: can approach field Umpire for clarification only at $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ time breaks



Timekeepers: to keep note of time and number of white cards, remind them before play.

Spectators: Umpires cannot apply cards to spectators. If abuse is from coaching box area and is a spectator, the home club is responsible to remove the person from the area.

- If they are ejected and refuse to leave, home team runner will advise you to stop the game until they leave.

Match Day Paperwork (MDP)

- White card must be entered into reporting section of MDP
- Red card must be entered into reporting section of MDP

Some instances where a White Card can be used / warranted:

- continually questioning/disputing umpiring decisions
- abusing Umpires or making inappropriate comments to or about them
- using inappropriate language or gestures towards or about anyone
- speaking inappropriately or aggressively towards opposition players or coaches
- behaving in any manner that is socially unacceptable / contrary to the Coaches' Code of Conduct, AFL Queensland Senior Player Code of Conduct and Youth Player Code of Conduct.

YELLOW CARDS – NEAR REPORTABLE OFFENCES

Meaning: Player is Sent Off for a near reportable offense.

Duration: Player is to leave the field for (15 minutes) the Player can be replaced immediately.

The yellow card can be used as a match management tool to lessen the chance of a player committing a reportable offense.

Some examples where a Yellow Card can be used:

- Player is showing signs of aggression that could lead to a report
- Late tackles
- Provoking other players (pushing, threatening)
- Failing to adhere to an Umpire's request/warning
- Umpire Abuse



RED CARDS – REPORTABLE OFFENCES

Meaning: Player is Reported and Sent Off for the Game

Duration: Player is to leave the field of play and not return at all. Player is not allowed inside the fenced area and/or on the field.

Player can be replaced after 15 minutes

Some instances where a Red Card is warranted:

- Any reportable offence such as:
 - Striking (head and groin)
 - Kicking
 - Excessive force in tackle (players head put in danger)
 - Continuous abusive language to Umpire using swearing



Note: As of 2022, there is no difference between Seniors and Youth in the application of yellow and red cards.

APPENDIX 3 - OTHER USEFUL LINKS

- [Senior Player Code of Conduct](#)
- [Coaches Code of Conduct](#)
- [Spectator Code of Conduct](#)
- [Safeguarding Children and Young People Code of Conduct](#)
- [Management of Concussion](#)
- [National Vilification Policy](#)
- [AFL Queensland Social Media Policy](#)



AFL Queensland Umpiring Department

AFL Queensland Administration & Training Centre
Cansdale Street, Yeronga QLD 4104

Interested in becoming an Umpire?

REGISTER NOW!

