

AFL QUEENSLAND

UMPIRE4FUN PROGRAM

2023 PARTICIPANT HANDBOOK





Participant Full Name	
Affiliated Club	

Version	Date of review	Description
1.0	2/3/2022	First Release
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TABLE OF CONTENTS

Table Of Contents	3
Welcome	4
The following topics will be covered.....	5
Umpiring Tips	6
Uniform And Appearance	7
General Rules That Apply to All Age Groups	8
Match Day Checklists	19
Under 8.5 modified rules	19
Under 9 Girls modified rules	21
Under 9.5 Mixed modified rules	24
Under 10.5 modified rules.....	27
Under 11 Girls rules.....	31
NOTES	38



WELCOME

Thank you for committing your time and energy towards Umpiring in AFL Queensland Umpire4Fun program. Everyone within the AFL Queensland Community appreciates your contribution and acknowledges the role you will play in shaping the futures of the young boys and girls who play our great game.

This Umpiring handbook is designed as a resource for you to refer to throughout the season. It is not designed to cover all aspects of Umpiring, but rather offer you simple explanations of the modified rules and assist you in other areas that you need to know from the Footy4Fun game.

The AFLQ Umpiring community is fantastic to be a part of. You will make life-long friends; they understand what each other is experiencing throughout games. There are pathways all the way through to the elite level however we at AFLQ would like you to enjoy your “journey.” Our Umpiring Department will be here to support you every step of the way, and we thank you for your efforts.

Whether you are in our regional areas, on the Sunshine Coast, Gold Coast, Northern Rivers, North or South of Brisbane, there will be a host venue throughout the season. The AFLQ Umpiring Department will send participants and coordinators weekly updates of locations and times training sessions will be hosted.

Participation in the training nights is **critical for umpires to attend**. We would like to see you visit 2-3 training nights throughout the year to be sure you are receiving fantastic coaching, building confidence in your ability, and having fun doing it. These sessions will also provide up to date information to enhance your Umpiring. You will be learning specific skills including the way to manage your match from the beginning to end, how to engage with teams coaching staff and players, what paperwork to collect and how to manage any on-field incidents.

The number one thing we recommend to you as you start your Umpiring journey this season is to make sure you are respecting the game and everyone who is at your game.

Thank you again for making the commitment to the Umpire4Fun program, enjoy the season and we look forward to supporting you on your Umpiring journey



THE FOLLOWING TOPICS WILL BE COVERED

- Umpiring Tips
- General Rules that apply to all age groups
- Umpire Match Day Checklists



UMPIRING TIPS

What are my responsibilities as an umpire?

- Introduce yourself to the coaches, team managers and teams (Check boots and fingernails of players)
- 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 (only pay what you see, not what you think happened or the coach or crowd is calling. Don't be influenced).
- 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 marshal
- Coaching of the players, you're the umpire.
- Scoring, this is not permitted in the junior age groups
- Time keeping, this is a club responsibility.

What you should be working on.

While the Footy4Fun games range from under 8-11's it is vital that they understand the rules of the game as they transition from year to you, 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 of the Footy4Fun program.
- Be sure you are blowing your whistle loudly and sharply (and long enough) to keep the attention of the players and the coaches.
- Using a loud and clear voice when communicating your decisions to the players. (Not Yelling)
- Not walking around the field, you need to be jogging, running and/or sprinting



throughout the match.

- Displaying strong and accurate signals so the players, coaches and spectators understand your decision.
- Making sure you stay side on (Dogging) 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:

On Field Uniform

- Umpires wear their supplied Umpiring Uniform (Shirt, shorts, socks, and cap)
- Socks must always be pulled up and shirts tucked in
- Footwear must be clean (preference to white in colour, can be boots or sandshoes)

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

Staying hydrated is crucial in ensuring that you can give your best for each game.

Umpiring Checklist (What You Should Pack in Your Bag)

- Minimum of two (2) whistles
- Umpiring Hat
- Drink Bottle (Filled)
- Notepad



GENERAL RULES THAT APPLY TO ALL AGE GROUPS

What to do before the start of your game?

Make sure you arrive at the ground 40 - 50 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 your club umpire coordinator and let them know you have arrived.

- Head to the umpire rooms and change into your grey shorts, shoes, and socks.
- Head out to the ground with the umpire coordinator, umpire mentor or Ground Marshall and meet the coaches, team managers and players.
- Collect team sheets from the manager.
- Check the player's fingernails and that they have the correct boots for the game (Long fingernails need to be cut and no metal studs).
- Look around the ground and be sure that the goals are straight and boundary cones are in position, if not ask the umpire coordinator or ground marshall to adjust.
- Head back to the umpire rooms and prepare for your match.
- Change into your green umpire shirt; shorts and hat
- Have your whistle on your fingers.
- Find the umpire coordinator or ground marshall so they can walk you out on to the ground.
- As you walk onto the ground 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". (if you do not have a coin, you can hold your whistle behind your back and ask the away team captain to pick which hand the whistle is in behind your back)
- The coins toss winner decides which direction (Goals) they would like to run/kick towards.



How do you start your game?

- Check the teams are in position (in their zones) and Goal Umpires are in place.
- Raise the ball above your head and wait for the siren to sound.
- When the siren finishes sounding blow your whistle, indicate the way you are going to exit the contest 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 and for you to back out of the contest.)
- Run backwards for 3 – 5 meters to get a good view and out of the way of the contest. Keep an eye out for any infringements / free kicks that may need to be awarded.
- Once the ball clears the ruck area run in the direction of the ball staying approx. 5 - 10 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 in their zones, 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 5 - 10 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 5 - 10 meters away.
- Always move from side to side (Dogging) when the ball is in a pack, keep moving until the ball is kicked or hand passed or if it is trapped, blow your whistle run in (Calling My Ball) and do a 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, set the mark, bring the player having the kick onto the line and direction of kick, back out in the direction of the kick (45-degree angle), or if having a shot for goal, stand behind the player on the mark, bring the player having the kick onto the line and direction of goals and back out at 90 degrees. Position yourself to have a good view of the ball to see if it passes throw for a behind or goal to be able to give the goal umpire the correct all clear signal.
- 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 5 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 (protected zone) to have a good kick.

What happens when a player goes out of their zone?

- If you see a player out of their zone or coming out of the zone too far to collect the ball (Do we give a free kick if they gather and run back into their zone?)
- Call out to the player/s to go back into their zone
- If they don't return to their zone or they are repeatedly out of their zone award a free kick to the other team.

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

- If the injured player is in the same zone as the ball, play will stop.
- 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 zone where the injured player is.



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.

What happens if players are behaving badly on the field?

If you have players that are continually not listening to you, giving away a major free kick, speaking badly or rudely 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 15-metres
- Speak with the players' coach with the aid of the Ground Marshall at the end of the quarter and explain to them the situation so they can speak with their player.
- Speak with the ground marshall, they can then speak with the coach of the team for you.
- Send the player off the field for the rest of the quarter (under extreme circumstance only)

What happens if you have a coach behaving badly?

If you have a coach behaving badly you have several options, we encourage you to use some or all these examples.

- Before approaching the coach, you can speak to the ground marshall and ask them to deal with the coach
- Speak with you club umpire coordinator and tell them what has occurred and allow them to speak with the coach.
- If you feel confident, approach the coach, and ask him to control their behaviour.
- You can pay a free kick against the coach. If you choose to pay a free kick against the coach, blow your whistle signal with one hand by bringing your fingers to your



thumb (the talking signal) motioning that the free kick is for abuse)

- If you award a free kick against the coach blow you whistle and hand the football to the nearest opposition player, set the mark and allow the game to recommence.
- If the behaviour continues, please report it to the ground marshal and umpire coordinator again.



Walking on to field



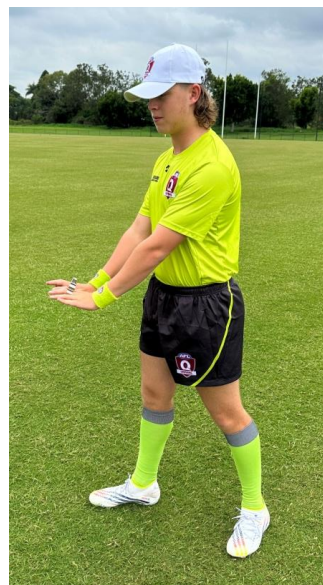
Starting Quarter – Holding ball up for siren



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



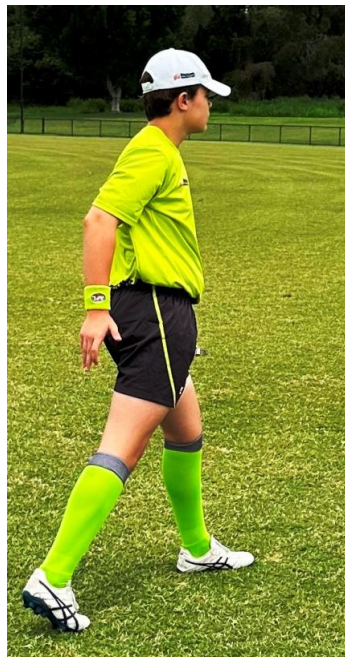
Throw In



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)



MATCH DAY CHECKLISTS



MATCH DAY CHECKLISTS

UNDER 8.5 MODIFIED RULES

How many players per team?

- 9 players are allowed on the field
- 3 players per zone

How long are the Quarters?

- 10 Minutes per quarter (breaks 3/6/3)

What size football is to be used?

- Size 1 synthetic football

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

- A player can get the ball from their opponent while the ball is in the air (mid-air turnover)
- When the ball is on the ground (ground ball turn over)
- Corraling the player and they drop the ball or turn it over.

What is a reasonable marking attempt?

- When a player makes attempts to mark /catch the ball with 2 hands or on their chest
- Do not award a mark if the player sticks out 1 hand as an attempt to mark the ball.
- There is no distance the ball must travel to award a mark

Is kicking off the ground allowed?

- Kicking off the ground is **not permitted** unless you deem it to be accidental.
- What is accidental kicking off the ground?

If the player does not intentionally kick at the ball

If the player is reaching down to pick up the ball and accidently kicks it.

Are the players allowed to bounce the ball?

- Yes, players are permitted only 1 bounce they must hand pass or kick the ball and not take a second bounce.



What happens when the ball goes out of bounds?

- When the ball goes out of bounds from a kick a free kick is awarded against the team that kicked the ball.
- Blow your whistle hold your arm out to towards the team receiving the free kick.
- 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
- If the ball has come off a player's hands or you believe the ball was touched blow the whistle and cross your arms up to your chest signalling a ball up.
- When conducting the ball up select a player from each team of similar height to contest for the ball.
- Throw the ball up and back out of the contest, signalling play on (raise both hands above your head calling, "play on") if there are no free kicks to be awarded in the ruck contest.

Can the coaches be on the field?

- Yes, the coaches are allowed to be on the field during play.
- Only one coach from each team is allowed to be on the field
- They can coach their players on the field.
- They are allowed to place them into positions and tell them where to run.

The following things are **NOT** permitted in Under 8's football.

Tackling	Shepherding
Bumping	Stealing the ball
Smothering the ball	Deliberate out of bounds
Barging another player	Deliberate rushed behind
Fending off	Kicking off the ground



UNDER 9 GIRLS MODIFIED RULES

How many players per team?

- 9 players are allowed on the field
- 3 players per zone

What size football is to be used?

- Size 1 synthetic football

How long are the Quarters?

- 10 Minutes per quarter (breaks 3/6/3)

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

- A player can get the ball from their opponent while the ball is in the air (mid-air turnover)
- When the ball is on the ground (ground ball turn over)
- Tackling the player with a **Modified Tackle** the player and they drop the ball or turn it over.

What is a marking attempt?

- When a player makes attempts to mark the ball and shows reasonable control with 2 hands or on their chest
- Do not award a mark if the player sticks out 1 hand as an attempt to mark the ball.
- There is no distance the ball must travel to award a mark

What is a modified tackle?

- A modified tackle is also known as a bear hug
- The player being tackled must be in possession of the ball
- The player tackling the ball carrier must wrap both of their arms around the player with the ball.
- A modified tackle can be laid from the front, side or behind the player if the player with the ball is not pushed in the back.
- The tackle must be a legal tackle; the tackle must be between the top of the



shoulders and the top of the knees.

How can I tell if a player has been pushed in the back?

- When a player is going for the ball and in the act of getting the ball or has grabbed the ball and the defending player places their hand on any part of the players back (hands on the number on the jumper) and then pushes off (extends their elbow) this will be a push in the back.

How can I tell if a player has been grabbed too high?

- When a player has the ball and then is being tackled and the tackle goes above the top of the shoulder and hits any part of the players head a HIGH TACKLE shall be awarded.
- In a marking attempt if a player is contacted in the head in any action a HIGH CONTACT free kick shall be awarded.

Is kicking off the ground allowed?

- Kicking off the ground is **not permitted** unless you deem it to be accidental.
- What is accidental kicking off the ground?

If the player does not intentionally kick at the ball

If the player is reaching down to pick up the ball and accidentally kicks it.

Are the players allowed to bounce the ball?

- Yes, players are permitted only 1 bounce they must hand pass or kick the ball and not take a second bounce.

What happens when the ball goes out of bounds?

- When the ball goes out of bounds from a kick a free kick is awarded against the team that kicked the ball.
- Blow your whistle hold your arm out to towards the team receiving the free kick.
- 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
- If the ball has come off a player's hands or you believe the ball was touched blow the whistle and cross your arms up to your chest signalling a ball up.



- When conducting the ball up select a player from each team of similar height to contest for the ball.
- Throw the ball up and back out of the contest, signalling play on (raise both hands above your head calling, “play on”) if there are no free kicks to be awarded in the ruck contest.

Can the coaches be on the field?

- Yes, the coaches are allowed to be on the field during play.
- Only one coach from each team is allowed to be on the field
- They can coach their players on the field.
- They are allowed to place them into positions and tell them where to run.

The following things are **NOT** permitted in Under 9's Girls football.

Kicking off the ground	Shepherding
Bumping	Stealing the ball
Smothering the ball	Deliberate out of bounds
Barging another player	Deliberate rushed behind
Fending off	Kicking off the ground



UNDER 9.5 MIXED MODIFIED RULES

How many players per team?

- 12 players are allowed on the field
- 3 players per zone

What size football is to be used?

- Size 2 synthetic football

How long are the Quarters?

- 10 Minutes per quarter (breaks 3/6/3)

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

- A player can get the ball from their opponent while the ball is in the air (mid-air turnover)
- When the ball is on the ground (ground ball turn over)
- Tackling with a **Modified Tackle** and they drop the ball or turn it over.

What is a modified tackle?

- A modified tackle is also known as a bear hug
- The player being tackled must be in possession of the ball
- The player tackling the ball carrier must wrap both of their arms around the player with the ball.
- A modified tackle can be laid from the front, side or behind the player if the player with the ball is not pushed in the back.
- The tackle must be a legal tackle; the tackle must be between the top of the shoulders and the top of the knees.

How can I tell if a player has been pushed in the back?

- When a player is going for the ball and in the act of getting the ball or has grabbed the ball and the defending player places their hand on any part of the players back (hands on the number on the jumper) and then pushes off(extends their elbow) this will be a push in the back.



How can I tell if a player has been grabbed too high?

- When a player has the ball and then is being tackled and the tackle goes above the top of the shoulder and hits any part of the players head a HIGH TACKLE shall be awarded.
- In a marking attempt if a player is contacted in the head in any action a HIGH CONTACT free kick shall be awarded.

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.

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

Drops the ball on the ground while being tackled

What is a controlled marking attempt?

- When a player marks the ball and has caught the ball and held it in their hands or arms or against their chest with no movement of the ball.
- If the ball is deemed to be held and the ball falls out or is knocked out a mark should be paid.
- There is no distance the ball must travel to award a mark

Is kicking off the ground allowed?

- Kicking off the ground is **not permitted** unless you deem it to be accidental.



- What is accidental kicking off the ground?

If the player does not intentionally kick at the ball

If the player is reaching down to pick up the ball and accidentally kicks it.

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- Yes, players are permitted only 1 bounce they must hand pass or kick the ball and not take a second bounce.

What happens when the ball goes out of bounds?

- When the ball goes out of bounds from a kick a free kick is awarded against the team that kicked the ball.
- Blow your whistle hold your arm out towards the team receiving the free kick.
- 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
- If the ball has come off a player's hands or you believe the ball was touched blow the whistle and cross your arms up to your chest signalling a ball up.
- When conducting the ball up select a player from each team of similar height to contest for the ball.
- Bring the ball in approx. 10 meters, throw the ball up and back out of the contest, signalling play on (raise both hands above your head calling, "play on") if there are no free kicks to be awarded in the ruck contest.



UNDER 10.5 MODIFIED RULES

How many players per team?

- 12 players are allowed on the field
- 3 players per zone

What size football is to be used?

- Size 2 synthetic football

How long are the Quarters?

- 10 Minutes per quarter (breaks 3/6/3)

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

- A player can get the ball from their opponent while the ball is in the air (mid-air turnover)
- When the ball is on the ground (ground ball turn over)
- Tackling with a **Modified Tackle** and they drop the ball or turn it over.

What is a modified tackle?

- A modified tackle is also known as a bear hug
- The player being tackled must be in possession of the ball
- The player tackling the ball carrier must wrap both of their arms around the player with the ball.
- A modified tackle can be laid from the front, side or behind the player if the player with the ball is not pushed in the back.
- The tackle must be a legal tackle; the tackle must be between the top of the shoulders and the top of the knees.

How can I tell if a player has been pushed in the back?

- When a player is going for the ball and in the act of getting the ball or has grabbed the ball and the defending player places their hand on any part of the players back (hands on the number on the jumper) and then pushes off(extends their elbow) this will be a push in the back.



How can I tell if a player has been grabbed too high?

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- In a marking attempt if a player is contacted in the head in any action a HIGH CONTACT free kick shall be awarded.

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The player with the ball has had prior opportunity to dispose the ball by handpass or kick.

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- Takes a few steps
- Held the ball for a few seconds
- Has a chance to pass but chooses not to.

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Drops the ball on the ground while being tackled

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Are the players allowed to bounce the ball?

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What happens when the ball goes out of bounds?

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- Blow your whistle hold your arm out to towards the team receiving the free kick.
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- The free kick is to be taken where the ball crossed the boundary line
- If the ball has come off a player's hands or you believe the ball was touched blow the whistle and cross your arms up to your chest signalling a ball up.
- When conducting the ball up select a player from each team of similar height to contest for the ball.
- Bring the ball in approx. 10 meters, throw the ball up and back out of the contest, signalling play on (raise both hands above your head calling, "play on") if there are no free kicks to be awarded in the ruck contest.

Can the coaches be on the field?

- Yes, the coaches are allowed to be on the field during play.
- Only one coach from each team is allowed to be on the field
- They can coach their players on the field.
- They are allowed to place them into positions and tell them where to run.



The following things are NOT permitted in Under 9 & U10 Mixed football.

Kicking off the ground	Shepherding
Bumping	Stealing the ball
Smothering the ball	Deliberate out of bounds
Barging another player	Deliberate rushed behind
Fending off	



UNDER 11 GIRLS RULES

How many players per team?

- 12 players are allowed on the field

What size football is to be used?

- Size 2 synthetic football

How long are the Quarters?

- 10 Minutes per quarter (breaks 3/6/3)

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

- A player can get the ball from their opponent while the ball is in the air (mid-air turnover)
- When the ball is on the ground (ground ball turn over)
- A player can tackle, bump, barge, smother, fend off, shepherd, and steal the ball.

What is a Legal tackle?

- A legal tackle is when a player has been grabbed and had arms wrapped around the body of the player with the ball.
- The tackle needs to be laid between the top of the shoulders and the top of the knees.
- A tackle can be laid from the front, side or behind a player.

How can I tell if a player has been pushed in the back?

- When a player is going for the ball and in the act of getting the ball or has grabbed the ball and the defending player places their hand on any part of the players back (hands on the number on the jumper) and then pushes off (extends their elbow) this will be a push in the back.

How can I tell if a player has been grabbed too high?

- When a player has the ball and then is being tackled and the tackle goes above the top of the shoulder and hits any part of the players head a HIGH TACKLE shall be awarded.
- In a marking attempt if a player is contacted in the head in any action a HIGH



CONTACT free kick shall be awarded.

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 (3 steps)
- Held the ball for a few seconds (3 seconds)
- Has a chance to pass but chooses not to.

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

Drops the ball on the ground while being tackled

What is a marking attempt?

- When a player marks the ball and has caught the ball and held it in their hands or arms or against their chest with no movement of the ball.
- If the ball is deemed to be held and the ball falls out or is knocked out a mark should be paid.
- The ball **MUST** travel 10 metres to award a mark

Is kicking off the ground allowed?

- Kicking off the ground is **not permitted** unless you deem it to be accidental.
- What is accidental kicking off the ground?

If the player does not intentionally kick at the ball

If the player is reaching down to pick up the ball and accidentally kicks it.



Are the players allowed to bounce the ball?

- Yes, players are permitted only 1 bounce they must hand pass or kick the ball and not take a second bounce.

What happens when the ball goes out of bounds?

- When the ball goes out of bounds from a kick a free kick is awarded against the team that kicked the ball.
- Blow your whistle hold your arm out to towards the team receiving the free kick.
- 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
- If the ball has come off a player's hands or you believe the ball was touched blow the whistle and cross your arms up to your chest signalling a ball up.
- When conducting the ball up select a player from each team of similar height to contest for the ball.
- Bring the ball in approx. 10 meters, throw the ball up and back out of the contest, signalling play on (raise both hands above your head calling, "play on") if there are no free kicks to be awarded in the ruck contest.
- You will pick 2 players of similar height to contest the ball up.

Can the coaches be on the field?

- No, the coaches are to remain on the sideline during play.

Deliberate rule.

- 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.



The following things are permitted in Under 11 Girls football:

Tackling	Shepherding
Bumping	Stealing the ball
Smothering the ball	Fending off
Barging another player	



APPENDIXES

MIXED

UNDER 8

INTRODUCTORY



GROUND SIZE
80m x 60m

ZONES

9-A-SIDE

SCORING
No scores, ladders or finals

RESULTS
No recording of best players or goal kickers
No individual player awards



- Tackling
- Bumping
- Barging
- Smothering
- Fending off
- Shepherding
- Stealing the ball
- Deliberate out of bounds
- Deliberately rushed behind

BOUNCING THE BALL
1 max.

KICKING OFF GROUND
Not permitted unless accidental

OUT OF BOUNDS
From a kick, a free is awarded against the player who last kicked the ball. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.

MARKING
Any distance, reasonable attempt

PENALTIES
No distance penalty applies. Players can be ordered off at the umpire's discretion

FIELD UMPIRES
Club/Coach (1)

GOAL UMPIRES
Club (2)

BOUNDARY UMPIRES
On Field

COACHES
On Field

GIRLS

UNDER 9

DEVELOPMENT



GROUND SIZE
80m x 60m

ZONES

9-A-SIDE

SCORING
No scores, ladders or finals

RESULTS
No recording of best players or goal kickers
No individual player awards



- Bumping
- Barging
- Smothering
- Fending off
- Shepherding
- Stealing the ball
- Deliberate out of bounds
- Deliberately rushed behind

MODIFIED TACKLING

BOUNCING THE BALL
1 max.

KICKING OFF GROUND
Not permitted unless accidental

OUT OF BOUNDS
From a kick, a free is awarded against the player who last kicked the ball. From hands, or if doubt the umpire shall call a ball up 10m in from the boundary.

MARKING
Any distance, shows control

PENALTIES
10m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion

FIELD UMPIRES
Club (1)

GOAL UMPIRES
Club (2)

BOUNDARY UMPIRES
On Field

COACHES
On Field

MIXED

UNDER 9&10

DEVELOPMENT



GROUND SIZE
100m x 80m

ZONES

Under 9

Under 10*
*Starting positions only, reset to starting zone after score

12-A-SIDE

SCORING
No scores, ladders or finals

RESULTS
No recording of best players or goal kickers
No individual player awards



- Bumping
- Barging
- Smothering
- Fending off
- Shepherding
- Stealing the ball
- Deliberate out of bounds
- Deliberately rushed behind

MODIFIED TACKLING

BOUNCING THE BALL
1 max.

KICKING OFF GROUND
Not permitted unless accidental

OUT OF BOUNDS
From a kick, a free is awarded against the player who last kicked the ball. From hands, or if doubt the umpire shall call a ball up 10m in from the boundary.

MARKING
Any distance, shows control

PENALTIES
10m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion

FIELD UMPIRES
Club (1)

GOAL UMPIRES
Club (2)

BOUNDARY UMPIRES
On Field

COACHES
On Field

GIRLS

UNDER 11

DEVELOPMENT



GROUND SIZE
100m x 80m

ZONES

12-A-SIDE

SCORING
No scores, ladders or finals permitted

RESULTS
No recording of best players or goal kickers
No individual player awards



- Tackling
- Bumping
- Barging
- Smothering
- Fending off
- Shepherding
- Stealing the ball

NO DELIBERATE OUT OF BOUNDS

NO DELIBERATE RUSHED BEHINDS

BOUNCING THE BALL
1 max.

KICKING OFF GROUND
Not permitted unless accidental

OUT OF BOUNDS
When a ball goes out of bounds, the field umpire shall call up 10 metres in from the boundary line to restart play

MARKING
10m, direct catch

PENALTIES
10m penalty can be applied at umpires discretion. Players can be ordered off at umpires discretion

FIELD UMPIRES
Club (1)

GOAL UMPIRES
Club (2)

BOUNDARY UMPIRES
On Field

COACHES
On Field

MIXED

UNDER 11

COMPETITION



GROUND SIZE
130m x 90m

ZONES

15-A-SIDE

SCORING
No scores, ladders or finals permitted

RESULTS
No recording of best players or goal kickers
No individual player awards



- Tackling
- Bumping
- Barging
- Smothering
- Fending off
- Shepherding
- Stealing the ball

NO DELIBERATE OUT OF BOUNDS

NO DELIBERATE RUSHED BEHINDS

BOUNCING THE BALL
2 max.

KICKING OFF GROUND
Not permitted unless accidental

OUT OF BOUNDS
When a ball goes out of bounds, the field umpire shall call up 10m in from the boundary line to restart play

MARKING
10m, direct catch

PENALTIES
20m penalty applied at the umpires discretion. Players can be ordered off at umpires discretion.

FIELD UMPIRES
Association (1)

GOAL UMPIRES
Club (2)

BOUNDARY UMPIRES
On Field

COACHES
On Field



AFL GAMES I HAVE UMPIRED

Date: _____

Date: _____

Age Group: U8 / U9 / U10 / U11

Age Group: U8 / U9 / U10 / U11

Home Team: _____

Home Team: _____

Away Team: _____

Away Team: _____

Date: _____

Date: _____

Age Group: U8 / U9 / U10 / U11

Age Group: U8 / U9 / U10 / U11

Home Team: _____

Home Team: _____

Away Team: _____

Away Team: _____

Date: _____

Date: _____

Age Group: U8 / U9 / U10 / U11

Age Group: U8 / U9 / U10 / U11

Home Team: _____

Home Team: _____

Away Team: _____

Away Team: _____

Date: _____

Date: _____

Age Group: U8 / U9 / U10 / U11

Age Group: U8 / U9 / U10 / U11

Home Team: _____

Home Team: _____

Away Team: _____

Away Team: _____



AFL Queensland Umpiring Department

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

Interested in becoming an Umpire?

REGISTER NOW!

