

AFL QUEENSLAND

COMMUNITY GOAL UMPIRE

2023 PARTICIPANT HANDBOOK





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Written and developed by

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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	9
Goal Umpire	12
Role of the Goal Umpire	12
Training	12
Qualities of an AFLQ Goal Umpire	12
Uniform and Appearance.....	13
Positioning of a Goal Umpire	19
What to do at the end of each quarter	22
Starting Position (6/6/6 Rule).....	24
Laws of the Game Goal Umpires Should Know	25
Appendix 1 - AFL Queensland Umpiring Pathway	28
Appendix 2 – Send Off / Warnings	31
White card - Warning.....	31
Yellow Cards – Near Reportable Offences	35
Red Cards – Reportable Offences.....	36
Appendix 3 – Match Day Paperwork	37
Appendix 4 – Other useful links	39



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 Goal Umpiring in Youth (Finals) 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
Community Umpiring Coordinator



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.



Sam Bridges

Umpiring Development Lead QLD

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

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



Garry Dunne

Community Umpiring Coordinator

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

Responsible for SEQ Juniors and Youth + Regional Umpires, Umpire Education and Recruitment/Retention



Chloe Webb

Administration Coordinator – Umpiring

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

Responsible for Umpire Payments, Uniforms, Communication, Appointments





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.



Key Community Coaches

Brisbane

Coach David Wheeler

Ph: 0423 455 888

Email: goldentiger1964@gmail.com

Sunshine Coast

Rob Angus

Ph: 0432 828 180

Email: ramageos@bigpond.net.au

Gold Coast

Luke McLean

Ph: 0433 031 478

Email: lmjmclean@yahoo.com.au



GOAL UMPIRE

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



GOAL UMPIRE

ROLE OF THE GOAL UMPIRE

The role of the Goal Umpire is to be the **final judge on all scores** and records all scores in a match. Goal Umpires work in conjunction with boundary and Field Umpires to ensure the match is managed smoothly and have a complex task in ensuring that times are kept, scores are recorded accurately, and that they are always in the best position to make any scoring decision. Goal Umpires, like Boundary Umpires, may assist the Field Umpire in reporting any player they deem to have committed an offence.

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.

AFLQ Umpiring Coaching programs are about:

- establishing a positive learning environment for Umpires,
- developing Umpires,
- improving Umpiring performances at all levels,
- building relationships within AFL Queensland

QUALITIES OF AN AFLQ GOAL UMPIRE

Trustworthy – a person who is honest and impartial to ensure all aspects of the game involving scores is above reproach.

Responsible – a person who has integrity and takes his role in football seriously.

Competent, Knowledgeable and Fit – a person who is well equipped both physically and mentally to perform the role of a Goal Umpire.



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 (at a cost) 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
 - 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 (runners or boots)
 - AFL Queensland believes this is a reasonable request.



On Field Uniform (during matches)

Goal Umpires wear their AFLQ supplied Umpiring Uniform

- Green shirt (tucked in)
- Issued rain jacket
- Green Cap (with AFLQ logo)
- Long pants (black or grey, but only if both Umpires have the issued grey pants), black socks and black shoes / boots with current supplier and sponsor.
- Footwear (sandshoes or boots) must be clean and predominantly black 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

- Umpire Uniform – Folded (or on a hanger) and Clean
- Minimum of two (2) whistles
- Umpiring Hat (Green AFLQ supplied)
- Drink Bottle
- Umpiring Pack that Contains:
 - AFL Queensland Community Goal Umpire Handbook
 - AFL 2023 Laws Book (can be downloaded electronically on your phone)
 - Notepad
 - Pen
- Watch
- 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 Co-ordinator. 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
- Complete goal pad inspection on field



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

- **Collect** the Match Football from the home team

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

At 10 minutes before start time:

- Meet with Ground Marshall/Umpire Escort
- Keep track of time for Umpires to walk onto field for game commencement
- Hand over coin to Field Umpire to complete coin toss with team captains.

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

- At the end of the 4th quarters, both Goal Umpires will collect ALL 4 of their flags (and spare ball if appropriate) stand in the middle of the goal line with their flags in their right hand, then extend out to their side so that their partner can see and then both umpires will jog to the meeting point and meet at the same time.
- Both umpires will meet between the centre circles and the wing side of the centre square closest to the umpire's room.
- Both umpires turn their back on the scoreboard, confirm scorecards, then turn confirm the scoreboard. Then the Goal Umpire who during that quarter is the closest to the scoreboard will wave off the score.
- If the scoreboard is incorrect, both umpires are to run over to the scoreboard/score person (e.g. electronic scoreboard), without leaving the field of



play and ask the attendant to correct. When scoreboard is correct, then wave off and jog off the field of play to the umpires' rooms.

- Sign the back of each scorecard to confirm you agree with the scores and hand over to Field Umpires.
- Provide details of reportable offences (players name, number, details of incident etc) if applicable to Field Umpire for reporting purposes
- Provide your Best and Fairest votes (3, 2, 1) to Field Umpires and assist in determining overall votes for the game
- Upload photos of timekeeper sheet, score cards and team lists
- Provide Field Umpires with information regarding team/club behaviour and match day experience for Match Day Report
- Make sure you take notes in your notepad/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 notepad
- 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.



POSITIONING OF A GOAL UMPIRE

To make the best possible position as a Goal Umpire, you need to ensure:

- Stay involved in the game and not to be distracted in any way. This requires concentration and the ability to read the play
- Don't lean on the fences as this inhibits making the correct position
- Positioning is critical to ensure you have the best view of the ball at all times
- Stay out of the way of players and the football

Position Astride the Scoring Line

Goal Umpires should be positioned astride the scoring line for a ball which is likely to be kicked/touched/contested on or near the line.

For example, on the following occasions:

- a ball kicked at goal which is being contested on or near the scoring line.
- the ball is bouncing along the ground towards the goal line.
- player running at goal and will kick from close range.
- the ball is being contested close to the scoring line.
- a ball dropping in flight. a dropping or bouncing ball that is likely to stop or bounce on its point right above the scoring line.

Position Under/Behind the Flights of the Ball

For the Goal Umpire to correctly determine whether the football in flight, well above touching and contesting height, has gone through the goals or over the top of the goal post, or through the behinds. The Goal Umpire's positioning needs to be directly under the flight of the ball.

This will give the Goal Umpire a good view of the ball and will be able to tell if the ball grazes or passes over the post.



If a ball passes over the behind line on such occasions this will require the Goal Umpire to run across to a position under the flight of the ball rather than adjudicate from the goal area.

This will be practiced at training in match simulated drills.

Assisting your Boundary Umpire

When the ball is kicked or played out of bounds and the Boundary Umpire is positioned a reasonable distance away it is the duty of the Goal Umpire to assist the Boundary Umpire.

On the occasion of the ball going out of bounds on the full the Goal Umpire will signal this by facing the Boundary Umpire and signalling with one arm extended straight at shoulder height horizontal to the ground and with a clenched fist also using his / her voice calling 'yours'.

The Goal Umpire is required to run across to and if necessary, beyond the behind post to ensure the correctness of the decision and to ensure the Boundary Umpire will see the signal.

Out of Bounds on the Full

If the ball goes out of bounds and is touched before crossing the boundary line on the full, then it should be a "touched, out of bounds" indication (i.e.. tap 3 times the back of your hand after outstretched arm above the head). Also, if the ball bounces out of bounds near the scoring area the signal by the Goal Umpire is a vertically outstretched arm above the head.

All Clear by Field Umpire

When a goal is to be awarded, the Goal Umpire will come to attention in the centre of the goals, and this will signify the Goal Umpire's intention and the Field Umpire will signal all clear. All flag waving should be sharp and flowing.

On any occasion a behind is scored (except for 'touched' over the goal line), the Goal Umpire will tap their chest three times to signify that it is a behind – also using his/her



voice calling 'mine'. This will assist the Boundary Umpire by letting them know the Goal Umpire's intention to pay a point when not positioned on the post.

On all occasions when a Goal Umpire wishes to signal a score, he or she must look to the Field Umpire for an all clear, indication **before signalling**. Eye contact and an obvious hand indication must be obtained.

It should be remembered that the Goal Umpire is the final judge of a score and has the final say as to whether or not a score is the case.

If the "all clear" indication is not received and it is obvious no other action is being taken by a Field Umpire, the Goal Umpire must run to the Field Umpire and receive the all clear before signalling a score.

It should be remembered a Goal Umpire can consult with another Umpire near the goal line prior to making a decision.

Recording and Checking of Scores

On the occasion a goal is scored, note the score on the score card immediately after waving the two flags and holding the score card chest high in order to be aware of what is happening in front of you. This can be done whilst encouraging players back into the goal square for the restart of play.

After a behind is scored note the score after the ball is brought back into play **and** it is obvious that play will not immediately return near your scoring area (at least two kicks away or a stoppage has occurred).

At the end of each quarter, both umpires in unison, quickly, (jog at ½ and fulltime) go to the centre of the ground and check the score with the other goal umpire. When the score is agreed one of the goal umpires is to turn to the scoreboard and wave both flags to acknowledge the scores as shown are correct. Should there be a mistake on the scoreboard both goal umpires go over and inform the attendant of the correct score and then wave the flags in acknowledgement after the score has been amended to the correct score.



Agree on Scores

In the situations that goal umpires can't agree on the score for whatever reason, umpires need to use all resources to determine the score at the end of a quarter or the final score.

If after discussion the goal umpires are unable to agree on the scores, then they should confer with the timekeepers who also record the scores. The goal umpire with the same score as the scoreboard or timekeepers is more likely to have the correct score. This will be discussed at training.

WHAT TO DO AT THE END OF EACH QUARTER

First and Third Quarters

- At the end of the 1st and 3rd quarters, both Goal Umpires will collect ALL 4 of their flags (and spare ball if appropriate), stand in the middle of the goal line with their flags in their right hand, then extend out to their side so that their partner can see and then both Umpires will walk to the meeting point and meet at the same time.
- Both Umpires will meet between the centre circles and the wing side of the centre square closest to the Umpire's room.
- Both Umpires turn their back on the scoreboard, confirm scorecards, then turn confirm the scoreboard. Then the Goal Umpire who during is the closest to the scoreboard will wave off the score.
- Once this has been completed both are to join the rest of the team in the centre circles.
- If the scoreboard is incorrect, both Umpires are to run over to the scoreboard/score person who may not be at the scoreboard (e.g., electronic scoreboard), without leaving the field of play and ask the attendant to correct. When scoreboard is correct, then wave off and then walk to the centre circles.
- For the start of the 2nd and 4th quarters, both Goal Umpires will walk back to their goal lines for the re-commencement of play.



Second and Fourth Quarters

- At the end of the 2nd and 4th quarters, both Goal Umpires will collect ALL 4 of their flags (and spare ball if appropriate) stand in the middle of the goal line with their flags in their right hand, then extend out to their side so that their partner can see and then both umpires will jog to the meeting point and meet at the same time.
- Both Umpires will meet between the centre circles and the wing side of the centre square closest to the umpire's room.
- Both Umpires turn their back on the scoreboard, confirm scorecards, then turn confirm the scoreboard. Then the Goal Umpire who during that quarter is the closest to the scoreboard will wave off the score.
- If the scoreboard is incorrect, both Umpires are to run over to the scoreboard/score person (e.g., electronic scoreboard), without leaving the field of play and ask the attendant to correct. When scoreboard is correct, then wave off and jog off the field of play to the Umpires' rooms.

STARTING POSITION (6/6/6 RULE)

The correct set up for the commencement of play or after a goal has been scored is below.



All umpires (field, boundary and goal) will make their best efforts to work with both teams in order to get them to adhere to rules governing the starting positions.

Both teams must not exceed the maximum number of players as described in the diagram above (except goal square where 6 can start).

Both teams are to receive one warning each per game before paying a free kick for a starting position infringement.

*Be aware that a team may legally start with x4 in the arc and x1 at full forward (there maybe 5 on the interchange bench)



LAWS OF THE GAME GOAL UMPIRES SHOULD KNOW

1. If the ball makes contact with a player's leg below the knee it is deemed to have been kicked.
2. After receiving an all clear from a field umpire a goal umpire is the final judge of a score.
3. A goal umpire receiving a touched all clear signal from a field umpire (a hand held above shoulder height and hit three times with the other hand) cannot indicate a goal – unless a consult has occurred and a valid reason for the change in all clear given.
4. The ball must completely pass over the goal or behind line for a score to be registered. If any portion of the ball is not over the line, a score has not been registered. For a goal to be registered the ball must have been kicked over the goal line by an attacking player without it being touched by any other player.
5. The score is a behind when the ball hits or is kicked directly over a goal post. This is also the case when the ball is carried through the goal area or is handballed over the goal line. NB: You are only to hit the goal/behind post if the ball has actually hit the post not if it has gone directly over the post.
6. A ball kicked towards the scoring area and strikes the behind post on the full is out of bounds on the full and a free kick will be given against the team of the player who kicked the ball. If the ball strikes the behind post but has bounced or been touched first it is out of bounds and the ball is thrown in by the boundary umpire.
7. A goal umpire is allowed to change his or her mind on a scoring decision but can only do so before the ball is brought back into play. This rarely happens as a consultation process generally occurs prior to a score being signalled.
8. A goal umpire should give the lesser score if unsure if the ball has crossed the scoring line or gone out of bounds.
9. Scoring after the siren - a touched behind can still be recorded after play has come to an end provided the field umpire is satisfied that the scoring of the behind was not assisted by a player from the same team.



10. A ball kicked towards the scoring area and passing through the goal area after having been touched by an umpire, trainer or any official (not a player however) is a goal as long as the touching of the ball was accidental.

11. If a team count occurs the goal umpires need to make a note of the quarter, the time and the scores at the time of the count. The goal umpires then need to rule a line on their score card and recommence scoring regardless of the result of the count.

12. Implementation of a traditional set up at centre throw ups. Both Clubs must now have players inside both 50 metre arcs, with one player from each team, required to be inside the goal square. 18 per side = 6/6/6 (6 forwards/ 6 centres (max 4 in centre square)/ 6 backs)

13. Teams with less than 18 may position their players in any zone with no more than 6 in a zone, with one player from each team required to be inside the goal square at both ends.
 - a. The Goal Umpire will assist in relation to a player not being in the goal square prior to the bounce, by raising one arm straight up to alert the field umpire or at higher levels using a whistle or match coms to communicate the infraction. The Goal Umpire can be proactive and encourage the players to be in the goal square as required.
 - b. If there are a player from each team in the goal square the Goal Umpire will just continue with their normal duties.



APPENDIXES

APPENDIX 1 - AFL QUEENSLAND UMPIRING PATHWAY

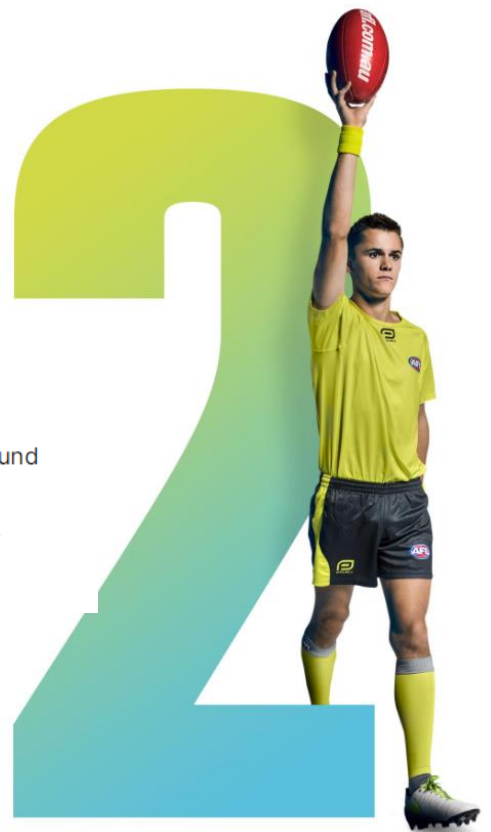


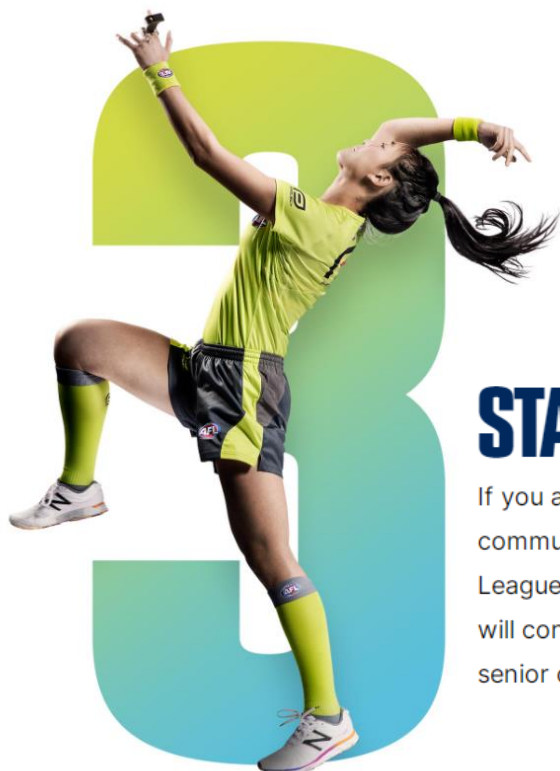
COMMUNITY DEVELOPMENT

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

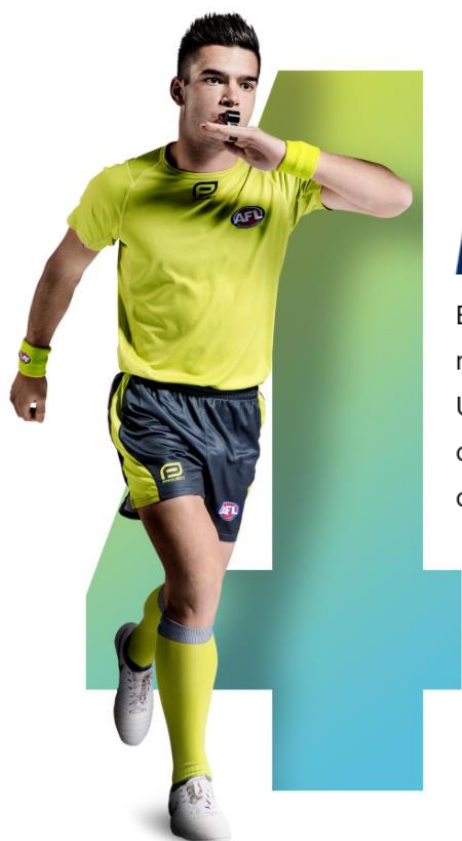
Now that you have developed your basic umpiring skills and have a sound knowledge of the laws of the game, you may have the opportunity to umpire in senior community matches and earn an additional nationally recognised accreditation.





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 - 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) _____
 GRADE: _____
 DATE: ____/____/____
 Club: _____
 Timekeeper Name: _____

TEAM		INCIDENTS			DETAILS OF INCIDENT	
		HOME	AWAY	No.	QTR	TIME
<input type="checkbox"/>	<input checked="" type="checkbox"/>	6	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	111
	3/1/18	3/1/3
2nd Qtr	4/5/	11
	5/1/30	2/1/5
3rd Qtr	6/7/	1111
	7/1/42	4/1/9
4th Qtr	8/9/	11
	9/1/54	2/1/11
Total	9 / 11 / 65	

GOALS

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

APPENDIX 4 - 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!

