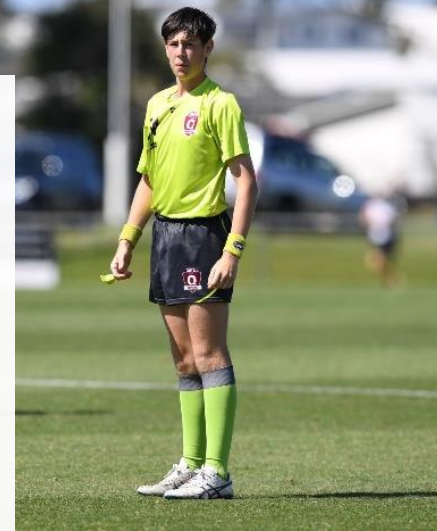


AFL QUEENSLAND
COMMUNITY FIELD UMPIRE

2023 PARTICIPANT HANDBOOK





Version	Date of review	Description
1.0	15/3/2023	First Release
2.0	1/2/2023	Second Release after 2023 season and complete document review

Written and developed by
AFL Queensland Umpiring Department. Copyright protects this publication.

Except for purposes permitted by the Copyright Act, reproduction by whatever means is prohibited without the prior written permission of AFL Queensland Umpiring Department

Enquiries should be addressed to:
Sam Bridges – Community Umpire Lead QLD



TABLE OF CONTENTS

Table Of Contents	3
Handbook Instructions	4
Introduction	5
AFLQ Umpiring Department staff.....	7
Community Coaches	8
Field Umpire	11
Role of the Field Umpire	11
Training	11
Appointments	11
Umpiring Tips	12
Uniform and Appearance.....	14
General rules that apply to all age groups	20
Common rules to BE AWARE of.....	24
Appendix 1 - AFL Queensland Umpiring Pathway	35
Appendix 2 – Send Off / Warnings	38
White card - Warning.....	38
Yellow Cards – Near Reportable Offences	42
Red Cards – Reportable Offences.....	43
Appendix 3 – Match Day Paperwork	45
Appendix 4 – Other useful links	47



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 Field Umpiring in Youth and 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 (Sunshine Coast and Northern Rivers).



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.



Sam Bridges *Umpire Development Manager QLD*

sam.bridges@afl.com.au / 0408 765 361

Responsible for Umpiring Strategy and Implementation across Queensland, SEQ Senior Competitions and Major Projects

Garry Dunne *Umpire Recruitment, Retention and Development Lead QLD*

garry.dunne@afl.com.au / 0498 666 249

Responsible for Women & Girls programs, Umpire Coach Support, Mentor Program, National Strategy Implementation and Umpire4Fun Regional programs

Chloe Webb *Administration Coordinator – Umpiring*

chloe.webb@afl.com.au / 0499 777 425

Responsible for Umpire Payments, Uniforms, Communication, Administration Support and Appointments assistance

Thomas Calvert *Umpire Coordinator*

thomas.calvert@afl.com.au / 0498 666 014

Responsible for Mentor Program, Talent Programs, Umpire Coach Support, Umpire4Fun SEQ and SEQ Juniors support

Nicola Stevens *Umpire Development Coordinator*

nicola.stevens@afl.com.au

Responsible for Women & Girls, School Umpiring Programs, Diversity Programs and SEQ Seniors support

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.



FIELD UMPIRE

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

FIELD UMPIRE

ROLE OF THE FIELD UMPIRE

The field Umpire (also known as a central Umpire) is responsible for controlling general play and is positioned within the field of play. The field Umpire is the only type of Umpire permitted to award free kicks or initiate stoppages in play, and they execute ball ups to restart play.

Originally, only one field Umpire was used. In 1976 a second field Umpire was introduced in the Victorian Football league, and in 1994 this was expanded to three field Umpires in the then-renamed Australian Football League. Amateur, suburban, junior and semi-professional matches can be policed by any number from one to three field Umpires.

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

UMPIRING TIPS

What are my responsibilities as an Umpire?

- Introduce yourself to the coaches and teams
- Flip the coin at the start of the game.
- Umpire the game.
- Make sure the players are safe and play fairly
- Pay all free kicks according to the laws of the game.
- Finish the game and return the football to the clubhouse

Below is a list of things you DON'T need to do

- Setting up the fields it is the responsibility of the club to do this
- First Aid, the club is required to have a first aid attendant available for your game, if they don't, please speak to the Ground Marshall in Youth or the home team manager in seniors.
- Coaching of the players, you're the Umpire.
- Time keeping, this is a club responsibility.



What you should be working on

- It is vital that you understand the rules of the game as they change from year to year, it is also your responsibility as an Umpire to work on your game and practice the following things on a regular basis.
- A very clear understanding of the rules across all age levels including junior, youth and senior football
- Be sure you are blowing your whistle loudly and sharply to keep the attention of the players and the coaches.
- Using a loud voice when communicating your decisions to the players. (Not Yelling)
- Not walking around the field, you need to be jogging or sprinting throughout the match.
- Displaying strong signals so the players, coaches and spectators understand your decision.
- Making sure you stay side on to the play to give you the best vision of the play.
- Keep your eyes on the play, no running with your head down

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 Field Umpire Handbook
 - AFL 2023 Laws Book (can be downloaded electronically on your phone)
 - Notepad
 - Pen
 - White/Yellow/Red Cards
- Coin for centre toss
- 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 etc
- Fill in your paperwork for the goal Umpires (1 per team) and timekeeper for the home team.
- 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)

30 minutes before start time - visit the coaches, managers, and players.

When visiting the rooms make sure you:

Introduce yourself to the captain, coach, and manager of each team.

Tell them what you are expecting of the team today. For Example

- Bringing the ball back to the centre after a goal is kicked
- Bringing the ball back to you when it goes out of bounds.
- No Dangerous tackles
- Discuss and New Rules
- Check players' boots, nails, and uniform. Particularly:
 - Boots: No steel-capped screw-ins allowed
 - Nails: Are clipped
 - Jewellery: None allowed
 - Skins/compression gear is "flesh" colour (under the AFLQ Junior Rules and Regulations players are not permitted to wear coloured skins)

Give the timecard and one score card to the home team manager.

Give the other scorecard to the Away team manager.

Collect the Match Football from the home team

Collect and check the Team Sheets from both the home and away teams. (Please note clubs have until the completion of half time to have team sheets to the Umpires) Please refer to the back of this handbook for an example of a correct team sheet. Check the number of players on both teams. Teams must have the same number of players on the field.

Warm up, Stretch and Finish getting dressed (into your field uniform).

At 10 minutes before start time:

- Meet with Ground Marshall

- Walk out onto ground, hold the football above your head 15m into the ground for the timekeeper to sound the siren then lower the ball. If the siren isn't given, blow your whistle as loud as you can and lower the ball.
- Call for Captains in 3 minutes before start - Coin Toss/Whistle in hand for Away captain
- Tell the captains to get their team in position straight away
- Start the game when all players are in position.

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.
- Goal Umpires and Managers to meet you in the centre of the ground.
- Collect the score cards from the goal Umpires to sign off the scores of the match. Goal Umpires and Managers to sign the back of each scorecard to confirm they agree with the scores. Ensure that both managers sign the back of both score cards
- If you have sent off a player (Yellow/Red Card), ensure you have the players details and details of incident to prepare Match Day Report in OfficialsHQ.
- Leave the field once everyone agrees the scores are correct.
- On your way to the Change Room, collect the timekeeper sheet from the timekeeper or ask the ground marshal to collect it for you and bring it back.



- Once in the changeroom, complete the online Match Day Report through OfficialsHQ, entering the following
- Reportable offences (players name, number, details of incident etc)
- Best and Fairest votes (3, 2, 1)
- Upload photos of timekeeper sheet, score cards and team lists
- Rate team and club behaviour + your Match Day experience
- Confirm information is true and submit paperwork with signature and date
- 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
- Write down the score and any other key details into your note pad or diary
- Complete the online paperwork before 8pm Sunday after matches
- Hold onto your paperwork 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.

GENERAL RULES THAT APPLY TO ALL AGE GROUPS

What to do before the start of your game?

- Make sure you arrive at the ground 60 minutes before your game, this is to ensure you are prepared correctly and have enough time to perform your umpiring duties correctly.
- When you arrive find the club and you are unfamiliar with the ground and let them know you have arrived. Umpire Coordinator or committee member to point you in the direction of the change rooms, Head to the Umpire rooms and change into your grey shorts, shoes, and socks.
- Meet your fellow match day Umpires
- Head out to the ground with your umpiring team meet the coaches, team managers and players.
- Collect team sheets from the manager.
- Look around the ground and be sure that the goals are straight and boundary lines are visible, that there is no rubbish on the ground or objects that may injure players. If you feel things are not satisfactory not ask the club Umpire Coordinator or Ground Marshall to attend to the concern.
- Head back to the Umpire rooms and prepare for your match.
- Change into your green Umpire shirt, wrist bands and hat (don't forget sunscreen.)
- Have your whistle on your fingers.
- Find the Umpire Coordinator or Umpire escort so they can walk you out on to the ground.
- As you walk onto the ground (field Umpires) raise the football above your head to indicate to the timekeeper you have entered the field of play, this will also remind the players and coaches you are on the ground.
- 2 minutes before your game is due to commence call the two captains to the centre of the field and perform the coin toss, the away team calls "heads or tails".

- The coins toss winner decides which direction they would like to run/kick.

Field Umpires how do you start your game?

- Check the teams are in position (in their zones 6/6/6).
- Raise the ball above your head and wait for the siren to sound.
- When the siren sounds blow your whistle and throw the ball up for the rucks to compete. (Make sure it is high enough for them to jump up and tap the ball)
- Run backwards for 15-20 meters to get a good view of the contest. Keep an eye out for any free kicks that may need to be awarded.
- Once the ball clears the ruck area run in the direction of the ball staying approx. 20-25 meters away from the ball (this will give you the best view of the play)

How do I get myself into the right positions to Umpire?

- When you are running on the field as an Umpire there are many different positions you need to be in to see any free kicks that need to be awarded, see if players are tackled correctly, dispose the ball correctly, see if the player takes a mark etc. Below are some tips to help you be in a better position to see the play.
- Always try to be 20-25 meters away from the play and the person with the ball.
- The best place to see the contest is to make sure you are side on to the play.
- Always move from side to side when the ball is in a pack, keep moving until the ball is kicked or hand passed or if it is trapped, blow you whistle run in and ball up.
- When the ball has been kicked and is about to be marked, watch the player not the ball to see if there is a free kick that needs to be awarded.
- When there is a mark, stand behind the player on the mark if they are having a set shot at goal.
- Run, you need to make sure you are running into position, NO Walking, we need to be moving swiftly and working around the ground.

What to do if a goal has been scored?

- When a player has kicked a goal for their team you signal to the goal Umpires by lifting your two hands in front of your face and call to the goal Umpire “all clear goal”
- Ask the players or the goal Umpire to collect the ball and bring it back to you
- Jog back to the middle of the field and check the players are in their zones
- If they are in their zones and the rucks are ready, throw the ball up again and back out 20 meters from the contest like you did at the beginning of the game/quarter.

What to do if a behind is scored?

- When a player has kicked a point for their team you signal to the goal Umpire by raising one hand in front of your face and call to the goal Umpire “all clear one point”
- The defending team will collect the ball
- The defending team player will kick the ball back into play from between the goals, if they kick from the wrong spot, blow your whistle, and call them back to between the goals to have their kick.
- Make sure the players give the kicker enough room to have a good kick.
- Clear out the protected area of 15 metres; make sure you stand on the mark for the defending team to kick the ball in.

What happens when a player goes out of their zone (6/6/6)?

- If you see a player out of their zone when you are ready to restart the game, blow your whistle and inform the ruckman of the infringing team a warning for not being in the correct positions is being applied.
- Call out to the player/s to go back into their zone
- Once a warning has been given to either team, if there is a second infringement award a free kick to the ruck man of the opposing team and clear out the protected area.

What happens if there is an injured player on the field?

- If the injured player is in within 10-15 meters of the play stop play immediately.
- Blow your whistle, raise one hand above your head and call out to the coach or first aid to treat the player.
- If the injured player is NOT in the same zone as the football, then play will continue until the ball is kicked into the area where the injured player is.
- If the trainer is on the field and calls for a stretcher regardless of the location on the field, stop the game immediately by raising your arm and blowing your whistle

How do I end the quarter?

- When the siren sounds for the end of the quarter Blow you whistle and raise both of your hands above you head.
- This signals to players, officials, and spectators that the quarter has ended.
- If a player has taken a mark prior to the siren sounding and they are within kicking distance of the goals, they are permitted to have their kick at goal.
- If the siren sounds and the mark is taken after the siren then you stop the player from kicking or playing on.
- When there is a mark, stand behind the player on the mark if they are having a set shot at goal.
- Run, you need to make sure you are running into position, NO Walking, we need to be moving swiftly and working around the ground.

What happens if players are abusive or aggressive on the field towards you?

- If you have players that are continually not listening to you, arguing about your decisions, speaking badly or crudely to you, you have a few options you can use to help.
- Award a free kick against the player
- Award a distance penalty against the player for their behaviour of 50 metres
- Send the player off the field (extreme circumstance)

What happens if you have a coach or coaches' box being aggressive or abusive towards you?

- If you have a coach or coach's box acting aggressively or abusively towards you, boundary or goal Umpires have several options.
- Your first warning is to show the coaches box a white card as a warning to control their box or themselves.
- A second white card warning will result in you enforcing a 50-metre free kick against the coach. If you choose to pay a free kick against the coach, blow your whistle signal with one hand and show a second white card.
- If the coach's box is again acting in an abusive nature towards you, you are able to show a red card, to remove a coach from the coaches' box for the rest of the match. You will also enforce another 50-metre free kick.
- Your decisions will be supported by AFLQUD

COMMON RULES TO BE AWARE OF

How many players per team?

- In men's and boys' youth football 18 players are on the field with 4 interchange players are allowed on the field (some age groups are modified)
- In Women's and youth Girls football 16 players with 6 interchange players are allowed on the field (some age groups are modified)
- Quarters vary depending on the level of football and competition (please refer to local rule books for the correct timing of quarters.)

What size football is to be used?

Leather footballs are standard across all leagues, sizes vary form age group and competition (refer to local rules)

How does a player get the ball from the other team?

A player can do everything that is allowed within the rules of AFL to get the ball from the other team.

A Player can:

- Tackle
- Bump
- Fend off
- Fend off a tackle
- Sheppard for a teammate
- Smother a kick or handpass

What is a Legal tackle general rule?

- A legal tackle is when a player has been grabbed by the tackler with his arms wrapped around the ball carriers' body.
- The tackle must be made between the shoulders and the knees
- Tackles can be made from in front, from the side or from behind the player

What is not a legal tackle?

- If the tackle is above the shoulder of the ball carrier
- If the tackle occurs below the knees of the ball carrier
- If the player with the ball is thrown to the ground in a sling or dangerous type motion
- If the player is grabbed by the collar of the guernsey and dragged to ground
- If the tackle falls into an opponent's back

What is holding the ball?

A free kick shall be awarded to the tackling player if;

- The player with the ball has had prior opportunity to dispose the ball by handpass or kick.
 - Prior opportunity is balanced and steady
 - Takes a few steps
 - Held the ball for a few seconds
 - Has a chance to pass but chooses not to.
 - Ducks his or her head into the tackling player
- If the tackled player chooses not to kick or hand pass and is tackled by an opponent, then this is deemed as holding the ball and a free kick will be awarded to the tackling player.

What is incorrect disposal?

When the player in possession of the ball does:

- Not handpass the ball correctly
- Not Kick the ball correctly
- Throws the ball to another player (not handpass)
- Drops the ball on the ground while being tackled and not attempt to handpass or kick

What is pushed in the back?

When a player is in possession of the ball and is tackled to the ground, the tackling player must not land in the players back as the tackle is completed.

He or She can:

- Let the player go
- Roll to the side of the player being tackled
- Roll the tackled player over with them.

A player is also not permitted to push the ball carrier in the back in the motion of:

- Collecting or picking up the ball
- Running in possession of the ball

- After the player with the ball has disposed it

What is a marking attempt?

- If the ball is deemed to be held after taking the mark and the ball falls out or is knocked out a mark should be paid.
- The ball MUST travel 15-metres to award a mark, if not call “play on”

What happens when the ball goes out of bounds?

- When the ball goes out of bounds the boundary Umpire will signal the decision, depending if the ball was out of bounds on the full, out of bounds, hit the point post.
- Blow your whistle and signal to the boundary Umpire to throw the ball back into play or award the free kick if the ball was deemed to be out of bounds on the full.
- Give the ball to the closest player to where the ball went out and allow them to kick the ball back into play.
- The free kick is to be taken where the ball crossed the boundary line

Can the coaches be on the field?

The coaches are to remain in the coach’s box on the sideline during play.

Coaches may enter the field of play once the quarter has been completed.

Deliberate:

Players are not allowed to deliberately kick or knock the ball out of bounds

Players are not allowed to deliberately kick or knock the ball through the goals for a behind.

Penalties:

Umpires may award a 50-metre penalty against either team when:

- A player verbally abuses an Umpire or an opposition player



- If a tackle is deemed to be dangerous
- If a player runs through the mark
- If a player is within the 5-metre protected zone behind the player
- If a player enters the 10-metre protected zone to the side of the mark.

It is your responsibility as a field Umpire to read the Laws of the game and understand them, in conjunction there are local rules and regulations applied by competitions around the state that you must also read and be aware of. These will be supplied to you when you become a league appointed Umpire. Refer to Law book rules section 22.

Send offs and Warnings (White, Yellow and Red Cards)

Complete details including a how to apply white cards are contained in Appendix 2.



Walking on to field



Starting Quarter – Holding ball up for siren



Starting Quarter – Holding Ball up and Whistle



High Tackle



Push in the Back



Trip



Holding the Player



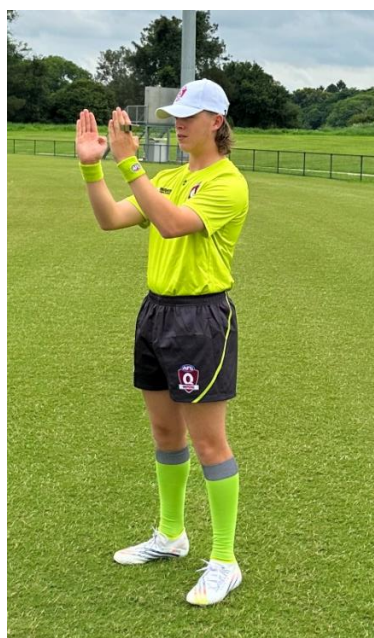
Holding the Ball



Play On



All Clear - Behind



All Clear - Goal



End of Quarter – Whistle, then two arms up



Mark – Front On



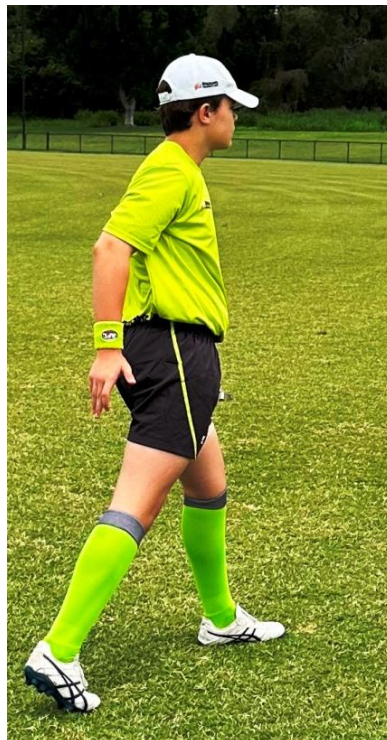
Throw In



Kicking In Danger



Two Umpire Handover - Yours



Two Umpire Handover - Mine



Indicating a Free – including direction



Holding the Mark (Stand)



Run Too Far (No Bounce)



Blood Rule



Incorrect Disposal – Dropping the Ball (1)



Incorrect Disposal – Dropping the Ball (2)



Incorrect Disposal - Throw



Advantage



Abuse



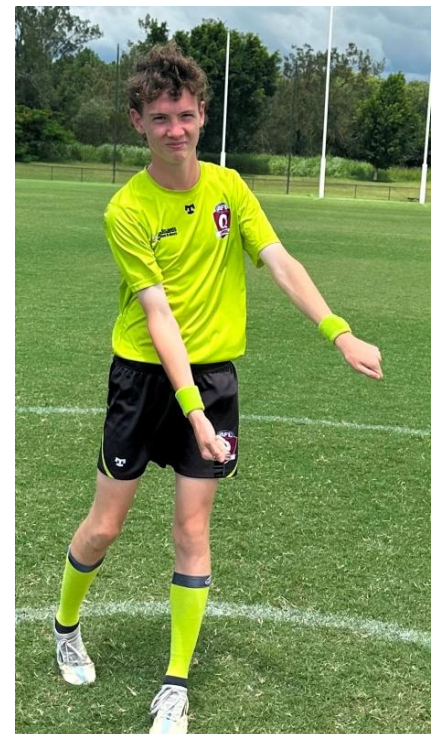
My Ball



Ball Up



Dangerous Tackle (1)



Dangerous Tackle (2)



APPENDIXES

APPENDIX 1 - AFL QUEENSLAND UMPIRING PATHWAY

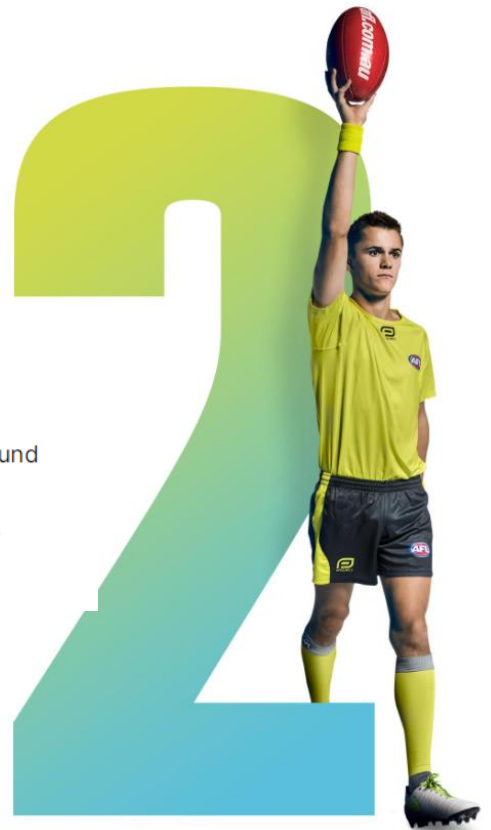


COMMUNITY DEVELOPMENT

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

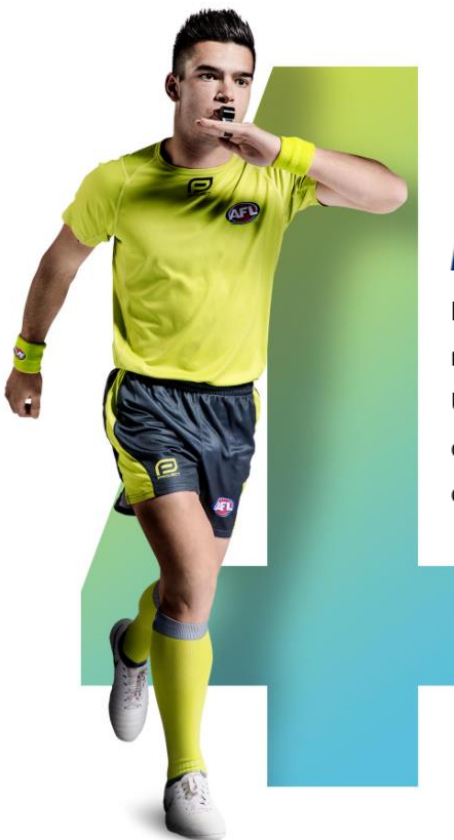
Now that you have developed your basic umpiring skills and have a sound knowledge of the laws of the game, you may have the opportunity to umpire in senior community matches and earn an additional nationally recognised accreditation.





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 ¼ break - advise offending team captain at the break that a red card will be applied – before ¼ 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 ¼, ½, ¾ 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.



Grading Classifiable Offences

An umpire may grade classifiable offences (for set penalty usage) in accordance with the following table:

Conduct	Impact	Contact	Set Penalty
Intentional	Severe	All	Tribunal
		High/Groin	Tribunal
	High	Body	2 Matches
		High/Groin	2 Matches
	Medium	Body	1 Match
		High/Groin	1 Match
Low	Body	Reprimand	
	Severe	All	Tribunal
Careless	High	High/Groin	2 Matches
		Body	1 Match
	Medium	High/Groin	1 Match
		Body	Reprimand
	Low	High/Groin	Reprimand
		Body	Reprimand

IMPACT GUIDELINES

- **Low** - Minimal or no impact on the game, and Player continues to play unabated or was able to play, and No ongoing issues.
- **Medium** - Clearly some impact on the player, and / or The player left the field for a lengthy period of time, and / or Some possible lower level ongoing treatments.
- **High** - Major impact on the player, and / or Was not able to participate in the remainder of the game, and / or Major ongoing issues that require medical intervention and / or May miss some matches.
- **Severe** - Major impact and serious injury to the player, and / or Likely to miss a significant number of matches.

Note – These are proposed base level impact guidelines. The impact can be raised under the potential to cause serious injury

APPENDIX 3 - MATCH DAY PAPERWORK

Timekeeper Sheet

The timekeeper sheet will be used in both Seniors and Youth in 2023. The timekeeper sheet replaces the timekeeper card as all white, yellow, and red cards need to be documented on the timekeeper sheet. See example of timekeeper sheet below:



TIMEKEEPER SHEET

(HOME) _____ VS (AWAY) _____
 Timekeeper Name: _____
 GRADE: _____
 DATE: ____/____/____
 Club: _____

TEAM		INCIDENTS			DETAILS OF INCIDENT	
HOME	AWAY	No.	QTR	TIME	INCIDENT	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	66, 4	1 st	19:32	Jumper change- 4 to 38	
<input type="checkbox"/>	<input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>					

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)	
1 st QTR Commenced (Time)	
Finished (Time)	
2 nd QTR Commenced (Time)	
Finished (Time)	
3 rd QTR Commenced (Time)	
Finished (Time)	
4 th QTR Commenced (Time)	
Finished (Time)	

NOTES: _____

How to Fill Out This Form

When the following incidents occur, please fill out the 'incident' table:

- Stretcher being called
- Player changing jumpers due to a blood rule
- Red, Yellow or White 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, boxes not marked etc. in the space provided)

REMINDER

Yellow Card – Player off for 15 min of elapsed time (excluding breaks). Can be replaced instantly.
Red Card – Player off for the remainder of the match. Can be replaced after 15 min of elapsed time (excluding breaks).
White Card – 1st card warning to coaching box, 2nd card is 50m free kick, 3rd is RED card - coach reported & ejected from box, and 50m freekick
Stretcher – When a stretcher is called for an injured player, the player may not return to the field for 20 min of elapsed time (excluding breaks).

Score Card

HOME V AWAY

GRADE..... DATE.....

	Home.....		Away.....	
	Goals	Behinds	Goals	Behinds
1st Qtr	/	/	/	/
2nd Qtr	/	/	/	/
3rd Qtr	/	/	/	/
4th Qtr	/	/	/	/
Total	/	/	/	/

Club Name..... Goal Umpire Name.....

HOW TO FILL IN SCORE CARD

1st Qtr	1/2/3	1 1 1
	3 / 18	3 / 3
2nd Qtr	4/5	1 1
	5 / 30	2 / 5
3rd Qtr	6/7	1 1 1 1
4th Qtr	7 / 42	4 / 9
	8/9	1 1
Total	9 / 54	2 / 11
	9 / 11 / 65	

GOALS			
1=6	7=42	13=78	19=114
2=12	8=48	14=84	20=120
3=18	9=54	15=90	21=126
4=24	10=60	16=96	22=132
5=30	11=66	17=102	23=138
6=36	12=72	18=108	24=144
			25=150
			26=156
			27=162
			28=168
			29=174
			30=180

APPENDIX 4 - OTHER USEFUL LINKS

- [Umpire Signal Resource Video](#)
- [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!

