

SANFL JUNIORS
Umpiring Match Day Guide



UMPIRING

2024



Welcome to SANFL Junior umpiring for the 2024 SANFL juniors season. This match day handbook is equipped with all information relevant to assist in match day and preparation.

Written and developed by:

SANFL Junior Umpiring department 2023. Copyright products this publication.

Except for purposes permitted by the copyright Act, reproduction by whatever means is prohibited without prior written permission of SANFL Umpiring Department.

Enquires should be addressed to:

SANFL Juniors Umpiring Department

Address:

Adelaide Oval, Level 2, Riverbank Stand

War Memorial Drive, North Adelaide, South Australia

5006

Email: sanfljuniorsumpiring@sanfl.com.au

Table of contents



Page	About
1	Title page
2	Intro and copyright
3	Table of contents
4	Match unavailability and withdrawing from games
5	Training attendance
6	Girls Match conditions
7	Non-premiership Match conditions
8	Boys Match conditions
9	Uniforms
10	Game Day Preparation
11	Post game
12	Laws of the game
13	Reportable cards
14	Reportable offences
15-17	Boundary Umpiring
18-19	Goal Umpiring
20	Field Umpiring
21	SANFL Juniors Weather Policy
22	SANFL Senior & Schools match venues
23-25	SANFL Juniors club venues

UNAVAILABILITY



We acknowledge that most umpires have weekend commitments including part time jobs, sporting commitments and social events outside of football. With games Friday nights, Saturday mornings (field only) and all-day Sunday, we are willing to accommodate around each umpire. However, with over 800 umpires, it is expected that all must update their leave weekly.

Leave must be added into Officials HQ at least one week prior as the umpiring department staff will allocate umpires to games that Friday before publishing appointments the following Monday.

Unavailability put late into Officials HQ may result in no matches appointed. Whilst club affiliations are uploaded onto Officials HQ, this does not inform us of the game or division you are playing. It is important you enter your leave for your football games weekly and block off time required to travel to and from games and preparation time required.

We understand that you may be required to reject an appointment or withdraw after accepting it on Officials HQ. In the first known instance, we request you inform The SANFL Juniors Umpiring department via email prior to Thursday 9am. Initial umpiring allocations not accepted by Wednesday 9am will be replaced. If you have already accepted an appointment and are unable to umpire, please contact as following:

Withdrawing from a game once accepting an Appointment

Friday night SANFL Juniors game:

1. Email sanfljuniorsumpiring@sanfl.com.au if you are withdrawing from a game prior to Thursday 9am.
2. After 9am Thursday all withdrawals should be made by calling/SMS via number advised if no answer occurs then please leave a message with your name, match details, reason for withdrawing.

Early notice of withdrawal is required to ensure sufficient time to enable SANFL Juniors Umpiring staff to find a suitable replacement.

Saturday morning - SANFL Schools:

As most games on Saturday are prior to 10:30am, same procedures are in place as Friday night withdrawals. A phone call on Saturday should only be due to an emergency situation. If you are sick/injured and contemplating match day ability, please make a decision by Friday 9am and call/SMS.

Sunday SANFL Juniors:

Games on a Sunday start from 8:30am. Therefore, we required to pull out as early as possible. If you are injured in a game on Saturday, we require you to pull out on the Saturday straight away rather than waiting till the Sunday. If you have any doubts over availability due to sickness/injury please make this decision by 9am Friday and call/SMS as provided.

Not showing up to a game

No shows are unacceptable and in 2024 you will not be appointed the following week. If you can not umpire for what ever reason, please contact us to let us know. This creates a significant impact to clubs and potentially may result in the game not being played.

TRAINING ATTENDANCE



Training attendance plays an integral role in the development of umpires as it aids in both the technical and physical growth of an umpire in a supportive and fun environment. Training is an excellent way to meet other umpires and collaborate and discuss with them any concerns or questions you may have. Within the SANFL junior umpiring competition there are 8 training venues across metropolitan Adelaide. The age, grade and number of match day appointments as well as selection to AFL half time and talent games will be based off training attendance.

To view training venues, days and times, please go to the SANFL Juniors Umpiring Hub at:

<https://sanfl.com.au/juniors/junior-umpire-hub/>



2024 SANFL JUNIORS

MATCH CONDITIONS GIRLS

Phase	U9 Girls	U11 Girls	U13 Girls	U15 Girls	U16 & U17.5 Girls
Players On Ground	9 a side (3 equal zones)	12 a side (3 equal zones)	16 a side	16 a side	16 a side
Max. Game Day Squad	12	16	20	20	20
Oval Size	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 140m x 110m	Full Length & Narrowed Wings	Full Size
Match Length	4 x 10 min	4 x 12 min	4 x 15 min	4 x 17 min	
Breaks	3 min Quarters, 5 min Half		5 min Quarters, 8 min Half		
Competition Details	No scores, ladders, finals or recording of best players permitted		Scores, ladders and finals permitted		
The Ball	Synthetic Size 1	Synthetic Size 2	Synthetic Size 3	Leather Size 3	Leather Size 4
Coaching Position	On Field (1 coach per team permitted on field at any one time)	Optional	Sidelines		
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - https://bit.ly/3wn54h3				
Contact	No tackle or bump. No contact or spoiling except when accidental in nature	Modified Tackle	Tackling permitted as per Laws of Australian Football		
Stealing, Smothering, Shepherding & Barging	No stealing, smothering, shepherding or barging		Permitted as per Laws of Australian Football		
Bounces	1 Bounce		2 Bounces	Unlimited	
Marking	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 10m		
Kick Off The Ground	Not permitted unless accidental		Kick to score from goal square	Permitted	
Penalties	No distance penalty applies	10m penalty, at the umpire's discretion	25m penalty, at the umpire's discretion		
	Players can be ordered off at the umpire's discretion				



2024 SANFL JUNIORS

MATCH CONDITIONS NON-PREMIERSHIP

Phase	SANFL Minis	U8s	U9s	U10s	U11s	
Players On Ground	9 a side (3 equal zones)		12 a side (3 equal zones)	12 a side	18 a side (Anti Density & 6/6/6 starting positions)	15 a side (Anti Density & 5/5/5 starting positions)
Max. Game Day Squad	12		16		22	19
Oval Size	Optimal 80m x 60m		Optimal 100m x 80m		Full Size	
Match Length	4 x 10 min		4 x 12 min		4 x 15 min	
Breaks	3 min Quarters, 5 min Half					
Competition Details	No scores, ladders, finals or recording of best players permitted					
The Ball	Synthetic Size 1		Synthetic Size 2		Synthetic / Leather Size 3	
Coaching Position	On Field (1 coach per team permitted on field at any one time)		Optional		Sidelines	
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - https://bit.ly/3wnS4h3					
Contact	No tackling or bumping. No contact or spoiling except when accidental in nature		Modified tackling and no bumping		Tackling permitted as per Laws of Australian Football	
Stealing, Smothering, Shepherding & Barging	No stealing, smothering, shepherding, or barging				Permitted as per Laws of Australian Football	
Bounces	1 Bounce				2 Bounces	
Marking	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it		A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control		A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 10m	
Kick Off The Ground	Not permitted unless accidental					
Penalties	No distance penalty applies		10m penalty, at the umpire's discretion	25m penalty, at the umpire's discretion		
	Players can be ordered off at the umpire's discretion					



2024 SANFL JUNIORS

MATCH CONDITIONS PREMIERSHIP

Phase	U12s	U13s	U14s	U15s	U16s & 17.5s
Players On Ground	18 a side				
Max. Game Day Squad	22				
Oval Size	Full Size				
Match Length	4 x 15 min	4 x 18 min	4 x 20 min		
Breaks	5 min Quarters, 5 min Half	5 min Quarters, 8 min Half			
Competition Details	Scores, ladders and finals permitted				
The Ball	Leather Size 3	Leather Size 4			Full Size Leather
Coaching Position	Sidelines				
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - https://bit.ly/3wnS4h3				
Contact	Tackling permitted as per Laws of Australian Football				
Stealing, Smothering, Shepherding & Barging	Permitted as per Laws of Australian Football				
Bounces	Unlimited				
Marking	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 15m				
Kick Off The Ground	Permitted				
Penalties	25m penalty, at the umpire's discretion				
	Players can be ordered off at the umpire's discretion				

Umpiring appearance is important as it sets the tone, creates a professional look for the game and assist in gaining respect from players, coaches and spectators.

Off field:

- Umpires are to wear clean, non club affiliated (Including SANFL/AFL) clothing to and from games.

On field:

- Umpires are to wear SANFL game day uniform (Pink top, shorts, socks with white wrist bands. SANFL green is acceptable in 2024).
- NO Adelaide Football League Uniforms are acceptable due to corporate partnerships with the SANFL juniors.
- Socks must be pulled up to just below knees at all times and tops tucked into shorts.
- Footwear colour is not specific in SANFL juniors however those wishing to progress should note that goal umpires wears predominantly black boots in SANFL Academy/seniors with Boundary and field wearing predominantly white.
- Football boots are strongly advised as well for ground conditions (Boundary umpires may prefer sneakers (“flats”) if oval conditions are good due to the increased running demands.



Photo courtesy: Manfred Kern

GAME DAY PREPARATION



Bag checklist:

- Umpiring uniform
- Running shoes (including boots)
- Minimum 2 whistles (We recommend Acme Thunderer 577 due to pitch quality. No whistles which are worn around your neck are allowed. 2 Whistles are recommended in instance one breaks.
- Drink Bottle
- SANFL Juniors handbook + AFL laws of the game 2024
- Note pad + pen/pencil for reporting players
- 3 x reporting cards (red, blue and yellow)
- Flags (if goal umpire)

Valuables: it is an umpires responsibility to secure and look after valuables.

- Home team managers and/or canteens are happy to look after any valuables from the umpires however we recommend locking them in your car or leaving with parents. All valuables should be left at home.

Match day:

Prior to arrival to your allocated game it is important to ensure that you have had:

- adequate sleep
- proper fluid intakes and nutrition
- made yourself aware of the match day conditions for the game your are officiating.

Arrival time to matches

Please arrive to your game no later than 25 minutes prior to the start time (20 minutes for non-premiership grades). Whilst there may be a game occurring on the oval upon arrival, this time enables umpires to prepare for the game. Clubs have been advised to action the non-arriving umpires and will arrange club umpires to officiate them game if the appointed umpire is not present 10 minutes prior to scheduled start time, unless prior arrangements have been made.

Upon arrival please introduce yourself to to each coach prior to the match commencement. Do not discuss how you will umpire or engage in any commentary requiring opposition players etc.

REMEMBER we have both female and male umpires. It is preferred you arrive at the oval in your umpiring attire, or partially ready to go. If you do need to change at the oval, please do so in a private cubical. NO CLUB attire should be worn to, from or during games.

When entering onto the oval the field umpires will form the front row the boundary umpires the second row and the goal umpires the third row (as per picture attached). Walk to the centre circle as a group. Upon reaching the centre circle, drop the ball down then commence warm up.

Match conditions

Before your game please familiarise yourself with the match conditions. There are variations between each grade (Boys & Girls) and club officials, players and spectators will expect you know the specifics of the following:

- Players on ground
- Max game day squad size
- Oval size
- Match lengths
- Breaks
- Competition details

POST GAME PROCEDURE



Following completion of the game, umpires should meet at the centre of the oval and walk off the ground together. They will receive score cards once confirmed from the goal umpires and then must complete post game paperwork via Officials HQ (field umpire only). THIS MUST BE DONE PRIOR TO 8PM SUNDAY.

Coach ratings Best and fairest votes (Premiership grades only) Match reports and ratings

Coach ratings play a critical roll in understanding the game day environment for umpires. All umpires are required to complete this report at first instance following game completion. All incomplete coach ratings will be followed up on Monday with games not appointed to those whom do not complete. Any 1-2 rating will require a detailed explanation as to why a low score was given. Coach ratings and match reports held high importance as low ratings are treated seriously with action made for any 1-2. This is done to ensure both umpires and players have a good match day environment. Match reporting and ratings are given on a score of 1-5 (5 being highest) for both the home and away teams based on

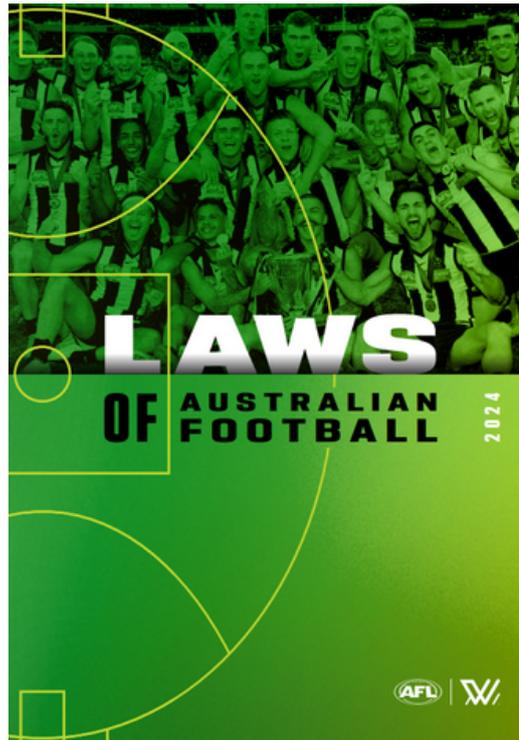
- Player behaviour
- Spectator behaviour
- Exclusion zone

Please see matrix:

Score	Rating	Criteria
5 *	Outstanding	<ul style="list-style-type: none">• Issue Free• Sitting down to coach• Introduction to umpires prior to the match• No comments directed at umpires from coach/ assistance coach / team manager / team support staff
4	Excellent	<ul style="list-style-type: none">• Positive commentary• Introduction to umpires prior to the match• No comments directed at umpires from coach/ assistance coach / team manager / team support staff
3	Good	<ul style="list-style-type: none">• Non-abusive• Supporting/coaching• Correct communications framework• Unnoticeable
2 *	Poor	<ul style="list-style-type: none">• Some challenging/appealing of umpires' decision• No warning OR behaviour improved post warning• Communication framework not adhered• Aggressive/inappropriate language
1 *	Unacceptable	<ul style="list-style-type: none">• Consistent abuse towards umpires, players, or spectators• Warning has been provided throughout the match• Severe language used throughout the match (swearing, threatening, aggressive behaviour etc)• Non-stop challenging/appealing on the umpire's decision

Match day report with best on ground votes for 3, 2 and 1 must be completed at the same time for the best and fairest (premiership grades only). If you are in a two or three umpire system then this should be discussed together to determine who completes those votes and which players are awarded the 3-2-1. This must be uploaded at first instance and before 8pm Sunday.

Finally, any red, blue or yellow card given during a game must be followed through with the appropriate card form. These forms are found on Officials HQ under your game appointment, and must be completed and submitted no later than 8pm Sunday.



SANFL Junior Competition has a set of match conditions designed to develop players.

The progression of the modified rules through to AFL laws allows players to continue their development in an enjoyable, safe environment. It is expected umpires understand the modified laws of the age group they are umpiring.

The purpose of the Laws is to explain how a match of Australian Football is played and seek to attain the following objectives.

(a) to ensure that the game of Australian Football is played in a fair manner and a spirit of true sportsmanship; and (b) to prevent injuries to players participating in a Match so far as this objective can be reasonably achieved in circumstances where Australian Football is a body contact sport.

REPORTABLE CARDS



Blue Card:

For any off-field behaviour deemed unacceptable by an umpire

1. Stop the match - ground marshal from both teams is to approach the umpire to explain the issue and action required.
2. A free kick is awarded against the offending team / club in attacking goal square
3. 2nd blue card from same team / club = automatic game finish.

Red card:

Any reportable offence

- Offending player is sent off for the remainder of the match
- Offending player can be replaced after 10 minutes.

Yellow:

For any act of on field behaviour deemed unacceptable by an umpire which is not deemed a reportable offence (example:
Offending player is sent off for 10 minutes playing time
Offending player can be replaced immediately.

ALL Cards issues must be recorded in OfficialsHQ. The more detail you give on each cards issued, the less likely the SANFL Umpiring Department will need to follow up with the umpire.

REPORTABLE OFFENCES



As Per the afl laws of the game:

22.2 REPORTABLE OFFENCES

22.2.1 Degree of Intent – Clarification

Where any of the Reportable Offences listed in Law 22.2.2 specify that conduct may be intentional or careless:

- (a) any report or notice of report which does not allege whether the conduct was intentional or careless shall be deemed to and be read as alleging that the conduct was either intentional or careless; and
- (b) the Tribunal or other body appointed to hear and determine the report may find the report proven if it is satisfied on the balance of probabilities that the conduct was either intentional or careless.

22.2.2 Specific Offences

Any of the following types of conduct is a Reportable Offence:

- (a) intentionally or carelessly:
 - (i) striking another person;
 - (ii) kicking another person;
 - (iii) kneeing another person;
 - (iv) Charging an opponent;
 - (v) engaging in Rough Conduct against an opponent;
 - (vi) bumping or making forceful contact to an opponent from front-on when that Player has their head down over the football;
 - (vii) head-butting or making contact to another person using the head;
 - (viii) making unreasonable or unnecessary contact to the eye region of another person;
 - (ix) making unreasonable or unnecessary contact to the face of another person;
 - (x) scratching another person; or
 - (xi) tripping another person whether by hand, arm, foot or leg;
- (b) eye-gouging another person;
- (c) stomping on another person;
- (d) intentionally making contact with, or striking, an Umpire;

62 LAWS OF AUSTRALIAN FOOTBALL 2022

- (e) attempting to strike an Umpire;
 - (f) spitting on or at an Umpire;
 - (g) behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire;
 - (h) using abusive, insulting or obscene language towards or in relation to an Umpire;
 - (i) unreasonable or unnecessary contact with an Umpire;
 - (j) carelessly making contact with an Umpire;
 - (k) disputing a decision of an Umpire;
 - (l) spitting on or at another person;
 - (m) attempting to strike another person;
 - (n) attempting to kick another person;
 - (o) attempting to trip another person whether by hand, arm, foot or leg;
 - (p) making unreasonable or unnecessary contact with an injured Player;
 - (q) engaging in a Melee;
 - (r) instigating a Melee;
 - (s) wrestling another person;
 - (t) pinching another person;
 - (u) engaging in an act of staging;
 - (v) using abusive, insulting, threatening or obscene language;
 - (w) use of an obscene gesture;
 - (x) engaging in Time Wasting;
 - (y) interfering with a Player Kicking for Goal;
 - (z) intentionally shaking, climbing or otherwise interfering with a goal or behind post;
 - (aa) failing to leave the Playing Surface when directed to do so by an Umpire;
- (bb) wearing boots, jewellery and equipment prohibited under Law 9; or (cc) engaging in any other act of misconduct or serious misconduct.

The boundary umpires main role is to monitor the boundary line and action when the ball goes out of bounds.

The ball is out of bounds when the ENTIRE ball has crossed the ENTIRE boundary line. If the ball is still on the line then it is still active in play.

Out on the full (OOF)

- The ball is out on the full if the ball is kicked below the knee deliberately out of bounds without touching the ground or boundary line. The correct signal for OOF is a loud clear whistle with both arms extended out to the side. The boundary umpire will then assist the field umpire by running and pointing to the spot where the ball went out of bounds before running backwards (facing play at all times).

Out of bounds: Last possession

A Free Kick shall be awarded against a Player who:

- Kicks or Handballs the football over the Boundary Line without the football being touched by another Player;
- For the purposes of defining a kick, a kick shall be an intentional action, not accidental. When the ball comes off the foot or lower leg of a player without the intent of the player being to kick the ball, it will be deemed accidental contact and will not be determined as a kick by the umpire and therefore will result in a boundary throw in.
- Where a Player who does not have possession stops the football being touched by an Opposition Player by Shepherding the ball across the Boundary Line where the ball could have otherwise been touched by the player being blocked, then the umpire will not award a free kick but will instead order a boundary throw in.

The correct signal will be strong whistle with other hand straight up in the air, run and point to where the ball went out of bounds then move away quickly.

Out of bounds - above the knee

As stated, if the ball exits the field without bouncing via touching above the knee the umpire will signal out of bounds touched however after that the lift the knee up 90 degrees and tap the knee 3 times.

Ball hits the behind post on the full:

If the ball touches the behind post on the full then the standard out on the full rules apply. As well as signalling out on the full, the boundary umpire is to touch the behind post 3 times. If the boundary umpire is more than 20m away from the behind post, the goal umpire will assist the boundary umpire by tapping the behind post for the boundary umpire, however the boundary umpire is still expected to blow their whistle and make the appropriate out of bounds signal.

Ball hits the behind post not on full - last possession

If the ball touches the behind post after touching the ground, the signal is OOB with 3 touches against the behind post. If the boundary umpire is more than 20m away from the behind post, the goal umpire will assist the boundary umpire by tapping the behind post for the boundary umpire, however the boundary umpire is still expected to blow their whistle and make the appropriate out of bounds signal.

BOUNDARY UMPIRE



Out of bounds - Touched

If the ball exits the playing field by being touched, fumbled accidental, above knee contact or if the player attempts a mark inside play however does not have clear control prior to exiting play. This signal is made as out of bounds with the non whistle arm straight up then the whistle arm touching the back of the other hand 3 times.

When a boundary umpire has signaled touched out of bounds, or the field umpire has signaled a throw in then it is the boundary umpires responsibility to throw the ball in. Throw ins are to be aimed towards the centre square to minimise biasness

The field umpire will set up the rucks correctly prior to the boundary throw in. Once all clear has been given by the field umpire then the boundary umpire shall throw the ball in. The only exception to throwing towards the centre circle is if the throw in is within 10m from the goal/behind post. In this instance the throw is directed perpendicular from the line between the behind post. This is to ensure there is no clear advantage to the attacking team.

Positioning

Prior to the start of each quarter

- When the 2 sirens are signaled and the teams go into starting positions as they exit their huddles, the boundary umpire takes position on the centre square (diagonally facing each other on the corner of the centre squares).
- Arms should be either behind your back or by the side of your hands.
- The boundary umpire monitors the inside 50. Any obvious breach of breaking the line results in a free kick allocated. This is signaled by blowing their whistle with hand up, clearly indicating which teams has infringed and run in the direction of the free kick.



General play

- Boundary umpires are expected to always have the ball in sight (facing the ball at all times) and follow the ball from goal to goal.
- Always remain a safe distance between the ball play.
- If the ball is on the opposite side of the ground the non-controlling umpires are encouraged to run towards the centre square however must move back towards the boundary line as the ball moves more central to play.
- If the play is near the line, the umpire should position wide to be in the best position to determine if the ball goes out of bounds.
- When a ball up occurs within 20m from a scoring area, the boundary umpire must take up position behind the behind post.

General communication

- When the football goes out of bounds near the behind post, the boundary umpire should let the goal umpire know by signaling “mine” then proceeding with the appropriate out of bounds.
- When the football goes through for a behind the boundary umpire will call yours and immediately back off along the boundary line.
- When the ball hits the player or ground then behind post and goes out of bounds the boundary umpire will call mine look at the goal umpire, signal out of bounds and tap the behind post three times.

Relay

- Wait for the goal umpire to signal a goal with two hands. The closest umpire will retrieve the ball and the other umpire does the long run. This umpire positions at the top of the goal square on the same side as the umpire retrieving the ball. They signal their hand out to indicate to the central field umpire which way they will be going. Then the umpire will run and pass on the ball to the boundary before passing on to the other field.

Football not retrievable after a score

- If the football goes over fence, out of arena or is non accessible the boundary umpire closest to the ball on the interchange side will blow whistle and hold hand up high. They will proceed to say “new ball” then they will run and collect the ball from the steward.

The Role of the Goal Umpire

- Judging whether a Goal or Behind has been scored.
- Signalling that a Goal or Behind has been scored after receiving the “all-clear” or “touched, all clear” from the Field Umpire.
- Recording all Goals and Behinds scored by each team during a match.
- Assisting Boundary Umpires to determine if the football is Out of Bounds, or Out of Bounds on the Full.
- Reporting any Player or Official who commits a reportable offence.

All umpires need to show a positive attitude to the game including attributes such as:

- Enthusiasm for the way you go about the role.
- Supportive to your teammates.
- Team orientated as well as working individually.
- Receptive to all feedback.
- Be well presented.
- Responsible in all aspects of Umpiring.

Judging a score – Goal:

- A Goal is scored when the football is Kicked completely over the Goal Line by a Player of the Attacking Team without being touched by any other Player, even if the football first touches the ground.
- The goal Umpire shall signal that a Goal has been scored by raising both index fingers and then waving two flags.

Judging a score – Behind:

- the football passes completely over the Behind Line
- the football touches or passes over the goal post or touches the padding or any other attachment to the goal post (example - flags)
- a Player of the Attacking Team Kicks the football over the Goal Line but before completely passing over the Goal Line, the football is touched by another Player.
- a Player from the Attacking Team Handballs, knocks or takes the football over the Goal Line, other than kicking the ball.
- a Player from the Defending Team Kicks, Handballs, knocks or takes the football over the Goal Line or Behind Line
- if a defending Player plays on from behind the Goal Line or Behind Line and subsequently changes direction before entering the Playing Surface (patrolled by the Field Umpires only).
- The goal Umpire shall signal that a Behind has been scored by raising one index finger and then waving one flag.



GOAL UMPIRE



SANFL JUNIORS SCORECARD										TIMEKEEPER'S CARD	
LEAGUE ASSOCIATION					DATE					TIME OF:-	
V.					GRADE						
OVAL											
Qtr.	Goals		Behinds		Goals		Behinds		Initials	Start	Finish
1	123	3	1	1	12	2	12	2			
2	4	4	23	3	345	5	3	3			
3	5	5	4367	7	6789	9	/	3			
4	67	7	89	9	/	9	456	6			
Final		7		9		9		6			

At the conclusion of each quarter goal umpires shall go to the field umpire who shall check their cards and initial it correct

Timekeeper/Goal Umpire Club

Recording Scores:

One of the main roles of the Goal Umpire is to record scores on the scorecard. At SANFL State League level, scorecards are provided by the League. At SANFL Juniors level, scorecards are provided by the Home Team Manager.

Whenever a Goal is scored, the Goal Umpire is required to record this immediately after on their score cards.

For a Behind, the Goal Umpire should wait until the ball has cleared the area in order to have a spare moment to write the behind on the score card without the play interrupting. You may have a number of scores in a row prior to being able to write scores on the card – have your own way of remembering what you need to add.

At the end of each quarter, the Goal Umpires meet in the middle of the ground or on the wing, to confer with each other as to the scores to ensure they are correct with each other and the scoreboard.

At SANFL Juniors level, if the scoreboard is incorrect, the Home Team Manager must be advised of the correct score.



Umpires are either:

- Controlling Umpire
- Non-Controlling Umpire

Controlling Umpire

- Maintain 25m from the contest
- Side on to the contest

Non - Controlling Umpire

- Always be approximately 1 kick away from the controlling umpire
- Only time you pay a free-kick is if a 'player safety' free kick has not been seen by the controlling umpire – (make sure the free kick is obvious & blatant)

Two Umpire System

- The Controlling Umpire will retain control until they hand control to the Non-Controlling Umpire. As the Non-Controlling Umpire – you NEVER take control of play. When handing over play, call out "Yours" or if holding play, call out 'Still me'.
- As the Non-Controlling Umpire, we keep a distance of 40-50m between the controlling Umpire (less for lower grades).
- When a player with the ball is approx. 50-70m from goal and has taken a mark or awarded a free kick, the Non-Controlling Umpire is to move up to control the mark to allow the controlling Umpire to move towards the attacking goal. This allows the Controlling Umpire to move "inside 50" and be prepared for the next marking contest/act of play.
- During a melee, our sole focus is to KEEP THE BALL MOVING. One Umpire takes control of the melee and the other will continue to umpire the whole ground until the melee is finished.
- As Non-Controlling Umpire, we support the controlling Umpire. The only free we would pay is a high contact or dangerous tackle free kick. T
- The majority of our focus is not on the contest or ball player, but the rest of the ground (We don't want the Non-Controlling to start paying marks, holding the ball, etc).



SANFL JUNIORS WEATHER POLICY



Hot weather policy

Matches, including pre season trial matches shall be cancelled if the temperature on the Bureau of Meteorology website (WWW.BOM.gov.au) is 34 degrees or greater one hour before training / games are proposed to occur.

Coaches and team members shall provide additional drink breaks during trial matches and minor round matches and actively encourage junior players to remain hydrated when the temperature is forecast above 25 degrees.

If in their opinion of the field umpire(s) the temperature and humidity conditions have become unsafe for the players they shall advise both team managers that they consider the conditions are unsuitable for play and shall terminate the game.

The field umpire(s) shall stop the match and order the players from the field if inclement weather conditions, which they consider poses a safety risk to players and officials, develop during the match. Inclement weather is defined in the SANFL Juniors Rules & Regulations as unstable weather characterised by lightning in the vicinity of the playing surface, hail storm(s), extreme winds and the like.

The match shall restart when the field umpire(s) deem conditions to be safe to do so.

The match shall be shortened to comply with the SANFL Juniors Rules & Regulations section 8.15 Game Times (refer to Abandonment of Matches 8.13).

SANFL JUNIORS Rules and Regulations

8.13. ABANDONMENT OF MATCHES

8.13.1.If a match is called off during game time, then Laws of Australian Football Rules for Incomplete Matches apply.

8.14. WASHOUTS

8.14.1.Only the host club, Local Council or SANFL staff are empowered to call a washout match. 8.14.2.Should a clubs ground be unplayable, then a club delegate must notify the SANFL Juniors Competition Management immediately.

8.14.3.Should any fixture match be cancelled due to washout, then the SANFL Juniors Competition Management will notify the SANFL Juniors Umpiring Department.

8.14.4.If a Local Council closes a ground due to wet weather, the affected games must be played within fourteen (14) days or as scheduled by the SANFL Juniors Competition Management.

8.14.5.Rescheduled matches may occur mid-week.

8.14.6.If a fixture or round of games is washed out and unable to be rescheduled by SANFL Juniors Competition Management, the following points will be allocated for Youth Competitions: 8.14.6.1. Byes will be awarded zero points.

8.14.6.2. All other teams will be awarded two (2) points.

8.14.7.If a club closes a ground due to wet weather without consultation with SANFL Juniors Competition Management or Local Council, then all games scheduled for this ground will be deemed a forfeit, with non-rescheduling and points awarded to opposing teams and all other forfeit conditions applying as per Regulation 8.11.

SANFL GROUND VENUES



SANFL State league venues

Oval	Home club	Address
Thomas Farms Oval (Unley oval)	Sturt FC	Trimmer Terrace, Unley SA 5061
X Convenience Oval (Elizabeth Oval)	Central District FC	10 Goodman Rd, Elizabeth SA 5112
Stratarama Stadium (Glenelg oval)	Glenelg FC	Glenelg Oval Stadium, Brighton Rd, Glenelg East SA 5045
Prospect Oval	North Adelaide FC	Menzies Crescent, Prospect SA 5082
Norwood Oval (Coopers stadium)	Norwood FC	Corner The Parade and, 4 Woods St, Norwood SA 5067
Maughan Thiem Kia Oval (Woodville Oval)	Woodville West Torrens FC (Eagles)	Oval Ave, Woodville South SA 5011
Hisense Stadium (Richmond Oval)	West Adelaide FC	57 Milner Rd, Richmond SA 5033
Flinders University Stadium (Noarlunga Oval)	South Adelaide FC	1 Lovelock Dr, Noarlunga Downs SA 5168

SANFL SCHOOLS

Regions	Address
West Beach	West Beach Playing Fields, Ingerson St, West Beach SA 5024
Waite Oval	Fullarton Rd & Claremont Ave, Urrbrae SA 5064
LJ Lewis Reserve	LJ Lewis Reserve, Stirling St, Northfield SA 5085
Ridley Reserve	23 Judd Rd, Elizabeth SA 5112

SANFL GROUND VENUES



SANFL Junior Clubs (please check Officials HQ for confirmation of oval location as these can change slightly)

Home club	Address
Athelstone FC	150 George St, Paradise SA 5075
Adelaide Junior Bulldogs FC	South Parklands Corner South Terrace and Goodwood Road
Angle Vale FC	Angle Vale Oval, Fradd E Rd, Angle Vale SA 5117
Blackwood FC	Trevor Terrace, Blackwood SA 5051
Brighton FC	Brighton Oval, 410-420 Brighton Rd, Brighton SA 5048 Or Brighton Primary School, 1 Highet Ave, Brighton SA 5048
Broadview FC	Poltawa Terrace, Broadview SA 5083
Colonel Light Gardens FC	Mortlock Park, Colonel Light Gardens SA 5041
Eastern Park FC	Dwight Reserve, Yorktown Rd, Elizabeth Downs SA 5113
Edwardstown FC	Edwardstown Oval, Wood St, South Plympton SA 5038
Kenilworth FC	St Marys Park, Laura Ave, Saint Marys SA 5042
Elizabeth FC	Argana Park, Midway Rd, Elizabeth Downs SA 5113
Fitzroy FC	Sam Johnson Sportsground, Swan Ct, Renown Park SA 5008
Flinders Park FC	Hartley Rd, Flinders Park SA 5025
Gaza FC	232 North East Road, Klemzig SA 5087
Gepps Cross FC	Duncan Fraser Reserve, Northfield SA 5085
Glenunga FC	Webb Oval, Conyngham St, Glenunga SA 5064 Or Carriageway Park / Tuthangga (Park 17), South Tce, Adelaide SA 5000
Golden Grove FC	39 One Tree Hill Rd, Golden Grove SA 5125
Goodwood Saints FC	1 Curzon Ave, Millswood SA 5034
Hectorville FC	Daly Oval, Daly St, Magill SA 5072

SANFL GROUND VENUES



Home club	Address
Henley FC	Henley & Grange Memorial Oval, Atkin St, Henley Beach SA 5022 Or Henley High School, 17 Cudmore Terrace, Henley Beach SA 5022 Or Henley Beach Primary School, 38 Hazel Terrace, Henley Beach South SA 5022
Hope Valley FC	Hope Valley Oval, 68 Valley Rd, Hope Valley SA 5090
Houghton District FC	Houghton Memorial Oval, 1377 Lower North East Rd, Houghton SA 5131
Ingle Farm FC	Rowe Park, Ingle Farm SA 5098
Kensington Cardinals FC	6 Newland Rd, Burnside SA 5066
Kilburn FC	Blair Athol Reserve, 73 Leslie Ave, Blair Athol SA 5084
Lockleys FC	Rutland Ave, Lockleys SA 5032
Marion FC	Marion Oval, Norfolk Rd, Marion SA 5043
Mawson Lakes FC	Mawson Lakes Oval, 1 Mawson Lakes Blvd, Mawson Lakes SA 5095
Mitcham FC	Price Memorial Oval, Hawthorn SA 5062
Modbury Hawks FC	Modbury Oval: Hazel Grove, Ridgeway SA 5097 Or Greenwith Oval, The Golden Way, Greenwith SA 5125
Morphettville Park FC	Kellett Reserve Oval, Denham Ave, Morphettville SA 5043
Mount Lofty FC	Heathfield Oval, 48 Hender Rd, Heathfield SA 5153
North Haven FC	Largs North Reserve, Victoria Rd, Largs North SA 5016
Para Hills FC	The Paddocks, Para Hills West SA 5096
Port District FC	Largs Reserve, 1 Woolnough Rd, Largs Bay SA 5019 Or EP Nazar Reserve, 46 Swan Terrace, Ethelton SA 5015
Payneham Norwood Union FC	Payneham Oval, Rosella St, Payneham SA 5070 Or St Francis of Assisi School, 57 Newton Rd, Newton SA 5074

SANFL GROUND VENUES



Home club	Address
PHOS Camden FC (Phantoms)	Camden Oval, Saratoga Dr, Novar Gardens SA 5040
Plympton FC	Plympton Oval, South Terrace, Plympton Park SA 5038 OR Springbank Secondary College, 267 Daws Rd, Pasadena SA 5042
Port Noarlunga FC	Port Noarlunga Oval, Britain Dr, Port Noarlunga South SA 5167
Portland FC	16 Baynes Pl, Port Adelaide SA 5015
Reynella FC	Reynella Oval, 1 Oval Rd, Old Reynella SA 5161
Rosewater FC	Eric Sutton Reserve, 7/8 Chad St, Rosewater SA 5013
Salisbury FC	Salisbury Oval, Brown Terrace, Salisbury SA 5108
Salisbury North FC	Salisbury North Oval, Salisbury North SA 5108
Seaton Ramblers FC	Pedlar Reserve, Pedlar St, Seaton SA 5023
Smithfield FC	Smithfield Oval, 1 Anderson Walk, Smithfield SA 5114
SMOSH West Lakes FC	West Lakes Shore Oval, 8a Edwin St, Semaphore Park SA 5019 or West Lakes Shore Primary School, Edwin St, West Lakes SA 5020 or Jubilee Reserve, West Lakes Shore SA 5020
Tea Tree Gully FC	Steventon Dr, Banksia Park SA 5091 or Bulkana Park, Banksia Park SA 5091
Unley FC	Kingswood Oval, Corner Belair Road and Halsbury Ave, Belair Rd, Kingswood SA 5062 Or Main Oval, Mercedes College, 540 Fullarton Rd, Springfield SA 5062
West Croydon FC	Fawk Reserve, Adele St, Athol Park SA 5012
Woodville South FC	Ledger Reserve, Woodville South SA 5011
Walkerville FC	Smith St, Walkerville SA 5081