



NATIONAL UMPIRING ACCREDITATION SCHEME

UMPIRES MANUAL

LEVEL ONE



Australian Government
Australian Sports Commission

FIELD BOUNDARY AND
GOAL ACCREDITATION



ACKNOWLEDGEMENTS

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Note: Masculine gender has been used throughout the manual for simplicity.

WELCOME

Welcome to this training package, which is the first stage in what, is currently a three-tiered AFL National Umpiring Accreditation Scheme for Field Umpires and a two-tiered scheme for Boundary and Goal Umpires.

The AFL Level One Umpire's course will introduce you to a range of Modules/Units to assist you to gain the knowledge and skills to adequately perform the basic tasks associated with umpiring Australian Football.

The course will provide you with the opportunity to acquire knowledge related to each discipline of umpiring. It is anticipated that the Coach/es will conduct coaching sessions that are interactive and practical with a clear focus on an individualised approach to the development of basic umpiring skills in the three disciplines of Field Boundary Goal umpiring.

You will be able to be assessed performing the skills associated with any of the umpiring disciplines. Assessment of your learning and development will be undertaken by a variety of methods, mainly observation/demonstration. The majority of the assessment will be done under match conditions, with some during coaching sessions and on the training track.

The Umpires Diary is an important part of the program. It is expected that you will record experiences about your umpiring in the diary and discuss those with your coach/mentor and others as you progress through the course.

The learning process requires your active involvement. You will gain from this course exactly what you are prepared to put in.

In completing this course you will benefit not only by gaining the basic knowledge and skills necessary to perform the role of the Umpire, but also increased confidence and personal development to enable you to progress to the next stage of your umpiring career. We want you to enjoy your learning and development experiences and hope that you have a rewarding umpiring career.

AIMS OF THE COURSE

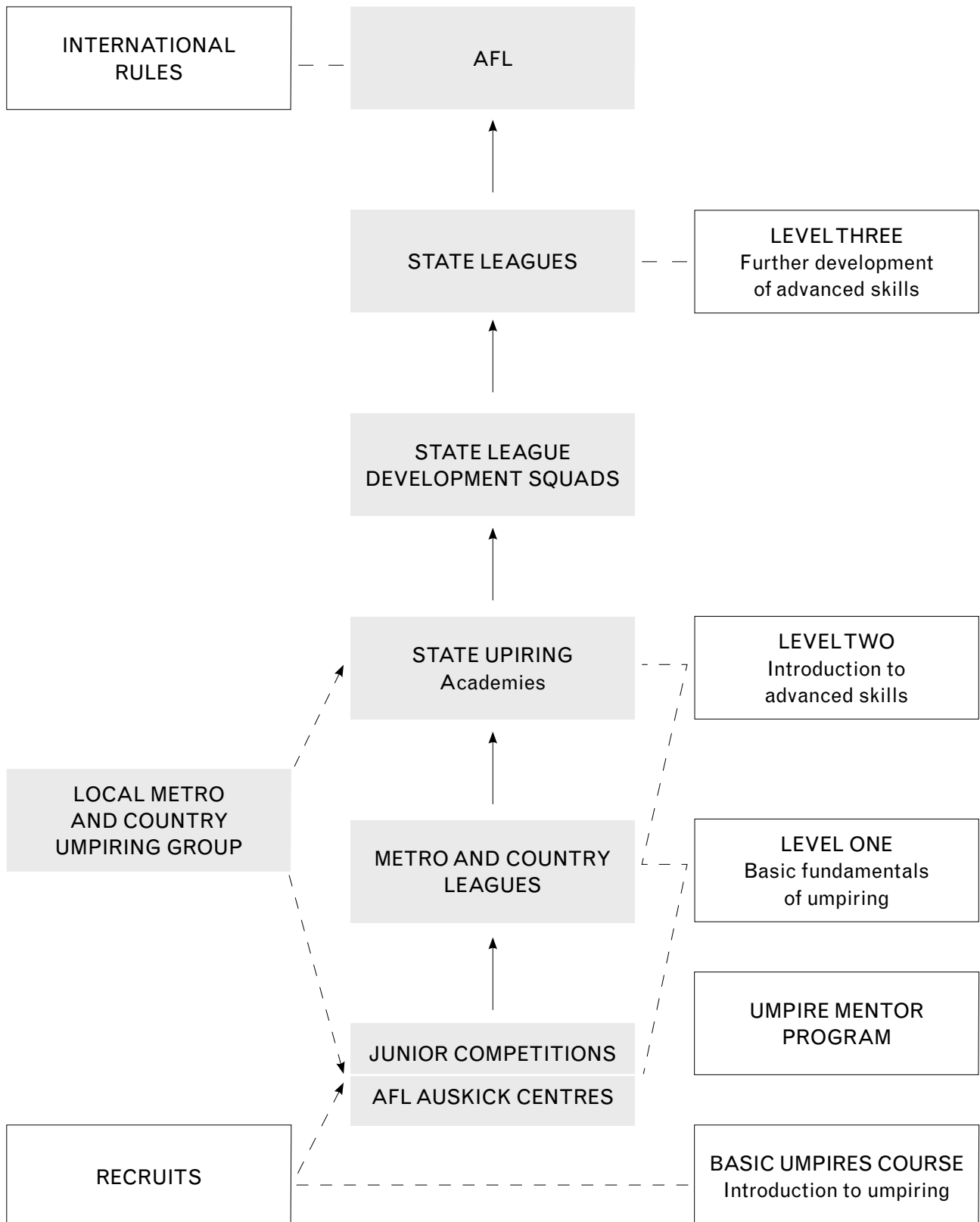
An underlying belief of the Level 1 Umpire's course is that you become responsible for your development and improvement and hence take a pro-active role in managing yourself.

THIS COURSE HAS BEEN DESIGNED TO:

- engage you in coaching and related activities to assist with gaining and developing basic knowledge and skills of umpiring Australian Football.
- assess your ability to demonstrate the basic skills of umpiring under match conditions.
- encourage you to take increased responsibility for improving your knowledge, skills and umpiring performances.
- award AFL Level 1 Umpire accreditation for those who successfully complete the course.
- develop an inclusive approach to umpiring and cater for the many individuals involved in Australian Football.

↘ AFL UMPIRING PATHWAY

Umpiring provides an excellent opportunity to maintain an active involvement in the AFL game. The AFL umpiring pathway provides a terrific sporting alternative and career path for those not wishing to play the AFL game.



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MODULE 1



QUALITIES OF AN UMPIRE

THE UMPIRE

Umpiring a football match is a challenging role. Some games are played in an environment where conflict can be present.

Umpires require strong character if they are to cope with the umpiring environment in a positive manner.

Umpires provide leadership and guidance to players ensuring that the match is conducted in a safe and fair manner.

Qualities like integrity, honesty, trustworthiness and respect, provide a strong reference point for the Umpire in terms of what they do, say and are.

Every action of an Umpire can be linked to the qualities of an Umpire. How they behave and relate to others before during and following the match, how they project and protect the role of the Umpire and how they go about their role. They are responsible for their actions and attitude.

Umpires are responsible for their own improvement in terms of personal development and umpiring development.

Personal qualities and the manner in which the Umpire goes about his/her role is the cornerstone, or foundation of umpiring.

Everything an Umpire does and is can be related to their personal qualities.

QUALITIES/VALUES/BELIEFS

What are they? They refer to one's principles or standards, one's judgement of what is valuable or important in life. In umpiring they include:

- Integrity
- Trust
- Honesty
- Respect
- Impartiality

The responsibility for the ethical conduct of sport in Australia rests equally with:

- Officials
- Coaches
- Players
- Spectators
- Administrators
- Parents.

Umpires then have a major role to play, and in fulfilling that role, they have the right to have certain expectations of "sport". Equally, "sport" has the right to have certain expectations of officials.

UMPIRES HAVE THE RIGHT TO EXPECT THAT:

- their health and safety are paramount,
- they are treated with respect and openness,
- they are appointed to a level of competition, appropriate to their level of competence,
- they have access to self-improvement opportunities.

EQUALLY, SPORTS HAVE THE RIGHT TO EXPECT THAT THE UMPIRE/S WILL:

- place the safety and welfare of the players above all else,
- accept responsibility for all actions taken,
- be impartial,
- avoid any situation which may lead to a conflict of interest,
- be courteous, respectful and open to discussion and interaction,

One of the most important roles of the Umpire is to relate to others before, during and often following the match,

The adage of 'treating people as you would like to be treated' provides an appropriate model for relating to others in the football environment,

All players and others associated with the game should be treated with respect,

The Umpire should have an approach and style that includes others, regardless of the player's gender, race, disability religion or age,

Each Umpire becomes the face of umpiring at matches and other events.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Demonstrate qualities as a person and as an Umpire that support values and beliefs including: <ul style="list-style-type: none"> • Integrity • Honesty • Impartiality • Trust • Respect 	<ul style="list-style-type: none"> • Behave in a responsible manner on and off the ground • Treat others with respect • Be honest with self and others • Act with integrity • Be trustworthy 	Observation Simulation Questioning

MODULE 1 – QUALITIES OF AN UMPIRE – ASSESSMENT PROGRESS

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 1 – QUALITIES OF AN UMPIRE				
<ul style="list-style-type: none"> • Demonstrate qualities as a person and an Umpire that support values and beliefs including: • Integrity • Honesty • Impartiality • Trust • Respect 	<ul style="list-style-type: none"> • Behave in a responsible manner on and off the ground • Treat others with respect • Be honest with self and others • Act with integrity • Be trustworthy 			

MODULE 2



MANAGE SELF

UNIT 1 – THE ROLE OF THE UMPIRES

The Australian Football Laws of the Game place upon the Umpire the responsibility to manage the match, both on and off the ground on behalf of the Controlling Body.

The role of the umpire in Australian Football can be both challenging and rewarding.

To the players, coaches, officials and spectators, the match in which they are participating is the most important match played that day.

They look to the umpire to manage it accordingly. While this places great responsibility upon the umpire, it also provides one of the most exciting challenges in sport.

It is meeting this challenge that provides people with the motive to be an umpire. Every football match provides its own unique and special challenges.

There are a great number of factors that contribute to the umpire's success and enjoyment. The first of those is to understand the role of the umpire, which can be simply put as follows:

THE ROLE OF THE UMPIRES ON MATCH DAY IS TO:

- interpret and apply the laws according to the spirit of the laws/game,
- attend to the administrative requirements necessary for the successful staging of the game,
- ensure a safe environment for all players and officials.

INTERPRETING AND APPLYING THE LAWS

While the laws are clear in intent, quite often the umpire has to use his judgement in interpreting and applying the laws. It is important that Umpires have an understanding of the laws

ADMINISTRATIVE REQUIREMENTS

The range of duties and responsibilities required of an umpire varies from discipline to discipline and competition to competition throughout Australia.

The umpire is expected to do a number of administrative-related tasks on match day – before, during and following the match.

These include arrangements for contacting and liaising with clubs and their officials and the handling of paperwork related to the match. It is essential that Umpires familiarise themselves with these requirements before the season.

A SAFE ENVIRONMENT

The umpire has an important role to play in ensuring that a safe environment exists for all players and officials on the field.

That is achieved through pre-match inspection of the playing field and surrounds (eg, ensure that facilities are safe, such as goal posts are padded, cricket pitch is covered and sprinkler outlets are covered) and penalising infringements during the match.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Identify the key aspects of the role of the Umpires	<p>List aspects of "good" umpiring, ie:</p> <ul style="list-style-type: none"> • Interpret and apply the laws of Australian Football. • Provision and maintenance of safe environment. • Attend to administrative requirements to stage a match. • Adherence to health and safety matters . 	<p>Oral questioning</p> <p>Discussion/Written</p> <p>Diary</p>

UNIT 2 – ATTITUDE TO UMPIRING

Attitude is often the reason why some people are successful and some are unsuccessful. Most successful sportspeople say that a positive, enthusiastic and responsible attitude was a key factor in them achieving success. Certainly, most successful Umpires say that.

A positive, enthusiastic and responsible attitude towards umpiring can be demonstrated in the following ways:

AT TRAINING SESSIONS

- Regular attendance.
- Providing prior advice of non-attendance if possible.
- Displaying an enthusiastic approach to training.
- Ensuring all work is completed to schedule and to the required standard.

AT COACHING SESSIONS

- Regular attendance.
- Providing prior advice of non attendance if possible.
- Displaying an enthusiastic approach to coaching sessions.

- Paying close attention to the person conducting the session,
- Participating in sessions and activities willingly

GENERAL

- Accepting any feedback/criticism in good spirit, recognising it as an opportunity to identify areas to improve and methods to overcome them.
- Accepting all appointments in a positive manner.
- Encouraging and supporting colleagues on match days.
- Never criticising colleagues, coaches or observers.
- At all times talking positively and enthusiastically about Umpires and umpiring.
- Always doing your best – remembering that the match you are umpiring is the most important match that day for those players, officials and supporters.
- Urging friends, and acquaintances who you consider may have potential to umpire, or assist umpiring in some way, to become involved.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Demonstrate a positive attitude towards umpiring:	<p>AT TRAINING</p> <ul style="list-style-type: none"> • Regular attendance and advising of non-attendance. • Display an enthusiastic approach to training. • Encourage and assist colleagues at training. • Complete all work to schedule and to the required standard. <p>AT COACHING SESSIONS</p> <ul style="list-style-type: none"> • Regular attendance and advising of non-attendance. • Participating in sessions and activities willingly. <p>GENERAL</p> <ul style="list-style-type: none"> • At all times, support, respond and talk positively and enthusiastically about Umpires and umpiring. 	<p>Observation</p> <p>Diary</p>

UNIT 3 – PERSONAL PRESENTATION

All Umpires have a responsibility to contribute to the creation of an image which portrays umpiring in a professional and positive light and as an attractive sporting career to other people.

They expect the umpire to be a person they can trust to control their match.

People associated with football have certain expectations of Umpires. They expect you to be:

TRUSTWORTHY a person who is honest and impartial.

RESPONSIBLE a person who has integrity and takes the role seriously.

PREPARED FOR THEIR ROLE a person who is physically and mentally prepared for the task.

COMPETENT a person who has the skills for the task.

In aiming to fulfil those expectations, Umpires should be aware that first impressions are often lasting impressions.

Behaviour and appearance are crucial factors.

Behaviour should be courteous and respectful, and that includes the language used.

Dress should be clean, neat, tidy and appropriate. There are specific occasions when consideration of dress standards are important. These are:

- On field on match day.
- Off field on match day.
- When attending a tribunal hearing.

It is important to remember that the match in which the umpire is officiating is the most important match that day to those participating in it.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Demonstrate an agreed standard of off field and on field dress.	Support and abide by local dress guidelines <ul style="list-style-type: none"> • On field on match day. • Off field on match day. • When attending a tribunal hearing. 	Observation

UNIT 4 – INTERPERSONAL SKILLS

Effective interpersonal skills are attributes that are important for Umpires and are demonstrated when communicating, relating and interacting with other people.

The people Umpires mostly interact with on a match day are the other Umpires, players, coaches and club officials.

There will be opportunities on match days for Umpires to demonstrate interpersonal skills. Some examples are:

BEFORE THE MATCH

- Reporting to a home club official to advise him of your arrival
- Asking a home club official where the Umpires' room is
- Meeting other Umpires and officials (time keepers)
- Visiting the team change rooms

DURING THE MATCH

- Treat players with respect.

AFTER THE MATCH

- When club representatives visit the Umpires' room to collect paperwork in a social situation.

There are some fundamental aspects of behaviour that are indicators of effective interpersonal skills. These are:

OFF GROUND

- When meeting club officials, coaches, or other Umpires for the first time, introduce yourself and shake hands. Stand up straight, look the person in the eye, use words like "My name is , I'm the umpire for today's match". Use a strong, firm grip when you shake hands. Smile.
- When visiting the team change rooms before the match, if you haven't already met the coach, seek him out and introduce yourself. Be relaxed, smile, saying "all the best for today" is an effective and simple way of creating the opportunity to move on about your business.
- Retain eye-to-eye contact with people when talking with them.
- Use words like "please" when making requests like, eg, "would you arrange for the footballs to be brought to our rooms, please?"
- Use words like "thank-you" when people assist you: eg. "thank-you for providing those drinks."
- Be polite, show respect.
- Reaction to communication from Umpires will mostly be determined by what the Umpires say and how they say it.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Demonstrate effective interpersonal skills on match day.	<p>BEFORE THE MATCH</p> <ul style="list-style-type: none"> • report to a home club official to advise of arrival. • meets other Umpires and officials (time keepers). • visit the teams. <p>DURING THE MATCH</p> <ul style="list-style-type: none"> • treat players with respect. <p>AFTER THE MATCH</p> <ul style="list-style-type: none"> • communicate positively when club representatives visit the Umpires' room to collect paperwork. • act responsibly in a social situation. 	<p>Observation</p> <p>Diary</p>

UNIT 5 – AN APPROACH (PHILOSOPHY) TO UMPIRING AUSTRALIAN FOOTBALL

An approach or philosophy for umpiring Australian Football should encompass developing a consistent approach in the use of discretion and judgement in ensuring the game is played in accordance with the Spirit of the Laws.

In essence, the game revolves around winning possession of the ball and doing something with it; or, if you do not have the ball, preventing the team in possession from doing something with it – or, better still, taking it from them.

The contest to win possession occurs when the ball is loose – ruck contests, marking contests and general play – and your approach (philosophy) in these situations should be to provide the players whose sole objective is to gain possession every opportunity to do so by awarding free kicks if they are infringed.

The Laws of the Game give us a clear direction as to the development of a philosophy in the wording and intent of Law 15 – Free Kicks:

15.1 INTERPRETATION

15.1.1 Spirit and Intention of Awarding Free Kicks

It is the spirit and intention of these Laws that a free kick shall be awarded to:

- ensure that a match is played in a fair manner;
- provide to a player, who makes obtaining possession of the football his or her sole objective, every opportunity to obtain possession;
- protect players from sustaining injury; and
- a player who executes a correct tackle that results in an opponent failing to dispose of the football in accordance with these laws.

The Spirit of the Laws, in association with the fundamental principles upon which the laws were developed (the safety of players, enjoyment of players and spectators, the exhibiting of the skills of the players and the entertaining features of the game itself) lead us to the conclusion that the major aspects of an approach to a philosophy for umpiring are:

1. That we provide the player making the ball his sole objective every opportunity to gain possession by awarding him a free kick if he is:

- held when not in possession,
- pushed in the back,
- tripped,
- bumped in the head,
- held on or above the shoulder.

2. Once the player gains possession, we allow a reasonable time to dispose of the ball if legally held and the tackle does not pin the ball.

The approach (philosophy) in tackling situations should be, first, to penalise all illegal tackles; then second, if the tackle is legal and does not pin the ball, give the player in possession a reasonable time to dispose; and third, penalise the player in possession if they do not dispose of the ball legally when given a reasonable time to do so. In summary, a simple approach for umpiring (philosophy) is:

FIELD UMPIRE

- Protect the player whose sole objective is to gain possession of the ball by awarding him a free kick if he is infringed.
- Protect the player in possession by awarding him a free kick if he is tackled incorrectly.
- Reward the tackler if the player in possession does not dispose of the ball correctly when correctly tackled and given a reasonable time to do so.

BOUNDARY UMPIRING

- The approach (philosophy) for boundary umpiring in out of bounds/out of bounds on the full situations should be, first, to ensure that correct position is achieved; then second, remain calm and composed in making the decision; and third, signalling and indicating in a confident manner

GOAL UMPIRING

- The approach (philosophy) for goal umpiring in scoring situations should be, first, to ensure that an attempt is made to achieve correct position; then second, remain calm and composed in making the decision; and third, signalling and indicating in a confident manner.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Describe their approach to umpiring Australian Football.	<ul style="list-style-type: none"> • Lists reasons for umpiring. • List elements of the game. • Describe basic approach to umpiring. 	<p>Written</p> <p>Oral</p> <p>Diary</p>

UNIT 6 – PREPARATION FOR THE MATCH

Preparation for umpiring the match is an important responsibility of the umpire. It includes:

- revising the Laws of Australian Football before matches.
- ensuring that an adequate level of fitness is maintained.
- ensuring that the umpiring uniform is ready along with relevant paperwork, (report pads, notepad and pencil/s, scorecards) and gear – whistle, flags, flag holders, wet weather gear.
- knowledge of location of match, teams and start time.
- ensuring that you arrive at the ground with plenty of time to spare before commencement of the match to enable you to complete all your pre-match duties.
- ensuring that you are in good mental and physical condition to umpire the match – adequate rest and sleep the night before the match, abstinence of alcohol in the days leading up to the match, appropriate warm-up before a match.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Demonstrate effective/adequate preparation for the match.	<ul style="list-style-type: none">• Umpiring uniform is ready along with relevant paperwork, (report pads, notepad and pencil/s, scorecards) and gear – whistle, flags, flag holders, wet weather gear).• Arrives at the ground before commencement of the match and completes all pre-match duties.• Completes personal warm up routine.	Observation Diary

UNIT 7 – FUNDAMENTALS OF FITNESS

The Field Umpire is responsible for controlling the match, assisted by Goal and Boundary Umpires.

Successful umpiring is dependent upon being in the best possible position in relation to the play from which to adjudicate.

It is therefore extremely important that the umpire be close to the main action and have maximum concentration and awareness in order to apply the correct interpretation of the Laws.

In football most of the action occurs around where the ball is or will be located.

Modern football is based on moving the ball quickly and the Field and Boundary Umpires must be physically conditioned in order to achieve the best position from which to adjudicate.

As a person becomes physically fatigued their concentration level drops as does their capacity to perceive events. The higher the level of fatigue the greater the drop in concentration.

Umpires need to be physically fit to:

- consistently maintain the best possible position in relation to play from which to adjudicate.
- resist the effects of fatigue and maintain optimum concentration levels.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Demonstrate fitness level required of a Level 1 Umpire.	<ul style="list-style-type: none">• Undertakes a training program.• Attempts to be up with the play during the match.• Responds to play throughout the match.• Adjusts position for the duration of the game.	Observation

UNIT 8 – PERSONAL HEALTH AND SAFETY

DIET AND NUTRITION

Nutrition is important in assisting Umpires achieve maximum performance on the sporting field

TRAINING DIET

The foods Umpires consume each day of the training week between matches have two important functions. They:

- provide all of the essential nutrients required by the body, in the correct quantities for good health.
- must provide enough energy to meet the demands of training.

There are several key nutrients that are of particular importance to Umpires.

CARBOHYDRATE

A limiting factor to endurance exercise is the depletion of muscle glycogen stores, which results in fatigue and ultimately exhaustion.

PROTEIN

An adequate protein intake is essential to the umpire, for muscle tissue repair as well as many other metabolic functions.

This can easily be met by the regular consumption of lean meat, poultry, fish as well as eggs and low fat dairy products. Good plant sources of protein include nuts, seeds and legumes such as lentils and soy beans.

FATS

To obtain adequate protein and carbohydrate each day, it is necessary to minimise fat intake. A low fat diet will also reduce the Umpires risk of excess body fat, heart disease and certain cancers. This can be done by limiting their intake of butter, margarine mayonnaise, cream, fried foods, fatty meats, chocolate, and high fat snack foods.

FLUIDS

Prolonged periods of intensive exercise can result in fluid losses of up to 2–3 litres.

Dehydration will not only adversely affect the umpire's performance, but can also be very dangerous.

Thirst is a poor indicator of fluid needs and Umpires must get into the habit of regularly consuming water before, during and after training and matches.

The best fluid during training sessions is cool water.

During matches, however, Umpires will benefit from a commercial sports drink that provides carbohydrate and fluid in a rapidly absorbed form

ALCOHOL

Alcohol dehydrates the body.

When consumed before a match it impairs the physical performance during the match.

When consumed after the match, it retards recovery, which adversely affects the capacity to train well during the following week.

TOBACCO SMOKING

From an umpiring perspective, smoking reduces the fitness potential of the athlete.

HEALTH CARE

One illness that greatly affects Australians is skin cancer.

SKIN CANCER BACKGROUND

Skin cancer is a preventable cancer – all you have to do is take the necessary precautions and you can avoid being one of the two in three Australians who develop a skin cancer.

PREVENTION

Prevention, certainly absolute minimisation of risk, becomes a vital issue and every precaution should be taken to lessen the Umpires exposure to UV, particularly in the first 18 years of life.

There are simple measures that can be easily implemented to help with their self-protection.

WHEN TRAINING:

- Long-sleeved shirt with collar.
- Loose-fitting clothing for ventilation.
- Hat where appropriate.
- Sunglasses (to Australian Standard 1067, which screens out 95 percent of the UV rays),
- Sunscreen with a 15+ (or higher) sun protection factor – applied 15 minutes before going outside.

- Where possible avoid the peak UV period of 10am–2pm (11am–3pm DST) as 60 per cent of the day's radiation occurs during this time.

WHEN UMPIRING

- Check with their Controlling Body with regard to uniform. They should ensure they purchase gear that provides UV protection.
- Sunscreen.

EARLY DETECTION

Regular self checks of their skin is a wise move. Some pointers on what to look for are:

- A skin spot that is different from other spots around it.
- A spot that is new or has changed over weeks or months, in colour, size or shape.
- A skin cancer can be flat and does not have to be ugly or painful. Umpires should remember to have a partner check their back when they are going through the checking routine. They need to include the soles of their feet and palms of their hands as skin cancer can sometimes occur on parts of the body not exposed to the sun.
- If they notice any changes or have any concerns at all they should seek medical advice.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Implement basic lifestyle management strategies that assist in their umpiring role.	<ul style="list-style-type: none">• Outline basic diet and nutrition requirements for an umpire.• Re-hydrate during games and training.• Identify impact of alcohol and tobacco on performance.• Implements personal health care strategies eg sunscreen, hats, etc.	Diary Observation

UNIT 9 – IMPROVING PERFORMANCE

Improving umpiring performances is a goal of most Umpires regardless of what level they officiate.

The responsibility for improving performances rests with the Umpire.

Umpires will receive a range of feedback on their performances – from players, spectators, club officials and umpiring personnel at most matches they Umpire.

For improvement to occur the Umpire will firstly need to know the area/s that need improvement.

This information can come from umpiring personnel – the coach or observer or a senior or more experienced Umpire.

It is important that the Umpire listens to the feedback that is provided and to respond in a positive manner. The Umpire should thank the person for the feedback.

What the Umpire does with the feedback is crucial to assisting him to improve his performance.

The feedback can provoke some thought/s as to what might be done in the next match and how he might do that if he is to improve the points raised in the feedback.

In discussions with the person providing the feedback the Umpire can come up with a number of possible actions (not too many) to take away to implement in the next match.

The Umpire can use a diary to record their reflections.

UMPIRING DIARY

The Umpire probably has kept a diary at some time in his life. Some common benefits of a diary:

- diaries help him remember;
- diaries help him gain a perspective on his life;

- diaries help us self-reflect;
- diaries are individualised and personalised.

The Umpire should write up his diary entry on the same day as the match. This means that the game is still fresh in his mind.

KEEPING A DIARY

KEEP IT SIMPLE AND TO THE POINT.

Write in note form and use diagrams.

DESCRIBE BEFORE JUDGING.

Describe your performance before evaluating how good or bad it was. Be as clear and precise as possible.

DON'T FORGET WHAT YOU DO WELL.

It is just as important to be clear about what you decide well as what you need to do to improve.

EVALUATION DEMANDS EXPLANATION.

Why was your performance good? Why does it need to be improved? Why would another approach be better?

BRAINSTORM SOLUTIONS.

If you can see the problem but no clear solution, you can write down a whole lot of ideas, even crazy ones, and see if that helps.

TRY, TRY AGAIN.

Strategies can go wrong. Improvement can be slow. Don't be afraid to return to the same behaviour a number of times.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Analyse own performance after a game	<ul style="list-style-type: none"> • Outline purpose of the diary. • Record aspects of umpiring performances in diary. • Discuss diary entries with coach/mentor. • Receive and respond to feedback on performance from others. • Discuss process for developing umpiring knowledge, skills and attitudes. 	Diary

MODULE 2 – MANAGE SELF

ASSESSMENT PROGRESS

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 1 – ROLE OF THE UMPIRE				
Identify the key aspects of the role of the umpire.	List aspects of “good” umpiring, ie: <ul style="list-style-type: none"> • Interpret and apply the laws of Australian Football. • Provision and maintenance of safe environment. • Attend to administrative requirements to stage a match. • Adherence to health and safety matters. 			
UNIT 2 – ATTITUDE				
Demonstrate a positive attitude towards umpiring:	AT TRAINING <ul style="list-style-type: none"> • Regular attendance and advising of non-attendance. • Display an enthusiastic approach to training. • Encourage and assist colleagues at training. • Complete all work to schedule and to the required standard. AT COACHING SESSIONS <ul style="list-style-type: none"> • Regular attendance and advising of non-attendance. • Participating in sessions and activities willingly. GENERAL <ul style="list-style-type: none"> • At all times, support, respond and talk positively and enthusiastically about umpires and umpiring. 			
UNIT 3 – PRESENTATION				
Demonstrate an agreed standard of off-field and on-field dress.	Support and abide by local dress guidelines <ul style="list-style-type: none"> • On field on match day. • Off field on match day. • When attending a tribunal hearing. 			

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 4 – INTERPERSONAL SKILLS				
Demonstrate effective interpersonal skills on match day:	<p>BEFORE THE MATCH</p> <ul style="list-style-type: none"> • Report to a home-club official to advise of arrival. • Meets other umpires and officials (time keepers). • Visit the teams. <p>DURING THE MATCH</p> <ul style="list-style-type: none"> • Treat players with respect. <p>AFTER THE MATCH</p> <ul style="list-style-type: none"> • Communicate positively when club representatives visit the umpires' room to collect paperwork. • Act responsibly in a social situation. 			
UNIT 5 – AN APPROACH (PHILOSOPHY) FOR UMPIRING AUSTRALIAN FOOTBALL				
Describe your approach to umpiring Australian Football.	<ul style="list-style-type: none"> • Lists reasons for umpiring. • List elements of the game. • Describe approach to umpiring. 			
UNIT 6 – PREPARATION FOR THE MATCH				
Demonstrate effective/adequate preparation for the match.	<ul style="list-style-type: none"> • Umpiring uniform is ready along with relevant paperwork, (report pads, notepad and pencil/s, scorecards) and gear – whistle, flags, flag holders, wet weather gear). • Arrives at the ground before commencement of the match and completes all pre-match duties. • Completes personal warm up routine. 			

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 7 – FUNDAMENTALS OF FITNESS				
Demonstrate fitness level required of a Level 1 Field Umpire.	<ul style="list-style-type: none"> • Undertakes a training program. • Attempts to be up with the play during the match. • Responds to play throughout the match. • Adjusts position for the duration of the game. 			
UNIT 8 – PERSONAL HEALTH AND SAFETY				
Implement basic lifestyle management strategies that assist in their umpiring role.	<ul style="list-style-type: none"> • Outline basic diet and nutrition requirements for an umpire. • Re-hydrate during games and training. • Identify impact of alcohol and tobacco on performance. • Implements personal health care strategies eg sunscreen, hats, etc. 			
UNIT 9 – IMPROVING PERFORMANCE				
Analyse your own performance after a game.	<ul style="list-style-type: none"> • Outline purpose of the diary. • Record aspects of umpiring performances in diary. • Discuss diary entries with coach/mentor. • Receive and respond to feedback on performance from others. • Discuss process for developing umpiring knowledge, skills and attitudes. 			

MODULE 3



MANAGE ENVIRONMENT

UNIT 1 – THE UMPIRING ENVIRONMENT

INSPECTION

The process and policy of conducting ground inspections is linked to the AFL's National Risk Protection Program.

RISK MANAGEMENT

Risk Management is a priority and involves keeping risk exposure to a minimum to reduce injuries and potential loss. It is the role of a club's Risk Management Officer to ensure risk management activities are completed using the relevant checklists and planners provided in the AFL Club Management manual including the conduct of ground inspections.

The completion of a match-day checklist is compulsory by clubs.

Clubs must ensure a match-day checklist is completed before the commencement of play.

MATCH-DAY CHECKLISTS – PROCEDURES

1. Home and away team assess conditions in accordance with checklist.
2. Any issues remedied before the commencement of play.
3. Completed Checklist forwarded to Association for storage for seven (7) years. Check with your league/ association about the league policy for this re: clubs also storing a copy.
4. Association to make checklist available upon request.

THE ROLE OF THE UMPIRE

The umpire has a duty of care to ensure that the ground is safe for the commencement of a match.

Fulfilling that duty of care involves:

- the umpire personally inspecting the ground and surrounds and equipment for any hazards.
- ensuring both clubs have completed and signed the ground inspection checklist.

It is the responsibility of the clubs to ensure any issues are managed before play can commence.

In the event that play cannot start or proceed, Law 10.6.2 applies.

MATCH DAY CHECKLIST – 2007

DATE: _____
 HOME TEAM: _____ AWAY TEAM: _____
 GROUND: _____

Has the ground surface and markings been prepared correctly for an Australian Football match?	YES	NO
	<input type="radio"/>	<input type="radio"/>

FIELD OF PLAY

Is the surface free of debris? (free from glass, rocks, rubbish, etc)	<input type="radio"/>	<input type="radio"/>
Have weather conditions or water made the surface unsafe?	<input type="radio"/>	<input type="radio"/>
Is the surface in good condition? (grass length, free of holes)	<input type="radio"/>	<input type="radio"/>
Are sprinkler covers correctly in place?	<input type="radio"/>	<input type="radio"/>
Is the perimeter fencing safe? (signs, etc)	<input type="radio"/>	<input type="radio"/>
Are the weather conditions safe for the game to commence? (lightning etc)	<input type="radio"/>	<input type="radio"/>
Have goalposts been padded?	<input type="radio"/>	<input type="radio"/>
Are there any other factors that may be dangerous to the players?	<input type="radio"/>	<input type="radio"/>
Is there a stretcher available for use in the event of a serious injury?	<input type="radio"/>	<input type="radio"/>
 Change Rooms and Toilet Safety		
Are the rooms free of debris? (free from syringes, glass, rubbish, etc)	<input type="radio"/>	<input type="radio"/>

COMMENTS REQUIRING ACTION

Before the commencement of play, we, the undersigned, have undertaken the above inspection and agree that the playing environment is fit for play.

 Home Team Representative
SIGNATURE

 Away Team Representative
SIGNATURE

NAME _____

NAME _____

A copy of this form must be filed and kept for seven (7) years according to your league's requirements. The form must be able to be provided to the AFL/JLT Sport on request if required.

COPING WITH THE UMPIRING ENVIRONMENT

The Umpiring environment on match day can be challenging. It can become very emotional with players, officials, coaches and supporters keen to see their team do well. Often the Umpire becomes the focus of attention. Developing strategies to cope with the environment is an important activity.

PRE-MATCH MEETING PLAYERS/OFFICIALS

It is important to project yourself to players and officials in a firm, friendly and confident manner.

It is good practice to always meet the captain and coach and, if possible, the players before the match.

Never discuss how you will umpire during the match when meeting players and officials before the match. Avoid reference or comment about the Umpires of last week's match.

DURING THE MATCH PLAYERS/OFFICIALS/SUPPORTERS

It is very important to get on with players during the match. Abuse from players/officials warrants some action from you. Offenders should be spoken to and if serious enough they should be reported.

It is important to block out the comments from outside the boundary line, much of which will not be supportive or complimentary. Umpires need to be aware that supporters get emotional and vocal with their support for their team and players and that generally the verbal attack on players and Umpires is not meant as a personal attack.

POST-MATCH PLAYERS/OFFICIALS/SUPPORTERS

After a match, feelings can run high and Umpires should avoid becoming involved in any argument about incidents during the match. Sensible discussion about the match is to be encouraged.

It is a good practice to join the players and officials in a social setting after the match, especially if invited.

Politely avoid people who wish to belittle Umpires.

Post-match is a good opportunity to discuss the match and to get to know the players and officials from participating clubs in a more relaxed environment. If the atmosphere turns a little tense, excuse yourself and leave.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Conduct an inspection of the 'work area' and its surrounds before the match and ensure that all necessary action is taken.	<ul style="list-style-type: none"> List important actions to do to ensure a safe environment. Do an inspection of the playing surface and its surrounds. Request necessary action following the inspection and ensure action/s are taken. 	<p>Observation</p> <p>Questioning</p>
Demonstrate a coping strategy on match day to handle/respond to the match-day environment.	<ul style="list-style-type: none"> Implement a strategy on match day to respond to the match-day environment. 	<p>Observation</p>

UNIT 2 – LEGAL RESPONSIBILITIES

LEGAL RESPONSIBILITIES

The Umpire is responsible for managing a match and enforcing the laws.

An Umpire has a responsibility to ensure that the environment in which the game is played is kept safe.

Umpires could be deemed negligent and may be held legally responsible if they fail to act as a 'sensible' person would do and an injury to a player results.

Negligence is the failure to show reasonable care and occurs when harm results from an unacceptable degree of carelessness.

To act 'sensibly', an Umpire has the responsibility to:

- enforce the Laws of the game.
- control and supervise the match, eg: not allow illegal or dangerous plays or tactics, remove you who persistently breach the laws.

- protect the players and officials, eg: ensure that facilities are safe such as goal posts are padded, cricket pitch is covered and sprinkler outlets are covered.
- stop a match should crowd violence threaten player safety.
- ensure that equipment used is safe.
- enforce safety guidelines regarding blood and infectious diseases policies.
- stop a match if conditions, including weather, become hazardous.

Umpires have always had these responsibilities to ensure that matches are conducted safely and with a minimum of injury risk.

To ensure all is in order, an Umpire must take the necessary initiatives and implement safe practices, as listed above. This will provide a safe environment for all.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
List the Umpire's legal responsibilities.	<ul style="list-style-type: none">• List the legal responsibilities of an umpire.	Oral

MODULE 3 – MANAGE ENVIRONMENT

ASSESSMENT PROGRESS

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 1 – THE ENVIRONMENT				
Conduct an inspection of the playing surface and its surrounds before the match and ensure that all necessary action is taken.	<ul style="list-style-type: none"> List important actions to undertake to ensure a safe environment. Undertake an inspection of the playing surface and its surrounds. Request necessary action following the inspection and ensure action/s are taken. 			
Demonstrate a coping strategy on match day to handle and/or respond to the match-day environment.	<ul style="list-style-type: none"> Implement a strategy on match day to respond to the match-day environment. 			
UNIT 2 – LEGAL RESPONSIBILITIES				
List the legal responsibilities of an Umpire(s).	<ul style="list-style-type: none"> List the legal responsibilities of a Field Umpire. 			

MODULE 4



MANAGE MATCH

UNIT 1 – THE APPROACH

PEOPLE MANAGEMENT SKILLS

Effective people management skills are attributes, which are common to successful Umpires. Egs

- Courteous.
- Good listener.
- Clear speaker.
- Acknowledge others.
- Respect others' opinions.
- Project positive body language.

These skills are demonstrated when communicating, relating and interacting with other people.

Words used by the Umpire in communicating why a decision was made can have a positive effect on players and help to build a relationship and develop rapport with players.

When communicating with players, use a strong, firm and clear voice, this portrays composure.

Avoid screaming or shouting, this portrays lack of composure which creates anxiety in players.

Umpires who are composed, cool but firm, will win the confidence of players.

Try to develop good communication techniques – the words “please” and “thanks” never go astray. “Move back on the mark 2m please No. 7”. “Thanks No. 7”. “Move away from the goal area please, thank you”.

There will be many opportunities during the match to implement these skills. Some examples are:

- Informing players what free kicks are for.
- Responding to questions from players.
- Directing players in certain situations.
- Responding to conflict between players.
- Player reaction to communication from Umpires will mostly be determined by what the Umpires say and how they say it.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Demonstrate effective people management skills during the match.	<ul style="list-style-type: none"> • Communicate effectively with players and others. • Acknowledge players' queries. • Treat players with respect. • Respond to potential conflict situations. 	Observation Simulation Diary

UNIT 2 – ADMINISTRATION

The Umpire's duties are not completed once the final siren has sounded. There is a range of paperwork associated with a football match. That may include:

- Team sheets.
- Match reports.
- Timekeepers' cards.
- Interchange Steward sheets.
- Score cards.
- Match result card.
- Best and Fairest votes.

The Umpires need to check and/or complete some administrative tasks. That may include:

- Completing the Best and Fairest votes.
Do not divulge who received votes.
- Completing the match score card.
- Checking the match scorecard and signing it.
- Presenting the Goal Umpires' cards to the Field Umpire.
- Gathering the timekeeper's cards, team sheets, Goal Umpires' cards and interchange steward's sheet.
- Completing a match report on behalf of the League.
All of the paperwork should be gathered by the Field Umpire and placed in the bag or envelope and forwarded, mailed or handed to the appropriate person as requested.

REPORTING PROCEDURES – LAWS 19.0

One of the responsibilities of an Umpire is to report reportable offences.

It is important that the Umpire carries out the correct procedures at the time of the report and following the match in terms of completing the paperwork.

Attendance and performance at the tribunal is also an important element in the total reporting procedure.

COMPLETING REPORT OF PLAYER FORM

Following the match the following steps are taken with a reportable offence.

- Compile detailed notes at end of the match, or half-time, whichever is appropriate.
- Complete the Report Form, taking care to complete it accurately. (Have a colleague check it).
- Sign each copy of the Report Form.
- Distribute copies of Report Form to a representative from each club who should wait upon the Umpire after the match. (Usually the top copy goes to the League, a copy to each club, Umpire keeps a copy).

Never discuss the report with players or officials after the match.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Correctly complete all match paperwork in accordance with the requirements of the Controlling Body.	<ul style="list-style-type: none"> • Complete paperwork accurately and in a professional manner. • Outline the process for completing a Report of Player form. • Forward paperwork to relevant personnel. 	Observation Simulation Written work sheets.

UNIT 3 – LAWS AND INTERPRETATIONS

The Australian Football League is responsible for publishing the Laws of Australian Football. It is crucial that Umpires have a basic knowledge and understanding of the Laws.

The Laws of Australian Football are designed to control the fastest and most spectacular football code in the world – a game of varied and brilliant individual skills, co-ordinated teamwork and physical contact between players of differing physiques.

Most infringements occur in the contest for the ball and in the tackling of the player in possession of the ball. To assist Umpires develop their skills in these areas, it is crucial that they have an understanding of the spirit of the Laws.

A free kick may be awarded when the football is not in play.

SPIRIT OF THE LAWS

For coaching purposes, The Spirit of the Laws identifies seven main areas with the aim of achieving consistency in decision making.

At Level 1, three main Spirits of the Law that cover major aspects of the game are focused on. Emphasis is placed on understanding the 'Spirit of the Laws' (i.e. the philosophies underlying the laws) and officiating according to them. The three Spirit of the Laws are:

- Contest for the Ball – General Play.
- Tackling (Player in Possession of the Ball).
- Marking Contests.

To avoid confusion, it is important to note that the Spirit of the Laws are based upon, but not always defined within, the Laws of Australian Football. They have been developed for coaching purposes.

SPIRIT OF THE LAW: CONTEST FOR THE BALL – GENERAL PLAY

"The player whose sole objective is to contest the ball or bump or shepherd an opponent shall be permitted to do so."

A player may be fairly met by use of the hip, shoulder, chest, arms or open hand or be pushed or bumped in the chest or side or he may be shepherded, provided the ball is not more than 5m away.

Solid but legal bumps are permitted.

All breaches of the laws shall be penalised.

The Spirit of the Law deals with a game situation where players are contesting the ball. The contest remains fair provided the players remain focused primarily

on gaining possession, while still legitimately having contact with each other.

Hard, solid bumps are permitted; but illegal contact is not, as "all breaches of the Laws shall be penalised". It is important to take note of Laws 15.4.4 (Charge or Charging) and 15.4.5 (Prohibited Contact and Payment of Free Kick) in reference to what constitutes a breach.

A player makes prohibited contact with an opposition player if he:

- holds an opposition player who is not in possession of the ball,
- makes contact with any part of an opposition player's body;
 - above the shoulders
 - below the knees
- pushes an opposition player in the back,
- pushes, bumps, holds or blocks an opposition player when the football is further than 5 m away or is out of play,
- charges an opposition player – (**Law 15.4.4**)
- trips, or attempts to trip an opposition player, whether by the use of hand, arm foot or leg,
- holds or throws an opposition player after that player has disposed of the ball,
- kicking or attempting to kick the football in a manner likely to cause injury;
- bumps or makes forceful contact to an opponent from front-on when that player has his head down over the ball,

NB:

A player can bump an opponent's body from side on but any contact forward of side-on will be deemed to be front on

A player with his head down in anticipation of winning possession of the ball or after contesting the ball will be deemed to have his head down over the ball for the purposes of this Law.

SPIRIT OF THE LAW: TACKLING (PLAYER IN POSSESSION OF THE BALL)

PRIOR OPPORTUNITY - IMMEDIATE DISPOSAL

"The player who has possession of the ball and has had an opportunity to dispose of it and is then tackled correctly by an opponent must immediately kick or handball the ball".

If the player has had a reasonable time to dispose of the ball by kick or handball **after** taking possession and **before** being tackled, then provided the tackle is legal, the player must dispose of the ball by kick or handball, otherwise he is penalized for failing to dispose of the ball in a legal manner.

If the tackle pins the ball to the player in possession, then he is penalized for holding the ball.

NO PRIOR OPPORTUNITY - REASONABLE TIME

"The player who has possession of the ball and is tackled correctly by an opponent shall be given a reasonable time to kick or handball the ball or attempt to kick or handball the ball".

If the player has **not** had a reasonable time to dispose of the ball by kick or handball **after** taking possession and **before** being tackled, then, provided the tackle is legal, the player in possession is then given reasonable time to attempt to dispose of the ball. If he fails to **attempt** to do so when given a reasonable time, then he is t for holding the ball.

SPIRIT OF THE LAW: MARKING CONTESTS

"The player whose sole objective is to contest the ball shall be permitted to do so."

Where an infringement is observed, a free kick must be awarded.

Where there is incidental interference (no infringement) when the ball is the sole objective (eyes on the ball) – play-on.

When a player leaps (early), the attempt must be realistic (able to touch the ball).

The Laws are to be interpreted to provide every opportunity for players who are legitimately attempting to contest the ball to do so.

LAWS RELATING TO FIELD UMPIRING

The Spirit of the Laws relating to Awarding Free Kicks (Law 15).

The Laws provide the player who makes the ball his sole objective to be afforded every opportunity to gain possession.

In the contest for the ball, it is illegal to interfere with an opponent when the ball is more than 5m away. When the ball is within 5m, legal use of the body can be applied to an opponent.

Permitted and prohibited contact is very clearly defined in the Laws.

When a team has possession of the ball the Laws clearly define how the ball may be disposed of. The Laws also allow for team-mates to protect the player who has possession. This protection is in the form of shepherding and again, the Laws clearly define what is legitimate shepherding.

The team that does not have the ball is given the opportunity to attempt to take possession from the other team or to prevent disposal.

The Laws permit the player in possession to be tackled and clearly define what is a correct tackle.

MARKS

A mark is taken if, in the opinion of the Field Umpire, a player catches or takes control of the football:

- within the playing surface; and
- after it has been kicked by another player a distance of at least 15m; and
- which has not touched the ground or been touched by another player during the period when the football was kicked until it was caught or controlled by the player. The Field Umpire shall bounce the ball when in doubt as to which player has taken a mark.

LAWS RELATING TO BOUNDARY UMPIRING

The Boundary Umpire is the sole judge when the ball is out of bounds/out on the full, except when:

- the Field Umpire awards a mark before the ball passes completely outside the boundary line or awards a free kick.

DEFINITION OF A KICK (LAW 1.1):

If the ball touches a player below the knee it is deemed to have been kicked.

BALL OUT OF BOUNDS:

When the ball, having been kicked, passes over the boundary line or touches a behind post but before doing so, touches the ground or is touched by a player it is considered to be out of bounds. (The ball must be completely over the boundary line).

The Boundary Umpire faces the Field Umpire, blows his whistle loudly and signals to the Field Umpire with one arm extended straight up above his head with his hand open.

OUT OF BOUNDS ON THE FULL:

When the ball having been kicked by a player, passes completely over the boundary line without touching the ground within the playing surface or being touched by a player, or the football has touched the behind post or passed over the behind post without touching the

ground or being touched by a player it is considered to be out of bounds on the full.

The Boundary Umpire blows his whistle loudly and extends his arms horizontally straight out at shoulder height while keeping his hands open

RETURNING THE BALL TO THE CENTRE SQUARE:

After a goal has been scored, it is the Boundary Umpire's responsibility to retrieve the ball and return it to the Field Umpire in the centre square as quickly as possible.

The Boundary Umpire must not climb over the fence to retrieve the ball. If necessary he will request players/officials in the vicinity to retrieve it. (Seek assistance from the Field Umpire if required.)

The Boundary Umpires decide who will retrieve the ball (usually the Boundary Umpire closest to the ball). The other Boundary Umpire will indicate to the Field Umpire which side of the oval the ball is to be returned and then position himself about halfway between the goal line and the end of the centre square.

The Boundary Umpire who retrieves the ball will run to the second Boundary Umpire who will, by then, be running at the same pace, and on reaching him, will relay the ball then sprint to the nearest corner of the centre square on his side of the ground. The second Boundary Umpire will relay the ball to the Field Umpire and continue on to the far corner of the square on his side of the oval. Boundary Umpires are to remain on the same side of the oval throughout each quarter.

OPERATION OF CENTRE SQUARE AT CENTRE BOUNCE:

The Boundary Umpire is the sole judge as to whether a player has stepped completely over the line at the centre square. The player may lean over the line but immediately his foot completely crosses the line the Boundary Umpire will blow his whistle, point in the direction of the team to receive the resultant free kick, and if possible, call the number of the offending player and their club, then quickly move off in the direction of the scoring zone of the team which has been awarded the free kick.

Players are not permitted to enter the square from the time the Field Umpire commences his approach to bounce or throw up the ball until the ball touches the ground in the act of bouncing, or is thrown up.

It is the Field Umpires responsibility to count the number of players in the square.

LAWS RELATING TO GOAL UMPIRING

DEFINITION OF A KICK (LAW 1.1):

If the ball touches a player below the knee it is deemed to have been kicked.

GOAL UMPIRE IS FINAL JUDGE:

After having been given the "all clear" by the Field Umpire, the Goal Umpire is the final judge of a goal or behind.

"ALL CLEAR":

The "all clear" is given to the Goal Umpire by both word of mouth and visual confirmation, and indicates to the Goal Umpire that the Field Umpire does not propose to award a mark or free kick and therefore the Goal Umpire is at liberty to signal a goal or behind. The score is signalled by the waving of the flag or flags, and then recorded on the Goal Umpires' score card.

The Goal Umpire cannot signal a score until the "all clear" has been received from the Field Umpire.

If the ball has passed over the goal or behind line and the Goal Umpire is in doubt as to whether the Field Umpire has given the "all clear" he should run out and consult the Field Umpire to obtain information. If the Field Umpire confirms "all clear" the Goal Umpire then runs backwards to the scoring area and signals and records a score.

"TOUCHED – ALL CLEAR":

If the Field Umpire observes that the ball is touched by a player before it crosses the goal or behind line, he should call and signal "touched – all clear" to the Goal Umpire.

If the ball is kicked off the ground while a player has his hand on it or the ball is kicked from another player's hands and the ball crosses the goal or behind line, the Field Umpire should, unless he awards a free kick for an infringement of the laws, call and signal "touched – all clear".

Although the Goal Umpire is the final judge of goals and behinds, he cannot signal a goal if the Field Umpire has called and signalled "touched – all clear".

If "touched – all clear" is given by the Field Umpire, but the Goal Umpire is certain that the correct score is a goal, he must run to the Field Umpire and quickly explain events as he saw them, and request "all clear". If the Field Umpire insists on "touched – all clear" the Goal Umpire will return to the goal area, signal a behind, signal touched, and wave and record a behind.

VISUAL CONFIRMATION OF “ALL CLEAR”:

If the Field Umpire is of the opinion that the score is:

- a goal – he will raise both hands to his mouth when giving the verbal “all clear”.
- a behind – one hand to the mouth when giving the verbal “all clear”.

If uncertain, he will stop, look directly at the Goal Umpire, put his hands at his sides and give “all clear” verbally.

He should endeavour to give a signal to the Goal Umpire on all occasions, except if touched close to the goal line.

If the ball was touched, he will indicate by hitting one hand with the other above the shoulder height in front of his body, then put one hand to his mouth and give “touched – all clear” verbally.

If the ball hit the goal post he will raise one forearm vertically at right angles to his upper arm, tap it three times with the other hand, then put his hand to his mouth and call “all clear”.

Note: Visual signal by a Field Umpire is a guide only (except in the case of “touched – all clear”). The Goal Umpire is the final judge.

GOALS – WHEN SCORED:

Subject to the “all clear” signal by the Field Umpire, a goal is scored when the ball is kicked over the goal line by a player of the attacking side without the ball touching a player or a goal post.

BEHINDS – WHEN SCORED:

Subject to the “all clear” signal by the Field Umpire, a behind is scored when the ball:

- passes over the behind line without touching a behind post.
- strikes a goal post, including the back of the goal post from an angle kick, or flag.
- passes over a goal post, even though the major portion of the ball is on the goal side of the post. (It should be assumed that had the goal post been higher the ball would have struck the post).
- is touched by a player before it crosses over the goal or behind line.
- is carried over the goal or behind line by a player of either side.
- is handballed over the goal or behind line by a player of either side.

BALL MARKED ON GOAL OR BEHIND LINE:

If the ball is marked on the goal or behind line by a player and the ball had not passed over the line when marked, even though the player may be over the line, a score should not be registered. It is the position of the ball, not the player that dictates the matter.

In the case of a player attempting to mark the ball on or before it crosses the goal line and the ball rebounds off the player's hands or chest and is caught again behind the goal line, a behind should be registered because the ball in such a case was touched before it crossed the goal line and was not actually marked until it had passed over the line and finally held by the player.

BALL STRIKING BEHIND POST:

- 1.** If a ball kicked, punched or knocked from inside the playing arena, strikes or directly passes over the behind post, it shall be out of bounds.
- 2.** If a player is kicking the ball back into play from behind the goal line and it hits the behind or goal post before going into play or out of bounds, no score shall be given by the Goal Umpire, as the ball has not come back into play and the Field Umpire must give another kick.

GOAL UMPIRE OVER-RULES BOUNDARY UMPIRE:

The Goal Umpire has authority to over-rule the Boundary Umpire if they disagree as to whether the ball had crossed the behind line, or had gone directly over, the behind post.

GOAL UMPIRE NOT JUDGE OF FIRST SOUND OF BELL OR SIREN:

If the ball has passed over the goal or behind lines and the Field Umpire gives the “all clear”, the duty of the Goal Umpire is to signal and record a score.

INDICATION TO SCOREBOARD ATTENDANTS:

Goal Umpires must check scores with each other at the end of each quarter. They will then indicate to the attendants on the scoreboard as to the correctness of the scores by waving flags if they are correct. In the event of the scores being incorrect, Goal Umpires will attract the attention of the attendants by walking toward the scoreboard and having the error amended by the scoreboard attendant.

If the Goal Umpires are unable to attract the attention of the scoreboard attendant, they are not to wave all clear.

GOAL UMPIRE TO RECORD SCORE:

It is the duty of Goal Umpires to keep a record of all goals and behinds scored.

Goal – record goals on scorecard on return to the centre of the goal after replacing flags.

Behind – wait for kick-out and mark card after next act of play, which takes the ball away from goal area OR on a cessation of play, e.g. out of bounds, free kick etc. When a behind is scored at other end of ground, write down your score immediately after replacing your flag.

The normal procedure to follow in the sequence of signalling and recording a score is:

- receive “all clear” from Field Umpire.
- signal relevant score i.e. a goal or a behind.
- move to appropriate goal post and take out flag/s:
- for a goal, move to centre of goal line and wave score;
- for a behind, step away from the goal post – and wave score as quickly as possible.
- replace flag/s.
- move back to centre of goal and record score on scorecard.

If there has been a score after the siren to conclude a quarter, or end the match, the procedure will vary from the point where you wave the flag/s for the score.

At that point do not replace your flag/s before marking your scorecard, but upon completion of waving the score, move to the opposite goal post to collect your other flag/s then record the score on your scorecard. The purpose of this is to lessen the chance of people on the ground, after the siren, making off with your flag/s.

BLEEDING AND BLOOD BORNE DISEASES

When officiating in a contact sport such as Australian Football, it is important that officials are aware of the facts about contagious diseases and blood-borne infections.

The two, which cause most concern, are HIV and Hepatitis B.

Where this policy has been implemented, it is commonly referred to as the “blood rule”.

In the Laws of Australian Football, Law 22 addresses infectious diseases in detail and allows controlling bodies to impose sanctions for breaches of this Law.

The coach needs to provide details on Law 22 and also any local provisions as they relate to the relevant controlling bodies.

The ASMF Policy strongly recommends that all Umpires officiating in adult football (over 13 years of age) be immunised against Hepatitis B.

ON GROUND PROCEDURES FOR UMPIRES (LAW 22: INFECTIOUS DISEASES)

FIELD UMPIRE IN CONTROL OF PLAY (i) PLAYER ACTIVELY BLEEDING

Where the Field Umpire is of the opinion that a player is actively bleeding, the Field Umpire must stop play at the first available opportunity, blow time on and direct the player to immediately leave the playing surface. The replacement player may enter the playing surface before the bleeding player crosses the line. The replacement player is to be given a reasonable time to take up his position before play recommences provided that player enters the playing surface before the bleeding player leaves the playing surface (Law 22.3.3), otherwise recommence play immediately.

Under Law 22.3.4, where a bleeding player refuses to leave the playing surface at the Umpire's direction, a sequence of events is defined, commencing with a warning to the player pending awarding of a free kick and possible report for misconduct, and, should the player persist in the refusal to leave, terminating the match and forfeiture of the offending player's team.

A player awarded a mark or free kick at the end of a quarter may kick the football after the Field Umpire has signalled that play has come to an end, even though he is at the time actively bleeding (Law 22.7).

(ii) PLAYER NOT ACTIVELY BLEEDING

Where a Field Umpire is of the opinion that a player is NOT actively bleeding, but the player has blood on any part of his body or uniform, the following action is taken:

At the first available opportunity, the Field Umpire must signal and direct the player to obtain treatment. After the signal is given, play will continue. The player may remain on the playing surface, but must at the earliest opportunity:

- remove or replace any part of his uniform which has blood on it; and/or
- have blood removed from any part of his body and the cause of bleeding (if any) treated and covered so that all blood is contained.

BOUNDARY/GOAL UMPIRES

If a player is bleeding attract the attention of the nearest Field Umpire at the next stoppage of play who will respond as appropriate. When the stoppage is a score, any action by the Goal Umpire must be implemented after the score signal has been given and before waving the score.

In the event of an Umpire having blood on his person or uniform the umpire must:

- (i) remove or replace any part of his uniform which has blood on it; and/or
- (ii) have blood removed from any part of his body and the cause of bleeding (if any) treated and covered so that all blood is contained before continuing to officiate.

REPORTING PROCEDURES (READ LAWS 19.2, 19.3)

One of the responsibilities of an Umpire is to report reportable offences. It is important that the Umpire carries out the correct procedures at the time of the report (and following the match in terms of completing the paperwork).

ON GROUND:

- Identify the reportable incident eg. using abusive language. Intentionally, recklessly or negligently striking another person or charging another person.
- Stop the match, blow time-on.
- Advise the offender and the player offended against at the time of the incident.
- Make a brief note at the time of the report, eg. Players' numbers, offence, location.
- Send the offending player off (where local rules indicate).
- Blow time off and recommence the match.

ORDER OFF (LAW 20)

The Order Off Law applies to all competitions other than AFL first grade matches. However, Controlling Bodies may vary aspects of the "Order Off" Law (refer to Laws 20.2, 20.4 and 20.5).

Umpire coaches should inform Umpires of such variations.

The Law requires that Field Umpires (and emergency Field Umpires) order from the field for the remainder of the match:

- all players reported under Law 20.2,
- any player reported by a Field Umpire for a second offence under Laws 19.2.2 (e),(f)(g ii-xi),(h-p)

The Order Off Law (20.5) also empowers the Field Umpire (and emergency Field Umpire) to order from the field for a period determined by the relevant Controlling Body:

- any player committing a first offence under Laws 19.2.2 (e),(f)(g ii-xi),(h-p). The Field Umpire is to signal by pointing to the interchange area with an outstretched arm (although some Controlling Bodies use a system of "red" and "yellow" cards). The player must then proceed directly to the interchange steward.

The consequences of failing or refusing to leave the ground when ordered off are severe. Such action means that:

- the player will be reported for misconduct;
- the match terminated, and;
- his team forfeit the match.

Should the team have fewer than 14 players as a consequence of the player/s being ordered off, it is at the Field Umpire's discretion that the match may continue. It is also his responsibility to forward all details including the scores at the time to the Controlling Body.

The result of the match is in the hands of the Controlling Body, which may confirm the result in accordance with the scorecards or determine a forfeit under the provisions of Law 10.7.

↘ ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
<p>Interpret and apply the laws and interpretations in accordance with the Spirit of the Laws/game.</p>	<ul style="list-style-type: none"> • Outline the three Spirits of the Laws: Contest for the Ball – General Play , Tackling (Player in Possession of the Ball), Marking Contests. • Interpret and apply the laws and interpretations in accordance with the laws/spirit of the laws. • Outline the steps in relation to making a report. • Outline the procedures for implementing the 'blood rule'. • Outline the process for implementing the 'order off' law. 	<p>Observation Simulation</p>

UNIT 4 – CONTROL

While the control of a match is a major responsibility of the Field Umpires, Boundary and Goal Umpires play a very important role in supporting the Field Umpires.

There are a number of factors that contribute to control for Umpires; the most critical being the manner in which they go about their tasks.

First, Umpires are decision makers. Accordingly, they have to have the courage of their convictions to make the right decisions irrespective of the circumstances, whenever the need to make a decision arises.

For Field Umpires being prepared to make decisions, it is usually demonstrated by awarding the “first free kick”. This means the first free kick which occurs in any contest.

Umpires who award the “first free kick” are seen as decisive, consistent and in control.

Umpires who consistently award the “first free kick” and don’t allow scrimmages to go too long quickly earn the confidence and respect of the players, coaches and supporters.

Pay the first free kick – do not allow scrimmages to go too long.

Second, Umpires need to demonstrate confidence in their decisions.

Confidence can be demonstrated by:

- a strong, long whistle – Blow it hard (Field and Boundary Umpires).
- verbal communication of the decision “Push in the back, your free kick No. 7”, “ball bounced over the line on the full – out on the full”, being delivered in a strong, firm manner and voice, not screeching or shouting, but projecting the voice with strength and firmness.
- visual signals being performed in the correct manner. Show everybody why! (Field, Boundary and Goal Umpires).

- then Go. Move promptly to take up position for the next act of play, don’t hang around waiting to see what happens next, move off, let everyone know that the particular incident is over and done with and we are moving into the next phase of play. BLOW, SHOW and GO.

Third, control is demonstrated by handling players and situations in an appropriate manner.

Umpires will achieve good results in this aspect of their performance if they simply treat players as they, themselves, would like to be treated. Umpires need to stay calm, irrespective of how animated or heated players’ behaviour may be.

Effective control is demonstrated by:

- making decisions, having the courage of your convictions.
- confidence in decision making, strong visual and verbal communication.
- appropriate responses to players and situations, staying calm. A very important aspect in maintaining control during a match is one of observation, that is, where to look!

BEING ALERT

Being alert includes being aware of what is going on around you in the immediate area.

OBSERVATION

There are times during a match when the Field Umpire needs to observe what is going on around him. For example:

GENERAL PLAY

- Players contesting the ball.
- Players with the ball (in possession).

AFTER DISPOSAL

- When a player has disposed of the ball – ensure there is no late infringement of the laws.

Therefore, it is important to remember to observe:

- Players contesting the ball/ with the ball/just disposed of the ball.

The Boundary Umpire is required to have the ball under observation at all times. That is, never having his back to the ball or the player with the ball.

The Goal Umpire must never leave the goal area if there is a possibility of a score occurring.

SET PLAY

A set play is the resultant play after a free kick or mark has been awarded.

The main elements a Field Umpire has to be aware of and execute in a positive manner are:

1. SETTING THE MARK (LAW 16.1.1)

Umpires must advise the player on the mark as to where the mark is. If he is required to come back a distance the Umpire should call him back, "back three metres, thank you". Do not let him stand in the incorrect spot, or yell "back, back, back".

2. LINE OF KICK (LAW 16.3.1)

It is the Umpire's responsibility to advise the player with possession to be on his line of kick if he is not already in that position. The line of kick is an imaginary line between the kicker, the mark and the centre of the goals, (except where the player is kicking for goal after being awarded a mark or free kick in the goal square, then the kick shall be taken from directly in front of the goals from a spot horizontally across from where the mark or free kick was awarded).

3. OBSERVING THE PLAYER WITH THE BALL

At the set play, it is important that the Umpire keep the player in possession under observation while also being aware of the player on the mark. This routine allows quick "play on" calls to be made and also ensures that the player does not encroach over the mark.

4. PROTECTED AREA (LAW 16.1.2)

A player in possession at a set play is entitled to a protected area. This area is a corridor which extends from 5m either side of the mark to 5m either side of and a 5m radius behind the player with the ball. No opponent or team-mate is allowed to enter this area. If players are in this area at the time of possession then the Umpire should make an attempt to clear the area before disposal taking place. Once a player plays on, he loses the protected area.

5. PLAY ON CALLS (LAWS 16.2)

The Umpire is responsible for calling and signalling "play-on" once a player attempts to play other than over the mark. It is important that the call and signal is performed quickly hence the need to be observing the player in possession.

6. 25/50-METRE PENALTIES (LAWS 18.0, 16.3.2, 16.7)

Under the Laws of Australian Football, 50m is the standard penalty but a Controlling Body may reduce the distance to 25m (Law 18.3)

Penalties must be applied when an opponent:

- Causes undue delay to the play or unduly encroaches over the mark after a mark or free kick has been awarded.
- Behaves towards, or uses language towards, an Umpire that is abusive, insulting, threatening or obscene.
- Disputes the decision of an Umpire.
- Does not return the ball correctly.

UNDUE DELAY CAN BE CAUSED BY:

- Putting a player to the ground after he has been awarded a mark or free kick.
- Not allowing a player on the ground to get up after he has been awarded a mark or free kick.

Application of 25m/50m-Metre Penalties:

When awarding 25m or 50m penalties, immediately blow time on and then head towards the amended mark. The player receiving the penalty CANNOT play on until the amended mark is set. After the amended mark is set you should blow time off and the game recommences.

7. KICK IN AFTER A BEHIND (LAW 13.0)

Other than the player kicking the football into play, all players must immediately vacate the area within 5m of the goal square

The Goal Umpire must have signalled a behind prior to the kick off being taken.

▾ ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Demonstrate effective control in 'general play' situations under match conditions.	<ul style="list-style-type: none"> • Displays confidence in decision making. • Responds to players and situations, in a calm and confident manner. • Observes appropriately. • Awards the 'first free kick'. • Breaks up scrimmages when the ball is immediately trapped. 	<p>Observation</p> <p>Simulation</p>
Demonstrate effective control in 'set play' situations under match conditions	<ul style="list-style-type: none"> • Place the player on the correct mark. • Ensure the player with the ball is on the correct line of kick. • Ensure the 10m protected area is monitored. • Execute quick play on calls, once the player with the ball has played on. • Observe the player with the ball. • Apply 25m/50m penalties. • Monitor kick ins after a behind. 	<p>Observation</p> <p>Simulation</p>

UNIT 8 – POSITION

Maintaining the best possible position in relation to play from which to adjudicate is the most important skill in the Umpires' preparation.

Accurate and consistent decision making can only occur if the Umpire gets a "good look at the incident".

FIELD UMPIRE

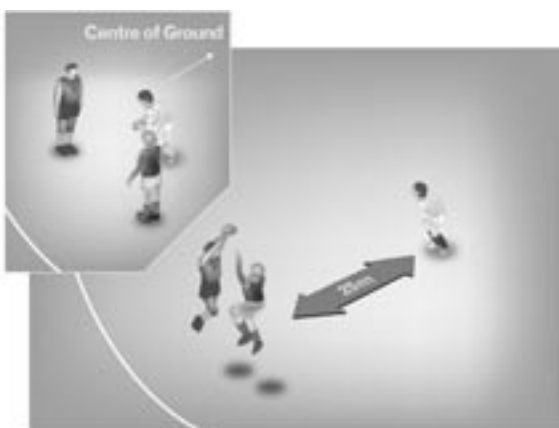
CENTRE BOUNCE/BALL UP

The approach is along the minor axis. (An imaginary line across the centre of the ground). After the bounce/ball up, back away quickly aiming to obtain a position 20m-25m from the contest.



FIELD BOUNCE/BALL UP

Bounce/ball up with your back to the major axis. (An imaginary line extending from the centre of the goal at both ends and passing through the centre) or the centre of the ground. After the bounce/ball up, back away quickly aiming to obtain a position 20m-25m from the contest.

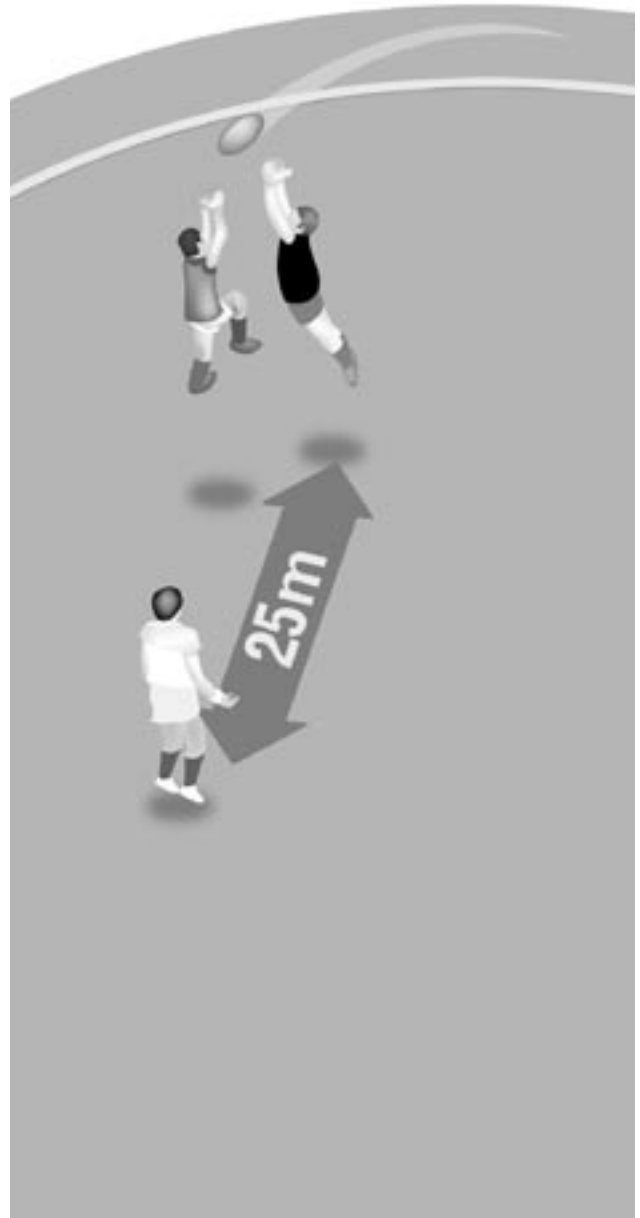


BOUNDARY THROW-IN

Initial position should be 10m-15m side-on to and slightly in front of the contest on the long side of the ground (play between Umpire and nearest goal). At the throw-in, the Umpire should be on the move and be side on to the ruckmen as they contact the ball, then moving quickly inside play. (Play between Umpire and nearest boundary line).

GENERAL PLAY

The Umpire should always be inside play, about 20m-25m from the contest, always aiming to be side on to the contest. This allows the Umpire a clear view of the contesting players and correct positioning for the next act of play.



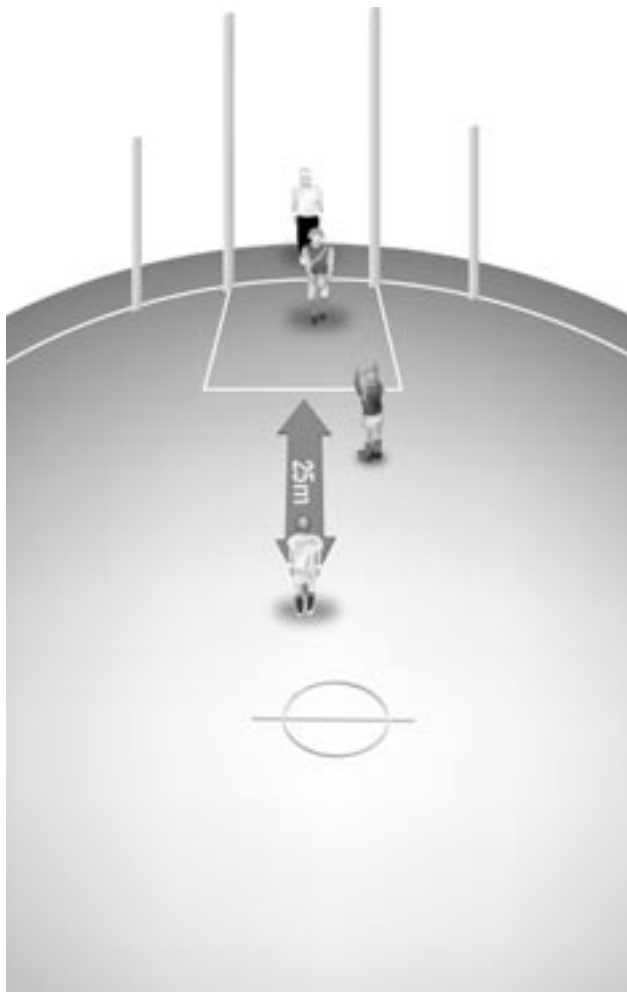
SET PLAY – ONE UMPIRE

After placing the player on the mark and ensuring the kicker is on the correct line of kick, the Umpire should back off at 45 degrees from the mark, to a position half way between the mark and the anticipated destination of the kick. After the kick the Umpire should run to a position side on to the contest about 20m-25m inside the play.

KICK-IN AFTER A BEHIND

After giving “all-clear” the Umpire should position himself on the major axis, 25m from the kick off line. Before the kick being taken, the Umpire must immediately clear, all players (other than the player kicking the football into play) from the area within 5m of the goal square. After the kick, the Umpire should run to a position side on to the contest some 20m–25m inside the play.

NB: A defender can kick the ball in once the goal Umpire has signalled a behind.



BOUNDARY UMPIRE

POSITION AT COMMENCEMENT OF MATCH

Boundary Umpires are to decide which side of the oval they will run in the first quarter. A change of sides is then made at the start of each quarter.

To get to the corner of the centre square for the commencement of the game, the Boundary Umpires will start by facing opposite each other on the centre circle, then together turn around and run towards the corner of the square.

Within 5m of the corner, pivot and run backwards into the point of the square, lifting the knees high. Stand in the point of the corner with hands behind the back, remaining there until the ball is bounced. This is repeated at the start of each quarter.

CENTRE SQUARE

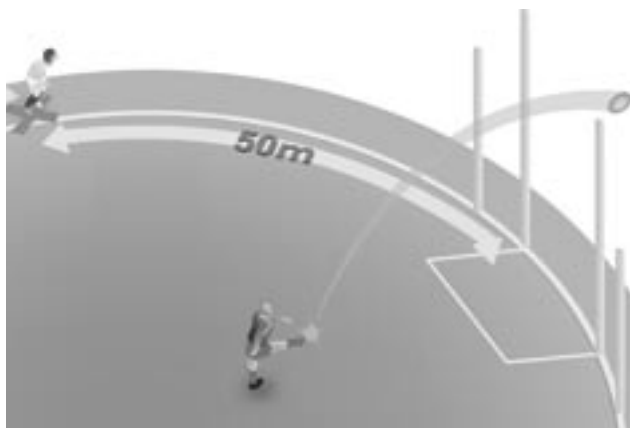
For every centre bounce/ball-up (start of each quarter and after a goal has been scored) Boundary Umpires will position themselves on diagonally opposite corners of the centre square. Each Boundary Umpire is responsible for supervising the centre square lines that intersect at their corner. Immediately the ball has been bounced or thrown up, the Boundary Umpire must run forward at an angle of 25-40 degrees from the corner of the square toward the boundary line.



GENERAL PLAY

Boundary Umpires must follow the ball from goal to goal, avoid interfering with players and position themselves so that they have a good view of the boundary line when play is close to the boundary line. Boundary Umpires will often need to accelerate in order to keep correct position, ie: staying up with the play, eg: a quick passage of play.

When play is on the other side of the ground the Boundary Umpire is advised to move inside the playing arena, however, no further than their side of the centre square. The Boundary Umpire shall not place themselves between the players and the ball.



AFTER A BEHIND HAS BEEN SCORED A) FROM A SET KICK:

When the Boundary Umpire is positioned behind the behind post and a behind has been scored, the Goal Umpire will give his signal and the Boundary Umpire will then run backwards along the boundary line for about 50m, keeping the ball and players under observation at all times. The Boundary Umpire is not to move until the Goal Umpire has signalled his decision. Upon reaching a point about 50m along the boundary line, the Boundary Umpire should remain there until play recommences.



B) FROM GENERAL PLAY:

When the Boundary Umpire is still running toward the goal, he will immediately back off to the boundary line.

SCRIMMAGE/PLAY CLOSE TO THE BOUNDARY LINE

The Boundary Umpire must make every effort to position on the boundary line about 5m to the long side of the play.

BEHIND THE BEHIND POST

When required to take up position behind the behind post, the position will be behind the behind post in a direct line with the location of the ball.

When the Boundary Umpire is stationed at the behind post for a set shot and the ball hits the behind post on the full, he will tap the post three times after signalling out of bounds on the full.

SET KICK AT GOAL

When a player is having a set shot at goal, it may be necessary to sprint to the behind post to assist the Goal Umpire. Watch player with the ball at all times.

Where a player is taking a set kick at goal (from a mark or free kick) Boundary Umpires should position themselves behind the behind posts to lend support to the Goal Umpire. The Goal Umpire is the final judge of a score and can overrule the Boundary Umpire if necessary.

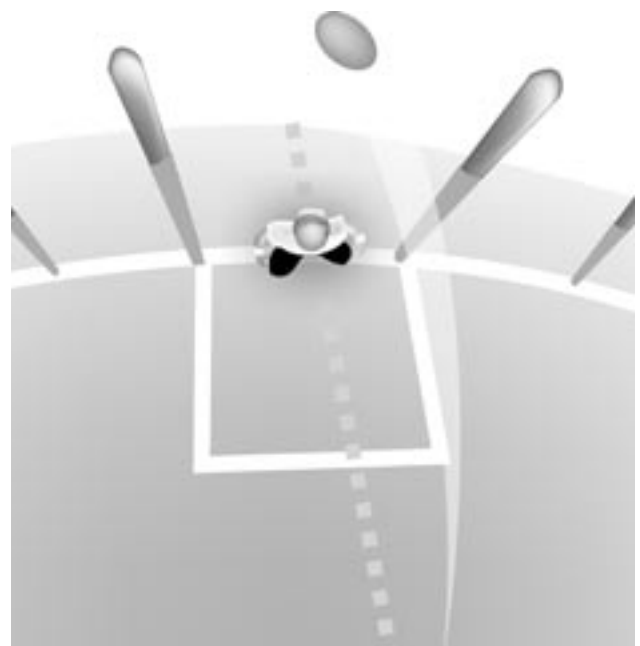
GOAL UMPIRE

In general play beyond scoring distance, the Goal Umpire should generally keep the play in line with himself and the centre of the goal line.

When the ball is within scoring distance of goal, the Goal Umpire should be positioned so that the ball, the centre of the goal line, and the Goal Umpire form a straight line.

Goal Umpires must attempt to position themselves under the flight of the ball to ensure the correct scoring decision is made.

Goal Umpires should attempt to astride the line to view closely contested situations, in relation to the scoring lines to assist Umpires with their decision making.



POSITION (UNDER THE FLIGHT OF THE BALL)

Goal Umpires must attempt to position themselves under the flight of the ball and out of the way of players on the following occasion:

- A high kick at the scoring area.

POSITION (ON LINE SITUATION)

Goal Umpires must attempt to be astride the goal line and out of the way of players on the following occasions:

- Dropping ball.
- Ball bouncing along the ground towards goal.
- Player running for close in kick.
- Contest on goal/behind line.

TWO UMPIRE SYSTEM (REFER GUIDELINES)

- Starting the game.

- Control and positioning.
- Special provisions covering the awarding of free kicks by No. 2.
- End of the Game.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Implement basic umpire positioning under match conditions.	<p>FIELD, BOUNDARY, GOAL</p> <ul style="list-style-type: none"> • Outline key elements of positioning. • Position for the start of match/quarter. • Position in general play. • Position after a score. • Respond to changes in play. <p>FIELD</p> <ul style="list-style-type: none"> • Position for a set play. • Position for a set shot at goal. • Position for a boundary throw in. • Outline key elements of Two Umpire System. <p>BOUNDARY</p> <ul style="list-style-type: none"> • Position for play close to the boundary line. <p>GOAL</p> <ul style="list-style-type: none"> • Position for high scoring kicks. • Position for: <ul style="list-style-type: none"> · dropping ball, · ball bouncing along the ground towards goal, player running for close in kick contest · on goal/behind line. 	Observation

INDICATIONS/SIGNALS – FIELD UMPIRES

UNIT 6 – SKILLS AND TECHNIQUES

Visual signals/indications are a very important means of communicating a decision.

A range of standard signals/indications have been developed with the view to creating consistency among Umpires. This promotes a better understanding of what a decision is for.

The manner in which the signal/indication is performed is also very important. It should be performed in a positive, clear and decisive manner, leaving no doubt in people's minds as to the confidence the Umpire has in the decision.

The Umpire should not be too flamboyant with the signal/indication but animated enough to convey the message.

When performing signals/indications, always keep the players under observation.

THE FOLLOWING SIGNALS/ INDICATIONS ARE THE MOST COMMON:

- High Tackle.
- Push in the back.
- Holding the man.
- Holding the ball.
- Commencing play.
- Ending play.
- All clear – a goal.
- All clear – a behind.
- Field bounce/ball up.

An indication should be accompanied by a verbal explanation of the decision eg: "push in the back", "your free kick No. 7". but there is no need to go into a long winded explanation of the decision.

Visual signals are used when communicating with other Umpires, such as giving "all clear" to a Goal Umpire for a behind or goal.

SIGNALS – BOUNDARY UMPIRES

When the ball crosses the boundary line, the Boundary Umpire will blow his whistle and give the appropriate signal – out of bounds or out of bounds on the full.

(A) OUT OF BOUNDS

When the ball goes outside the boundary line after having touched the ground or having been touched by a player (out of bounds) the Boundary Umpire shall blow his whistle loudly and extend one arm straight up with an open hand.

The Boundary Umpire shall face the Field Umpire until the Field Umpire indicates that the ball should be thrown in (or penalises an infringement which becomes an overriding decision).

Upon receiving confirmation from the Field Umpire, the Boundary Umpire will then retrieve the ball and throw it in from where the ball crossed the line.

(B) OUT OF BOUNDS ON THE FULL

When the ball goes outside the boundary line on the full directly from a kick and not having been touched by a player (out of bounds on the full) the Boundary Umpire shall blow his whistle loudly and extend both arms horizontally straight out from the shoulder with open hands, parallel to the boundary line.

The Boundary Umpire shall face the Field Umpire until the Field Umpire confirms the free kick (or pays an overriding decision). The Boundary Umpire will then move to position for the resultant free kick.

OUT OF BOUNDS DIRECTLY FROM KICK OFF AFTER A BEHIND HAS BEEN SCORED

When the ball goes outside the boundary line from a kick off after a behind has been scored and without having been touched by a player, the Boundary Umpire shall blow his whistle loudly and signal out of bounds on the full.

SIGNALLING OF SCORES – GOAL UMPIRES

Irrespective of a goal or behind decision, the signal with the hands and arms shall be crisp and precise.

The hands shall not be raised above the head during the signalling procedure and must finish level with hips and parallel with the ground, and in the case of a goal, body width apart.

All scoring signals are to be given within the scoring area.

When giving signals Goal Umpires are to be stationary, at attention and facing down the field.

GOALS

ALL goal signals to be given from the goal line in the centre of the goal area.

BEHINDS

Law 13.3 states: 'A player of the defending team may kick the football into play when the Goal Umpire has signalled that a behind has been scored'.

(Note: Not all competitions are playing this Law)

When a behind has been scored, the Goal Umpire will now have to recover quickly to the line to signal a behind and then move extremely quickly to the nearest goal post to access the behind flag to confirm the score. The Goal Umpire will step away from the goal post, in the goal area, and wave the flag as quickly as possible.

After receiving "all clear" from Field Umpire, all signals are to be given facing directly down the ground.

SIGNALS (OTHER THAN SCORING)

Visual indications are a very important means of communicating a decision to umpiring colleagues and others. Signals are hand movements performed by a Goal Umpire, other than signalling scores. A range of standard signals have been developed with the view to creating consistency among Umpires. This promotes a better understanding of what a decision is for.

The manner in which the signal is performed is also very important. It should be performed in a positive, clear and decisive manner, leaving no doubt in people's minds as to the confidence the Umpire has in the decision.

The Umpire should not be too flamboyant with the signal but animated enough to convey the message.

TAPPING CHEST TO INDICATE A BEHIND

Goal Umpires will tap their chests for all behind scores (except for a ball touched on or before the goal line), regardless of whether the Boundary Umpires are positioned on the behind post or not.

A touched decision is given only when the ball is going through the goal area and has been touched by a player before it crosses the goal line. This is done by hitting one hand three times with the other above head height. A touched signal is NOT given if the ball has been touched by a player before crossing the behind line.

BALL HITTING THE GOAL POST

When the ball hits the goal post the following sequence will apply:

- the Goal Umpire will immediately quickly tap chest to indicate a behind when coming to the scoring line,
- give behind signal after receiving the all clear from the Field Umpire,
- hit goal post three times,
- wave behind flag to confirm score.

↘ FIELD UMPIRE INDICATIONS/SIGNALS



Commencing play



Holding the ball



High tackle



Holding the man



Push in the back



Field bounce/throw up



All clear goal



All clear behind



End of play



Blood rule

∟ BOUNDARY UMPIRE SIGNALS



Out of bounds



Out of bounds on the full



Free kick mark for out on the full



Ball hit post on the full

∟ GOAL UMPIRE SIGNALS



Goal – from here, flags come across once, back once and then back down.



Behind – from here, flag comes across, back and then down.



Out of bounds – to boundary umpire.



Behind has been scored – to boundary umpire.



On the full – to boundary umpire.



Ball hits behind post on the full – tap three times.ww

∟ THE BOUNCE



The grip



Initial stance



Preparation



Bounce

∟ THE BOUNDARY THROW-IN



The grip



Initial stance



Preparation



Bounce

WHISTLE

The whistle should always be blown strongly – a strong, long whistle reflects confidence.

A motto which emphasises this is: If you have to blow it, blow it strong and long.

The whistle is worn on the back of the first and second fingers leaving the palm free for ball handling.

It is highly recommended that two new whistles be purchased each season. They wear out with use.

They should be looked after and maintained in good condition in the manner that any proud sportsperson would look after their equipment.

The finger clips are normally covered with soft plastic sleeves. If not, they should be wrapped with water proof adhesive tape. The steel clips will lacerate fingers; plastic sleeves, or alternatively, wrapping with tape, will prevent such laceration.

After use, the whistle should be washed in hot water. If possible, it is wise to soak the whistle in hot water before a match, this causes the pea to expand which results in a louder sound.

It is recommended that the whistle be smeared with a lubricant jelly (such as Vaseline) or taped (to minimise the risk of chipping teeth) before the match. This will help prevent the Umpires lips from sticking to the whistle when blowing it. Tearing the skin off the lips is very painful. Many Umpires smear their lips with Vaseline as extra protection. Field and Boundary Umpires should always carry a spare whistle during a match, which is prepared and ready for use. Whistles have been known to fly off the fingers, or break off the finger clips, or the pea split.

BOUNCING/BALL UP

To provide for a fair contest, the bounce/ball up must be “reasonably” straight, allowing opposing ruckmen to contest the ball without either one being disadvantaged by the direction in which the ball travels, and high enough to enable them to leap into the air to contest the descending ball.

During the course of the match the Field Umpire will be required to bounce/ball up the ball on many occasions:

- Start of play at the commencement of each quarter,
- Re-start play after a goal has been scored,
- Re-start play after it has been stopped, for any reason, by the Field Umpire.

All Field Umpires develop their own technique for bouncing/balling up the football and if your natural technique produces consistently accurate bounces/ball ups of appropriate height, then continue with it.

BOUNCING

Bouncing of the football by the Field Umpire is unique to Australian Football and a feature of the game. It is a skill that needs plenty of practice as the expectations are that the Umpire will bounce the ball straight and high. There are no precise specifications for a good bounce. However, expectations will be satisfied if the bounce is such that a fair contest between ruckmen results.

Bouncing is simply propelling a level ball, from a high arc, vertically to the ground. Your hands must be behind the thrust imparted onto the ball – that is, they must be spread evenly across the top of the ball as it is propelled downward.

The arc of the bouncing action begins above the head and the pivot point is the waist, not the shoulders. The trunk of your body and your extended arms (with elbows slightly bent) together form the radius of arc.

This means you must bend from the waist and swing your arms right down to the ground, the pivot point (your waist) being brought low to the ground so that the arc meets the ground at near to vertical.

This is done by planting your foot with bent knee, then bending forward from the waist, and bringing your chest down to your knee when the ball meets the ground.

Vertical ball contact with the ground is achieved by two simultaneous actions at the final stage:

1. Bringing your weight forward of your front foot – that is, slightly “overbalancing”, and
2. A final flinging, or throwing, action of your arms propelling the ball into the ground.

By releasing the football as close to the ground as possible you reduce the margin for error without impeding the velocity of the ball into the ground.

COMMON FAULTS OF BOUNCING THE BALL

- Hands not evenly spread across the ball – inaccurate bounce.
- Starting the arc too low – lack of height in bounce.
- Not bending forward at the waist – inconsistency in bounces.
- Releasing the ball too early – inaccurate bounce.

- Not getting weight forward of front foot – lack of height.
- Hurried action – inaccurate bounce.
- Elbows out to side – lack of height because of lack of leverage.

Relevant Law – Law 11.3

BALL UP

There are no precise specifications for a good ball up. However, expectations will be satisfied if the ball up is such that a fair contest between ruckmen results.

Balling up the ball is simply throwing a level ball, into the air. Hands can be at either ends of the football or one hand underneath the ball as it is propelled upward.

In summary, a good bounce/ball up could be defined as one which is straight and high resulting in opposing ruckmen having a fair and equal opportunity to contest the ball.

Always remember the basic fundamental of umpiring when bouncing/balling up the ball: "Watch the players – not the ball".

THROW-INS

The Boundary Umpire shall, when directed by the Field Umpire, throw the ball in without waiting for the players to take up positions, at the spot where the ball crossed the boundary line. The Boundary Umpire should stand on the boundary line with his back to the arena and throw the ball in over his head towards the centre of the ground.

The ball should be thrown in to a distance of between 10-15m and not less than 3m high.

The Boundary Umpire must not climb over the fence to retrieve the ball. If necessary, he will request players or officials in the vicinity to retrieve it. (Seek assistance from the Field Umpire if required).

RETURNING THE BALL TO THE CENTRE SQUARE

After a goal has been scored, it is the Boundary Umpires responsibility to retrieve the ball and return it to the Field Umpire in the centre square as quickly as possible.

The Boundary Umpire must not climb over the fence to retrieve the ball. If necessary he will request players/officials in the vicinity to retrieve it. (Seek assistance from the Field Umpire if required.)

The Boundary Umpires decide who will retrieve the ball (usually the Boundary Umpire closest to the ball).

The other Boundary Umpire will indicate to the Field Umpire which side of the oval the ball is to be returned and then position himself approximately half way between the goal line and the end of the centre square.

The Boundary Umpire who retrieves the ball will run to the second Boundary Umpire who will, by then, be running at the same pace, and on reaching him, will relay the ball then sprint to the nearest corner of the centre square on his side of the ground. The second Boundary Umpire will relay the ball to the Field Umpire and continue on to the far corner of the square on his side of the oval with the last five paces being run backwards into the point of the square.

The actual transfer of the ball from Boundary Umpire to Boundary/Field Umpire should be as follows:

- The ball should be thrown from no closer than 5m,
- It should have slight backspin and its trajectory should be in the form of a slight arc,
- It should be delivered so that the receiver can take the ball in front, about waist high, without changing pace.

Boundary Umpires are to remain on the same side of the oval throughout each quarter.

FLAG WAVING (LAW 12.3)

The first movement is to raise the flag or flags above head at a position akin to 5 to 1 on a clock face. The flag movement will be executed above head and there is not to be any embellishment.

GOAL: From starting position, flags will be brought across once, back once, and down to sides.

BEHIND: From starting position, across, back and down.

GENERAL: From the position of having signalled a score, move smartly to pick up flags, or flag, looking up field as you do so to detect any incidents that might occur just after a score. Likewise checking while returning flags to holders. Umpires should attempt to move together when getting their flags and waving a score, and the Umpire at the non-scoring end should attempt to keep in time with his partner. If the Umpire at the non-scoring end is distracted and does not see his partner ready to confirm a score for a goal, the Umpire at the scoring end shall hold his flag(s) above his head ready to start waving until his partner is ready to wave. This does not apply for a behind. If you need to move out to an incident, wave and record the score first.

SCORING PROCEDURES

GOALS: Record goals on score card on return to the centre of the goal area after replacing flags.

BEHINDS: If unable to record score before a defender prepares to kick in, wait for kick off and mark card after next act of play which takes the ball away from goal area or on a cessation of play, e.g.: out of bounds, free kick.

ENSURING SCORECARDS ARE CORRECT:

It is most important that Goal Umpires correctly record the scores.

The following procedures help minimise any scoring problems:

- Always record teams on your scorecard in the same order as on the main scoreboard.
- To enable a double check that each score is recorded to the correct team, on your scorecard identify with a mark the team kicking towards you each quarter – e.g. M for My end, or, if you prefer, an X. Then, as you record a score to one of the teams, you double check that the score was made at your end of the ground, or the other end.

- Always record scores 1234 etc. not 1111.
- Always record your score before you leave your area to attend a melee, report a player, retrieve your cap if it blows off, or the siren sounds to end a quarter.
- Carry a six-times table in your card holder.

Goal Umpires check scores at the end of each quarter, ensuring they agree and that the scoreboard is correct. Once Goal Umpires agree and the scoreboard matches, then one of you indicates to the scoreboard that scores are correct by waving the flags as they would for a goal.

If the Goal Umpires' cards are not identical, the following will assist in deciding who has the correct scorecard.

- If one scorecard is the same as the scoreboard, it is more likely that it is correct.
- The Goal Umpire with the higher score is more likely to be correct as it is easier to overlook recording a score than to enter a score twice.
- It is more likely that the Goal Umpire at the scoring end is incorrect, as his partner is under less pressure and able to immediately record the score in all instances.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
<p>Demonstrate the signals/ indications under match conditions.</p>	<p>FIELD</p> <ul style="list-style-type: none"> • High Tackle. • Push in the back. • Holding the man. • Holding the ball. • Commencing play. • Ending play. • All clear – a goal. • All clear – a behind. • Field bounce. <p>BOUNDARY</p> <ul style="list-style-type: none"> • Out of bounds. • Out of bounds on the full. • Ball hitting behind post. • Ball hitting goal post on the full. • Encroachment of centre square. <p>GOAL</p> <ul style="list-style-type: none"> • Goal. • Behind. • Behind – hit post. • Behind – touched. • Tapping chest to indicate a behind. • Out bounds. • Out of bounds on the full. 	<p>Observation</p>
<p>Use the whistle effectively under match conditions.</p>	<p>FIELD/BOUNDARY</p> <ul style="list-style-type: none"> • Strength. • Length. • Timing. • With confidence. 	<p>Observation</p>

Implement the bounce/ball up to the required standard under match conditions.	FIELD CONTESTABLE RUCK CONTESTS WITH: <ul style="list-style-type: none"> • Height. • Accuracy. 	Observation
Demonstrate contestable throw ins under match conditions.	BOUNDARY CONTESTABLE RUCK CONTESTS WITH: <ul style="list-style-type: none"> • Height. • Length. • Accuracy. 	Observation
Demonstrate correct technique for returning the ball to the centre after a goal.	RETURN THE BALL TO THE CENTRE: <ul style="list-style-type: none"> • Collecting ball. • Changeover with partner. • Returning ball to Field Umpire. • Returning to point of the centre square. 	Observation
Demonstrate correct flag waving under match conditions.	GOAL <ul style="list-style-type: none"> • Goal. • Behind. • Technique. 	Observation
Demonstrate correct scoring procedures under match conditions.	<ul style="list-style-type: none"> • Complete scorecards. 	Observation

MODULE 4 – MANAGE MATCH ASSESSMENT PROGRESS

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 1 – APPROACH				
Demonstrate effective people management skills during the match	<ul style="list-style-type: none"> • Communicate effectively with players and others. • Acknowledge player's queries. • Treat players with respect. • Respond to potential conflict situations. 			
UNIT 2 – ADMINISTRATION				
Correctly complete all match paper work in accordance with the requirements of the controlling body.	<ul style="list-style-type: none"> • Complete paperwork accurately and in a professional manner. • Outline the process for completing a Report of Player form. • Forward paperwork to relevant personnel. 			
UNIT 3 – LAWS AND INTERPRETATIONS – SPIRIT OF THE LAWS				
Apply the laws and interpretations in accordance with the spirit of the laws	<ul style="list-style-type: none"> • Outline the three Spirits of the Laws. • Interpret and apply the laws and interpretations in accordance with the spirit of the laws. • Outline the procedures for implementing the 'blood rule'. • Outline the steps in relation to a reportable incident. • Outline the process for implementing the 'order off' law. 			

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 4 – CONTROL				
Demonstrate effective control in 'general play' situations under match conditions.	<ul style="list-style-type: none"> • Displays confidence in decision making. • Responds to players and situations, in a calm and confident manner. • Observes appropriately in general play after disposal. • Awards the 'first free kick'. • Breaks up scrimmages when the ball is immediately trapped. 			
Demonstrate effective control in 'set play' situations under match conditions.	<ul style="list-style-type: none"> • Place the player on the correct mark. • Ensure the player with the ball is on the correct line of kick. • Ensure the 10m protected area is monitored. • Execute quick play on calls, once the player with the ball has played on. • Observe the player with the ball. • Apply 25m-50m penalties. • Monitor kick ins after a behind. 			

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 5 – POSITION				
Implement Umpire positioning under match conditions.	<p>FIELD, BOUNDARY, GOAL</p> <ul style="list-style-type: none"> • Outline key elements of positioning. • Position for the start of match/quarter. • Position in general play. • Position after a score. • Respond to changes in play. <p>FIELD</p> <ul style="list-style-type: none"> • Position for a set play. • Position for a set shot at goal. • Position for a boundary throw in. • Outline key elements of Two Umpire System. <p>BOUNDARY</p> <ul style="list-style-type: none"> • Position for play close to the boundary line. <p>GOAL</p> <ul style="list-style-type: none"> • Position for high scoring kicks. • Position for: dropping ball, ball bouncing along the ground, towards goal, player running for close in kick, contest on goal/behind line. 			

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 6 – SKILLS AND TECHNIQUES				
Demonstrate the signals/ indications under match conditions.	Demonstrate the following indications/ signals: FIELD <ul style="list-style-type: none"> • High Tackle. • Push in the back. • Holding the man. • Holding the ball. • Commencing play. • Ending play • All clear – a goal. • All clear – a behind. • Field bounce/ball up. BOUNDARY <ul style="list-style-type: none"> • Out of bounds. • Out of bounds on the full. • Ball hitting behind post. • Ball hitting goal post on the full. • Encroachment of centre square. GOAL <ul style="list-style-type: none"> • Goal. • Behind. • Behind – hit post. • Behind – touched. • Tapping chest to indicate a behind. • Out bounds. • Out of bounds on the full. 			
Use the whistle effectively under match conditions.	FIELD/BOUNDARY <ul style="list-style-type: none"> • Strength. • Length. • Timing. • With confidence. 			

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
Implement the bounce/ball up to the required standard under match conditions.	FIELD CONTESTABLE RUCK CONTESTS WITH: <ul style="list-style-type: none"> • Height. • Accuracy. 			
Demonstrate contestable throw ins under match conditions.	CONTESTABLE RUCK CONTESTS WITH: <ul style="list-style-type: none"> • Height. • Length. • Accuracy. 			
Demonstrate correct technique for returning the ball to the centre after a goal.	BOUDARY RETURN THE BALL TO THE CENTRE <ul style="list-style-type: none"> • Collecting ball. • Changeover with partner. • Returning ball to Field Umpire. • Returning to point of the centre square. 			
Demonstrate correct flag waving under match conditions.	GOAL <ul style="list-style-type: none"> • Goal. • Behind. • Technique. 			
Demonstrate correct scoring procedures under match conditions.	<ul style="list-style-type: none"> • Complete scorecards. 			

MODULE 5



MANAGE OTHERS

UNIT 1 – CO-OPERATION WITH OTHER UMPIRES

The Umpires need to work as a team to ensure the smooth conduct of the match. A co-operative approach is important on match day to assist each of the Umpires to carry out their roles in the most effective manner.

Co-operation can include:

- Introducing yourself to other Umpires before the match.
- Eye-to-eye contact when using verbal and visual signals/ indications to the Goal and Boundary Umpires.
- Field Umpires using clear 'all clear' signals to Goal Umpires for goals and behinds.
- Boundary Umpires assisting Goal Umpires to determine a score.
- Goal Umpires assisting Boundary Umpires to determine if the ball is Out of Bounds.

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Demonstrate co-operation with other Umpires under match conditions.	<ul style="list-style-type: none">• Meet other Umpires before the match.• Clear verbal and visual signals given to boundary and Goal Umpires by Field Umpires.• Clear verbal and visual signals given by Goal Umpire to Boundary Umpire• Clear visual signals given by Boundary Umpire to Field Umpire• Clear verbal indication given by Boundary Umpire to Goal Umpires (when assisting with a scoring situation)	Observation

UNIT 2 – CO-OPERATION WITH MATCH OFFICIALS

The Field Umpire has an important leadership role on match day. It includes working with a range of officials both on and off the field, including officials who ensure the smooth conduct of the match.

MATCH OFFICIALS

The two important roles performed by match officials are:

- Timekeeping
- Interchange Steward

The important aspects of these roles, unless determined otherwise by the relevant Controlling Body, are as follows:

TIMEKEEPING (LAWS 10.1 – 10.5)

Keep the time of each quarter of a Match.

Record on time cards the time taken to play each quarter and lodge the completed cards with the relevant Controlling Body.

Sound the siren at the start and end of each quarter;

Stop the clock which is used for the timing of each quarter as required under Law 10.5 for stoppage of play; and

Monitoring time remaining for ordered off players.

Noting and monitoring time of players stretchered from the ground.

Perform any other function as may be directed by the relevant Controlling Body.

INTERCHANGE STEWARD (LAW 7)

Be positioned throughout the Match at or near the Interchange Area.

Monitor and approve the interchange of players made by each Team during the Match.

Report to the Controlling Body any infringement by a Team of Law 7.

CLUB OFFICIALS

The three important roles performed by club officials are:

- Match Manager.
- Team Manager.
- Umpire Escorts.

The important aspects of these roles are as follows:

MATCH MANAGER

Provide Ground Reports before the game.

Act as the contact for Umpires for the staging of the match.

Collect match paperwork where necessary.

TEAM MANAGERS

Provide team sheets before the game.

Ensure Umpires are provided with drinks at breaks between quarters.

Ensure umpire escorts are present and aware of their responsibilities.

Collect match paperwork where necessary after the game.

UMPIRE ESCORTS

Escort Umpires on to the field before the start of the first and third quarters.

Escort Umpires from the ground at the end of the second and fourth quarters.

Join the Umpires at the centre circle for the quarter time and three quarter time break.

Co-operation between Umpires/match day officials can include:

- Introductions by Umpires to other match day officials before the match.
- Eye-to-eye contact when communicating with interchange steward and timekeepers.
- Obvious start of quarter, end of quarter and time on/off indications. This will assist the timekeepers in performing their duties.
- Thanking club officials for their assistance after the match.

∨ ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Demonstrate co-operation with match officials under match conditions.	<ul style="list-style-type: none">• Outline roles of match day officials.• Meet with timekeepers and interchange steward before start of match.• Clear signals given by Field Umpire for start of quarter, time on/off and end of quarters.• Clear indications given by Field Umpire for a field bounce/ ballup.	Observation

UNIT 3 – REQUIREMENTS OF UMPIRES AT TRIBUNALS

The Umpire has an important role following a report. It includes working with a range of people to ensure the smooth conduct of the tribunal. It is important that Umpires are aware of the major requirements of an Umpire at a tribunal hearing.

Below are some of the key elements the Umpire should be familiar with.

AT TRIBUNAL:

Arrive at the tribunal in plenty of time looking neat and well presented. Remember the image.

When giving evidence, be positive, forthright and honest. Say exactly what you saw and/or heard when presenting your evidence or in response to questions about the incident. Present information in a logical sequence.

Avoid vague responses or comments like “might have been”, “possibly”, “er, maybe”.

At the completion of the hearing your job is finished so ask to be excused. The resulting outcome is a matter for the tribunal, not the Umpire.

Always conduct yourself in a polite and professional manner before, during, and after the hearing.

The tribunal is not a personal dispute between an Umpire and a player. The Umpire is only a witness reporting what he saw.

Relevant Laws:
Law 19.0

ASSESSMENT OVERVIEW

WHAT WILL YOU BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	ASSESSMENT METHOD
Identify the requirements of an Umpire at a Tribunal Hearing.	<ul style="list-style-type: none"> List key elements of a tribunal hearing. Outline the role of an Umpire at a tribunal hearing. 	<p>Written</p> <p>Diary</p>

MODULE 5 – MANAGE OTHERS

ASSESSMENT PROGRESS

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 1 – CO-OPERATION WITH OTHER UMPIRES				
Demonstrate co-operation with other Umpires under match conditions.	<ul style="list-style-type: none"> • Make yourself known to other Umpires before the match. • Give clear verbal and visual signals/ indications to other Umpires. • Give clear verbal and visual signals to Goal Umpires: <ul style="list-style-type: none"> • 'all clear' for a goal; • 'all clear' for a behind; • 'touched all clear' for a ball touched over the goal line; • ball hitting the goal post. 			
UNIT 2 – CO-OPERATION WITH MATCH DAY OFFICIALS				
Demonstrate co-operation with match officials under match conditions.	<ul style="list-style-type: none"> • Meet with timekeepers before start of match. • Meet with interchange steward before start of match. • Give clear signals for: <ul style="list-style-type: none"> • start of quarter; • time on/off, and; • end of quarters. • Give clear indication for a field bounce/ throw up. 			

WHAT YOU WILL BE ABLE TO DO!	WHAT IS TO BE ASSESSED! (YOU NEED TO PROVIDE THE EVIDENCE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)	COMPLETED (SIGNED & DATE)
UNIT 3 – CO-OPERATION WITH CLUB OFFICIALS				
Demonstrate co-operation with club officials under match conditions.	<ul style="list-style-type: none"> • Meet with Match Manager before start of match. • Meet with Team Managers before start of match. • Meet with Club Escorts before start of match. • Communicate with Club officials at the end of the match. 			
UNIT 4 – REQUIREMENTS OF AN UMPIRE AT A TRIBUNAL				
Identify the requirements of an Umpire at a Tribunal Hearing.	<ul style="list-style-type: none"> • List the important actions of an Umpire at a tribunal hearing. 			

NOTES

