



QUEENSLAND

UMPIRE4FUN PROGRAM

Participant Handbook

INTRODUCTION

Welcome to our Umpire4Fun program! Thank you for committing your time and energy towards Umpiring Junior fixtures of our great game at your home club.

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

AFL Queensland Umpiring Department has been working with local South East Queensland and Regional Junior clubs for all participants to attend structured on-field training sessions where you will continue to learn the finer skills of Umpiring in the Umpire4Fun program.

Please refer to your emails or AFL Queensland's website for an update of our Umpire4Fun training venues and sessions.

Training nights are critical for Umpires to attend. Ideally, we would like to see all participants visit two to three on-field training sessions throughout the year to be sure you are receiving fantastic coaching, building your skills and confidence, and having fun Umpiring. Participants will learn specific skills including match management of games, how to engage with coaching staff and players and how to manage any on-field incidents.

If you have any questions regarding your Umpiring journey or our Umpire4Fun program, please contact Community Umpiring Coordinator, Chloe Webb - chloe.webb@afl.com.au

Enjoy the season, we look forward to supporting you on your Umpiring journey!

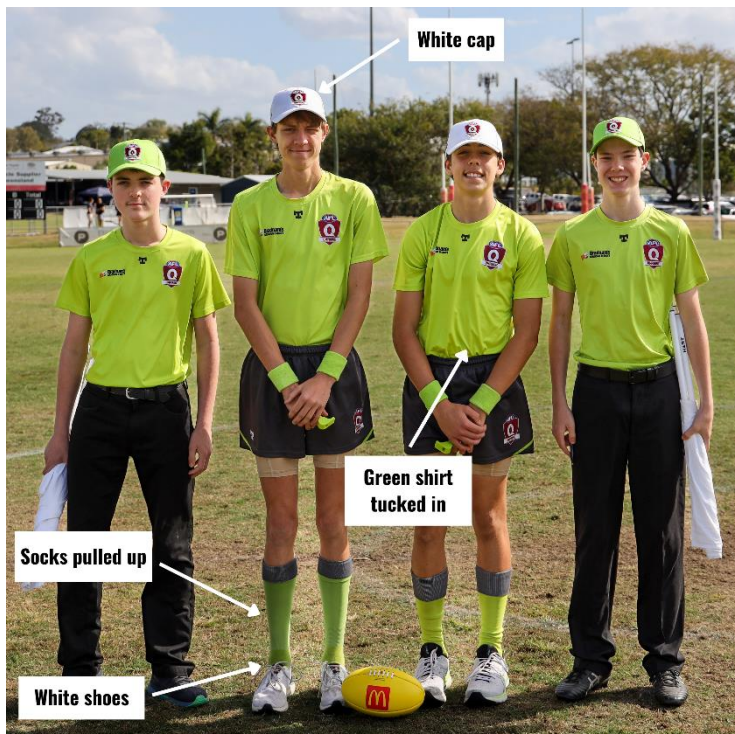
UMPIRING TIPS

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 – During Matches

- Umpires wear their supplied Umpiring uniform – green shirt, shorts, socks, and white cap
- Socks must be pulled up and shirts tucked in
- Footwear must be clean – preference to white in colour



Key Focus Areas

While the Junior competition games range from Under 8s – U11 Girls, it is vital that you understand the rules of the game. 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 modified rules across all levels of the Umpire4Fun program (U8s – U11 Girls) – *located at the back of this handbook*
- Ensure you are blowing your whistle loudly, sharply, and long enough to keep the attention of the players and coaches
- Using a loud and clear voice when communicating your decisions to the players
- Ensure you are jogging, running and/or sprinting throughout the match to keep up with play
- Displaying strong and accurate signals so players, coaches and spectators understand your decision
- Ensure you stay side on to the play to give you the best vision
- Keep your eyes on the play – no running with your head down

What to do before the start of your game?

Ensure you arrive at the venue at least 45 minutes before your game. This is to ensure you are prepared correctly and have enough time to perform your Umpiring duties correctly.

- Head to the Umpire rooms at the venue and change into your on-field uniform (green shirt, shorts, socks, shoes, and white hat)
- Head out to the ground with the Umpire Coordinator, Umpire Mentor or Ground Marshall to meet the Coaches, Team Managers and Players
- Check the players fingernails and ensure they have the correct boots for the game – no metal studs
- As you walk onto the ground, raise the football above your head to indicate to the timekeeper that you have entered the field of play

- 2 minutes before your game is due to commence, call the two Captains to the centre of the field and perform the coin toss

How do you start your game?

- Check both teams are in position in their zones
- 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 complete
- Run backwards for 10 metres to get a good view and out of the way of the contest

How do I get myself into the right positions to Umpire?

- Ensure you are 5 – 10 metres away from the play and player with the ball
- Ensure you are side-on to the play
- Always move from side-to-side when the ball is in a pack – keep moving until the ball is kicked or handpassed. If it is trapped, blow your whistle, run in and ball up
- For a mark, bring the player having the kick onto the line and direction of kick. 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 through for a behind or goal to be able to give the Goal Umpire the correct 'All Clear' signal

What to do if a Goal has been scored?

When a player has kicked a goal for their team, signal to the Goal Umpire by lifting your two hands in front of your face and call "*All Clear, Goal*". See Field Umpire Signals on page 11.

What to do if a Behind is scored?

When a player has kicked a behind for their team, signal to the Goal Umpire by raising one hand in front of your face and call “*All Clear, Behind*”. See Field Umpire Signals on page 11.

- Ensure the opposing team give the kicker enough room to kick out of the goal square (protected zone)

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 – call out to the player/s to go back into their zone. This is for player education as they are developing their game knowledge and skills.

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

- If the injured player/s are 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 Responder to treat the player
- If the injured player is not in the same zone as the football – 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 quarter, blow your whistle, and raise both hands above your head.

What happens if players are behaving badly on the field?

If you have players that are continually not listening or speaking badly/rudely to you, speak with the Ground Marshall at the venue. The Ground Marshall can speak with the Coach of the offending team for you.

What happens if you have a coach behaving badly?

If a Coach is behaving badly, there are several avenues to take – we encourage you to use some or all of these examples:

- Before approaching the Coach, speak to the Ground Marshall and ask them to deal with the Coach
- Speak with your Club Umpire Coordinator and advise them what occurred in your game and allow them to speak with the Coach
- If you feel confident, approach the Coach, and ask to control their behaviour
- A free kick can be paid against the Coach. If you choose to pay a free kick, blow your whistle and signal with one hand by bringing your fingers to your thumb motioning that the free kick is for abuse (the talking signal)
 - If you award a free kick against the Coach, blow your whistle and hand the football to the nearest opposition player, set the mark and allow the game to recommence
 - If the behaviour continues, report it to the Ground Marshall and Umpire Coordinator again

HOLDING THE BALL

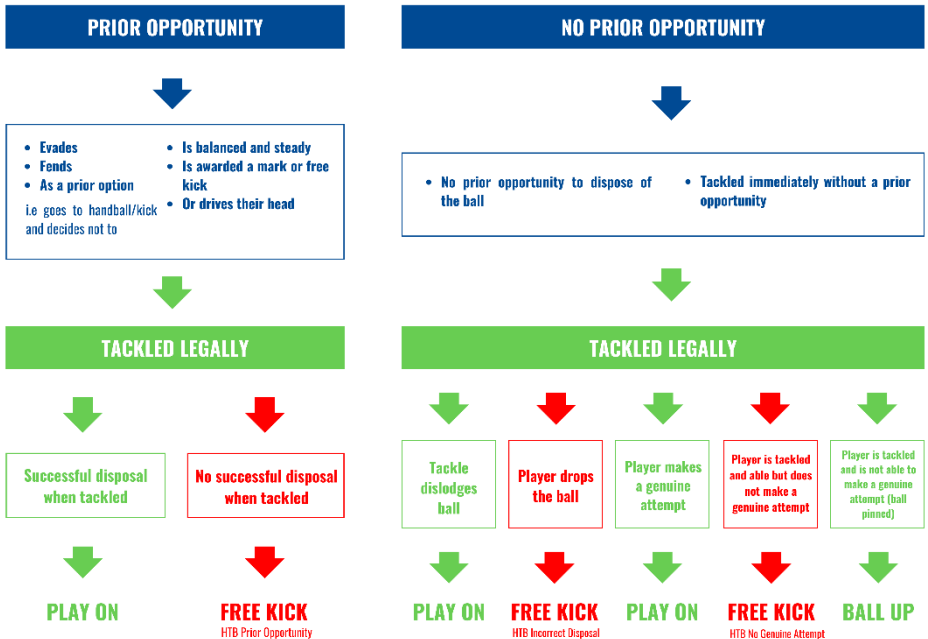
A player who is in possession of the football is provided an opportunity to dispose of it legally before rewarding an opponent for a legal tackle.

Prior opportunity can include:

- Being balanced and steady
- Having an opportunity to handball or kick the football but choosing not to
- Ducking the head into a tackling player
- Fending off or evading a tackle

It is important to note when adjudicating holding the ball that the tackle must be legal. Protecting the ball player is paramount; therefore, regardless of whether there has been prior opportunity and if the tackle is not legal (high contact, push in the back, trip) you need to penalise the illegal tackle.

Decision Making Matrix



FIELD UMPIRE SIGNALS

The following signals are relevant Field Umpire signals for Umpire4Fun participants during games:



Walking onto Field



**Starting Quarter
Holding Ball up for Siren**



**Starting Quarter
Blowing Whistle**



High Contact



Push in the Back



Trip



Holding



Play on

FIELD UMPIRE SIGNALS CONTINUED



Mark



Kicking in Danger



Holding the Ball (1)



Holding the Ball (2)



All Clear: Goal



All Clear: Behind



End of Quarter (1)



End of Quarter (2)

FIELD UMPIRE SIGNALS CONTINUED



Blood Rule



Incorrect Disposal: Throw



Stand



Indicating Direction of a Free Kick or Mark



Run Too Far



My Ball



Dangerous Tackle (1)



Dangerous Tackle (2)

MIXED UNDER 8

INTRODUCTORY

10
MINS



... SIZE 1
SYNTHETIC

X4

GROUND SIZE

60m x 60m

ZONES

9-A-SIDE

No scores, badgers or finals

RESULTS

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



- Tackling
- Blocking
- Barging
- Striking the ball
- Deliberate out of bounds
- Scuffing
- Sending off
- Stealing the ball
- Felling out of bounds
- Deliberately passed behind

BOUNCING THE BALL

Not permitted

KICKING OFF-GROUND

Not permitted unless accidental

OUT OF BOUNDS

If the ball is out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.

MARKING

Any distance, reasonable attempt

PENALTIES

10m penalty can be applied at umpires discretion

FIELD UMPIRES
Umb (Green) (1)

BOUNDARY UMPIRES
COACHES
On field

GIRLS UNDER 9

DEVELOPMENT

10
MINS



... SIZE 1
SYNTHETIC

X4

GROUND SIZE

60m x 60m

ZONES

9-A-SIDE

No scores, badgers or finals

RESULTS

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



- Blocking
- Barging
- Striking the ball
- Felling out of bounds
- Scuffing
- Sending off
- Stealing the ball
- Deliberately passed behind

MODIFIED TACKLING

BOUNCING THE BALL

1 max

KICKING OFF-GROUND

Not permitted unless accidental

OUT OF BOUNDS

If the ball is out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.

MARKING

Any distance, shows control

PENALTIES

10m penalty can be applied at umpires discretion

FIELD UMPIRES
Umb (Green) (1)

BOUNDARY UMPIRES
COACHES
On field

MIXED UNDER 9 & 10

DEVELOPMENT

10
MINS



... SIZE 2
SYNTHETIC

X4

GROUND SIZE

100m x 80m

ZONES

Under 9

12-A-SIDE

No scores, badgers or finals

RESULTS

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



- Blocking
- Barging
- Striking the ball
- Felling out of bounds
- Scuffing
- Sending off
- Stealing the ball
- Deliberately passed behind

MODIFIED TACKLING

BOUNCING THE BALL

1 max

KICKING OFF-GROUND

Not permitted unless accidental

OUT OF BOUNDS

If the ball is out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.

MARKING

Any distance, shows control

PENALTIES

10m penalty can be applied at umpires discretion

FIELD UMPIRES
Umb (1)

BOUNDARY UMPIRES
COACHES
On field

GIRLS UNDER 11

DEVELOPMENT

10
MINS



... SIZE 2
SYNTHETIC

X4

GROUND SIZE

100m x 80m

ZONES

12-A-SIDE

No scores, badgers or finals permitted

RESULTS

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



- Tackling
- Blocking
- Barging
- Stealing the ball
- Scuffing
- Sending off

NO DELIBERATE OUT OF BOUNDS

NO DELIBERATE KICKER BEGINS

1 max

BOUNCING THE BALL

1 max

KICKING OFF-GROUND

Not permitted unless accidental

OUT OF BOUNDS

If the ball is out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.

MARKING

10m, direct catch

PENALTIES

10m penalty can be applied at umpires discretion

FIELD UMPIRES
Umb (1)

BOUNDARY UMPIRES
COACHES
On field

MIXED UNDER 11

COMPETITION

13
MINS



... SIZE 3
LEATHER

X4

GROUND SIZE

100m x 80m

ZONES

15-A-SIDE

No scores, badgers or finals permitted

RESULTS

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



- Tackling
- Blocking
- Barging
- Stealing the ball
- Scuffing
- Sending off

NO DELIBERATE OUT OF BOUNDS

NO DELIBERATE KICKER BEGINS

2 max

BOUNCING THE BALL

2 max

KICKING OFF-GROUND

Not permitted unless accidental

OUT OF BOUNDS

If the ball is out of bounds from a kick or handball, a free kick is to be awarded to the nearest opponent. From hands, or if doubt the umpire shall call a ball up 10m in from boundary.

MARKING

10m, direct catch

PENALTIES

25m penalty can be applied at umpires discretion

FIELD UMPIRES
Assessment (1)

BOUNDARY UMPIRES
COACHES
On field