



FUNCTION CARDS

GOAL UMPIRE

BOUNDARY UMPIRE

RUNNERS

WATER CARRIER

COACHES

GROUND MARSHALL

TEAM MANAGER

FIRST AID



GOAL UMPIRE FUNCTION

- Introduce yourself 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, 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 card and check with other goal umpire at the end of each quarter and at the end of the game that scores match.
- Give the scorecards to the field umpire at the end of the match to sign, and then give scorecard to team manager.
- Change ends of the ground at half time.



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 replace the goal umpire before re-commencing the match.
- A field umpire can over rule the goal umpires decision. Occasionally the field umpire will consult with you 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, they may demand the club replace the boundary umpire before re-commencing the match.
- A field umpire can recall a boundary umpire's 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 ground continually. 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. For this 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

- Field umpires can order the water carrier from the ground if they feel he or she 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. For this a 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
- 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
- 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 & welfare of the player is of the utmost importance.
- Ensure timeliness of players in and around game commencement & breaks.
- Remember that the coach plays a key role in the emotional control of all team members & 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 are wearing your coaches accreditation card.
- Understand relevant playing conditions for your 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 you being reported.
- 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 game.
- Ensure the ground is set-up through the movement and placement of goal posts and padding and the interchange area.
- 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's 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 & smooth running of the team.
- To handle any administrative duties of the team via Footyweb 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 & parents to ensure that the Rules of the SANFL Juniors, Codes of Behaviour, and Club Policies are being adhered to & 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 Footyweb 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 24 hours of completion of the game.



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 forward onto SANFL Juniors.



FIRST AID

Be aware of

- In the event of possible serious injury (eg. 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 you should take, ring and wait for an ambulance.
- Make sure that any medical supplies and equipment (i.e. first aid kit, ice stretcher) are in a safe and accessible place.