



# **FUNCTION CARDS**

**GOAL UMPIRE**

**BOUNDARY UMPIRE**

**RUNNERS**

**WATER CARRIER**

**COACHES**

**GROUND MARSHALL**

**TEAM MANAGER**

**FIRST AID**



# GOAL UMPIRE FUNCTION

- It is important for the Goal Umpire to introduce themselves to the Field Umpire before the commencement of play.
- Adjudicate on scoring during the match by standing behind the goal line, in line with the flight of the ball. If the ball is high, move to a position under the ball's flight to judge the correct score. If the ball is coming in low, move to the post on the line to see that the ball crosses the line fully.
- Wait for the Field Umpire to give the all clear before giving a decision. A behind is signalled with one arm, and a goal is signalled with two arms.
- Both Goal Umpires must waive the flags for a score. One flag is used for a behind, and two flags are used for a goal.
- Enter score on scorecards and check with other goal umpire at the end of each quarter, and at the end of the game, that scores match.
- Change ends of the ground at half time.
- Give the scorecards to the Field Umpire at the end of the match to sign, and then give the scorecard to the Team Manager.



# GOAL UMPIRE

## Be aware of

- Communication with the Field Umpire should be restricted to matters arising from umpiring duties.
- Always act in a professional manner and refrain from barracking for or giving support to a team and giving advice or making comments to the players, other officials or supporters.
- Under no circumstance is a Goal Umpire to have any physical contact with a player.
- If the Field Umpire is of the opinion that a Goal Umpire is making wrong or incompetent decisions, he or she may demand the offending club to replace the Goal Umpire before recommencing the match.
- A Field Umpire can over rule the Goal Umpires decision. Occasionally the Field Umpire will consult with the Goal Umpire to decide on the correct score.



# BOUNDARY UMPIRE FUNCTION

- Move along the boundary line to adjudicate on where the football leaves the playing field. If the ball is touched or bounces before going over the line, blow a whistle and put one arm straight up above your head. If kicked out on the full, blow whistle and signal with two arms out from your side.
- The ball is only out when the entire football is over the line. If any part of the ball is on the line then the ball is still in. A player can run outside the line while holding the ball, as long as the ball is still in play.
- Throw the ball back into play over your head.
- At the start of each quarter and after a goal has been scored, return the ball to the Field Umpires, then stand at the corner of the centre square. Each team can only have four players in the centre square for a centre ball up. If a team has more than this, blow your whistle and advise the Field Umpire.



# BOUNDARY UMPIRES

## Be aware of

- Communication with the Field Umpire should be restricted to matters arising from umpiring duties.
- Always act in a professional manner and refrain from barracking for or giving support to a team and giving advice or make comments to the players, other officials or supporters.
- Under no circumstance is a Boundary Umpire to have any physical contact with a player.
- If the Field Umpire is of the opinion that a Boundary Umpire is making wrong or incompetent decisions, he or she may demand the offending club to replace the Boundary Umpire before re-commencing the match.
- A Field Umpire can recall a Boundary Umpires throw in, if the throw in was not contestable.



## RUNNERS

# FUNCTION

- In all matches, it is the job of the Runner to relay messages from the coach to their team's players.
- Runners are only permitted on ground when actually relaying a message and must not remain on the ground continuously. Runners must return to the coaching bench after delivering their messages.



# RUNNERS

## Be aware of

- A Runner cannot be in the forward 50m arc after a behind has been scored and the ball is being kicked back into play.
- Field Umpires can order the Runner from the ground if they feel the Runner is on the ground too much.
- A Runner cannot approach or make any comments to umpires, players or officials from the opposing side. If this is to occur, the Runner can be reported.
- Under no circumstance is a Runner to have any physical contact with a player, unless the player is injured and they are checking on the welfare of the player until First Aid arrives.
- When a player is injured on the field, a Runner can go to the player to check on their welfare. Please note that play will not stop unless a stretcher is called onto the field, or unless the Field Umpire is of the opinion that play could endanger the injured player.



# WATER CARRIER FUNCTION

- The job of the Water Carrier is to run water out to players when they require a drink. Once finished, they must leave the ground.
- Water Carriers should only enter the field when play is at the other end of the ground.
- Water Carriers are not permitted to act as a second runner (i.e. can't deliver messages to players).



# WATER CARRIER

## Be aware of

- A Water Carrier cannot be in the forward 50m arc after a behind has been scored and the ball is being kicked back into play.
- Field Umpires can order the Water Carrier from the ground if they feel the Water Carrier is "loitering" and spending too much time on the ground.
- A Water Carrier cannot approach or make any comments to umpires, players or officials from the opposing side. If this is to occur, the Water Carrier can be reported.
- Under no circumstance is a Water Carrier to have any physical contact with a player, unless the player is injured and they are checking on the welfare of the player until First Aid arrives.
- When a player is injured on the field, a Water Carrier can go to the player to check on their welfare. Please note that play will not stop unless a stretcher is called onto the field, or unless the Field Umpire is of the opinion that play could endanger the injured player.



## COACHES

# FUNCTION

- Display and foster respect for umpires, opponents, coaches, officials, parents, volunteers, and spectators.
- Safety and welfare of the player is of the utmost importance.
- Ensure timeliness of players in and around game commencement and breaks.
- Remember that the Coach plays a key role in the emotional control of all team members and staff (this can include parents).
- Where on field coaching is permitted, understand your role and positioning. Off field coaching requires the use of a runner.
- Be supportive in the quest for developing umpires through positive feedback.



## COACHES

# Be aware of

- Ensure that you hold a minimum AFL Level 1 coaching accreditation.
- Ensure that you have your coaches accreditation card on you at all times.
- Understand relevant playing conditions for the age group.
- Ensure ALL players receive adequate game time, and experience different playing positions, in line with the SANFL Juniors Rules, Regulations & Policies.
- Understand the roles of your match day staff i.e. Team Managers, Runners and Water Carriers.
- The game is to be ENJOYED by ALL.
- Do not: ridicule, engage in physical and/or verbal intimidation, abuse or threaten any player, official, umpire, volunteer or spectator. Such actions are totally unacceptable and may result in a report.
- Under no circumstance is a Coach to have any physical contact with a player.



# GROUND MARSHALL FUNCTION

- Ensure all equipment (including a stretcher) for conducting the game is available before the match.
- Ensure the interchange area and ground is set-up through the movement and placement of goal posts and padding.
- Check with Team Manager that Time Keeper, Runners, Goal and Boundary Umpires and Coaches are aware of or have their Function Cards.
- Receive any formally submitted objections, protests or complaints from officials of clubs.
- Ensure that both teams are aware where the interchange area is.
- Seek to ensure Coaches, Team Managers, Boundary Umpires, Goal Umpires, Runners, Trainers and Medical/First Aid personnel wear their identification bib or appropriate uniform.
- Before the commencement of the match, identify compliance with the Sports Trainers Policy.



# GROUND MARSHALL

## Be aware of

- In the event of a possible serious injury (e.g. neck), dissuade any football official from moving the injured player and to wait for an ambulance.
- In the event of dangerous weather (e.g. lightning or hail) or other life threatening events, terminate the game.
- Keep a check on the behaviour of all officials and spectators and to issue warnings for any misconduct or behaviour that is contrary to the spirit of the game.
- Provide an electronic report to SANFL Juniors of any substantiated misconduct by spectators or club officials within twenty-four (24) hours of the game completion.
- In the event of a postponed game, inform the SANFL Juniors in writing of the specific reasons for abandonment of any games.



# TEAM MANAGER FUNCTION

- To ensure the efficient and smooth running of the team.
- To handle any administrative duties of the team via SportsTG and at the ground.
- Ensure that players are in correct uniforms and that jumper numbers are on team sheets before being handed to umpires and the opposition Team Manager.
- Provide water for Field Umpires at each break and act as the point of contact for any communication with Field Umpires, should the need arise.
- To work together with club officials, coaches and parents to ensure that the rules of the SANFL Juniors, Codes of Conduct, and Club Policies are being adhered to and properly observed at all times.



## TEAM MANAGER

# Be aware of

- In the event that communication with umpires needs to occur, that this is done in an appropriate manner and following any prescribed process outlined by SANFL Juniors.
- Last minute changes to team personnel and ensure that changes are reflected on team sheets and in SportsTG post game.
- Keep a check on the behaviour of all team officials and to issue internal warnings for any misconduct or behaviour that is contrary to the spirit of the game.
- In the event of issues with any administrative functions on game day, inform SANFL Juniors in writing of the specific issues within twenty-four (24) hours of the game completion.



# FIRST AID FUNCTION

- To provide basic First Aid to participants, when and if required.
- Familiarise themselves with medical resources at the venue. For example, where to access a First Aid kit, defibrillator, epipen, or emergency medical assistance if required.
- To undertake regular checks to ensure there is suitable and adequate medical resources that can be easily accessed if required.
- To report any medical incidents (including concussions) to the club committee, who will then forward these reports onto SANFL Juniors.



## FIRST AID

# Be aware of

- In the event of possible serious injury (e.g. neck), work in conjunction with the Ground Marshall to dissuade any football official from moving the injured player and to wait for an ambulance.
- If there is any doubt as to what medical course of action should be taken, ring and wait for an ambulance.
- Make sure that any medical supplies and equipment (i.e. First Aid kit, stretcher) are in a safe and accessible place.